



COHORT CLERIC	
Class Concept	Cleric (Cloistered) (3) / Church Inquisitor (7) / Dwoemerkeeper (10)
Race	Human (+Feral Template, +Half Minotaur) (+shadow) (Celestial BL)
Alignment	Lawful Neutral
Deity	Mystra
XP	77.999 xp / 78.000 xp Level 12 [CC 3, CI 2, DK7]

Ability	Total	Mod	=	Base +	Templates/Race Level		
STR	30(42)		=	17	+4 (feral) +4hm		+5tome
DEX	15(21)		=	12	-2 (feral)		+5tome
CON	25(33)		=	16	+2 (feral) +2hm		+5tome
INT	13(19)		=	14	-4 (feral) -2hm		+5tome
WIS	29(50)		=	20	+2(feral)	+3 +1bl	+5tome
CHA	24(30)		=	18		+1bl	+5tome
Saving Throw	Total	=	Base +	Ability +	Misc	Modifier	Unnamed
Fortitude:	35	=	3+0+2	+11		+9	+10
Reflex:	27	=	1+0+2	+5		+9	+10
Will:	52	=	3+3+5	+20	+2(IW)	+9	+10

Speed	60 ft	Initiative	(5dex+4ii+2dag+5ns) =16
Base Attack	6(12)	Hit Points	12d10+84(132) = 204(252)hp
Attack	+7(18) = 3 + 5 (STR)	SR	16
AC	84 = 10 + 8 armor + 4enh + 14(nat) +2nat + 5(dex) + 12(g lum armor) + 4(sh) + 1 dodge -2size +20wis +6def		
<b>Special Qualities:</b> Darkvision 60ft., Monstrious Humanoid/Outsider, Claws 1d8x2, Improved Grab, Pounce, Fast Healing 5, (Rend, Bite attack, Teleport at will), Rend (ex), +2 natural armor, +30ft. Speed, extra gore attack (2d6), scent, hide in plain sight, resist cold 10 (15), superior low light vision, hide +8, move silent +6			

<b>Feats</b>	Otherworldly, Extend Spell, Persistent Spell, Divine Metamagic, Extra Turning Iron Will, Initiate of Mystra, Knowledge Devotion, Assume Supernatural Ability (Anyspell, Winds of Healing), Reach Spell [Meta], Reach Spell [Meta], (Power Attack), Extraordinary Spell Aim
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<b>Class Features</b>	Bardic Knack, Light Armor, Martial Weapons, Use wands/scrolls as wizard, Turn Undead (10/day) (with +2), Immune to charms, Arcane Sight (Su) at will, Supernatural spell (Anyspell), Supernatural Spell (Antimagic Field)
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<b>Bloodline</b>	+2 Sense Motive, Alertness, Wisdom+1, Prot from Evil 1/day, Cele affinity, Smite Evil 1/day, +2 Concentration, Resist Elec5, Charisma +1, +2 on saves against poison (Ex), Celestial affinity +4, Resistance to cold 5 (Ex)
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**Skillpoints:**  $(6+1) \times 4 = 28$  start +  $2 \times (6+1) + 2 \times (4+1) = 24$  level: **TOTAL = 47**

Skills	TOTAL	Rank	Ability	Misc
Appraise (int)	4	[5]		
Balance (dex)	4	[5]		
Bluff (cha)	7	[5]	3	
Climb (str)	7	[5]	3	
Concentration (con)	12	15	4	
Decipher Script (int)	4	[5]		(+2 Syn)
Diplomacy (cha)	7	[5]	3	
Disable Device (int)	-	-		
Disguise (cha)	7	[5]	3	
Escape Artist (dex)	4	[5]		
Gather Information (cha)	7	[5]	3	
Heal (wis)	8	[5]	4	
Hide (dex)	4	15		8 template 2 mw
Intimidate (cha)	7	[5]	3	
Jump (str)	9	[5]	5	
Knowledge (arcane) (int)	8	15		
Knowledge (dungeoneering) (int)	4	[5]		
Knowledge (geography) (int)	4	[5]		
Knowledge (history) (int)	4	[5]		
Knowledge (local) (int)	4	[5]		
Knowledge (nature) (int)	4	[5]		
Knowledge (planes) (int)	4	[5]		
Knowledge (religion) (int)	8	15		+2 turn undead checks
Listen (wis)	8	[5]	4	
Move Silently (dex)	4	[5]		6
Open Lock (dex)	4	[5]		
Search (int)	5	[5]		+2 racial
Sense Motive (wis)	8	[5]	4	
Spellcraft (int)	10	15		(+2 Synergy)
Spot (wis)	12	15	4	+2 racial
Survival (wis)	8	[5]	4	
Tumble (dex)	3	8		
Use Magic Device (cha)	4	[5]	3	

Languages: 2 Start (Common, Celestial)

Skill Tricks:

Collector of Stories [Mental]

You've heard so many tales of legendary monsters that you remember all sorts of gory details.

**Prerequisite:** Knowledge (any) 5 ranks.

**Benefit:** When you attempt a trained Knowledge check to identify a creature or to learn its special powers or vulnerabilities, you gain a +5 competence bonus on the check.

Swift Concentration [Mental]

You can maintain your mental focus while attending to another task.

**Prerequisite:** Concentration 12 ranks.

**Benefit:** You can maintain concentration on a spell or similar effect as a swift action.

**Equipment:** (543) gp 19,5 lb. / 28 lb. 75

Name	Gold	Weight	Misc
Holy Symbol, silver	25 gp	1 lb	
Guisame	9gp	12 lb	2d4 + 6
Warhammer	12gp	5 lb	1d8 +4
Shield, heavy wooden	7gp	10l lb	+2 armor
Chain Shirt	100gp	25 lb	+4 armor +4maxDEX
Spellbook	15gp	3 lb	
Rope, Silk (50ft)	10 gp	5 lb	
Healer's kit	50 gp	1 lb	
Paper	1gp	-	
Ink	1sp	-	
Chalk	1cp	-	
Candle x3	1cp	-	
Scroll porch	10gp	1 lb.	
Buckler	15gp	5 lb.	
Mirror, small steel	10gp	0,5 lb.	
Scholar's Outfit	5gp	4 lb.	
Bedroll	0,1gp	1lb.	
Candle x10	0,1gp	-	
Scroll Case x2	2gp	2lb	
Flask x10	3gp	-	
Flint and Steel	1gp	-	
Trail Rations (10x)	10gp	-	
Sealing Wax	1gp	-	
Sewing Needle	0.5gp	-	
Soap	0.5gp	-	
Waterskin x1	1gp	1lb	
Wand of Benign Transposition (5 charges)	75gp	1lb	
Wand of Beastland Ferocity (10 charges)	150gp	1lb	

Magical Equipment (incl to-do):

4450gp

- / 28 lb.

Name	Gold	Slot	Misc
Blessed Bandages	50gp	-	Stabilize automatically
Anklet of Translocation (MIC)	1.400gp	Feet	Teleport 10ft.
Otyuk Hole (CS)	3.000gp	-	Gain <b>Iron Will</b>
Ring of Counterspelling	4.000gp	Finger	Instant counterspell of a lvl 1-6 spell.
Belt of Healing	700 gp	Belt	(3/day) (2/3/4d8heal)
Skin of Ectoplasmic Armor	3.000gp	-	+8AC, can shape, no slot
Talisman of Undying Fortitude (MIC, 188)	8.000gp.	-	activated: immunity poison, sleep, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability damage, ability drain, energy drain, fatigue, exhaustion, death from massive damage, all fortitude saves
Bead of Karma: +4 Caster Level	9.000gp	-	+4 CL
Belt of Battle	12.000gp	Belt	+2 ini, 3 charges for additional actions
Ring of Spell Battle	12.000gp	Ring	Informs about all spells in 60ft (auto), dispel spell once a day and

			redirect within 60ft.
Armor Spikes +1 defending	4.000gp	Armor	+5 (+7) armor additionally
Armor Spikes +1 defending	4.000gp	Shield	+5 (+7) armor additionally
Armor Spikes +1 defending	4.000gp	Gauntlets	+5 (+7) armor additionally
Monk's Boots	12.000gp	Boots	+Wis to armor
Headband of Wisdom +6	36.000gp	Head	+6 WIS
Strongarm Bracer (MIC)	6.000gp	Wrist	+1 Weapon Size
+1 mithral buckler death armor, resilient, armor crystal	16.000gp	Arm	+5all saves +5 ranged attacks, death ward
+1 spellstrike initiative daggers	16.000gp	Hand	+2 ini +5 all saves
Third Eye Conceal	120.000gp	Face	Immune mind-effects, divination
Orange Ion Stone	30.000gp	-	+1CL
Ring of Arcana Might	20.000gp	Ring	+1CL
Tome of +5			
Mantle of Second Chances	40.000gp	Back	1 reroll /day
Umbral collar	10.000gp	Amulet	Continuous shadow template

**Current Gold: 8 gp**

**Conditions and immunities:**

Ability Damage:	sheltered vitality spell AND Taslisman of Undying Fortitude
Ability Drain:	sheltered vitality spell AND Taslisman of Undying Fortitude
Blinded:	Raptor Mask AND true sight spell
Charmed:	Favor of the Martyr spell AND Mind Blank spell AND Taslisman of Undying Fortitude
Compulsion:	Favor of the Martyr spell AND Mind Blank spell AND Taslisman of Undying Fortitude
Confused:	Banner of the Storm's eye AND Mind Blank spell AND Taslisman of Undying Fortitude
Cowering (fear):	Banner of the Storm's eye AND Mind Blank spell AND Taslisman of Undying Fortitude
Dazed:	Banner of the Storm's eye AND Favor of the Martyr spell AND Mind Blank spell
Dazzled:	Banner of the Storm's eye AND Favor of the Martyr spell AND Mind Blank spell
Deafened:	-
Death:	Death Ward Spell AND Shield of Death Ward and Talisman of Undying Fortitude
Disease:	Taslisman of Undying Fortitude
Dying:	Beastial ferocity spell AND Taslisman of Undying Fortitude
Energy Drain:	Death ward spell AND Death ward Shield AND Taslisman of Undying Fortitude
Entangled:	Freedom of Movement Spell AND Third Eye Freedom item AND Taslisman of Undying Fortitude
Exhausted:	Favor of the Martyr spell AND Freedom of Movement Spell AND Third Eye Freedom item AND Taslisman of Undying Fortitude
Fascinated:	True Seeing spell AND Mind Blank spell AND Taslisman of Undying Fortitude
Frightened (Fear):	Banner of the Storm's eye AND Mind Blank spell AND Taslisman of Undying Fortitude
Grappling:	Freedom of Movement Spell AND Third Eye Freedom item AND Ank of Translocation
Incorporal:	True Seeing spell AND Magic Weapon
Invisible:	True Seeing spell AND See Invisible Spell
Knocked down (prone):	Freedom of Movement Spell AND Third Eye Freedom item AND Ank of Translocation
Nauseated:	Favor of the Martyr spell AND Taslisman of Undying Fortitude
Panicked (fear):	Banner of the Storm's eye AND Mind Blank spell AND Taslisman of Undying Fortitude
Paralyzed:	Banner of the Storm's eye AND Favor of the Martyr spell AND Freedom of Movement Spell AND Third Eye Freedom item AND Mind Blank spell AND Taslisman of Undying Fortitude

Petrified: Blindfold of True Darkness AND Taslisman of Undying Fortitude  
Poison: Taslisman of Undying Fortitude  
Sleep: Favor of the Martyr spell AND Mind Blank spell AND Taslisman of Undying Fortitude  
Shaken (fear): Banner of the Storm's eye AND Mind Blank spell AND Taslisman of Undying Fortitude  
Sickened: Favor of the Martyr spell AND Taslisman of Undying Fortitude  
Staggered (non-lethal): Favor of the Martyr spell AND Taslisman of Undying Fortitude  
Stunned: Banner of the Storm's eye AND Freedom of Movement Spell AND Favor of the Martyr spell AND Taslisman of Undying Fortitude  
Turned: Automatic  
Unconscious: Bestial ferocity spell AND Taslisman of Undying Fortitude

**Saving throw immunities:**

**Fortitude:** Talisman of undying fortitude

**Further options:**

Rewind completely: Amulet of Second Chances  
Extra Actions: Belt of Battle  
Reroll: Mantle of Second Chances

## Feral Creature: (SS, S.116)

and logical ability. This makes them immune to *maze* spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.

**Scent (Ex):** A feral minotaur can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

**Skills:** A feral minotaur receives a +4 racial bonus on Search, Spot, and Listen checks.

## CREATING A FERAL CREATURE

"Feral creature" is an inherited template that can be added to any corporeal humanoid or monstrous humanoid (referred to hereafter as the base creature). A feral creature has all the base creature's characteristics except as noted here.

**Size and Type:** Creatures with this template become monstrous humanoids if they are not already.

**Hit Dice:** Change to d10.

**Speed:** Land speed +10 ft., other movement modes unchanged.

**AC:** +6 natural armor bonus or the base creature's natural armor bonus, whichever is better.

**Attacks:** A feral creature gains two claw attacks if it did not already have them.

**Damage:** The base damage for a feral creature's claw attack varies with its size as follows: Fine 1d2, Diminutive 1d3, Tiny 1d4, Small 1d6, Medium-size 1d8, Large 2d6, Huge 2d8, Gargantuan 4d6, Colossal 4d8. If the base creature already has a claw attack, the feral creature uses the better base damage.

**Special Attacks:** A feral creature gains additional special attacks depending on its Hit Dice, as shown on the table below. It gains the special attacks indicated in the row corresponding to its monster Hit Dice, plus all those in previous rows. If the base creature possesses a duplicate ability, the feral creature uses whichever version of the ability is better.

Hit Dice	Special Attack
1-3	Improved grab
4-7	Pounce
8-11	Rake
12+	Rend

**Improved Grab (Ex):** If a feral creature hits an opponent that is at least one size category smaller than itself with a claw attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it can rake if it has that ability (see below). Alternatively, it has the option to conduct the grapple normally, or simply use its claw to hold the opponent (-20 penalty on grapple check, but the feral creature is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals claw damage. See the *Monster Manual* for additional rules.

**Pounce (Ex):** If a feral creature leaps upon a foe during the first round of combat, it can make a full attack even though it has already moved.

**Rake (Ex):** A feral creature that gets a hold can make two rake attacks at its full melee attack bonus with its hind legs.

Each successful attack does normal claw damage for that size of feral creature, plus 1/2 its Strength bonus (rounded down). If the feral creature pounces on an opponent, it can also rake.

**Rend (Ex):** A feral creature that hits with both claw attacks latches onto the opponent's body and tears the flesh. This automatically deals double the appropriate claw damage for that size feral creature, plus double the Strength modifier.

**Special Qualities:** A feral creature gains additional special qualities depending on its Hit Dice, as shown on the table below. If the base creature possesses a duplicate ability, the feral creature has whichever ability is better.

Hit Dice	Darkvision	Fast Healing
1-3	60 ft.	2
4-7	60 ft.	3
8-11	90 ft.	4
12+	120 ft.	5

**Abilities:** +4 Str, -2 Dex, +2 Con, -4 Int (minimum 2), +2 Wis.

**Climate/Terrain:** Any land and underground.

**Organization:** Solitary, pair, gang (3-5), or tribe (6+).

**Challenge Rating:** Up to 3 HD, base creature's CR +1; 4 HD to 7 HD, base creature's CR +2; 8-11 HD, base creature's CR +3; 12+ HD, base creature's CR +4.

**Treasure:** 50% coins, standard goods and items, no scrolls.

**Level Adjustment:** +1.

## FERAL CHARACTERS

Feral characters with class levels usually have levels of barbarian, and barbarian is their preferred class. Some multi-class to cleric, druid, or ranger. Few ever become bards, paladins, wizards, or sorcerers.

## GELATINOUS CREATURE

Perverted magic is the only explanation for these bizarre blends with the characteristics of oozes. Translucent and unstable in form, gelatinous creatures benefit from oozes' distinct strengths—but also some of their drawbacks.

## SAMPLE GELATINOUS CREATURE

This example uses a brown bear as the base creature.

### Gelatinous Grizzly Bear

**Large Aberration**

**Hit Dice:** 6d10+42 (75 hp)

**Initiative:** -1

**Speed:** 20 ft.

**AC:** 11 (-1 size, -1 Dex, +3 natural), touch 8, flat-footed 11

**Attacks:** 2 claws +11 melee and bite +6 melee and slam +6 melee

**Damage:** Claw 1d8+8 plus 1d6 acid, bite 2d8+4 plus 1d6 acid, slam 2d4+4 plus 1d6 acid

**Face/Reach:** 10 ft./5 ft.

**Special Attacks:** Acid, improved grab

**Special Qualities:** Blindsight 60 ft., immunities, low-light vision, resilient, saving throw bonuses, scent

**Class Concept:** Cleric (Cloistered) (3) / Church Inquisitor (7) / Dwoemerkeeper (10)

**Class/ Race Variants:**

**Cloistered Cleric at level 1 (UA, S.50):** The cloistered cleric spends more time than other clerics in study and prayer and less in martial training. He gives up some of the cleric's combat prowess in exchange for greater skill access and a wider range of spells devoted to knowledge (and the protection of knowledge). Most cloistered clerics are nonchaotic, since they believe that a disciplined lifestyle lends itself better to learning.

*Hit Die:* The cloistered cleric uses a **d6 for his Hit Die** (and has hit points at 1st level equal to 6 + Con modifier).

*Base Attack Bonus:* The cloistered cleric's lack of martial training means that he uses the **poor base attack** bonus.

*Class Skills:* The cloistered cleric's class skill list includes Decipher Script, Speak Language, and all Knowledge skills (from the Knowledge domain, see below). The cloistered cleric gains skill points per level equal to **6 + Int modifier** (and has this number ×4 at 1st level).

*Class Features:* The cloistered cleric has all the standard cleric class features, except as noted below.

*Weapon and Armor Proficiency:* Cloistered clerics are proficient with simple weapons and with **light armor**.

*Lore (Ex):* Thanks to long hours of study, a cloistered cleric has a wide range of stray knowledge. This ability is identical to the **bard's bardic knowledge** class feature, using the cloistered cleric's class level in place of the bard level.

*Deity, Domains, and Domain Spells:* Most cloistered clerics worship deities associated with knowledge and learning, including (but not necessarily limited to) Boccob, Vecna, and Wee Jas. Other deities who might have cloistered clerics among their clergy include Corellon Larethian, Moradin, Pelor, and Yondalla. In addition to any domains selected from his deity's list, a cloistered cleric automatically **gains Knowledge as a bonus domain** (even if Knowledge is not normally available to clerics of that deity). He gains the Knowledge domain granted power and may select his bonus domain spell from the Knowledge domain or from one of his two regular domains.

*Spellcasting:* **Add the following spells** to the cloistered cleric's class spell list:

0—*message*; 1st—*erase, identify, unseen servant*; 2nd—*fox's cunning*; 3rd—*illusory script, secret page, tongues* (reduced from 4th level); 4th—*detect scrying*; 6th—*analyze dweomer*; 7th—*sequester*; 9th—*vision*.

**Knowledge Domain Trading for Domain Feat (CC, S.53):** In addition, you can choose to give up access to a domain in exchange for the corresponding domain feat. Doing so allows you *to* select up *to* three domain feats, but you cannot prepare domain spells or use the granted power of the sacrificed domain. In essence, you trade in a domain for an extra feat slot that you can spend only



on a specific domain feat. For example, the above cleric of Pelor could choose to give up the granted power and spells of the Good domain for the Good Devotion feat.

**Feat Retraining (PHB II, S. 193):** Retrain a feat when leveling up.

#### FEAT RETRAINING

Sometimes a feat choice looks great on paper, but it just doesn't work for your character in practice. Maybe an early feat choice reflected the character's personality and style, but a little experience changed his outlook. For instance, you might have selected Improved Initiative for your 1st-level character because you pictured him as ambitious and a little reckless. But after falling victim to a wight's touch because he just couldn't wait until the cleric turned the undead, he decides it's better to use a little more care in combat, causing you to regret your early feat choice. New supplements, with their wealth of exciting feat options, also provide plenty of reasons to reconsider your earlier feat selections.

#### The Process

You can exchange one of the feats you previously selected for another feat. If the new feat has prerequisites, not only must your character meet them in his current state, but you must also be able to show that he met them at the time you chose the previous feat.

### Feats during the levels

**1<sup>st</sup> = Persistent Spell [Meta] (CA, S.81)**

You can make a spell last all day.

*Prerequisite:* Extend Spell.

*Benefit:* Spells with a fixed or personal range can have their duration increased to 24 hours. Spells of instantaneous duration cannot be affected by this feat, nor can spells whose effects are discharged. You don't need to maintain concentration on persistent *detect* spells (such as *detect magic* or *detect thoughts*) for you to be aware of the mere presence or absence of the subject detected, but gaining additional information requires concentration as normal. A persistent spell uses up a spell slot six levels higher than the spell's actual level.

**1<sup>st</sup> (Human bonus) = Otherworldly (PGtF, S.41):** Your folk are known for their mystic power and seem to transcend their mortal forms. Your inner radiance is so strong that you are more than mortal.

*Benefit:* You are a native outsider, not a humanoid. You have darkvision out to 60 feet. Furthermore, you gain a +2 bonus on all Diplomacy checks.

*Special:* You may select this feat only as a 1st-level character. You may have only one regional feat

**1<sup>st</sup> (flaw) = Divine Metamagic [DIVINE] (CD, S.80):** You can channel energy into some of your divine spells to make them more powerful.

Prerequisite: Ability to turn undead or rebuke undead.

Benefit: You must spend one turn or rebuke attempt, plus an additional attempt for each level increase in the metamagic feat you're using. For example, Jozan the cleric could sacrifice three turn attempts to empower a *holy smite* he's casting. Because you're using positive or negative energy to augment your spells, the spell slot for the spell doesn't change.

Special: This feat may be taken multiple times. Each time you take this feat choose a different metamagic feat to which to apply it.

**1<sup>st</sup> (Domain #1)= Magic Domain (PHB, S.188):** Granted Power: **Use scrolls, wands, and other devices with spell completion or spell trigger activation as a wizard** of one-half your cleric level (at least 1st level). For the purpose of using a scroll or other magic device, if you are also a wizard, actual wizard levels and these effective wizard levels stack.

### Magic Domain Spells

- 1 Nystul's Magic Aura: Alters object's magic aura.
- 2 Identify: Determines properties of magic item.
- 3 Dispel Magic: Cancels magical spells and effects.
- 4 Imbue with Spell Ability: Transfer spells to subject.
- 5 Spell Resistance: Subject gains SR 12 + level.
- 6 Antimagic Field: Negates magic within 10 ft.
- 7 Spell Turning: Reflect 1d4+6 spell levels back at caster.
- 8 Protection from Spells M F: Confers +8 resistance bonus.
- 9 Mordenkainen's Disjunction: Dispels magic, disenchant magic items.

**1<sup>st</sup> (Domain #2)= Planning Domain (PgtF, S.89):** Granted Power: You gain **Extend Spell** as a bonus feat.

### Planning Domain Spells

- 1 Deathwatch: Reveals how near death subjects within 30 ft. are.
- 2 Augury: You learn whether an action will be good or bad.
- 3 Clairaudience/Clairvoyance: You can hear or see at a distance for 1 min./level.
- 4 Imbue with Spell Ability: Transfers spells to subject.
- 5 Detect Scrying: Alerts you to magical eavesdropping.
- 6 Heroes' Feast: Food for one creature/level cures and grants combat bonuses.

- 7 Scrying, Greater: As scrying, but faster and longer.
- 8 Discern Location: Reveals exact location of creature or object.
- 9 Time Stop: You act freely for 1d4+1 rounds.

**1<sup>st</sup> (Knowledge Domain)= Knowledge Devotion (CC, S.60):** You can use your knowledge to exploit your foes' weaknesses and overcome their strengths.

**Prerequisite:** Knowledge (any) 5 ranks.

**Benefit:** Upon selecting this feat, you immediately add one Knowledge skill of your choice to your list of class skills. Thereafter, you treat that skill as a class skill, regardless of which class you are advancing in. Whenever you fight a creature, you can make a Knowledge check based on its type, as described on page 78 of the *Player's Handbook*, provided that you have at least one rank in the appropriate Knowledge skill.

Check Bonus

Result granted 15 or below	+1
16-25	+2
26-30	+3
31-35	+4
36 or higher	5

You then receive an insight bonus on attack rolls and damage rolls against that creature type for the remainder of the combat. The amount of the bonus depends on your Knowledge check result, as given on the following table.

**1<sup>st</sup> (Bardic Knowledge)= Bardic Knack (PHB2, S.35):** Wandering bards learn more mundane skills and less esoteric knowledge on their travels. If you select this class feature, you have done a little bit of everything; maybe you spent a few months as a wilderness guide, and you also had a cousin in an ambassador's retinue who regaled you with tales of courtly intrigue.

The bardic knack class feature makes you more capable of accomplishing simple tasks with a wide variety of skills. You don't need to dabble in noncritical skills (unless you want to be considered trained in their use), freeing up your skill points to focus on a small range of crucial skills.

Level: 1st

*Replaces:* If you select this class feature, you do not gain bardic knowledge.

*Benefit:* When making any skill check, you can use 1/2 your bard level (Rounded up) in place of the number of ranks you have in the skill (even if that number is 0).

You can't take 10 on checks when you use bardic knack (to take 10 you have to use your actual ranks). If the skill doesn't allow untrained checks, you must have at least 1 actual rank to attempt the check.

3<sup>rd</sup> = **Assume Supernatural Ability (SS, S.30)**: You learn to use a supernatural ability of an assumed form.

*Prerequisite:* Wis 13, ability to assume a new form magically.

*Benefit:* You learn to use a single supernatural ability of another kind of creature while assuming its form through a polymorph self spell or a similar effect. The saving throw DC against this ability is based on your ability scores, not those of a standard creature of the kind whose form you've assumed. For a breath weapon, the saving throw DC is 10 + your Constitution modifier + 1/2 your Hit Dice (rounded down). For all other supernatural abilities, the saving throw (if any) DC is 10 + your Charisma modifier + 1/2 your Hit Dice (rounded down).

If a creature, such as an undead, has no Constitution score, use its Charisma modifier or its Constitution modifier (+0 for a nonability), whichever is higher, to determine the save DC. Using this alien ability is disorienting. You take a -2 penalty on all attack rolls, saving throws, skill checks, and ability checks. Additionally, in a stressful or demanding situation (such as combat), you must succeed on a Will save (DC 19) or be unable to use the ability.

*Normal:* Without this feat, you cannot use the supernatural abilities of a creature whose form you assume.

3<sup>rd</sup> (3.000gp) = **Otyugh Hole (CS, S.151) (Gains Iron Will)**

*Prerequisite:* A character must be 3rd level or higher to gain the special ability conferred by an otyugh hole.

*Location Activation:* Gaining the benefits of an otyugh hole requires enduring a full week of existence within it. The difficulty of this achievement depends on the state of the pit, the level of guard activity surrounding it, and the attentiveness of any creatures that scour the pit for food. Gaining access to an otyugh hole—a place that officials deny even exists—might be a challenge as well. One difference between an otyugh hole and the other legendary sites described here is that a lawbreaking character might end up visiting (and thus gaining the benefit of) an otyugh hole without intentionally seeking it out.

*Recharge:* While any number of characters could receive its special ability, an otyugh hole can grant its benefit only once per week, and only to a single character (since it is a form of solitary confinement). The site gains its power from its exclusivity: Should a large number come to know the pit's details and claim (truly or not) to have weathered its foulness, the exceptional accomplishment of enduring the otyugh hole is cheapened and the site's benefits fade.

*Special Ability:* A character who has endured a week in an otyugh hole gains a noticeable edge to his personality, which manifests as a bonus feat chosen from the following list: Extend Rage (see the sidebar), **Iron Will**, Menacing Demeanor (see the sidebar), or Skill Focus (Intimidate). The character must still meet the normal prerequisite for the feat chosen.

*Duration:* The emotional scars, and the resulting personality change, resulting from confinement in an otyugh hole are permanent.

*Ability Value:* 3,000 gp.

**4<sup>th</sup> (Church Inquisitor)= Inquisition Domain → Substitute Domain (CC, S. 128) for Undeath Domain (SC, S.281):**

*Level:* Cleric 2 *Components:* V, S, DF *Casting Time:* 10 minutes

*Range:* Personal *Target:* You *Duration:* 1 day/level (D)

Upon casting *substitute domain*, you can swap one of your current domains for another that your deity offers. You gain the granted power of the new domain, as well as access to any of its spells that you can cast—though you must still prepare the spells normally. While *substitute domain* is in effect, you lose the granted powers and spells of the domain to which you have given up access.

For example, Saera, a cleric of Pelor, normally has access to the Strength and Sun domains. She casts *substitute domain* on herself and chooses to swap the Strength domain for another of the domains that Pelor normally grants—namely Healing. While she can now access the spells and granted power of the Healing domain, Saera cannot tap the abilities and spells normally associated with the Strength domain.

Undeath Domain Granted Power: You gain **Extra Turning** as a bonus feat.

Undeath Domain Spells

1. **Detect Undead:** Reveals undead within 60'.
2. **Desecrate<sup>M</sup>** Fills area with negative energy, making undead stronger.
3. **Animate Dead:** Creates undead skeletons and zombies.
4. **Death Ward:** Grants immunity to death spells and negative energy effects.
5. **Circle of Death:** Kills 1d4/level HD of creatures.
6. **Create Undead<sup>M</sup>:** Creates ghouls, ghosts, mummies or mohrgs.
7. **Control Undead:** Undead don't attack you while under your command.
8. **Create Greater Undead:** Create shadows, wraiths, spectres or devourers.
9. **Energy Drain:** Subject gains 2d4 negative levels.

**6<sup>th</sup> = Initiate of Mystra [Initiate] (PgtF, S.81):** You have been initiated into the greatest secrets of Mystra's church.

**Prerequisites:** Cleric level 3rd, patron deity Mystra.

**Benefit:** You can attempt to cast spells even within a dead magic zone or an *antimagic field*. In a dead magic zone, you must make a successful caster level check against a DC equal to 20 + the

level of the spell you are trying to cast. In an *antimagic field*, you must make a successful caster level check against a DC equal to 11 + the caster level of the *antimagic field*. If this check is successful, your spell functions normally.

In addition, you may add the following spells to your cleric spell list.

### Level

- **2<sup>nd</sup> Spell Shield:** Grants +3 resistance bonus on saving throws against spells and spell-like abilities.
- **3<sup>rd</sup> Anyspell:** You can read and prepare up to a 2nd-level arcane spell from a scroll or spellbook in a 3rd-level domain spell slot.
- **5<sup>th</sup> Spell Phylactery:** Activates a spell on a scroll when a triggering condition is met.
- **6<sup>th</sup> Anyspell, Greater:** As *anyspell*, but you can read and prepare any arcane spell up to 5th level in a 6th-level domain spell slot.
- **6th Spellmantle:** Absorbs designated incoming spells and redirects their energy to healing or a previously chosen spell.
- **7th Holy Star:** Creates a glowing star that turns 1d6+3 spell levels as *spell turning*, grants +10 circumstance bonus to AC, or fires an energy bolt that deals 1d6 damage/two levels.

*Special:* The *anyspell* and *greater anyspell* spells also appear on the Spell domain list. With this feat, you can cast them as regular cleric spells, not just domain spells.

**9<sup>th</sup> = Reach Spell [Meta] (CD, S.84)** You can cast touch spells without touching the spell recipient.

*Benefit:* You may cast a spell that normally has a range of touch at any distance up to 30 feet. The spell effectively becomes a ray, so you must succeed on a ranged touch attack to bestow the spell upon the recipient. A reach spell uses up a spell slot two levels higher than the spell's actual level.

**12<sup>th</sup> = Extraordinary Spell Aim (CAAd, S.109):** You can shape a spell's area to exclude one creature from its effects.

*Prerequisite:* Spellcraft 15 ranks.

*Benefit:* Whenever you cast a spell with an area, you can attempt to shape the spell's area so that one creature within the area is unaffected by the spell. To accomplish this, you must succeed on a Spellcraft check (DC 25 + spell level). Casting a spell affected by the Extraordinary Spell Aim feat requires a full-round action unless the spell's normal casting time is longer, in which case the casting time is unchanged.

**15<sup>th</sup> = Quicken Spell [Meta] (PHB, S.98)**

You can cast a spell with a moment's thought.

*Benefit:* Casting a quickened spell is a free action. You can perform another action, even casting another spell, in the same round as you cast a quickened spell. You may cast only one quickened spell per round. A spell whose casting time is more than 1 full-round action cannot be quickened. A quickened spell uses up a spell slot four levels higher than the spell's actual level. Casting a quickened spell doesn't provoke an attack of opportunity.

*Special:* This feat can't be applied to any spell cast spontaneously (including sorcerer spells, bard spells, and cleric or druid spells cast spontaneously), since applying a metamagic feat to a spontaneously cast spell automatically increases the casting time to a full-round action

**18<sup>th</sup> = Maximize Spell [Meta] (PHB, S.97)**

You can cast spells to maximum effect.

*Benefit:* All variable, numeric effects of a spell modified by this feat are maximized. A maximized spell deals maximum damage, cures the maximum number of hit points, affects the maximum number of targets, etc., as appropriate. For example, a maximized *fireball* deals 6 points of damage per caster level (up to a maximum of 60 points of damage at 10th caster level). Saving throws and opposed rolls (such as the one you make when you cast *dispel magic*) are not affected, nor are spells without random variables. A maximized spell uses up a spell slot three levels higher than the spell's actual level.

## Flaws (UA, S.91)

**Drawback:** You take a –1 penalty on Bluff checks, Diplomacy checks, and Gather Information checks.

**Roleplaying Ideas:** Characters with this trait are likely to feel awkward in many social situations; that might be expressed as shyness and quiet behavior, or it might be expressed through an overly exuberant need to participate in conversations.

### CHARACTER FLAWS

Flaws are like the flip side of feats. Whereas a feat enables a character to be better than normal at performing a task (or even to do something that normal characters can't), a flaw restricts a character's capabilities or imposes a penalty of some sort.

A player may select up to two flaws when creating a character. After 1st level, a character cannot take on additional flaws unless the DM specifically allows it (for examples of times when doing this might be appropriate, see Character Traits, above). Each flaw a player selects entitles his character to a bonus feat. In other words, when you create a character, if you select two flaws, you can also take two bonus feats beyond those your character would be normally entitled to.

Unlike traits (see above), flaws are entirely negative in their impact on a character's capabilities.

### FLAW DESCRIPTIONS

Each of the flaws described here has a specific game effect. Some flaws can only be taken by a character who meets a special requirement.

#### Feeble

You are unathletic and uncoordinated.

**Effect:** You take a –2 penalty on Strength-, Dexterity-, and Constitution-based ability checks and skill checks.

#### Frail

You are thin and weak of frame.

**Effect:** Subtract 1 from the number of hit points you gain at each level. This flaw can reduce the number of hit points you gain to 0 (but not below).

**Special:** You must have a Constitution of 4 or higher to take this flaw.

#### Inattentive

You are particularly unaware of your surroundings.

**Effect:** You take a –4 penalty on Listen checks and Spot checks.

#### Meager Fortitude

You are sickly and weak of stomach.

**Effect:** You take a –3 penalty on Fortitude saves.

#### Murky-Eyed

Your vision is obscured.

**Effect:** In combat, every time you attack an opponent that has concealment, roll your miss chance twice. If either or both results indicate that you miss, your attack fails.

#### Noncombatant

You are relatively inept at melee combat.

**Effect:** You take a –2 penalty on all melee attack rolls.

#### Pathetic

You are weaker in an attribute than you should be.

**Effect:** Reduce one of your ability scores by 2.

**Special:** You cannot take this flaw if the total of your ability modifiers is 8 or higher.

#### Poor Reflexes

You often zig when you should have zagged.

**Effect:** You take a –3 penalty on Reflex saves.

#### Shaky

You are relatively poor at ranged combat.

**Effect:** You take a –2 penalty on all ranged attack rolls.

#### Slow

You move exceptionally slowly.

**Effect:** Your base land speed is halved (round down to the nearest 5-foot interval).

**Special:** You must have a base land speed of at least 20 feet to take this flaw.

#### Unreactive

You are slow to react to danger.

**Effect:** You take a –6 penalty on initiative checks.

#### Vulnerable

You are not good at defending yourself.

**Effect:** You take a –1 penalty to Armor Class.

1.) **Murky-Eyed:** 2x concealment roll needed

2.) **Vulnerability:** -1 ac