

Character Classes and their Features

Feature lvl Description

Barbarian

illiteracy	1	illiterate unless one spends 2 ranks in a language
fast movement	1	+10' per turn movement
rage	1	1/day, gives you +4 str, +4 con, +2 will saves, -2 ac, (duration in rounds = 3 + new con mod) once done, you are fatigued and suffer -2 str and -2 dex, can't charge or run - lasts til end of encounter can rage 2/day @ 4 lvl, 3/day @ 8 lvl, 4/day @ 12 lvl, 5/day @ 16 lvl, 6/day @ 20 lvl
uncanny dodge	2	never flat-footed
trap sense	3	+1 to ref. save vs traps, +1 to ac vs atks from traps +2 to ref save and ac @ 6th lvl, +3 @ 9th, +4 @ 12th, +5 @ 15th, +6 @ 18th
imp. uncanny dodge	5	never flanked
greater rage	11	rage now gives +6 str, +6 con, +3 will saves, -2 ac
indominatable will	14	+4 will saves (on top of rage bonus) vs enchantment
tireless rage	17	no fatigue after rage
mighty rage	20	rage now gives +8 str, +8 con, -2 ac

Bard

bardic music	1	may perform once per day per level, require ranks in perform
countersong	1	help allies save vs spells using sound, perform check (30' range) can replace their save vs spell
fascinate	1	perform check is DC for creature's will save or listen to bard for # rounds up to bard level (90' range)
inspire courage	1	allies get +1 atk, +1 dmg, +1 to save vs charm or fear +2 @ 8 lvl, +3 @ 14 lvl, +4 @ 20 lvl
inspire competence	3	+2 on skill checks (30' range)
suggestion	6	1 cr only, already fascinated, will save DC 10 + 1/2 bard level + cha mod
inspire greatness	9	self or one ally, gets 2d10 hp, +2 atk, +1 fort saves (30' range) 1 ally, 2 @ 12 lvl, 3 @ 15 lvl, 4 @ 18 lvl
song of freedom	12	break enchantment on a single cr (30' range)
inspire heroics	15	self or single ally, +4 saves, +4 dodge ac (30' range)
mass suggestion	18	suggestion to any number of cr already fascinated
bardic knowledge	1	roll to know info, d20 + bard lvl + int mod knowledge: history 5 or more ranks adds +2 to roll
spells		arcane spells, cast spontaneously, charisma key attribute

Cleric

spells		divine spells, must be prepared, wisdom key attribute
aura		powerful aura of alignment
turn or rebuke undead		# times / day = 3 + cha mod 5 or more ranks in knowledge: religion gets +2 on turn checks
domains		choose two domains from those allowed for a deity on table 3-7 p 32 phb you can select an alignment domain only if it matches the deity's alignment gain a domain spell at ea spell lvl he can cast from 1st on up gain a power from each domain chosen
spontaneous casting		

Druid

spells		divine spells, must be prepared, wisdom key attribute
animal companion	1	see p 36 phb
nature sense	1	+2 to knowledge (nature) and survival checks
wild empathy	1	like diplomacy check but w/ animals: d20 + druid level + cha mod
resist nature's lure	4	+4 on saves vs fey spells
wild shape	5	can change into animals, plants, or elementals (table 3.8, p 35 phb)
venom immunity	9	immune to all poisons
a thousand faces	13	change appearance like alter self spell
timeless body	15	no ability score penalties for aging, cannot be aged magically
woodland stride	2	move through any natural undergrowth (not magical) at normal speed
trackless step	3	cannot be tracked in natural surroundings

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Monk

ac bonus	1	add wis mod to ac as well as monk ac mods starting @ 5th lvl
flurry of blows	1	extra attacks unarmed, see table 3-10
unarmed strike	1	improve unarmed strike @ 1st lvl
bonus feats w/o pre-reqs	1	imp grapple or stunning fist
	2	combat reflexes or deflect arrows
	6	imp. Disarm or imp. Trip
evasion	2	on reflex saves that halve dmg: successful save results in no dmg
fast movement	3	increased speed to movement rate - see table 3-10
still mind	3	+2 saves vs enchantment
ki strike	4	unarmed strikes act like magic wpns vs dmg reduction
slow fall	4	use vertical walls w/in arm's reach to slow fall - see table 3-10
purity of body	5	immune to natural diseases
wholeness of body	7	heal self #- = 2x monk level ea day, dist as desired
improved evasion	9	no dmg on ref saves, only 1/2 dmg on failed reflex saves
diamond body	11	immunity to all poisons
abundant step	12	like spell dimension door 1/day
diamond soul	13	gain spell resistance = 10 + monk level
quivering palm	15	1/week atk can slay creature if willed so, cr saves vs ??
timeless body	17	no ability penalties due to aging
tongue of sun and moon	17	speak with any living creature
empty body	19	turn ethereal for 1 round / monk lvl per day, dist as desired
perfect self	20	become like an outsider, immune to charm, dmg red. 10 vs non-magic atks

Paladin

aura of good	1	
detect evil	1	like the spell
smite evil	1	add cha bonus to atk, add paladin lvl to dmg vs evil cr
divine grace	2	add cha bonus to save throws
lay on hands	2	ea day heal hp (self or others) = paladin lvl x cha bonus (dist as desired) or alternately can be dealt as hp dmg to undead cr
aura of courage	3	immune to fear, all allies w/in 10' add +4 to save vs fear
divine health	3	immune to all diseases
turn undead	4	turn undead as a cleric 3 lvls lower
spells	4	divine spells, must be prepared, wisdom key attribute
special mount	5	special mount (see p. 45 phb) can be conjured 1/day for 2 hrs / paladin lvl
remove disease	6	1/week remove disease as the spell (2/week @ 9, 3/wk @ 12, 4/wk @ 15, etc)
code of conduct		must be lawful good alignment or lose abilities of paladin

Ranger

avored enemy	1	choose a type of cr (table 3-14 p 47 phb) +2 on bluff, listen, sense motive, spot, and survival vs this cr as well as +2 on wpn dmg vs cr (every 5 lvls choose another, add another +2 in any fashion to the abilities)
track	1	track as a bonus feat
wild empathy	1	use body language on animals like diplomacy skill, also magical beasts of int 1 or 2 (@ -4), 30'
combat style	2	must choose archery (rapid shot feat) or two-wpns style (two-wpn feat)
endurance	3	endurance feat
animal companion	4	can call a badger, camel, dire rat, dog, riding dog, eagle, hawk, horse, owl, pony, snake (s or m viper), or wolf - druid lvl 1/2 that of ranger lvl
spells	4	divine spells, must be prepared, wisdom key attribute
improved combat style	6	improve to the many shot feat or imp. 2-wpn feat
woodland stride	7	move through any natural undergrowth (not magical) at normal speed
swift tracker	8	move at normal speed while tracking
evasion	9	on reflex saves that halve dmg: successful save results in no dmg
combat style mastery	11	imp. precise shot feat or greater 2-wpn feat
camouflage	13	use hide skill in any natural terrain even if it doesn't grant cover or concealment
hide in plain sight	17	can use hide skill even while being observed

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Rogue

sneak attack	1	extra 1d6 dmg when flanking or ac dex bonus doesn't apply add'l 1d6 dmg every 2 lvls after 1st lvl (2d6 @ 3, 3d6 @ 5, etc)
trapfinding	1	only rogues can use search skill to detect traps of dc20 or higher only rogues can use disable device vs magic traps (dc25+spell lvl) beat trap dc by 10 or more on disable, can bypass trap without disarming it
evasion	2	on reflex saves that halve dmg: successful save results in no dmg
trap sense	3	+1 to ref. save vs traps, +1 to ac vs atks from traps +2 @ 6th lvl, +3 @ 9th, +4 @ 12th, +5 @ 15th, +6 @ 18th
uncanny dodge	4	never flat-footed
imp. uncanny dodge	8	never flanked
special abilities	10	choose one of the following at 10 lvl, 13 lvl, 16 lvl, 19 lvl crippling strike sneak atk causes 2 pts of str dmg to opponent defensive roll 1/day any atks that would reduce hp to 0 or lower roll ref save to halve the dmg (dc = dmg dealt) improved evasion no dmg on ref saves, only 1/2 dmg on failed reflex saves opportunist 1/round make atk of opp vs an opponent struck for dmg by an ally skill mastery # of skills = 3 + int mod: may take 10 even if distractions would prevent that, may take this mult. times slippery mind if fail a save vs enchantment, may try one more time to save feat may take an add'l feat instead of an ability
uncanny dodge	2	never flat-footed
trap sense	3	+1 to ref. save vs traps, +1 to ac vs atks from traps +2 @ 6th lvl, +3 @ 9th, +4 @ 12th, +5 @ 15th, +6 @ 18th
imp. uncanny dodge	5	never flanked

Sorcerer

spells	1	arcane spells, may be cast spontaneously, charisma key attribute
	4	at 4 lvl and every even-numbered lvl may exchange a spell for a new spell of the same lvl and only if 2 lvls lower than highest spell they can cast
summon familiar	1	see p 52 phb for list of familiars, takes 1 hr and 100 gp to summon if familiar dies or is dismissed, make dc 15 fort save - fail means losing 200 xp per sorcerer lvl, success means losing 1/2 that amt

Wizard

spells	1	arcane spells, must be prepared, intelligence key attribute
summon familiar	1	see p 52 phb for list of familiars, takes 1 hr and 100 gp to summon if familiar dies or is dismissed, make dc 15 fort save - fail means losing 200 xp per wizard lvl, success means losing 1/2 that amt
scribe scroll	1	bonus feat to create magic scrolls
bonus language	1	may replace draconic for one of the bonus languages avail b/c of race
bonus feats		at 5th, 10th, 15th, and 20th lvl gains a bonus feat must be a metamagic feat, item creation feat, or spell mastery
spell book	1	wizard begins w/ spellbook w/ all 0 lvl spells and 3 1-lvl spells of your choice also gets one additional 1-lvl spell for every point of int mod at ea new lvl, can add 2 spells of any lvl than one can cast at any time can add spells found in other wizards spellbooks
prohibited schools	1	may specialize in one of 8 schools of magic can prep one add'l spell / lvl / day from that school also gains +2 on spellcraft checks to learn spells from chosen school must choose two prohibited schools (can't be divination) - can't use these ever can never change this arrangement

Warlock

eldritch blast 1d6	1	
invocation (least)	1	
detect magic	2	
damage red. 1/cold iron	3	
eldritch blast 2d6	3	
deceive item	4	
eldritch blast 3d6	5	
new invocation (least or lesser)		