

# Classes

## CHAPTER 3

**T**his chapter comprises specialty classes that are devoted in one fashion or another to the use of summoning magic.

### Ability Modifiers and Bonus Spells

Each ability, after changes made because of race, has a modifier ranging from  $-5$  to  $+5$ . Table 3-1 (Ability Modifiers and Bonus Spells) shows the modifier for each score. It also shows bonus spells, which you'll need to know about if your character is a spellcaster.

The modifier is the number you apply to the die roll when your character tries to do something related to that ability. You also use

the modifier with some numbers that aren't die rolls. A positive modifier is called a bonus, and a negative modifier is called a penalty.

The ability that governs bonus spells depends on what type of spellcaster your character is: Intelligence for wizards; Wisdom for clerics, druids, paladins, and rangers; or Charisma for sorcerers and bards. In addition to having a high ability score, a spellcaster must be of high enough class level to be able to cast spells of a given spell level. (See the class descriptions for details.)

**Table 3-1. Ability Modifiers and Bonus Spells**

Score	Mod	Bonus Spells (by spell level)										
		0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
1	-5	Can't cast spells tied to this ability										
2-3	-4	Can't cast spells tied to this ability										
4-5	-3	Can't cast spells tied to this ability										
6-7	-2	Can't cast spells tied to this ability										
8-9	-1	Can't cast spells tied to this ability										
10-11	0	-	-	-	-	-	-	-	-	-	-	-
12-13	1	-	1	-	-	-	-	-	-	-	-	-
14-15	2	-	1	1	-	-	-	-	-	-	-	-
16-17	3	-	1	1	1	-	-	-	-	-	-	-
18-19	4	-	1	1	1	1	-	-	-	-	-	-
20-21	5	-	2	1	1	1	1	-	-	-	-	-
22-23	6	-	2	2	1	1	1	1	-	-	-	-
24-25	7	-	2	2	2	1	1	1	1	-	-	-
26-27	8	-	2	2	2	2	1	1	1	1	-	-
28-29	9	-	3	2	2	2	2	1	1	1	1	-
30-31	10	-	3	3	2	2	2	2	1	1	1	1
32-33	11	-	3	3	3	2	2	2	2	1	1	1
34-35	12	-	3	3	3	3	2	2	2	2	1	1
36-37	13	-	4	3	3	3	3	2	2	2	2	1
38-39	14	-	4	4	3	3	3	3	2	2	2	2
40-41	15	-	4	4	4	3	3	3	3	2	2	2
42-43	16	-	4	4	4	4	3	3	3	3	2	2
44-45	17	-	5	4	4	4	4	3	3	3	3	2
46-47	18	-	5	5	4	4	4	4	3	3	3	3
48-49	19	-	5	5	5	4	4	4	4	3	3	3
50-51	20	-	5	5	5	5	4	4	4	4	3	3
52-53	21	-	6	5	5	5	5	4	4	4	4	3
54-55	22	-	6	6	5	5	5	5	4	4	4	4
56-57	23	-	6	6	6	5	5	5	5	4	4	4
58-59	24	-	6	6	6	6	5	5	5	5	4	4
60-61	25	-	7	6	6	6	6	5	5	5	5	4
etc.												

### Divine Summoner

Divine Summoners are divine spellcasters that focus much of their study on the realm of summoning. This includes study of the planes, the creatures that inhabit them, as well as the magical energies which allow and augment summoning.

**Adventurers:** Divine Summoners often search for ways to further their knowledge of the creatures that may be summoned and brought to their aid. Such endeavors may be risky, and so Divine Summoners often find themselves allied with an adventuring party to pursue their own ends. Others may seek

ways to challenge themselves and hone their skills through adventure.

**Background:** There are many paths to becoming a Divine Summoner. Some are taught through study with a learned priest, while others may be born with their abilities. Some are even said to be infused with their abilities through divine intervention.

**Races:** A Divine Summoner may come from almost any race, though most seem to be human or dwarf. A few elves have been known to be Divine Summoners as well.

**Other Classes:** Divine Summoners often seek a life of study, and so tend to prefer isolation and quiet. When choosing to adventure, Divine Summoners tend to prefer the company of wizards, perhaps because wizards also have some understanding of summoning.

**Game Rule Information**

Divine Summoners have the following game statistics:

**Abilities:** The Divine Summoner's ability to cast spells requires a good wisdom score. Intelligence can be important in his studies and in gaining skill points. A good constitution score can be important not only to help him survive, but also to improve his ability to concentrate through the distractions of combat, as many of his spells require him to cast for extended periods of time.

**Alignment:** A Divine Summoner's alignment must be within one step of his deity's (that is, it may be one step away on either the lawful–chaotic axis or the good–evil axis, but not both). A Divine Summoner may not be neutral unless his deity's alignment is also neutral.

**Hit Die:** d8.

**Class Skills**

The Divine Summoner's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (religion) (Int), Knowledge (the planes) (Int), Profession (Wis), and Spellcraft (Int).

**Skill Points at 1st Level:** (2 + Int modifier) x4.

**Skill Points at Each Additional Level:** 2 + Int modifier.

**Table 3-2. Divine Summoner**

Level	BAB	F	R	W	Special	Spells											
						0	1	2	3	4	5	6	7	8	9		
1	0	2	0	2	Bonus Summoning Feat, Spontaneous Summoning, Turn or Rebuke Undead	3	1	-	-	-	-	-	-	-	-	-	-
2	1	3	0	3		4	2	-	-	-	-	-	-	-	-	-	-
3	2	3	1	3		4	2	1	-	-	-	-	-	-	-	-	-
4	3	4	1	4		5	3	2	-	-	-	-	-	-	-	-	-
5	3	4	1	4	Bonus Summoning Feat	5	3	2	1	-	-	-	-	-	-	-	-
6	4	5	2	5		5	3	3	2	-	-	-	-	-	-	-	-
7	5	5	2	5		6	4	3	2	1	-	-	-	-	-	-	-
8	6/1	6	2	6		6	4	3	3	2	-	-	-	-	-	-	-
9	6/1	6	3	6		6	4	4	3	2	1	-	-	-	-	-	-
10	7/2	7	3	7	Bonus Summoning Feat	6	4	4	3	3	2	-	-	-	-	-	-
11	8/3	7	3	7		6	5	4	4	3	2	1	-	-	-	-	-
12	9/4	8	4	8		6	5	4	4	3	3	2	-	-	-	-	-
13	9/4	8	4	8		6	5	5	4	4	3	2	1	-	-	-	-
14	10/5	9	4	9		6	5	5	4	4	3	3	2	-	-	-	-
15	11/6/1	9	5	9	Bonus Summoning Feat	6	5	5	5	4	4	3	2	1	-	-	-
16	12/7/2	10	5	10		6	5	5	5	4	4	3	3	2	-	-	-
17	12/7/2	10	5	10		6	5	5	5	5	4	4	3	2	1	-	-
18	13/8/3	11	6	11		6	5	5	5	5	4	4	3	3	2	-	-
19	14/9/4	11	6	11		6	5	5	5	5	5	4	4	3	3	-	-
20	15/10/5	12	6	12	Bonus Summoning Feat	6	5	5	5	5	5	4	4	4	4	-	-

### Class Features

All of the following are class features of the Divine Summoner.

**Weapon and Armor Proficiency:** Divine Summoners are proficient with all simple weapons, with his deity's favored weapon, with all types of armor (light, medium, and heavy), and with shields (except tower shields).

**Aura (Ex):** A Divine Summoner of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see the *detect evil* spell for details).

**Bonus Feats:** A Divine Summoner gains bonus feats at the 1st level, and at every 5th level thereafter, thus gaining bonus feats at levels 1, 5, 10, 15 and 20. A Divine Summoner's bonus feats must be chosen from feats or item creation feats involving summoning. The Divine Summoner must meet all of the prerequisites of each such feat, including caster level.

**Spells:** A Divine Summoner casts divine spells, which are drawn from the Cleric spell list. However, his alignment may restrict him from casting certain spells opposed to his moral or ethical beliefs; see Chaotic, Evil, Good, and Lawful Spells below. A Divine Summoner must choose and prepare his spells in advance (see below). To prepare or cast a spell, a Divine Summoner must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a Divine Summoner's spell is 10 + the spell level + the Divine Summoner's Wisdom modifier. Like other spellcasters, a Divine Summoner can cast only a certain number of spells at each spell level per day. His base daily spell allotment is given on Table 3-2: (Divine Summoner). In addition, he receives bonus spells per day if he has a high Wisdom score. Divine Summoners meditate or pray for their spells. Each Divine Summoner must choose a time at which he must spend 1 hour each day in quiet contemplation or supplication to regain his daily allotment of spells. Time spent resting has no effect on whether a Divine Summoner can prepare spells. A Divine Summoner may prepare and cast any spell on the Cleric spell list, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation.

**Spontaneous Casting:** A Divine Summoner can channel stored spell energy into summoning spells that the Divine Summoner did not prepare ahead of time. The Divine Summoner can "lose" any prepared spell in order to cast any *Summoning* or *Calling* spell of the same spell level or lower. The Divine Summoner must select creatures with an alignment that matches that of himself and his deity.

**Chaotic, Evil, Good, and Lawful Spells:** A Divine Summoner can't cast spells of an alignment opposed to his own or his deity's (if he has one). Spells associated with particular alignments are indicated by the chaos, evil, good, and law descriptors in their spell descriptions.

**Turn or Rebuke Undead (Su):** Any Divine Summoner, regardless of alignment, has the power to affect undead creatures by channeling the power of his faith through his holy (or unholy) symbol (see Turn or Rebuke Undead). A good Divine Summoner (or a neutral Divine Summoner who worships a good deity) can turn or destroy undead creatures. An evil Divine Summoner (or a neutral Divine Summoner who worships an evil deity) instead rebukes or commands such creatures. A neutral Divine Summoner of a neutral deity must choose whether his turning ability functions as that of a good Divine Summoner or an evil Divine Summoner. Once this choice is made, it cannot be reversed. A Divine Summoner may attempt to turn undead a number of times per day equal to 3 + his Charisma modifier. A Divine Summoner with 5 or more ranks in Knowledge (religion) gets a +2 bonus on turning checks against undead.

**Bonus Languages:** A Divine Summoner's bonus language options include Celestial, Abyssal, and Infernal (the languages of good, chaotic evil, and lawful evil outsiders, respectively). These choices are in addition to the bonus languages available to the character because of his race.

### Ex-Divine Summoners

A Divine Summoner who grossly violates the code of conduct required by his god (by acting in ways which offend the alignment and purposes of his deity) loses all spells and class features, except for armor

and shield proficiencies and proficiency with simple weapons. He cannot thereafter gain levels as a Divine Summoner of that god until he atones (see the *atonement* spell description).

### Holy Guard

Though similar in some respects to the Paladin class, the Holy Guard differs significantly in the results of his strong connection to the deity he worships, foregoing certain powers normally acquired by Paladins and instead obtaining certain abilities to summon aid from his deity in the form of allies. The Holy Guard does not have the ability to turn undead, does not gain a mount, or have the touch cure that a Paladin has, but in addition to his summoning ability, is able to cast spells from the Holy Guard Spell list.

**Adventurers:** The Holy Guard is guided strongly by his chosen deity, and looks to the strictures and goals of his deity to shape his own life. Often the Holy Guard finds the best way to further the goals of his deity is by striking out upon an adventure, whether with a specific goal in mind, or without knowing where the road will lead him. Others find themselves tied to their temple, guarding the priests and servants of their god. One may find a Holy Guard in almost any

location or situation, where the reason is obvious, and sometimes too complex and subjective to understand completely.

**Background:** Holy Guards generally answer a calling, and find their way to a temple for training. Others learn under the tutelage of an adventuring Holy Guard, acting as squire until he has learned enough to take up the mantle of their deity.

**Races:** A Holy Guard may come from any race.

**Other Classes:** Holy Guards get along best with priests or other servants of their deity. A Holy Guard will rarely tolerate those with an alignment opposed to

his own and that of his deity, and will only do so for compelling reasons.

### Game Rule Information

Holy Guards have the following game statistics.

**Abilities:** Which abilities to focus on depends upon how the Holy Guard will be used. Generally, a good wisdom and charisma score are useful for class abilities and for spellcasting. A Holy Guard that concentrates on combat ability will find strength and constitution are useful.

**Alignment:** Any alignment, which must match that of your deity.

**Hit Die:** d10.



Table 3-3. Holy Guard

Level	BAB	F	R	W	Special	Spells			
						1	2	3	4
1	1	2	0	0	Aura; Call Guardian (1/day)	-	-	-	-
2	2	3	0	0	Divine Grace	-	-	-	-
3	3	3	1	1	Divine Health	-	-	-	-
4	4	4	1	1	Divine Courage	0	-	-	-
5	5	4	1	1	Call Guardian (2/day)	0	-	-	-
6	6/1	5	2	2		1	-	-	-
7	7/2	5	2	2		1	-	-	-
8	8/3	6	2	2		1	0	-	-
9	9/4	6	3	3		1	0	-	-
10	10/5	7	3	3	Call Guardian (3/day)	1	1	-	-
11	11/6/1	7	3	3		1	1	0	-
12	12/7/2	8	4	4	Summon Planar Ally	1	1	1	-
13	13/8/3	8	4	4		1	1	1	-
14	14/9/4	9	4	4		2	1	1	0
15	15/10/5	9	5	5	Call Guardian (4/day)	2	1	1	1
16	16/11/6/1	10	5	5		2	2	1	1
17	17/12/7/2	10	5	5		2	2	2	1
18	18/13/8/3	11	6	6		3	2	2	1
19	19/14/9/4	11	6	6		3	3	3	2
20	20/15/10/5	12	6	6	Summon Planar Ally, Greater	3	3	3	3

**Class Skills**

The Holy Guard's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (nobility and royalty) (Int), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), and Sense Motive (Wis).

**Skill Points at 1st Level:** (2 + Int modifier) x4.

**Skill Points at Each Additional Level:** 2 + Int modifier.

**Holy Guard Class Features**

All of the following are class features of the Holy Guard.

**Weapon and Armor Proficiency:** Holy Guards are proficient with all simple and martial weapons, with his deity's favored weapon, with all types of armor (heavy, medium, and light), and with shields (except tower shields).

**Aura (Ex):** The Holy Guard has an aura which matches that of his alignment (and deity). The power

of a Holy Guard's aura (see the *detect good* spell) is equal to his Holy Guard level. A lawful neutral Holy Guard radiates an aura of law, while a chaotic neutral Holy Guard radiates an aura of chaos. A true neutral Holy Guard radiates no appreciable aura.

**Call Guardian (Su):** The Holy Guard can cast the equivalent of a Summon Monster as a spell-like ability once per day. This is a standard action. The Holy Guard gains additional uses of this ability at higher levels, as shown in Table 3-3 (Holy Guard). This ability scales as the Holy Guard gains levels. The Holy Guard may utilize the summoning chart appropriate to his class level when using this ability, utilizing the same progression a cleric would use for determining access to the Summon Monster Tables. This is an exception to the normal rule that the Holy Guard casts spells as a caster one-half his actual level. For example, when he reaches 5th level Holy Guard, he may select a creature from Table III of the Summon Monster Tables. At 7th level, the Holy Guard may select a creature from Table IV of the Summon Monster Tables, and so on. The Holy Guard must select



Steve A. Roberts

creatures with an alignment that matches that of himself and his deity.

**Detect Alignment (Su):** At will, a Holy Guard can use whichever alignment detection spell is appropriate to his alignment. For example, good Holy Guards can use *detect evil* at will (as the spell), while an evil Holy Guard would use *detect good*. A Holy Guard which is neither good nor evil would use either *detect law* or *detect chaos*, as appropriate. A true neutral Holy Guard may choose the type of detection ability he has when the character is created, and once chosen, this ability may not be changed.

**Divine Grace (Su):** At 2nd level, a Holy Guard gains a bonus equal to his Charisma bonus (if any) on all saving throws.

**Aura of Courage (Su):** Beginning at 3rd level, a Holy Guard is immune to fear (magical or otherwise). Each ally within

10 feet of him gains a +4 morale bonus on saving throws against fear effects. This ability functions while the Holy Guard is conscious, but not if he is unconscious or dead.

**Divine Health (Ex):** At 3rd level, a Holy Guard gains immunity to all diseases, including supernatural and magical diseases.

**Religion:** A Holy Guard draws his power from a divine source, and so must worship and serve a deity of his choice in order to gain and utilize his class abilities.

**Spells:** Beginning at 4th level, a Holy Guard gains the ability to cast a small number of divine spells, which are drawn from the Holy Guard Spell list. A Holy Guard must choose and prepare his spells in advance. To prepare or cast a spell, a Holy Guard must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw