

D&D 3.5 – CLASSES

This is a summary of Chapter 3 (*Classes*) in the *D&D 3.5 Player's Handbook* (PHB). I have compared it with the corresponding chapter in the 3.0 PHB (second printing, with the official errata applied), and highlighted the significant changes in **blue** text. This should enable any player familiar with D&D 3.0 to quickly find the changes made to the various classes in the revised version.

• General Notes:

- The classes are listed in alphabetical order, except for the cleric and the fighter (on this page). This allows those classes which require two pages to be spread across facing pages, for greater convenience.
- I have not reproduced the tables for those classes (cleric, fighter, sorcerer, and wizard) whose special abilities can be easily summarised with a few lines of text. Similarly, I have not reproduced the Spells per Day and Spells Known tables for any of the spellcasting classes, since there has been no change to any of these tables. The symbol (☐) in the text below is used to refer the reader to the appropriate table in the PHB for more detailed information.
- There were no significant changes to the general information at the beginning of the chapter. Likewise, the background text for each class (Characteristics, Religion, Races, etc.) was not significantly changed, so I omit further mention of it here, except for the new "Role" paragraph given for each class.

CLERIC (p. 30)

Role: The cleric serves as a typical group's primary healer, diviner, and defensive specialist. He can hold his own in a fight but usually isn't well served by charging to the front of combat. The cleric's domains and spell selection can greatly affect his role as well.

- **Alignment:** Must be within one step of his deity's (i.e. it may be one step away on the lawful/chaotic axis or the good/evil axis, **but not both**).
 - Clerics of St. Cuthbert (a lawful neutral deity) may choose only between lawful good and lawful neutral for their alignment.
 - A cleric may not be neutral unless his deity's alignment is also neutral.
- **Hit Die:** d8.
- **Class Skills:** Concentration (CON), Craft (INT), Diplomacy (CHA), Heal (WIS), Knowledge (arcana) (INT), **Knowledge (history) (INT)**, Knowledge (religion) (INT), **Knowledge (the planes) (INT)**, Profession (WIS), ~~Spy (INT, exclusive skill)~~, Spellcraft (INT).
 - A cleric who chooses the Animal or Plant domain adds Knowledge (nature) (INT) to his list of class skills.
 - A cleric who chooses the Knowledge domain adds all Knowledge (INT) skills to his list of class skills.
 - A cleric who chooses the Travel domain adds **Survival** (WIS) to his list of class skills.
 - A cleric who chooses the Trickery domain adds Bluff (CHA), Disguise (CHA), and Hide (DEX) to his list of class skills.
- **Skill points at 1st level:** (2 + INT modifier) × 4.
- **Skill points at each additional level:** 2 + INT modifier.

Class Features

- **Weapon/armor proficiency:** All simple weapons, all types of armor, and shields (**except tower shields**).
- **Spells:** Divine spells, drawn from the cleric spell list.
 - A cleric can't cast spells of an alignment opposed to his own or his deity's (if he has one).
 - A cleric must choose and prepare his spells in advance. He 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 cleric can prepare spells.
 - To prepare or cast a spell, a cleric must have a WIS of at least 10 + spell level. The saving throw DC for the spell is 10 + spell level + cleric's WIS modifier.
 - The cleric can cast only a certain number of spells of each spell level per day (☐). He receives bonus spells per day if he has a high WIS score. He also gets one domain spell of each spell level he can cast, starting at 1st level.
 - **Spontaneous casting:** A good cleric (or a neutral cleric of a good deity) can convert any prepared non-domain spell to a *cure* spell of the same level or lower at will. An evil cleric (or a neutral cleric of an evil deity) instead can convert a prepared non-domain spell to an *inflict* spell.
- **Deity and domains:** If the typical worshippers of a deity include the members of a race, a cleric of that deity must be of the specified race.
 - A cleric gains two domains from the list of domains related to his deity. If the cleric has no deity, he may choose any two domains (subject to alignment).
 - A cleric can select an alignment domain (Chaos, Evil, Good, or Law) only if his alignment matches that domain.
- **Base attack bonus:** Average (level × ¾).
- **Saving throws:** Fortitude and Will good (2 + level/2). Reflex poor (level/3).
- **Bonus languages:** Celestial, Abyssal, Infernal.
 - These choices are in addition to the bonus languages available to the character because of his race.
- **Aura (Ex):** A cleric of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment.
 - Clerics who don't worship a specific deity but choose the Chaotic, Evil, Good, or Lawful domain have a similarly powerful aura of the corresponding alignment.
- **Turn/Rebuke Undead (su):** Any cleric can affect undead creatures by channeling the power of his faith through his holy (or unholy) symbol (see PHB p. 159).
 - A cleric may attempt to turn undead a number of times per day equal to 3 + his CHA modifier.
 - A cleric with 5 or more ranks in Knowledge (religion) gets a +2 bonus on turning checks against undead.

Ex-Clerics

- A cleric who grossly violates the code of conduct required by 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 cleric of that deity until he atones (see the *atonement* spell description, p. 201).

FIGHTER (p. 37)

Role: In most adventuring parties, the fighter serves as a melee combatant, charging into the fray while his comrades support him with spells, ranged attacks, and other effects. Fighters who favor ranged combat can prove very deadly, though without other melee support, they can find themselves in front-line combat more often than they might prefer.

- **Alignment:** Any.
- **Hit Die:** d10.
- **Class Skills:** Climb (STR), Craft (INT), Handle Animal (CHA), **Intimidate (CHA)**, Jump (STR), Ride (DEX), Swim (STR).
- **Skill points at 1st level:** (2 + INT modifier) × 4.
- **Skill points at each additional level:** 2 + INT modifier.

Class Features

- **Weapon/armor proficiency:** All simple and martial weapons, all armor, and shields (**including tower shields**).
- **Base attack bonus:** Good (equal to level).
- **Saving throws:** Fortitude good (2 + level/2). Reflex and Will poor (level/3).
- **Bonus feats:** At 1st level, a fighter gets a bonus combat-oriented feat (in addition to the feat that any 1st-level character gets and the bonus feat granted to a human character). The fighter gains an additional bonus feat at 2nd level and every two fighter levels thereafter.
 - The fighter must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums.

BARBARIAN (p. 24)

Role: A barbarian's typical primary role in a group of adventurers is as a front-line combat specialist. No other character can match his sheer toughness. He can also serve as a good scout, thanks to his speed, skill selection, and trap sense.

- *Alignment:* Any nonlawful.
- *Hit Die:* d12.
- *Class Skills:* Climb (STR), Craft (INT), Handle Animal (CHA), Intimidate (CHA), ~~Intuit Direction (WIS)~~, Jump (STR), Listen (WIS), Ride (DEX), **Survival** (WIS), Swim (STR).
- *Skill points at 1st level:* $(4 + \text{INT modifier}) \times 4$.
- *Skill points at each additional level:* $4 + \text{INT modifier}$.

Class Features

- *Weapon/armor proficiency:* All simple and martial weapons, light armor, medium armor, and shields (except tower shields).
- *Base attack bonus:* Good (equal to level).
- *Saving throws:* Fortitude good $(2 + \text{level}/2)$. Reflex and Will poor (level/3).

Ex-Barbarians

- A barbarian who becomes lawful loses the ability to rage and cannot gain more levels as a barbarian.
 - He retains all the other benefits of the class (damage reduction, fast movement, **trap sense**, and uncanny dodge).

Note: In this and similar tables in this document, a hyphen (–) at the left-hand side of an ability signifies that there have been one or more changes to it, which are highlighted in blue text. An asterisk (*) signifies that the ability was not in D&D 3.0, but has been added to the table for D&D 3.5. A number signifies that an ability has changed its level from D&D 3.0 to D&D 3.5. For example, in D&D 3.0 the barbarian gained the ability uncanny dodge (+1 against traps) at 10th level. In the revised edition, this ability was moved to 3rd level, and changed its name to Trap Sense as well.

Lvl	Special ability	Description
–	1 Fast Movement (Ex)	A barbarian's land speed is faster than the norm for his race by +10 ft. • This benefit applies only when he is wearing no armor, light armor or medium armor, and not carrying a heavy load. Apply this bonus before modifying the barbarian's speed because of any load carried or armor worn.
–	Illiteracy	Barbarians are the only characters who do not automatically know how to read and write. • A barbarian may spend 2 skill points to gain the ability to read and write any language all languages he is able to speak. • A barbarian who gains a level in any other class automatically becomes literate. Any other character who gains a barbarian level does not lose the literacy he or she already had.
–	Rage (Ex) 1/day	The barbarian temporarily gains +4 STR, +4 CON, and +2 morale bonus on Will saves, but takes a –2 penalty to AC. • The increase to CON increases the barbarian's hit points by 2 hp/lvl; these go away at the end of the rage when his CON drops back to normal (they are not lost first the way temporary hit points are). • While raging, a barbarian cannot use any CHA-, DEX-, or INT-based skills (except Balance, Escape Artist, Intimidate and Ride), the Concentration skill, or any abilities requiring patience or concentration , nor can he cast spells or activate magic items that require a command word, a spell trigger, or spell completion . • The barbarian can use any feat he has except Combat Expertise, item creation feats, and metamagic feats. The rage lasts for a number of rounds equal to 3 + the newly-improved CON modifier. A barbarian may prematurely end his rage. After the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (–2 penalty to STR, –2 penalty to DEX, can't charge or run) for the duration of the current encounter. • A barbarian can fly into a rage only once per encounter, and only a certain number of times per day (depending on his level). Entering a rage takes no time in itself, but the barbarian can only do it during his action, not in response to someone else's action.
–	2 Uncanny Dodge (Ex)	The barbarian retains his DEX bonus to AC (if any) even if caught flat-footed or struck by an invisible attacker (however, he still loses his DEX bonus to AC if immobilized). • If the barbarian already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead.
10	3 Trap Sense (Ex) +1	The barbarian gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. • The bonuses rise by +1 at 6th level and every 3 levels thereafter. Trap sense bonuses gained from multiple classes stack.
	4 Rage 2/day (see above)	
–	5 Improved Uncanny Dodge (Ex)	The barbarian can no longer be flanked. • This defense denies a rogue the ability to sneak attack the barbarian by flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels. • If a character already has uncanny dodge (see above) from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum level a rogue must be to flank the character.
13	6 Trap Sense +2 (see above)	
11	7 Damage Reduction (Ex) 1/–	Subtract the specified amount from the damage a barbarian takes each time he is dealt damage from a weapon or a natural attack . • The DR rises by 1 point at 10th level and every 3 levels thereafter. Damage reduction can reduce damage to 0 but not below 0.
	8 Rage 3/day (see above)	
16	9 Trap Sense +3 (see above)	
14	10 Damage Reduction 2/– (see above)	
	Uncanny dodge (+1 against traps)	► 3 (trap sense +1)
15	11 Greater Rage (Ex) DR 1/–	The barbarian's rage bonuses become +6 to STR and CON, and a +3 morale bonus to Will saves. • The penalty to AC remains at –2.
		► 7
	12 Rage 4/day (see above)	
19	Trap Sense +4 (see above)	
17	13 Damage Reduction 3/– (see above)	
	Uncanny dodge (+2 against traps)	► 6 (trap sense +2)
*	14 Indomitable Will (Ex)	While in rage, the barbarian gains a +4 bonus on Will saves to resist enchantment spells. • This bonus stacks with all other modifiers, including the morale bonus on Will saves the barbarian also receives during his rage.
	DR 2/–	► 10
*	15 Trap Sense +5 (see above)	
	Greater Rage	► 11
20	16 Damage Reduction 4/– (see above)	
	Rage 5/day (see above)	
	Uncanny dodge (+3 against traps)	► 9 (trap sense +3)
20	17 Tireless Rage (Ex)	The barbarian no longer becomes fatigued at the end of his rage.
	DR 3/–	► 13
*	18 Trap Sense +6 (see above)	
*	19 Damage Reduction 5/– (see above)	
	Uncanny dodge (+4 against traps)	► 12 (trap sense +4)
*	20 Mighty Rage (Ex)	The barbarian's rage bonuses become +8 to STR and CON, and a +4 morale bonus to Will saves. • The penalty to AC remains at –2.
	Rage 6/day (see above)	
	DR 4/–	► 16
	(not winded after rage)	► 17 (tireless rage)

BARD (p. 26)

Role: The bard is perhaps the ultimate generalist. In most adventuring groups, he works best in a supporting role. He can't usually match the stealth of the ranger or the rogue, the spellcasting power of the cleric or the wizard, or the combat prowess of the barbarian or the fighter. However, he makes all the other characters better at what they do, and he can often fill in for another character when needed. For a typical group of four characters, the bard is perhaps the most useful fifth character to consider adding, and he can make a great team leader.

- *Alignment:* Any nonlawful.
- *Hit Die:* d6.
- *Class Skills:* ~~Alchemy (INT)~~, Appraise (INT), Balance (DEX), Bluff (CHA), Climb (STR), Concentration (CON), Craft (INT), Decipher Script (INT, ~~exclusive skill~~), Diplomacy (CHA), Disguise (CHA), Escape Artist (DEX), Gather Information (CHA), Hide (DEX), ~~Intuit Direction (WIS)~~, Jump (STR), Knowledge (*all skills, taken individually*) (INT), Listen (WIS), Move Silently (DEX), Perform (CHA), Profession (WIS), ~~Spy (INT, exclusive skill)~~, Sense Motive (WIS), **Sleight of Hand** (DEX), Speak Language (n/a), Spellcraft (INT), Swim (STR), Tumble (DEX), Use Magic Device (CHA, ~~exclusive skill~~).
- *Skill points at 1st level:* (6 + INT modifier) × 4.
- *Skill points at each additional level:* 6 + INT modifier.

Class Features

- *Weapon/armor proficiency:* All simple weapons, plus ~~one of the following:~~ the longsword, rapier, sap, short sword, shortbow, ~~longbow~~, and whip. Bards are proficient with light armor, ~~medium armor~~ and shields (*except tower shields*).
 - A bard can cast bard spells while wearing light armor without incurring the normal arcane spell failure chance. However, a bard wearing medium or heavy armor or using a shield incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass bard still incurs the normal arcane spell failure chance for arcane spells received from other classes.
- *Spells:* Arcane spells, drawn from the bard spell list.
 - Bard spells do not need to be prepared ahead of time. Every bard spell has a verbal component (singing, reciting, or music).
 - To learn or cast a spell, a bard must have a CHA of at least 10 + spell level. The saving throw DC for the spell is 10 + spell level + bard's CHA modifier.
 - The bard can cast only a certain number of spells of each spell level per day (☐☐). He receives bonus spells per day if he has a high CHA score. He has a limited selection of spells known at each level (☐☐).
 - Upon reaching 5th level, and at every third bard level after that (8th, 11th, etc.) a bard can choose to learn a new spell in place of one he already knows. In effect, the bard "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level bard spell the bard can cast. A bard may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.
- *Base attack bonus:* Average (level × ¾).
- *Saving throws:* Reflex and Will good (2 + level/2). Fortitude poor (level/3).

Ex-Bards

- A bard who becomes lawful cannot progress in levels as a bard, though he retains all his bard abilities.

Lvl	Special ability	Description
-	1 Bardic Knowledge	A bard may make a bardic knowledge check (1d20 + bard level + INT modifier) to see whether he knows some relevant information about local notable people, legendary items, or noteworthy places. <ul style="list-style-type: none"> The DC depends on the type of knowledge sought (□). The bard may not take 10 or take 20 on this check. A successful check will not reveal the powers of a magic item, but may give a hint as to its general function. If the bard has 5 or more ranks in Knowledge (history), he gains a +2 bonus on bardic knowledge checks.
-	Bardic Music	A bard can use song, instrumental music, recitation, etc. to produce magical effects on those around him (usually including himself, if desired). <ul style="list-style-type: none"> Bardic music abilities can be used once per day per bard level. Each ability requires both a minimum bard level and a minimum number of ranks in at least one Perform skill to qualify. Starting a bardic music effect is a standard action. Some abilities require concentration, which means the bard must take a standard action each round to maintain the ability. Even while using bardic music that doesn't require concentration, a bard cannot cast spells or activate magic items by command word or spell completion. Just as for casting a spell with a verbal component, a deaf bard has a 20% chance to fail when attempting to use bardic music. If he fails, the attempt still counts against his daily limit.
-	Countersong (Su) (Ranks: 3)	Counter magical effects that depend on sound (but not spells that simply have verbal components). <ul style="list-style-type: none"> Each round, the bard makes a Perform check. Any creature within 30 ft. of the bard (including the bard himself) affected by a sonic or language-dependent magical attack may use the bard's Perform check result in place of its saving throw. If a creature within range of the countersong is already under the effect of a non-instantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use the bard's Perform check result for the save. Countersong has no effect against effects that don't allow saves. The bard may keep up the countersong for 10 rounds.
-	Fascinate (Sp) (Ranks: 3) [ench. (compulsion), mind-affecting]	Cause 1 or more creatures to become fascinated. <ul style="list-style-type: none"> The bard may fascinate one creature at 1st level, and one additional creature for every three levels beyond 1st. A creature to be fascinated must be within 90 ft., able to see and hear the bard, and able to pay attention to him. The bard must also be able to see the creature. The distraction of a nearby combat or other dangers prevents the ability from working. The bard makes a Perform check; his result is the DC for each affected creature's Will save against the effect. If a creature's saving throw succeeds, the bard cannot attempt to fascinate that creature again for 24 hours. If it fails, the creature remains fascinated for as long as the bard continues to play and concentrate (up to 1 round per bard level). Any potential threat (e.g. an ally of the bard moving-behind approaching it) allows a fascinated creature another saving throw against a new Perform check. Any obvious threat automatically breaks the effect.
-	Inspire Courage (Su) (Ranks: 3) [mind-affecting]	Allies (including the bard himself) receive a +1 morale bonus on saves against charm and fear effects and a +1 morale bonus to attack and weapon damage rolls. <ul style="list-style-type: none"> To be affected, an ally must be able to hear the bard sing for-a-full-round. The effect lasts for as long as the ally hears the bard sing and for 5 rounds thereafter. These bonuses rise to +2 at 8th level, +3 at 14th level, and +4 at 20th level.
	2	
-	3 Inspire Competence (Su) (Ranks: 6) [mind-affecting]	Grant an ally a +2 competence bonus on skill checks with a particular skill. <ul style="list-style-type: none"> The ally must be within 30 ft. and able to see and hear the bard. The bard must also be able to see the ally. The effect lasts for as long as the bard concentrates, up to a maximum of 2 minutes. The DM may rule that certain uses of this ability are infeasible (e.g. chanting to make a rogue move more quietly). A bard can't inspire competence in himself.
	4	
	5	
-	6 Suggestion (Sp) (Ranks: 9) [ench. (compulsion), mind-affecting, language-dependent]	Make a suggestion (as the spell) to a creature that the bard has already fascinated (see above). <ul style="list-style-type: none"> Using this ability does not break the bard's concentration on the fascinate effect, nor does it allow a second saving throw against the fascinate effect. Making a suggestion does not count against the bard's daily limit on bardic music performances. A Will saving throw (DC 10 + ½ bard's level + bard's CHA modifier) negates the effect.
	7	
*	8 Inspire Courage +2 (see above)	
-	9 Inspire Greatness (Su) (Ranks: 12) [mind-affecting]	Grant self or willing ally 2 bonus hit dice (d10s), +2 competence bonus on attack rolls, and +1 competence bonus on Fortitude saves. <ul style="list-style-type: none"> The bonus hit dice grant the commensurate number of temporary hit points (apply the target's CON modifier, if any). The bonus hit dice count as regular hit dice for determining the effect of spells such as sleep. To be affected, an ally must be within 30 ft. and able to hear the bard sing for-a-full-round. The effect lasts for as long as the ally hears the bard sing and for 5 rounds thereafter. For every three levels the bard attains beyond 9th, he can target one additional ally with a single use of this ability.
	10	
	11	
*	12 Song of freedom (Sp) (Ranks: 15)	Create an effect equivalent to break enchantment on a single target within 30 ft. <ul style="list-style-type: none"> Caster level is the character's bard level. Using this ability requires 1 minute of uninterrupted concentration and music. A bard can't use song of freedom on himself.
	13	
*	14 Inspire Courage +3 (see above)	
*	15 Inspire Heroics (Su) (Ranks: 18) [mind-affecting]	Grant self or willing ally a +4 morale bonus on saving throws and a +4 dodge bonus to AC. <ul style="list-style-type: none"> To be affected, an ally must be within 30 ft. and able to hear the bard sing for a full round. The effect lasts for as long as the ally hears the bard sing and for 5 rounds thereafter. For every three levels the bard attains beyond 15th, he can target one additional ally with a single use of this ability.
	16	
	17	
*	18 Mass Suggestion (Sp) (Ranks: 21) [ench. (compulsion), mind-affecting, language-dependent]	As suggestion (see above), but the bard can make the suggestion simultaneously to any number of creatures he has already fascinated.
	19	
*	20 Inspire Courage +4 (see above)	

DRUID (p. 33)

Role: The druid enjoys extraordinary versatility. Though she lacks the sheer healing power of the cleric, she makes up for it with additional offensive power, thanks to her spell selection and wild shape ability. A druid backed up by another secondary healer (such as a paladin) can prove extremely valuable to a group of adventurers. Her animal companion also provides valuable melee combat support.

- **Alignment:** Neutral good, lawful neutral, neutral, chaotic neutral, or neutral evil.
- **Hit Die:** d8.
- **Class Skills:** ~~Animal Empathy (CHA, exclusive skill)~~, Concentration (CON), Craft (INT), Diplomacy (CHA), Handle Animal (CHA), Heal (WIS), ~~Intuit Direction (WIS)~~, Knowledge (nature) (INT), Listen (WIS), Profession (WIS), Ride (DEX), ~~Sery (INT, exclusive skill)~~, Spellcraft (INT), Spot (WIS), Survival (WIS), Swim (STR).
- **Skill points at 1st level:** (4 + INT modifier) × 4.
- **Skill points at each additional level:** 4 + INT modifier.

Class Features

- **Weapon/armor proficiency:** Druids are proficient with the following weapons: club, dagger, dart, ~~longspear~~, quarterstaff, scimitar, sickle, shortspear, sling, and spear. ~~Their spiritual oaths prohibit them from using weapons other than these. They are also proficient with all natural attacks (claw, bite, etc.) of any form they assume with wild shape.~~ Druids are proficient with light and medium armor but are prohibited from wearing metal armor. They are proficient with shields (~~except tower shields~~), but must use only wooden ones.
 - A druid may also wear wooden armor that has been altered by the *ironwood* spell so that it functions as though it were steel.
 - A druid who wears prohibited armor or carries a prohibited shield is unable to cast druid spells or use any of her supernatural or spell-like class abilities while doing so and for 24 hours afterwards.
- **Spells:** Divine spells, drawn from the druid spell list.
 - A druid can't cast spells of an alignment opposed to her own or her deity's (if she has one).
 - A druid must choose and prepare her spells in advance, as a cleric does. ~~She does not, however, have access to any domain spells or granted powers.~~
 - To prepare or cast a spell, a druid must have a WIS of at least 10 + spell level. The saving throw DC for the spell is 10 + spell level + druid's WIS modifier.
 - The druid can cast only a certain number of spells of each spell level per day (☞). She receives bonus spells per day if she has a high WIS score.
 - *Spontaneous casting:* A druid can convert any prepared spell to a *summon nature's ally* spell of the same level or lower at will.
- **Base attack bonus:** Average (level × ¾).
- **Saving throws:** Fortitude and Will good (2 + level/2). Reflex poor (level/3).
- **Bonus language:** Sylvan.
 - This choice is ~~in place of one of~~ in addition to the bonus languages available to the character because of his race.
 - A druid also knows Druidic in addition to her regular allotment of languages. Druids are forbidden to teach this language to nondruids.

Ex-Druids

- A druid who ceases to revere nature, changes to a prohibited alignment, or teaches the Druidic language to a nondruid loses all spells and druid abilities (including her animal companion, but not including weapon, armor and shield proficiencies).
 - She cannot thereafter gain levels as a druid until she atones (see the *atonement* spell description, p. 201).

The Druid's Animal Companion (p. 36)

- A druid's animal companion is superior to a normal animal of its kind and has special powers, as described below.
 - A druid may begin play with an animal companion selected from the following list: badger, camel, dire rat, dog, riding dog, eagle, hawk, horse (light or heavy), owl, pony, snake (Small or Medium viper), or wolf. If the campaign takes place wholly or partly in an aquatic environment, the DM may add the following creatures to the list of options: crocodile, porpoise, Medium shark, and squid.
 - A druid of 4th level or higher may select from alternative lists of animals (see next page).
- Use the base statistics for a creature of the companion's kind, but with the following changes:
 - **Bonus HD** (see table): Extra eight-sided (d8) Hit Dice, each of which gains a CON modifier, as normal, and also improves the animal companion's base attack and base save bonuses. The animal companion gains additional skill points or feats as normal for advancing an animal's Hit Dice.
 - **Base attack bonus:** Average (total HD × ¾).
 - **Saving throws:** Fortitude and Reflex good (2 + total HD/2). Will poor (total HD/3).
 - **Nat. Adj.** (see table): This number is an improvement to the animal companion's existing natural armor bonus.
 - **STR/DEX Adj.** (see table): Add this value to the companion's STR and DEX scores.
 - **Bonus Tricks** (see table): The number of "bonus" tricks that the animal knows in addition to any that the druid might choose to teach it. These bonus tricks don't require any training time or Handle Animal checks, and they don't count against the normal limit of tricks known by the animal. Once selected, these bonus tricks can't be changed.

Class Level	Bonus HD	Nat. Adj.	STR/DEX Adj.	Bonus Tricks
1st to 2nd	+0	+0	+0	1
3rd to 5th	+2	+2	+1	2
6th to 8th	+4	+4	+2	3
9th to 11th	+6	+6	+3	4
12th to 14th	+8	+8	+4	5
15th to 17th	+10	+10	+5	6
18th to 20th	+12	+12	+6	7

Class Level	Special ability	Description
1st to 2nd	Link (Ex)	The druid can handle her animal companion as a free action, or "push" it as a move action (even if she does not have any ranks in the Handle Animal skill). <ul style="list-style-type: none">• The druid gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding her animal companion.
	Share Spells	The druid may have any spell (but not spell-like ability) she casts on herself also affect her animal companion. <ul style="list-style-type: none">• The animal companion must be within 5 ft. at the time of casting. If the spell or effect has a duration other than Instantaneous, it stops affecting the animal companion if it moves farther than 5 ft. away and will not affect the companion again even if it returns to the druid before the duration expires.• The druid may cast a spell with a target of "You" on her companion (as a touch range spell) instead of on herself.• A druid and her animal companion can share spells even if the spells normally do not affect creatures of the companion's type (magical beast).
3rd to 5th	Evasion (Ex)	Against an attack that allows a Reflex save for half damage, the animal companion takes no damage on a successful save.
6th to 8th	Devotion (Ex)	The companion gains a +4 morale bonus on Will saves against enchantment spells/effects.
9th to 11th	Multitask	The companion gains Multitask as a bonus feat if it has three or more natural attacks (and does not already have that feat). <ul style="list-style-type: none">• With this feat, a creature's secondary attacks with natural weapons take a –2 penalty instead of the normal –5 penalty.• If it does not have the requisite three or more natural attacks, the animal companion instead gains a second attack with its primary natural weapon, albeit at a –5 penalty.
12th to 14th		
15th to 17th	Improved Evasion (Ex)	Against an attack that allows a Reflex save for half damage, the animal companion takes no damage on a successful save and half damage if the save fails.
18th to 20th		

Lvl	Special ability	Description
-	1 Animal Companion (Ex)	The druid may acquire a loyal animal companion that accompanies her on her adventures as appropriate for its kind. <ul style="list-style-type: none"> As a druid advances in level, the animal companion's power increases (<i>see previous page</i>). If a druid releases her companion from service, she may gain a new one by performing a ceremony requiring 24 uninterrupted hours of prayer. This ceremony can also replace an animal companion that has perished.
-	Nature Sense (Ex)	The druid gains a +2 bonus on Knowledge (nature) and Survival checks.
*	Wild Empathy (Ex)	The druid can influence the attitude of an animal (as per a Diplomacy check to influence a person). <ul style="list-style-type: none"> Check result is 1d20 + druid's level + druid's CHA modifier. Domestic animals typically have a starting attitude of indifferent; wild animals are usually unfriendly. The druid and the animal must be able to study each other (typically, they must be within 30 ft. of each other). Influencing an animal in this way generally takes 1 minute, although it might take more or less time. A druid can use this ability to influence a magical beast with INT 1 or 2, but she takes a -4 penalty on the check.
-	2 Woodland Stride (Ex)	The druid may move through any sort of undergrowth (e.g. natural thorns, briars, overgrown areas, etc.) at normal speed and without taking damage or suffering any other impairment. <ul style="list-style-type: none"> Thorns, briars, and overgrown areas that have been magically manipulated to impede movement still affect her.
-	3 Trackless Step (Ex)	The druid leaves no trail in natural surroundings and cannot be tracked. <ul style="list-style-type: none"> The druid may choose to leave a trail if she so desires.
-	4 Resist Nature's Lure (Ex)	The druid gains a +4 bonus on saving throws against the spell-like abilities of fey (e.g. dryads, pixies and sprites).
-	5 Wild Shape (Su) (1/day)	The druid gains the ability to turn herself into any Small or Medium animal and back again. <ul style="list-style-type: none"> As for alternate form special ability (<i>see Monster Manual</i>), except as noted here. The effect lasts 1 hour per druid level, or until she changes back. Changing form (to animal or back) is a standard action and doesn't provoke an attack of opportunity. Each time you use wild shape, you regain lost hit points as if you had rested for a night. Any gear worn or carried by the druid melds into the new form and becomes non-functional. When the druid reverts to her true form, any objects previously melded into the new form reappear in the same location on her body that they previously occupied and are once again functional. Any new items worn in the assumed form fall off and land at the druid's feet. The form chosen must be that of an animal the druid is familiar with. The druid loses her ability to speak while in animal form, but she can communicate normally with animals of the same general grouping as her new form. A druid can use this ability more times per day at 6th, 7th, 10th, 14th, and 18th level, as noted below. In addition, the druid gains the ability to take the shape of a Large animal at 8th level, a Tiny animal at 11th level, and a Huge animal at 15th level. The new form's HD can't exceed the character's druid level. At 12th level, the druid can use wild shape to take the shape of a dire animal plant creature (e.g. a shambling mound), with the same size restrictions as for animal forms. The druid can't take the form of a plant that isn't a creature (e.g. a tree or a rose bush). At 16th level, the druid can use wild shape to change into a Small, Medium, or Large elemental (air, earth, fire, or water) once per day, in addition to her normal wild shape usage. In addition to the normal effects of wild shape, the druid gains all the elemental's extraordinary, supernatural and spell-like abilities. She also gains the elemental's feats for as long as she maintains the wild shape, but retains her own creature type. At 18th level, the druid can assume elemental form twice per day, and at 20th level she can do so three times per day. At 20th level, the druid may use this wild shape ability to change into a Huge elemental.
	6 Wild Shape (2/day) (see above)	
	7 Wild Shape (3/day) (see above)	
	8 Wild Shape (Large) (see above)	
-	9 Venom Immunity (Ex)	The druid gains immunity to all organic poisons (<i>including monster poisons but not mineral poisons or poison gas</i>).
	10 Wild Shape (4/day) (see above)	
	11 Wild Shape (Tiny) (see above)	
-	12 Wild Shape (dire animal plant) (see above)	
-	13 A Thousand Faces (Su)	The druid may change her appearance at will (as per the <i>alter-self disguise self</i> spell), but only while in her normal form. <ul style="list-style-type: none"> This affects the druid's body but not her possessions. It is not an illusory effect, but a minor physical alteration of the druid's appearance, within the limits described for the spell.
	14 Wild Shape (5/day) (see above)	
	15 Timeless Body (Ex)	The druid no longer takes ability score penalties for aging, and cannot be magically aged. <ul style="list-style-type: none"> Any penalties already incurred remain in place. Bonuses still accrue, and the druid still dies of old age when her time is up.
	Wild Shape (Huge) (see above)	
	16 Wild Shape (elemental 1/day) (see above)	
	17	
-	18 Wild Shape (6/day, elemental 2/day) (see above)	
	19	
*	20 Wild Shape (elemental 3/day, Huge elemental) (see above)	

Alternative Animal Companions

- A druid of sufficiently high level can select her animal companion from one of the following lists, applying the indicated adjustment to the druid's level for purposes of determining the companion's characteristics and special abilities.
 - Creatures marked with an asterisk (*) are available only in an aquatic environment.
 - 4th level or higher (adjustment: level - 3): ape; bear, black; bison; boar; cheetah; *crocodile; dire badger; dire bat; dire weasel; leopard, lizard, monitor; *shark, Large; snake, constrictor; snake, Large viper; wolverine.
 - 7th level or higher (adjustment: level - 6): bear, brown; *crocodile, giant; deinonychus (dinosaur); dire ape; dire boar; dire wolf; dire wolverine; *elasmosaurus (dinosaur); lion; rhinoceros; snake, Huge viper; tiger.
 - 10th level or higher (adjustment: level - 9): bear, polar; dire lion; megaraptor (dinosaur); *shark, Huge; snake, giant constrictor; *whale, orca.
 - 13th level or higher (adjustment: level - 12): dire bear; elephant; *octopus, giant.
 - 16th level or higher (adjustment: level - 15): *dire shark; dire tiger; *squid, giant; triceratops (dinosaur); tyrannosaurus (dinosaur).

MONK (p. 39)

Role: The monk functions best as an opportunistic combatant, using her speed to get into and out of combat quickly rather than engaging in prolonged melees. She also makes an excellent scout, particularly if she focuses her skill selection on stealth.

- *Alignment:* Any lawful.
- *Hit Die:* d8.
- *Class Skills:* Balance (DEX), Climb (STR), Concentration (CON), Craft (INT), Diplomacy (CHA), Escape Artist (DEX), Hide (DEX), Jump (STR), Knowledge (arcana) (INT), Knowledge (religion) (INT), Listen (WIS), Move Silently (DEX), Perform (CHA), Profession (WIS), Sense Motive (WIS), Spot (WIS), Swim (STR), Tumble (DEX).
- *Skill points at 1st level:* (4 + INT modifier) × 4.
- *Skill points at each additional level:* 4 + INT modifier.

Class Features

- *Weapon/armor proficiency:* Proficient with club, crossbow (light or heavy), dagger, handaxe, javelin, kama, nunchaku, quarterstaff, sai, shuriken, siangham, sling. Not proficient with any armor or shields.
 - When wearing armor, using a shield, or carrying a medium or heavy load, a monk loses her AC bonus, as well as her fast movement and flurry of blows abilities (see below). Furthermore, her special abilities all face the arcane spell failure chance that the armor type normally imposes.
- *Base attack bonus:* Average (level × ¾).
- *Note:* The monk no longer uses a different base attack bonus for unarmed attacks, and so there are no longer any special considerations for the monk mixing weapon attacks with unarmed attacks (except for the flurry of blows ability; see below).
- *Saving throws:* All good (2 + level/2).
- **AC Bonus (Ex):** When unarmored and unencumbered, a monk adds her WIS bonus (if any) to her AC, as well as the bonus shown in the table below.
 - These bonuses to AC apply even against touch attacks or when the monk is flat-footed. She loses these bonuses if she is immobilized or helpless.

Lvl	Flurry of blows	Unarmed Damage			AC Bonus	Speed Bonus
		Small	Med.	Large		
1	-2/-2	1d4	1d6	1d8	+0	+0
2	-1/-1	1d4	1d6	1d8	+0	+0
3	+0/+0	1d4	1d6	1d8	+0	+10
4	+1/+1	1d6	1d8	2d6	+0	+10
5	+2/+2	1d6	1d8	2d6	+1	+10
6	+3/+3	1d6	1d8	2d6	+1	+20
7	+4/+4	1d6	1d8	2d6	+1	+20
8	+5/+5/+0	1d8	1d10	2d8	+1	+20
9	+6/+6/+1	1d8	1d10	2d8	+1	+30
10	+7/+7/+2	1d8	1d10	2d8	+2	+30

Lvl	Flurry of blows	Unarmed Damage			AC Bonus	Speed Bonus
		Small	Med.	Large		
11	+8/+8/+8/+3	1d8	1d10	2d8	+2	+30
12	+9/+9/+9/+4	1d10	2d6	3d6	+2	+40
13	+9/+9/+9/+4	1d10	2d6	3d6	+2	+40
14	+10/+10/+10/+5	1d10	2d6	3d6	+2	+40
15	+11/+11/+11/+6/+1	1d10	2d6	3d6	+3	+50
16	+12/+12/+12/+7/+2	2d6	2d8	3d8	+3	+50
17	+12/+12/+12/+7/+2	2d6	2d8	3d8	+3	+50
18	+13/+13/+13/+8/+3	2d6	2d8	3d8	+3	+60
19	+14/+14/+14/+9/+4	2d6	2d8	3d8	+3	+60
20	+15/+15/+15/+10/+5	2d8	2d10	4d8	+4	+60

Ex-Monks

- A monk who becomes nonlawful cannot gain new levels as a monk but retains all monk abilities.
 - A monk who gains a new class or (if already multiclass) raises another class by a level may never again raise her monk level, though she retains all her monk abilities.

	Lvl	Special ability	Description
-		1 Unarmed Strike	The monk automatically gains Improved Unarmed Strike as a bonus feat . <ul style="list-style-type: none"> A monk's attacks may be with either fist interchangeably or even from elbows, knees, and feet. This means that a monk may even make unarmed strikes with her hands full. There is no such thing as an off-hand attack for a monk striking unarmed. The monk may thus apply her full STR bonus on damage rolls for all her unarmed strikes. Usually a monk's unarmed strikes deal lethal damage, but she can choose to deal nonlethal damage instead with no penalty on her attack roll. She has the same choice to deal lethal or nonlethal damage while grappling. A monk's unarmed strike is treated both as a manufactured weapon and as a natural weapon for the purpose of spells and effects that enhance or improve such weapons (e.g. <i>magic fang</i> or <i>magic weapon</i>). A monk deals more damage with her unarmed strikes than a normal person would (see table on previous page).
-		Flurry of blows (Ex)	When unarmored, the monk may strike with a flurry of blows at the expense of accuracy. <ul style="list-style-type: none"> She may make one extra attack in a round at her highest base attack bonus, but this attack takes a -2 penalty, as does each other attack made that round (see table on previous page). This penalty applies for 1 round, so it also affects any attacks of opportunity the monk might make before her next action. At 5th level, the penalty lessens to -1, and at 9th level it disappears. The monk may attack only with unarmed strikes or with special monk weapons (kama, nunchaku, quarterstaff, sai, shuriken, and siangham), using them interchangeably as desired. She applies her STR bonus to weapon damage rolls for all successful attacks, whether she wields a weapon in one or two hands. In the case of a quarterstaff, each end counts as a separate weapon. At 11th level, the monk gains a second extra attack at her full base attack bonus (see table above).
-		Bonus feat	May select either Improved Grapple or Stunning Fist (even lacking the prerequisites) as a bonus feat.
		Evasion	► 2
		Stunning Attack	(now available only through the Stunning Fist feat)
1		2 Evasion (Ex)	On a successful Reflex save against an attack that normally deals half damage on a successful save, the monk instead takes no damage. <ul style="list-style-type: none"> Can only be used if the monk is wearing light armor or no armor. A helpless monk does not gain the benefit of evasion.
-		Bonus feat	May select either Combat Reflexes or Deflect Arrows (even lacking the prerequisites) as a bonus feat.
-		3 Fast Movement (Ex)	The monk gains an enhancement bonus to her base speed (see table above). <ul style="list-style-type: none"> A monk in armor (even light armor) or carrying a medium or heavy load loses this extra speed. From 9th level on, the monk's running ability is actually a supernatural ability.
		Still Mind (Ex)	Gains a +2 bonus on saving throws against spells and effects from the school of enchantment.
10		4 Ki Strike (magic) (Su)	The monk's unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with Damage Reduction. <ul style="list-style-type: none"> At 10th level, her unarmed attacks are also treated as lawful weapons for the purpose of dealing damage to creatures with DR. At 16th level, her unarmed attacks are treated as adamantine weapons for the purpose of dealing damage to creatures with DR and bypassing hardness.
-		Slow Fall (Ex) (20 ft.)	A monk within arm's reach of a wall can use it to reduce the effective distance of a fall. <ul style="list-style-type: none"> The monk takes damage as if the fall were shorter than it really is by the indicated distance. This ability improves with level until, at 20th level, the monk can use a nearby wall to slow her fall and fall any distance without harm.
-		5 Purity of Body (Ex)	The monk gains immunity to all diseases except supernatural and magical diseases (e.g. mummy rot and lycanthropy).
-		6 Slow Fall (30 ft.)	(see above)
-		Bonus feat	May select either Improved Disarm or Improved Trip (even lacking the prerequisites) as a bonus feat.
		7 Wholeness of Body (Su)	The monk can heal a number of hit points of damage equal to twice her current monk level each day, and she can spread this healing out among several uses.
		Leap of the Clouds	
-		8 Slow Fall (40 ft.)	(see above)
-		9 Improved Evasion (Ex)	On a failed Reflex save against attacks (e.g. dragon's breath weapon or <i>fireball</i>), monk takes only half damage. <ul style="list-style-type: none"> Can only be used if the monk is wearing light armor or no armor. A helpless monk does not gain the benefit of evasion.
13		10 Ki Strike (lawful) (see above)	
*		Slow Fall (50 ft.) (see above)	
		Ki Strike (+1)	► 4
*		11 Diamond Body (Su)	The monk gains immunity to poisons of all kinds.
		Greater Flurry (see above)	
-		12 Abundant Step (Su)	Once per day, the monk can slip magically between spaces (as if using the spell <i>dimension door</i>). <ul style="list-style-type: none"> The monk's caster level for this effect is one-half her monk level (rounded down).
*		Slow Fall (60 ft.) (see above)	
		13 Diamond Soul (Ex)	The monk gains spell resistance equal to her current monk level + 10.
		Ki Strike (+2)	► 10
*		14 Slow Fall (70 ft.) (see above)	
		15 Quivering Palm (Su)	Can set up vibrations within the body of another creature that can thereafter be fatal if desired. <ul style="list-style-type: none"> The monk can use this attack once per week, and she must announce her intent before making her attack roll. Constructs, oozes, plants, undead, incorporeal creatures and creatures immune to critical hits cannot be affected. The quivering palm attack succeeds if the monk strikes successfully and the target takes damage from the blow. Thereafter, the monk can try to slay the victim at any time within a number of days equal to her monk level. To make the attempt, the monk merely wills the target to die (a free action); unless the target makes a Fortitude save (DC 10 + ½ monk's level + monk's WIS modifier), it dies. If the save is successful, the target is no longer in danger from that particular quivering palm attack.
-		16 Ki Strike (adamantine) (see above)	
*		Slow Fall (80 ft.) (see above)	
		17 Timeless Body (Ex)	The monk no longer takes ability score penalties for aging, and cannot be magically aged. <ul style="list-style-type: none"> Any penalties already incurred remain in place. Bonuses still accrue, and the monk still dies of old age when her time is up.
		Tongue of the Sun & Moon (Ex)	The monk can speak with any living creature.
*		18 Slow Fall (90 ft.) (see above)	
		Slow Fall (any)	► 20
		19 Empty Body (Su)	The monk can assume an ethereal state for 1 round per monk level per day (as per the spell <i>etherealness</i>). <ul style="list-style-type: none"> This ability may be used a number of times each day, as long as the total number of rounds does not exceed the monk's level.
-		20 Perfect Self	The monk is forevermore treated as an outsider (an extraplanar creature) rather than as a humanoid for the purpose of spells and magical effects , and gains Damage Reduction 10/magic. <ul style="list-style-type: none"> As an outsider, the monk is subject to spells that repel enchanted creatures (e.g. protection from law). Unlike other outsiders, the monk can still be brought back from the dead as if she were a member of her previous creature type.
18		Slow Fall (any distance) (see above)	

PALADIN (p. 42)

Role: The paladin's chief role in most groups is as a melee combatant, but she contributes other useful support as well. She makes a good secondary healer, and her high Charisma opens up fine leadership opportunities.

- *Alignment:* Lawful good.
- *Hit Die:* d10.
- *Class Skills:* Concentration (CON), Craft (INT), Diplomacy (CHA), Handle Animal (CHA), Heal (WIS), Knowledge (nobility and royalty) (INT), Knowledge (religion) (INT), Profession (WIS), Ride (DEX), Sense Motive (WIS).
- *Skill points at 1st level:* (2 + INT modifier) × 4.
- *Skill points at each additional level:* 2 + INT modifier.

Class Features

- *Weapon/armor proficiency:* All simple and martial weapons, all types of armor, and shields (except tower shields).
- *Spells* (from 4th level): Divine spells, drawn from the paladin spell list.
 - A paladin must choose and prepare her spells in advance, as a cleric does. She does not, however, have access to any domain spells or granted powers.
 - To prepare or cast a spell, a paladin must have a WIS of at least 10 + spell level. The saving throw DC for the spell is 10 + spell level + paladin's WIS modifier.
 - The paladin can cast only a certain number of spells of each spell level per day (☞). She receives bonus spells per day if she has a high WIS score.
 - Through 3rd level, a paladin has no caster level. At 4th level and higher, her caster level is one-half her paladin level.
- *Base attack bonus:* Good (equal to level).
- *Saving throws:* Fortitude good (2 + level/2). Reflex and Will poor (level/3).

Ex-Paladins

- A paladin who ceases to be lawful good, who willfully commits an evil act, or who grossly violates the code of conduct loses all paladin spells and abilities (including the service of the paladin's mount, but not weapon, armor and shield proficiencies).
 - She cannot progress any further in levels as a paladin until she atones (see the *atonement* spell description, p. 201).
 - A paladin who gains a level in any class other than paladin may never again raise her paladin level, though she retains all her paladin abilities.

The Paladin's Mount (p. 45)

- The standard mount is a heavy warhorse (for a Medium paladin) or a warpony (for a Small paladin). It is superior to a normal mount of its kind and has special powers, as noted below.
 - The mount is treated as a magical beast, not an animal, for the purpose of all effects that depend on its type (though it retains an animal's HD, base attack bonus, saves, skill points, and feats).
- Use the base statistics for a creature of the mount's kind, but with the following changes:
 - *Bonus HD* (see table): Extra eight-sided (d8) Hit Dice, each of which gains a CON modifier, as normal, and also improves the mount's base attack and base save bonuses. The mount gains additional skill points or feats as normal for advancing an animal's Hit Dice.
 - *Base attack bonus:* Average (total HD×¾).
 - *Saving throws:* Fortitude and Reflex good (2 + total HD/2). Will poor (total HD/3).
 - *Nat. Adj.* (see table): This number is an improvement to the mount's existing natural armor bonus.
 - *STR Adj.* (see table): Add this figure to the mount's STR score.
 - *INT* (see table): The mount's INT score.

Paladin Level	Bonus HD	Nat. Adj.	STR Adj.	INT
5th to 7th	+2	+4	+1	6
8th to 10th	+4	+6	+2	7
11th to 14th	+6	+8	+3	8
15th to 20th	+8	+10	+4	9

Paladin Level	Special ability	Description
– 5th to 7th	Empathic Link (Su)	The paladin has empathic link with her mount out to a distance of up to 1 mile. <ul style="list-style-type: none">• The paladin cannot see through the mount's eyes, but they can communicate empathically.• The link gives the paladin the same connection to an item or place that her mount has.
	Improved Evasion (Ex)	Against an attack that allows a Reflex save for half damage, the mount takes no damage on a successful save and half damage if the save fails.
	Share Spells	The paladin may have any spell (but not spell-like ability) she casts on herself also affect her mount. <ul style="list-style-type: none">• The mount must be within 5 ft. at the time of casting. If the spell or effect has a duration other than Instantaneous, it stops affecting the mount if it moves farther than 5 ft. away and will not affect the mount again even if it returns to the paladin before the duration expires.• The paladin may cast a spell with a target of "You" on her mount (as a touch range spell) instead of on herself.• A paladin and her mount can share spells even if the spells normally do not affect creatures of the mount's type (magical beast).
	Share Saving Throws	For each of its saving throws, the mount uses its own base save bonuses or the paladin's, whichever is higher. <ul style="list-style-type: none">• The mount applies its own ability modifiers to saves, and it doesn't share any other bonuses on saves that the paladin might have (e.g. from magic items or feats).
* 8th to 10th	Improved Speed (Ex)	The mount's speed increases by 10 ft.
– 11th to 14th	Command (Sp)	The mount may <i>command</i> (as the spell) any normal animal of approximately the same kind as itself, as long as the target creature has fewer Hit Dice than the mount. <ul style="list-style-type: none">• This is ability is usable once per day per two paladin levels of its master. The mount must make a DC 21 Concentration check to succeed if it is being ridden at the time (e.g. in combat). If the check fails, the ability does not work, but the attempt still counts against the mount's daily uses.• Each target may attempt a Will save (DC 10 + ½ paladin's level + paladin's CHA modifier) to negate the effect.
15th to 20th	Spell Resistance (Ex)	The mount gains spell resistance equal to its master's paladin level + 5.

	Lvl	Special ability	Description
*	1	Aura of Good (Ex)	The power of a paladin's aura of good (see the <i>detect good</i> spell) is equal to her paladin level (just like the aura of a cleric of a good deity).
		Detect Evil (sp)	At will, a paladin can use <i>detect evil</i> (as the spell).
2		Smite Evil (su) 1/day	On one normal melee attack, the paladin may add her CHA bonus (if any) to her attack roll and deal 1 extra point of damage per paladin level. <ul style="list-style-type: none"> If the paladin accidentally smites a creature that is not evil, the smite has no effect, but the ability is still used up for that day. At 5th level, and at every five levels thereafter, the paladin may smite evil one additional time per day.
		Divine Grace	► 2
		Lay on Hands	► 2
		Divine Health	► 3
1	2	Divine Grace (Su)	The paladin gains a bonus equal to her CHA bonus (if any) on all saving throws.
1		Lay on Hands (Su)	Each day, the paladin may heal wounds (her own or others') by touch (total hp equal to her level×her CHA bonus). <ul style="list-style-type: none"> The paladin must have a CHA score of 12 or higher to use this ability. The paladin may choose to divide her healing among multiple recipients, and she doesn't have to use it all at once. Using lay on hands is a standard action. The paladin may use any or all of this healing to deal damage to undead creatures. Using lay on hands this way requires a successful melee touch attack and doesn't provoke an attack of opportunity. The paladin decides how many of her daily allotment of points to use as damage after successfully touching an undead creature.
		Aura of Courage	► 3
		Smite Evil	► 1
2	3	Aura of Courage (Su)	The paladin is immune to fear (magical or otherwise), and each ally within 10 ft. of her gains a +4 morale bonus on saving throws against fear effects. <ul style="list-style-type: none"> This ability functions while the paladin is conscious, but not if she is unconscious or dead.
1		Divine Health (Ex)	The paladin gains immunity to all diseases, including supernatural and magical diseases (e.g. mummy rot and lycanthropy).
		Remove Disease	► 6
		Turn Undead	► 4
3	4	Turn Undead (Su)	The paladin can turn undead as a cleric of three levels lower would. <ul style="list-style-type: none"> She may use this ability a number of times per day equal to 3 + her CHA modifier.
*	5	Smite Evil 2/day (see above)	
–		Special Mount (Sp)	The paladin gains the services of an unusually intelligent, strong and loyal steed (see below). <ul style="list-style-type: none"> This ability is the equivalent of a spell of a level equal to one-third of the paladin's class level. Once per day, as a full-round action, the paladin may call her mount from the celestial realms in which it resides. It immediately appears adjacent to her and remains for 2 hours per paladin level; it may be dismissed at any time as a free action. Calling a mount is a conjuration (calling) effect. The mount is the same creature each time it is called, though the paladin may release a particular mount from service. Each time the mount is called, it appears in full health, regardless of any damage it may have taken previously. The mount also appears wearing or carrying any gear it had when it was last dismissed. Should the mount die, it immediately disappears, leaving behind any equipment it was carrying. The paladin may not call another mount for 30 days or until she gains a paladin level (whichever comes first), even if the mount is somehow returned from the dead. During this 30-day period, the paladin takes a –1 penalty on attack and weapon damage rolls.
3	6	Remove Disease (sp) 1/week	The paladin can produce a <i>remove disease</i> effect (as the spell). <ul style="list-style-type: none"> She can use this ability one additional time per week for every three levels after 6th.
	7		
	8		
–	9	Remove Disease 2/week (see above)	
*	10	Smite Evil 3/day (see above)	
	11		
–	12	Remove Disease 3/week (see above)	
	13		
	14		
–	15	Remove Disease 4/week (see above)	
*		Smite Evil 4/day (see above)	
	16		
	17		
–	18	Remove Disease 5/week (see above)	
	19		
*	20	Smite evil 5/day (see above)	

RANGER (p. 46)

Role: The ranger's best role is that of a scout and secondary combatant. Without the heavy armor of the fighter or the staying power of the barbarian, the ranger should focus on opportunistic and ranged attacks. Most rangers use their animal companions as sentries, scouts, or to assist them in melee combat.

- *Alignment:* Any.
- *Hit Die:* d8.
- *Class Skills:* ~~Animal Empathy (CHA, exclusive skill)~~, Climb (STR), Concentration (CON), Craft (INT), Handle Animal (CHA), Heal (WIS), Hide (DEX), ~~Intuit Direction (WIS)~~, Jump (STR), Knowledge (dungeoneering) (INT), Knowledge (geography) (INT), Knowledge (nature) (INT), Listen (WIS), Move Silently (DEX), Profession (WIS), Ride (DEX), Search (INT), Spot (WIS), Survival (WIS), Swim (STR), Use Rope (DEX).
- *Skill points at 1st level:* $(6 + \text{INT modifier}) \times 4$.
- *Skill points at each additional level:* $6 + \text{INT modifier}$.

Class Features

- *Weapon/armor proficiency:* Proficient with all simple and martial weapons, light ~~and medium~~ armor, and shields (except tower shields).
 - ~~When wearing light or no armor, a ranger can fight with two weapons as if he had the feats Ambidexterity and Two-Weapon Fighting.~~
- *Spells* (from 4th level): Divine spells, drawn from the ranger spell list.
 - A ranger must choose and prepare his spells in advance, as a cleric does. ~~He does not, however, have access to any domain spells or granted powers.~~
 - To prepare or cast a spell, a ranger must have a WIS of at least $10 + \text{spell level}$. The saving throw DC for the spell is $10 + \text{spell level} + \text{ranger's WIS modifier}$.
 - The ranger can cast only a certain number of spells of each spell level per day (☞). He receives bonus spells per day if he has a high WIS score.
 - Through 3rd level, a ranger has no caster level. At 4th level and higher, his caster level is one-half his ranger level.
- *Base attack bonus:* Good (equal to level).
- *Saving throws:* Fortitude ~~and Reflex~~ good ($2 + \text{level}/2$). ~~Reflex and~~ Will poor ($\text{level}/3$).

Lvl	Special ability	Description
–	1 1st Favored Enemy (Ex)	The ranger gains a +2 bonus on Bluff, Listen, Sense Motive, Spot and Survival checks, and also a +2 bonus on weapon damage rolls, against creatures of a selected type (and possibly subtype). <ul style="list-style-type: none"> If the ranger selects humanoids as a favored enemy, he must also nominate a subtype (aquatic, dwarf, elf, goblinoid, gnoll, gnome, halfling, human, orc, or reptilian). If he selects outsiders, he must likewise nominate a subtype (air, chaotic, earth, evil, fire, good, lawful, native, or water). If a specific creature falls into more than one category of favored enemy, the ranger's bonuses do not stack; he simply uses whichever is higher. A ranger can only select his own race as a favored enemy if he is evil. The ranger also gets the damage bonus with ranged weapons, but only against targets within 30 ft. The bonus does not apply to damage against creatures that are immune to critical hits. At 5th level and every five levels thereafter, the ranger may select an additional favored enemy. In addition, at each such interval, the bonuses against every previous any one favored enemy (including the one just selected, if desired) increase by +2.
*	Track	The ranger gains Track as a bonus feat.
*	Wild Empathy (Ex)	The ranger can influence the attitude of an animal (as per a Diplomacy check to influence a person). <ul style="list-style-type: none"> Check result is 1d20 + ranger's level + ranger's CHA modifier. Domestic animals typically have a starting attitude of indifferent; wild animals are usually unfriendly. The ranger and the animal must be able to study each other (typically, they must be within 30 ft. of each other). Influencing an animal in this way generally takes 1 minute, although it might take more or less time. A ranger can use this ability to influence a magical beast with INT 1 or 2, but he takes a –4 penalty on the check.
*	2 Combat Style (Ex)	The ranger may select either archery or two-weapon combat as the combat style he will pursue. <ul style="list-style-type: none"> If he selects archery, he is treated as having the Rapid Shot feat, even if he lacks the normal prerequisites. If he selects two-weapon combat, he is treated as having the Two-Weapon Fighting feat, even if he lacks the normal prerequisites. The benefits of the ranger's chosen style apply only when he wears light or no armor.
*	3 Endurance	The ranger gains Endurance as a bonus feat.
*	4 Animal Companion (Ex)	The ranger may acquire a loyal animal companion that accompanies him on her adventures as appropriate for its kind. <ul style="list-style-type: none"> This ability functions just like the druid ability of the same name (see "The Druid's Animal Companion" above), except that the ranger's effective druid level is one-half his ranger level.
	5 2nd Favored Enemy	(see above)
*	6 Improved Combat Style (Ex)	The ranger's aptitude with his chosen combat style (archery or two-weapon combat) improves. <ul style="list-style-type: none"> If he selected archery, he is treated as having the Manyshot feat, even if he lacks the normal prerequisites. If he selected two-weapon combat, he is treated as having the Improved Two-Weapon Fighting feat, even if he lacks the normal prerequisites. As before, the benefits of the ranger's chosen style apply only when he wears light or no armor.
*	7 Woodland Stride (Ex)	The ranger may move through any sort of undergrowth (e.g. natural thorns, briars, overgrown areas, etc.) at normal speed and without taking damage or suffering any other impairment. <ul style="list-style-type: none"> Thorns, briars, and overgrown areas that have been magically manipulated to impede movement still affect him.
*	8 Swift Tracker (Ex)	The ranger may move at normal speed while following tracks without taking the normal –5 penalty. <ul style="list-style-type: none"> He takes only a –10 penalty (instead of the normal –20) when moving at up to twice normal speed while tracking.
*	9 Evasion (Ex)	On a successful Reflex save against an attack that normally deals half damage on a successful save, the ranger instead takes no damage. <ul style="list-style-type: none"> Can only be used if the ranger is wearing light armor or no armor. A helpless ranger does not gain the benefit of evasion.
	10 3rd Favored Enemy	(see above)
*	11 Combat Style Mastery (Ex)	The ranger's aptitude with his chosen combat style (archery or two-weapon combat) improves again. <ul style="list-style-type: none"> If he selected archery, he is treated as having the Improved Precise Shot feat, even if he lacks the normal prerequisites. If he selected two-weapon combat, he is treated as having the Greater Two-Weapon Fighting feat, even if he lacks the normal prerequisites. As before, the benefits of the ranger's chosen style apply only when he wears light or no armor.
	12	
*	13 Camouflage (Ex)	The ranger can use the Hide skill in any sort of natural terrain, even if the terrain doesn't grant cover or concealment.
	14	
	15 4th Favored Enemy	(see above)
	16	
*	17 Hide in Plain Sight (Ex)	While in any sort of natural terrain, the ranger can use the Hide skill even while being observed.
	18	
	19	
	20 5th Favored Enemy	(see above)

ROGUE (p. 49)

Role: The rogue's role in a group can vary dramatically based on her skill selection – from charismatic con artist to cunning burglar to agile combatant – but most rogues share certain aspects. They aren't capable of prolonged melee combat, so they focus on opportunistic sneak attacks or ranged attacks. The rogue's stealth and her trapfinding ability make her one of the best scouts in the game.

- *Alignment:* Any.
- *Hit Die:* d6.
- *Class Skills:* Appraise (INT), Balance (DEX), Bluff (CHA), Climb (STR), Craft (INT), Decipher Script (INT), Diplomacy (CHA), Disable Device (INT, ~~exclusive skill~~), Disguise (CHA), Escape Artist (DEX), Forgery (INT), Gather Information (CHA), Hide (DEX), ~~Innuendo (WIS)~~, Intimidate (CHA), Jump (STR), **Knowledge (local) (INT)**, Listen (WIS), Move Silently (DEX), Open Lock (DEX), Perform (CHA), Profession (WIS), ~~Read Lips (INT, exclusive skill)~~, Search (INT), Sense Motive (WIS), **Sleight of Hand (DEX)**, Spot (WIS), Swim (STR), Tumble (DEX), Use Magic Device (CHA, ~~exclusive skill~~), Use Rope (DEX).
- *Skill points at 1st level:* $(8 + \text{INT modifier}) \times 4$.
- *Skill points at each additional level:* $8 + \text{INT modifier}$.

Class Features

- *Weapon/armor proficiency:* Proficient with ~~a selection of all~~ simple weapons, plus hand crossbow, rapier, sap, shortbow, and short sword. Proficient with light armor, but not with shields.
- *Base attack bonus:* Average $(\text{level} \times \frac{3}{4})$.
- *Saving throws:* Reflex good $(2 + \text{level}/2)$. Fortitude and Will poor $(\text{level}/3)$.

Lvl	Special ability	Description
–	1 Sneak Attack +1d6	The rogue deals extra damage any time her target would be denied its DEX bonus to AC (whether it actually has a DEX bonus or not), or when the rogue flanks the target. <ul style="list-style-type: none"> The extra damage increases by +1d6 every two rogue levels after 1st level. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks count as sneak attacks only if the target is within 30 ft. With a sap (blackjack) or unarmed strike, the rogue can make a sneak attack that deals nonlethal rather than lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual –4 penalty. A rogue can sneak attack only living creatures with a discernible anatomy – undead, constructs, oozes, plants and incorporeal creatures are immune, as are any creatures that are immune to critical hits. The rogue cannot sneak attack while striking a creature with concealment, or striking the limbs of a creature whose vitals are beyond reach.
	Trapfinding	Rogues (and only rogues) can use the Search skill to locate traps when the task has a DC higher than 20, and can use the Disable Device skill to disarm magic traps. <ul style="list-style-type: none"> Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it. A magic trap generally has a DC of 25 + the level of the spell used to create it to disarm it. A rogue who beats a trap's DC by 10 or more with a Disable Device check can study it, figure out how it works, and bypass it (with her party) without disarming it.
–	2 Evasion (Ex)	On a successful Reflex save against an attack that normally deals half damage on a successful save, the rogue instead takes no damage. <ul style="list-style-type: none"> Can only be used if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.
11	3 Sneak Attack +2d6 (see above)	
	Trap Sense (Ex) +1	The rogue gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. <ul style="list-style-type: none"> The bonuses rise by +1 at 6th level and every 3 levels thereafter. Trap sense bonuses gained from multiple classes stack.
3	Uncanny dodge (DEX bonus to AC)	► 4
	4 Uncanny Dodge (Ex)	The rogue retains her DEX bonus to AC (if any) even if caught flat-footed or struck by an invisible attacker (however, she still loses her DEX bonus to AC if immobilized). <ul style="list-style-type: none"> If the rogue already has uncanny dodge from a different class, she automatically gains improved uncanny dodge (see below) instead.
14	5 Sneak Attack +3d6 (see above)	
	6 Trap Sense +2 (see above)	
6	Uncanny dodge (can't be flanked)	► 8 (improved uncanny dodge)
	7 Sneak Attack +4d6 (see above)	
17	8 Improved Uncanny Dodge (Ex)	The rogue can no longer be flanked. <ul style="list-style-type: none"> This defense denies another rogue the ability to sneak attack the rogue by flanking her, unless the attacker has at least four more rogue levels than the target has. If a character already has uncanny dodge (see above) from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum level a rogue must be to flank the character.
	9 Sneak Attack +5d6 (see above)	
–	Trap Sense +3 (see above)	
10	Special Ability	The rogue gains a special ability of her choice, from among the following options: <ul style="list-style-type: none"> Crippling Strike (Ex): An opponent damaged by one of the rogue's sneak attacks also takes 2 points of STR damage. Defensive Roll (Ex): Once per day, when she would be reduced to 0 or fewer hit points by damage in combat (from a weapon or other blow, not a spell or special ability), the rogue can attempt a Reflex saving throw (DC = damage dealt) in order to take only half damage. She must be aware of the attack and able to react to it – if she is denied her DEX bonus to AC, she can't use this ability. The rogue's evasion ability does not apply to the defensive roll. Improved Evasion (Ex): As for evasion, except that the rogue now takes only half damage even on a failed Reflex save. A helpless rogue (e.g. unconscious or paralyzed) does not gain the benefit of improved evasion. Opportunist (Ex): Once per round, the rogue can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as the rogue's attack of opportunity for that round. Even a rogue with the Combat Reflexes feat can't use the opportunist ability more than once per round. Skill Mastery: The rogue selects a number of skills equal to 3 + her INT modifier. The rogue may take 10 on skill checks with these skills even if stress and distractions would normally prevent her from doing so. She may gain this special ability multiple times, selecting additional skills for it to apply to each time. Slippery Mind (Ex): If the rogue is affected by an enchantment spell or effect and fails her saving throw, she can attempt it again 1 round later at the same DC. (She gets only this one extra chance to succeed on her saving throw.) Feat: The rogue may gain a bonus feat in place of a special ability. The rogue gains another special ability at every third level above 10th.
	11 Sneak Attack +6d6 (see above)	
20	Uncanny dodge (+1 against traps)	► 3 (trap sense +1)
	12 Trap Sense +4 (see above)	
13	Sneak Attack +7d6 (see above)	
	Special ability (see above)	
14	Uncanny dodge (+2 against traps)	► 6 (trap sense +2)
	15 Sneak Attack +8d6 (see above)	
*	Trap Sense +5 (see above)	
	16 Special ability (see above)	
17	Sneak Attack +9d6 (see above)	
	Uncanny dodge (+3 against traps)	► 9 (trap sense +3)
*	18 Trap Sense +6 (see above)	
	19 Sneak Attack +10d6 (see above)	
20	Special ability (see above)	
	Uncanny dodge (+4 against traps)	► 12 (trap sense +4)

SORCERER (p. 51)

Role: A sorcerer tends to define his role based on his spell selection. A sorcerer who focuses on damage-dealing spells becomes a center of the party’s offensive power. Another may rely on more subtle magics, such as charms and illusions, and thus take a quieter role. A party with a sorcerer should strongly consider adding a second spellcaster, such as a bard, cleric, druid, or even a wizard, to make up for the sorcerer’s lack of versatility. Since a sorcerer often has a powerful presence that gives him a way with people, he may serve as the “face” for an adventuring party, negotiating, bargaining, and speaking for others. The sorcerer’s spells often help him sway others or gain information, so he makes an excellent spy or diplomat for an adventuring group.

- *Alignment:* Any.
- *Hit Die:* d4.
- *Class Skills:* ~~Alchemy (INT)~~, **Bluff (CHA)**, Concentration (CON), Craft (INT), Knowledge (arcana) (INT), Profession (WIS), ~~Scry (INT, exclusive skill)~~, Spellcraft (INT).
- *Skill points at 1st level:* (2 + INT modifier) × 4.
- *Skill points at each additional level:* 2 + INT modifier.

Class Features

- *Weapon/armor proficiency:* Proficient with all simple weapons. Not proficient with any type of armor or with shields.
 - A sorcerer wearing armor of any type or using a shield incurs a chance of arcane spell failure if the spell in question has a somatic component.
- *Spells:* Arcane spells, drawn from the sorcerer/wizard spell list.
 - Sorcerer spells do not need to be prepared ahead of time.
 - To learn or cast a spell, a sorcerer must have a CHA of at least 10 + spell level. The saving throw DC for the spell is 10 + spell level + sorcerer’s CHA modifier.
 - The sorcerer can cast only a certain number of spells of each spell level per day (☐). He receives bonus spells per day if he has a high CHA score. He has a limited selection of spells known at each level (☐).
 - Upon reaching 4th level, and at every even-numbered sorcerer level after that (6th, 8th, etc.) a sorcerer can choose to learn a new spell in place of one he already knows. In effect, the sorcerer “loses” the old spell in exchange for the new one. The new spell’s level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level sorcerer spell the sorcerer can cast. A sorcerer may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.
- *Base attack bonus:* Poor (level×½).
- *Saving throws:* Will good (2 + level/2). Fortitude and Reflex poor (level/3).
- **Familiar:** A sorcerer can obtain a familiar, which serves as a companion and servant.
 - Obtaining a familiar takes 24 hours and uses up magical materials costing 100 gp.
 - The sorcerer chooses the kind of familiar he gets. As he advances in level, the familiar also increases in power (see next page). A familiar also grants special abilities to its master (see below). These special abilities apply only when the master and familiar are within 1 mile of each other.
 - If the familiar dies or is dismissed by the sorcerer, he must attempt a DC 15 Fortitude saving throw. Failure means he loses 200 XP per sorcerer level; success reduces the loss to one-half that amount. However, the sorcerer’s XP total can never go below 0 as a result of a familiar’s demise.
 - A slain or dismissed familiar cannot be replaced for a year and a day. A slain familiar can be raised from the dead just as a character can be, but it does not lose a level or a CON point when this occurs.
 - A character with more than one class that grants a familiar may have only one familiar at a time.

	Familiar	Special ability granted to master
–	Bat	Master gains a +3 bonus on Listen checks.
–	Cat	Master gains a +3 bonus on Move Silently checks.
–	Hawk	Master gains a +3 bonus on Spot checks in bright light.
*	Lizard	Master gains a +3 bonus on Climb checks.
–	Owl	Master gains a +3 bonus on Spot checks in shadows. ♦ Master gains low-light vision.
	Rat	Master gains a +2 bonus on Fortitude saves.
–	Raven	Master gains a +3 bonus on Appraise checks. • A raven familiar can speak one language of its master’s choice as a supernatural ability.
–	Snake (Tiny viper)	Master gains a +3 bonus on Bluff checks.
–	Toad	Master gains +3 hit points. ♦ Master gains +2 to CON score.
	Weasel	Master gains a +2 bonus on Reflex saves.

Familiars (p. 52)

- All familiars have special abilities (or impart abilities to their masters) depending on the master's **combined level in classes that grant familiars**, as noted below.
 - A familiar is treated as a magical beast, not an animal, **for the purpose of all effects that depend on its type** (though it retains the normal animal's HD, base attack bonus, saves, skill points, and feats).
 - Only a normal, unmodified animal may become a familiar. Thus, a druid/sorcerer can't use her animal companion as a familiar.
- Use the base statistics for a creature of the familiar's kind, but with the following changes:
 - Hit Dice:** For the purpose of effects related to number of Hit Dice, use the master's character level or the familiar's normal HD total, whichever is higher.
 - Hit Points:** The familiar has one-half the master's total hit points (not including temporary hit points), rounded down.
 - Attacks:** Use the master's base attack bonus, **as calculated from all his classes**. Use the familiar's DEX or STR modifier, whichever is greater, to get the familiar's melee attack bonus with natural weapons. Damage equals that of a normal creature of the familiar's kind.
 - Saving throws:** For each saving throw, use either the familiar's base save bonus (Fort +2, Ref +2, Will +0), or the master's (as calculated from all his classes), whichever is better. **The familiar uses its own ability modifiers to saves, and it doesn't share any of the other bonuses that the master might have on saves (e.g. from magic items or feats).**
 - Skills:** For each skill in which either the master or the familiar has ranks, use either the normal skill ranks for an animal of that type or the master's skill ranks, whichever are better. **In either case, the familiar uses its own ability modifiers. Regardless of the familiar's total skill modifiers, some skills (e.g. Craft) may remain beyond the familiar's ability to use.**
 - Nat. Adj.** (see table): This number is an improvement to the familiar's existing natural armor bonus.
 - INT** (see table): The familiar's INT score.

Master Class Level	Nat. Adj.	INT
1st to 2nd	+1	6
3rd to 4th	+2	7
5th to 6th	+3	8
7th to 8th	+4	9
9th to 10th	+5	10
11th to 12th	+6	11
13th to 14th	+7	12
15th to 16th	+8	13
17th to 18th	+9	14
19th to 20th	+10	15

Master Class Level	Special ability	Description
1st to 2nd	Alertness (Ex)	The master gains the Alertness feat while the familiar is within arm's reach.
	Improved Evasion (Ex)	Against an attack that allows a Reflex save for half damage, the familiar takes no damage on a successful save and half damage if the save fails.
	Share Spells	The master may have any spell (but not spell-like ability) he casts on himself also affect his familiar. <ul style="list-style-type: none"> The familiar must be within 5 ft. at the time of casting. If the spell or effect has a duration other than Instantaneous, it stops affecting the familiar if it moves farther than 5 ft. away and will not affect the familiar again even if it returns to the master before the duration expires. The master may cast a spell with a target of "You" on his familiar (as a touch range spell) instead of on himself. A master and his familiar can share spells even if the spells normally do not affect creatures of the familiar's type (magical beast).
	Empathic Link (Su)	The master has empathic link with his familiar out to a distance of up to 1 mile. <ul style="list-style-type: none"> The master cannot see through the familiar's eyes, but they can communicate empathically. Only general emotional content (e.g. fear, hunger, happiness, curiosity) can be communicated. The link gives the master the same connection to an item or place that his familiar has.
3rd to 4th	Deliver Touch Spells (Su)	When the master casts a touch spell, he can designate his familiar as the "toucher". <ul style="list-style-type: none"> The master and familiar must be in contact at the time the spell is cast. As normal, if the master casts another spell before the touch is delivered, the touch spell dissipates.
5th to 6th	Speak with Master (Ex)	A master and familiar can communicate verbally as if using a common language. <ul style="list-style-type: none"> Other creatures do not understand the communication without magical help.
7th to 8th	Speak with Animals of its Kind (Ex)	The familiar can communicate with animals of approximately the same kind as itself (including dire varieties). <ul style="list-style-type: none"> Bats may speak with rodents bats, rats with rodents, cats with felines, hawks and owls and ravens with birds, lizards and snakes with reptiles, toads with amphibians, weasels with similar creatures of the family Mustelidae (weasels, minks, polecats, ermines, skunks, wolverines, and badgers). Communication is limited by the intelligence of the conversing creatures.
9th to 10th		
11th to 12th	Spell Resistance (Ex)	The familiar gains spell resistance equal to its master's level + 5.
13th to 14th	Scry on familiar (Sp)	Once per day, the master may scry on his familiar (as if casting the <i>scrying</i> spell).
15th to 16th		
17th to 18th		
19th to 20th		

WIZARD (p. 55)

Role: The wizard's role depends somewhat on her spell selection, but most wizards share certain similarities in function. They are among the most offensively minded of the spellcasting classes, with a broad range of options available for neutralizing enemies. Some wizards provide great support to their comrades by way of their spells, while others may focus on divination or other facets of wizardry.

- **Alignment:** Any.
- **Hit Die:** d4.
- **Class Skills:** ~~Alchemy (INT)~~, Concentration (CON), Craft (INT), **Decipher Script (INT)**, Knowledge (*all skills, taken individually*) (INT), Profession (WIS), ~~Spy (INT, exclusive skill)~~, Spellcraft (INT).
- **Skill points at 1st level:** (2 + INT modifier) × 4.
- **Skill points at each additional level:** 2 + INT modifier.

Class Features

- **Weapon/armor proficiency:** Proficient with club, dagger, heavy crossbow, light crossbow, and quarterstaff. Not proficient with any type of armor or with shields.
- **Spells:** Arcane spells, drawn from the sorcerer/wizard spell list.
 - A wizard must study her spellbook each day to prepare her spells. She cannot prepare any spell not recorded in her spellbook, except for *read magic*.
 - A wizard begins play with a spellbook containing all 0-level wizard spells (*except those from her prohibited school or schools, if any*), plus three 1st-level wizard spells of your choice. For each point of INT bonus the wizard has, the spellbook holds one additional 1st-level spell of your choice. At each new wizard level, she gains two new spells of any spell level or levels that she can cast (based on her new wizard level) for her spellbook. At any time, a wizard can also add spells found in other wizards' spellbooks to her own.
 - To learn, prepare or cast a spell, a wizard must have an INT of at least 10 + spell level. The saving throw DC for the spell is 10 + spell level + wizard's INT modifier.
 - The wizard can cast only a certain number of spells of each spell level per day (☞). She receives bonus spells per day if she has a high INT score. A wizard may know any number of spells.
 - A wizard wearing armor of any type or using a shield incurs a chance of arcane spell failure if the spell in question has a somatic component.
- **Base attack bonus:** Poor (level × ½).
- **Saving throws:** Will good (2 + level/2). Fortitude and Reflex poor (level/3).
- **Bonus language:** A wizard may substitute Draconic for one of the bonus languages available to the character because of her race.
- **Familiar:** A wizard can obtain a familiar in exactly the same manner as a sorcerer can (*see previous pages*).
- **Scribe Scroll:** At 1st level, a wizard gains Scribe Scroll as a bonus feat.
- **Bonus feats:** At 5th, 10th, 15th and 20th level, a wizard gains a bonus feat.
 - At each such opportunity, she can choose a metamagic feat, an item creation feat, or Spell Mastery. The wizard must still meet all prerequisites for a bonus feat, including caster level minimums.

School Specialization

- If desired, a wizard may specialize in one school of magic. A specialist wizard can prepare one additional spell of her specialty school per spell level each day. She also gains a +2 bonus to Spellcraft checks to learn the spells of her chosen school.
 - The wizard must choose whether to specialize and, if she does so, choose her specialty, at 1st level. At this time, she must also give up *two other schools* of magic (unless she chooses to specialize in divination, in which case she gives up only one other school), which become her prohibited schools. *A wizard can never give up divination to fulfill this requirement.*
 - Spells of the prohibited school(s) are not available to the wizard, and she can't even cast such spells from scrolls or wands. She may not change either her specialization or her prohibited school(s) later.
 - The eight schools of arcane magic are abjuration, conjuration, divination, enchantment, evocation, illusion, necromancy, and transmutation. Spells that do not fall into any of these categories are called universal spells. A wizard cannot select universal as a specialty school or as a prohibited school.

EXPERIENCE AND LEVELS (p. 58)

This section was transferred from chapter 9 of the D&D 3.0 PHB (p. 144). Only subsections with significant changes are noted here.

Level Advancement

- Skill Points (*this is now step 6 in the Level Advancement process (i.e. after modifying Ability Scores and Hit Points), instead of step 4).*
 - For class skills, each skill point buys 1 rank, and a character's maximum rank in the skill is his or her character level + 3.
 - Remember that you buy skills based on the class you have advanced in, so that only those skills given as class skills for that class can be purchased as class skills for this level, regardless of what other classes you may have levels in.
 - Your character's INT modifier affects the number of skill points he or she gets at each level. Use your character's **current** INT score, including all permanent changes (e.g. inherent bonuses, ability drains, *or an INT increase gained at step 4, above*) but not any temporary changes (e.g. ability damage, *or enhancement bonuses gained from spells or magic items, such as a headband of intellect*), to determine the number of skill points you gain.

MULTICLASS CHARACTERS (p. 59)

Only subsections with significant changes are noted here.

Class and Level Features

- Base Attack Bonus
 - Add the base attack bonuses acquired for each class to get the character's base attack bonus. A resulting value of +6 or higher provides the character with multiple attacks.
 - ~~• The monk is a special case because her additional unarmed attacks are better than her base attack bonus would suggest. For a multiclass monk fighting unarmed, the character must either use the additional attacks given for her monk levels (only) or the additional attacks that are standard for her combined base attack bonus, but not both.~~
- Skills
 - If a skill is a class skill for any of a multiclass character's classes, then character level determines a skill's maximum ranks. (The maximum rank for a class skill is 3 + character level.) If a skill is not a class skill for any of a multiclass character's classes, the maximum rank for that skill is one-half the maximum for a class skill.
 - ~~• If a skill is unavailable to a class (that is, if it's an exclusive skill that a multiclass character's other class doesn't have access to), then levels in that class don't increase the multiclass character's maximum ranks.~~
- Class Features
 - The character gets all the class features of all his or her classes but must also suffer the consequences of the special restrictions of all his or her classes. (*Exception:* A character who acquires the barbarian class does not become illiterate.)
 - In the special case of turning undead, both clerics and experienced paladins have the same ability. If the character's paladin level is **4th** or higher, her effective turning level is her cleric level plus her paladin level minus 3.
 - In the special case of uncanny dodge, both experienced barbarians and experienced rogues have the same ability. *When a barbarian/rogue would gain uncanny dodge a second time (for her second class), she instead gains improved uncanny dodge, if she does not already have it.* Her barbarian and rogue levels stack to determine the rogue level an attacker needs to flank her.

Adding a Second Class

- *A character can't gain 1st level in the same class more than once, even if this would allow him or her to select different class features (e.g. a different set of domains for a cleric).*
- When picking up a new class, a character does not receive the following starting benefits given to characters who begin their careers in that class:
 - Maximum hit points from the first Hit Die.
 - Quadruple the per-level skill points.
 - Starting equipment.
 - Starting gold.
 - ~~• An animal companion (druid-only).~~