

High Level Characters: Advancement After 12th Level

As characters advance past level 12, they gain new class abilities and/or old class abilities continue to improve. In most cases, such abilities or improvements are gained at levels 15, 18, and 20, though there are exceptions. These abilities are automatically gained, just like all other class abilities for characters, and nothing special need be done to gain the abilities, outside of normal training for level increase.

Fighter

Note that a Fighter's Combat Dominance continues to advance after 12th level, granting an additional attack at levels 16 and 20 against creatures with a single hit die of d6 or smaller.

Weapon Specialization: A Fighter's Weapon Specialization bonus increases to +3 at level 15, and to +4 at level 20.

Cleave: At level 15, a Fighter gains the ability to cleave through his foes in combat. When fighting with a melee weapon, if the fighter deals a creature enough damage to make it drop (typically by dropping it to below 0 hit points or killing it), he gets an immediate, extra melee attack against another creature within reach. The fighter cannot move before making this extra attack. The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous creature. The fighter can use this ability once per round, but it does stack with Extra Attack (meaning the fighter can cleave, then still take a second attack using his Extra Attack ability). At level 18, the Cleave ability is useable more than once per round. Every time the fighter kills a creature, he may immediately attack another within reach.

Improved Combat Dominance: At levels higher than 12, the Fighter may use his Combat Dominance ability is usable against creatures with a hit die of d8 or smaller. Also, at level 15, the Fighter's Combat Dominance is usable against creatures with up to 5 hit dice. At level 18, the

Combat Dominance is usable against creatures with up to 8 hit dice, and at level 20, Combat Dominance is usable against creatures with up to 10 hit dice.

Ranger

Note that the Ranger's Combat Marauder ability continues to advance with each level beyond 12.

Favored Enemy: At level 15, the Ranger gains a second Favored Enemy. At level 18, the bonus for the Ranger's original Favored Enemy increases to +3. At level 20, the ranger may choose to increase the bonus for the first Favored Enemy to +4, to increase the bonus for the second Favored Enemy to +3, or to gain a third Favored Enemy.

Improved Survival and Tracking: At levels 15, 18, and 20, the Ranger gains an additional, cumulative +1 to Wisdom checks made to use his Survival and Tracking class abilities. This bonus stacks with normal Wisdom and level bonuses.

Spell Casting (Wisdom): Beginning at level 15, the Ranger becomes attuned to the natural world enough that she gains the ability to cast spells as though she were a druid. This spell casting ability begins as though the Ranger were a first level druid, and increases with each level appropriately. Thus, a 15th level Ranger casts as a first level druid, and a 20th level ranger casts as a sixth-level druid. The Challenge Level of saving throws against spells cast by rangers is determined by adding the spell's level to the ranger's Wisdom modifier.

Rogue

Improved Stealth and Awareness: At levels 15, 18, and 20, the Rogue gains an additional, cumulative +1 to Attribute checks to use all Rogue class abilities except her Sneak Attack ability.

Improved Sneak Attack: At level 15, the Rogue's damage bonus for a Sneak Attack increases from +4 to +6. At level 20, the Sneak Attack damage triples instead of doubling as per a normal Back Attack.

Use Magical Device (Wisdom): At level 15, the Rogue gains the ability to use magical devices that are meant for other classes. Where Decipher Script allows a rogue to read a scroll to determine what spell it contains, this ability allows the rogue to cast the spell contained on the scroll. With a successful Wisdom check, the Rogue can freely use a magical item she normally wouldn't be able to, such as a wand or scroll. The Challenge Level of this check is equal to the level of the spell being emulated for scrolls, and double this for wands or other multiple use items. Thus, activating a wand containing the fireball spell and intended for wizards would be a Challenge Level 6 check, since fireball is a third-level spell. If the spell were being used from a scroll, however, the Challenge Level would be 3, since a scroll is a single-use item.

Assassin

Improved Death Attack: At level 15, the Assassin need only study her victim for 2 rounds in order to perform this class ability. At level 18, she need only spend a single round studying her victim, and at level 20 her knowledge of tactics and anatomy is so complete that she can instantly perform a Death Attack, without the need for studying her opponent. However, in this case the opponent gains +4 to his Constitution save against the assault. The Assassin can still spend a single round at level 20 to study her opponent and negate this +4 bonus.

Improved Competence: At levels 15, 18, and 20, the Assassin gains an additional cumulative +1 to any checks made for the purpose of using any class abilities except Sneak Attack and Death Attack.

Improved Sneak Attack: At level 15, the Assassin's damage bonus for a Sneak Attack increases from +4 to +6. At level 20, the Sneak

Attack damage triples instead of doubling as per a normal Back Attack.

Barbarian

Primal Force: The Barbarian's Primal Force ability increases to +5 at 15th level, +6 at 18th level, and +7 at 20th level.

Primal Fury: At 15th level, the Barbarian may attempt to prematurely end a Primal Fury by making a Wisdom check. The CL for this check is equal to the number of rounds the Barbarian has already been enraged (the longer he continues to rage, the harder it is to snap out of it). At 18th level, the Barbarian may use Primal Fury three times per day, and at 20th level, the Barbarian gains a +4 to his check to prematurely end a Primal Fury.

Primal Might: At 18th level, the Barbarian may make a Constitution check to remain conscious upon reaching -7 hp. This check suffers a penalty equal to the number of hit points below zero the Barbarian is. If he succeeds at this Constitution check, he may remain conscious and continue to act normally, making a new Constitution check every time he suffers damage. Failing any Constitution check after the Barbarian reaches a number of hit points equal to negative his Constitution score or -10 (whichever is greater), he immediately dies.

Primal Will: At 15th level, damage reduction from this ability rises to 2 points, at 18th to 3 points, and at 20th level to 4 points.

Smite Mage: At 20th level, the barbarian's distrust of arcane magic users is so focused that he can call upon his primal rage once per day to attempt to smite an arcane magic user. In all respects, this functions exactly like the Paladin's Smite Evil ability, but adds the barbarian's Wisdom modifier (if positive) instead of Charisma.

Monk

Mind Over Body: The Monk's saving throw bonuses for Mind Over Body increase by +1 at

levels 15, 18, and 20, becoming +5, +6, and +7 respectively.

Ki Strike: The Monk's Ki Strike ability improves to +5 at 15th level, +6 at 18th, and +7 at 20th level.

Fast Healing: At level 15, the Monk's Fast Healing ability increases to 1d6+1 hit points healed per level per day.

Catch Missiles: At level 15, when using the Deflect Missiles ability, the monk may choose to catch the weapon instead of just deflecting it. Such weapons can be thrown back at the original attacker or kept for later use. The monk must have at least one hand free (holding nothing) to use this ability. At level 18, the Monk can *immediately* hurl caught weapons back at the original attacker, even if it is not his turn. This attack does not count against the Monk's normal actions for a turn.

Martial Arts Weapons: At level 15, the monk may use lightweight, martial-arts-style weapons such as chains, flails, short swords, staves, and spears, and gains an off-hand attack with such weapons at no penalty. Even when using two-handed weapons such as spears and staves, the monk gains this second attack, though it is with the same weapon (the monk may not attack, say, with a spear and a sword).

Unarmored Defense: This ability continues to increase as the monk goes up in level. At level 15, the Unarmored AC becomes 16; at level 18, it becomes 17; and at level 20 it becomes 18.

Wizard

Increased Spell Proficiency: As Wizards gain levels above 12, they gain the ability to affect their spells in specific ways. The wizard must choose the *Eschew Components* path, or the *Enhance Spell* path.

Eschew Components Path: At level 15, a wizard can cast any spell she knows without needing to use material components, so long as the material component of the spell is under 100 gp in value. At level 18, the wizard can cast any spell she

knows without needing to use somatic components. This requires the wizard to prepare the spell as though it were one level higher than the actual spell's level. Thus, if a wizard wishes to have *magic missile* prepared without needing gestures, she prepares it in her daily study as though it were a second level spell, rather than a first. Finally, at level 20, the wizard gains the ability to eschew verbal components by preparing the spell as though it were of a higher level than it actually is. If eschewing either verbal *or* somatic components, or two spell levels higher if eschewing both. Thus, if she chooses to cast a spell without needing any components whatsoever, the spell counts as though it were two levels higher. Spells that don't require components must be prepared in advance as higher level spells, just as though they were normally of that level.

Enhance Spell Path: At level 15, the wizard following this path gains the ability to extend the duration of her spells. Any spell that has duration longer than instant sees this duration increased by one half. This requires her to prepare the spell as though it were one level higher than its actual level. At level 18, the wizard gains the ability to increase the damage dealt by her spells. Any spell that deals damage sees that damage increased by one half. This requires her to prepare the spell as though it were two levels higher than its actual level. It can stack with extended duration if appropriate, but this requires preparing the spell as though it were three levels higher than actual. Finally, at level 20, the wizard can maximize the effect of any spell she casts, causing the spell to last for its maximum duration and deal maximum damage automatically. This requires preparing the spell as though it were three levels higher than its actual level.

Spell-Like Ability: At level 20, the wizard may choose any one first-level spell in her spellbook. She becomes so familiar with that spell that she can cast it 4 times per day without needing to prepare it as a standard spell, exactly as though it were a spell-like ability.

Illusionist

Sharp Senses: The illusionist's sharp senses ability increases to +5 at 15th level, and +6 at 20th level.

Detect Illusion: At level 18, the Illusionist gains the ability *Detect Illusion* at will. This is similar to the 0-level spell, but unlike the spell, she can use the ability only upon herself (cannot grant others the ability to detect illusions in this manner.)

Enhanced Illusions: At level 15, the Illusionist gains the ability to impose a -2 penalty to any checks to resist or disbelieve her illusions. In addition the duration of her illusions is increased by one half. At level 18, this imposed penalty increases to -3, and at level 20 to -4. In addition, at level 20, any illusion of fifth level or lower automatically lasts for its maximum duration.

Shapeshifting: At level 15, the Illusionist gains the ability to use *Prestidigitation* as a spell-like ability a number of times per day equal to her Intelligence modifier. At level 18, she gains the ability to use *Change Self* as a spell-like ability, once per day. At level 20, she gains the ability to use *Alter Self* as a spell-like ability, once per day.

Cleric

Communion (Wisdom): At level 18, with a successful Wisdom check, unmodified by the Cleric's level, the Cleric can enter a deep meditation once per month and commune directly with an avatar of her deity. During this meditation, she may directly ask the deity any question or request any favor she desires. The deity is by no means required to grant this request, and if a cleric is too arrogant in her dealings with the deity, she may find herself well chastised. The CK will play the deity as he sees fit.

Divine Blessing: At level 15, the Cleric gains the ability to cast *Bless* once per day as a spell-like ability. At level 18, she can use the ability twice per day, and at level 20, she can use this power three times per day.

Celestial Fire: At level 20, the Cleric's attunement to the divine realms is so powerful that she gains the ability to wield celestial fire. This can manifest in one of two ways (Cleric's choice per each use). First, she can emit a ray of fire that deals 1d6 damage per two levels of the Cleric to all who are of opposed alignments (Good clerics affect evil, evil clerics affect good, and neutral clerics affect law or chaos, as appropriate. True neutral clerics must choose good, evil, law, or chaos to affect). Using this ray requires a ranged attack roll, with the cleric's full ranged attack bonuses. Second, the cleric can choose to manifest a sword of fire which deals 4d6 damage, plus the cleric's Wisdom bonus, and lasts for 2d4 rounds. The Cleric wields this weapon just as though it were a normal sword, but is always considered proficient with it, and does not suffer damage from touching the flame. Celestial fire can be called upon once per day. Damage dealt by celestial fire is ½ divine and ½ fire.

Druid

Improved Resist Elements: At level 15, the Druid's Resist Elements ability doubles to +4. At level 18 it increases to +5, and at level 20 becomes +6.

Improved Totem Shape: At level 15, the Druid gains a new totem shape, just as at levels 7 and 8; however, if she so chooses, this totem shape may be of a large size animal. At level 18, she may use her Totem Shape ability twice per day, and at level 20 she may use her Totem Shape ability three times per day.

Totem Casting: At level 20, the druid gains the incredible ability to use her spells while in animal shape. She can cast any spell she knows while in her animal form, at no penalty.

Knight

Defensive Horsemanship (Dexterity): At level 15, whenever the knight's mount is hit in combat, he may attempt a Dexterity check (as a reaction) to negate the hit. The hit is negated if the knight's Dexterity check result is greater than the

opponent's attack roll. (Essentially, the check result becomes the mount's Armor Class if it's higher than the mount's regular AC.) This ability stacks with the bonuses provided through the use of the knight's standard Deflect ability.

Demoralize: At level 18, the knight can use Demoralize twice per day, and at level 20, up to three times per day.

Embolden: At level 15, the knight's embolden ability provides a +2 bonus to strength, constitution, dexterity, and intelligence saving throws, and +3 to wisdom and charisma saving throws, for all allies within 30 feet. At level 18, this ability can be used twice per day, and at level 20, the ability is continuously in effect so long as allies remain within 30 feet of the knight. This continuous effect does not affect the knight's ability to use Inspire or Demoralize.

Inspire: At level 15, the knight can use Inspire twice per day, and at level 18, can use Inspire up to three times per day.

Paladin

Divine Horsemanship (Dexterity): At level 15, the Paladin gains all of the Horsemanship abilities possessed by a first level Knight. She may only use these abilities, however, while on her own divine mount; the Paladin's horsemanship is unusable on any normal animal.

Cure Disease: At level 15, the Paladin may use Cure Disease four times per week. At level 18, she may use Cure Disease five times per week. At level 20 the Paladin may use Cure Disease once per day.

Lay on Hands: At level 15, the Paladin may use Lay On Hands twice per day, and may divide the healing up amongst multiple targets. At level 18, the ability is usable three times per day, and at level 20 the paladin may use this power four times per day.

Smite Evil: At level 18, the Paladin may attempt to Smite Evil twice per day. At level 20, she may use this ability three times per day.

Bard

Legend Lore: At level 15, the bard can attempt to divine the properties of a non-artifact magic item through calling upon her vast worldly knowledge of myth and lore. This check is always performed at a CL equal to the total plusses on the item, plus two per special ability the item possesses.

Song of Passion (Charisma): At 15th level the bard can use music or poetics to create an effect equivalent to the *Emotion* spell (caster level equals the character's bard level). Using this ability requires 1 minute of uninterrupted concentration and music, and it functions on a single target within 30 feet. A bard can't use song of passion on himself.

Inspire Heroics (Charisma): At 18th level the bard can use music or poetics to inspire tremendous heroism in himself or a single willing ally within 30 feet. For every three bard levels the character attains beyond 15th, he can inspire heroics in one additional creature. To inspire heroics, a bard must sing and an ally must hear the bard sing for a full round. A creature so inspired gains a +4 bonus to all to hit rolls, a +4 morale bonus on saving throws and a +4 bonus to AC. The effect lasts for as long as the ally hears the bard sing and for up to 5 rounds

Spell Casting (Charisma): Starting at level 15, the bard may cast spells as though she were a first-level illusionist. This spell casting ability increases as the bard increases in level. Thus, the 15th level bard casts as a first level illusionist, while a 20th level bard casts as a sixth-level illusionist. Bards need not keep or maintain a spell book; their spells come to them naturally, but always have musical or poetic verbal components and performance-related (dance, tumbling, or musical instrument playing) somatic components. The Challenge Level of saving throws against spells cast by Bards is determined by adding the spell's level to the Bard's Charisma modifier.

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