

Gorsh K G.P.

Character Name: Zoltan
Class: Fighter/roversaker
Race: Human

Player Name: JC
Alignment: Chaotic Neutral
Primary Deity: Gray Brown

DRAGONSTAR CHARACTER SHEET

	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR	16	+3		
DEX	22	+6	-3	+4
CON	20	+5	-3	+3
INT	14	+2		
WIS	11	+0		
CHA	10	+0		

AC	TOTAL	30	10
FLAT FOOTED		24	
VS. TOUCH		15	
ARMOR BONUS		9	
SHIELD BONUS			
DEX MODIFIER		6	
SIZE MODIFIER			
NATURAL ARMOR		5	
MISC MODIFIERS			
MISS CHANCE			
ARCANE SPELL FAILURE			
ARMOR CHECK PENALTY			
SPELL RESISTANCE		20	
SPELL SAVE DC MOD			

CROSS-CLASS	MAX RANKS	SKILLS					
		ABILITY	TOTAL	SKILL RANKS	ABILITY MODIFIER		
<input type="checkbox"/>		ALCHEMY	INT				
<input type="checkbox"/>		ANIMAL EMPATHY	CHA				
<input type="checkbox"/>		APPRAISE	INT				
<input type="checkbox"/>		BALANCE	DEX				
<input type="checkbox"/>		BLUFF	CHA				
<input type="checkbox"/>		CLIMB	STR	6	3	3	
<input type="checkbox"/>		CONCENTRATION	CON				
<input type="checkbox"/>		CRAFT					
<input type="checkbox"/>		CRYPTOGRAPHY	INT				
<input type="checkbox"/>		DECIPHER SCRIPT	INT				
<input type="checkbox"/>		DEMOLITIONS	INT	7	5	2	
<input type="checkbox"/>		DIPLOMACY	CHA				
<input type="checkbox"/>		DISABLE DEVICE	INT				
<input type="checkbox"/>		DISGUISE	CHA				
<input type="checkbox"/>		ESCAPE ARTIST	DEX				
<input type="checkbox"/>		FORGERY	INT				
<input type="checkbox"/>		FREEFALL	DEX	9	4	5	
<input type="checkbox"/>		GATHER INFORMATION	CHA				
<input type="checkbox"/>		HANDLE ANIMAL	CHA				
<input type="checkbox"/>		HEAL	WIS	6	6	0	
<input type="checkbox"/>		HIDE	DEX				
<input type="checkbox"/>		INNUENDO	WIS				
<input type="checkbox"/>		INTIMIDATE	CHA				
<input type="checkbox"/>		INTUIT DIRECTION	WIS				
<input type="checkbox"/>		JUMP	STR				
<input type="checkbox"/>		KNOWLEDGE (ARCANA)	INT				
<input type="checkbox"/>		KNOWLEDGE (EMPIRE)	INT				
<input type="checkbox"/>		KNOWLEDGE (ENGINEERING)	INT				
<input type="checkbox"/>		KNOWLEDGE (HISTORY)	INT				
<input type="checkbox"/>		KNOWLEDGE (LOCAL)	INT				
<input type="checkbox"/>		KNOWLEDGE (NATURE)	INT				
<input type="checkbox"/>		KNOWLEDGE (RELIGION)	INT				
<input type="checkbox"/>		KNOWLEDGE ()	INT				
<input type="checkbox"/>		KNOWLEDGE ()	INT				
<input type="checkbox"/>		LISTEN	WIS	7	4	0	
<input type="checkbox"/>		MOVE SILENTLY	DEX				
<input type="checkbox"/>		NAVIGATE	INT				
<input type="checkbox"/>		OPEN LOCK	DEX				
<input type="checkbox"/>		PERFORM	CHA				
<input type="checkbox"/>		PICK POCKET	DEX				
<input type="checkbox"/>		PILOT	DEX	9	5	4	
<input type="checkbox"/>		PROFESSION					
<input type="checkbox"/>		PROFESSION					
<input type="checkbox"/>		READ LIPS	INT				
<input type="checkbox"/>		REPAIR	INT				
<input type="checkbox"/>		RESEARCH	WIS				
<input type="checkbox"/>		RIDE	DEX				
<input type="checkbox"/>		SCRY	INT				
<input type="checkbox"/>		SEARCH	INT	2	0	2	
<input type="checkbox"/>		SENSE MOTIVE	WIS	8	8	0	
<input type="checkbox"/>		SPELLCRAFT	INT				
<input type="checkbox"/>		SPOT	WIS	2	2	0	
<input type="checkbox"/>		SWIM	STR				
<input type="checkbox"/>		TUMBLE	DEX	12	7	5	
<input type="checkbox"/>		URBAN LORE	WIS				
<input type="checkbox"/>		USE DEVICE	INT	4	2	2	
<input type="checkbox"/>		USE MAGIC DEVICE	CHA				
<input type="checkbox"/>		USE ROPE	DEX	6	1	5	
<input type="checkbox"/>		WILDERNESS LORE	WIS				

SAVING THROWS		TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	OTHER MODIFIERS
CON	FORTITUDE	17	11	5		2		
DEX	REFLEX	11	4	5		2		
WIS	WILL	9	8	0		2		

ATTACK BONUS		TOTAL	BASE ATTACK BONUS	ABILITY MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
STR	MELEE	17/12/7	14/9/4	3	0	0	
DEX	RANGED	24/15/10	15/10/5	6	0	0	

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Assault Blaster		20/15/10	4d10	x2
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
200			Lg.	Electricity

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Blaster Pistol		20/15/10	3d8	x2
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
200			Lg.	Electricity

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Blaster Rifle		20/15/10	4d10	x2
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
200			Lg.	Electricity

ARMOR		TYPE	ARMOR BONUS	MAX DEX BONUS
Combat Armor			+9	+5
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES
-3	20%	20	25	

SHIELD		ARMOR BONUS	CHECK PENALTY	SPELL FAILURE
WEIGHT	SPECIAL PROPERTIES			

EXTRA DAMAGE				
SNEAK ATTACK	ENEMY 1	ENEMY 2	ENEMY 3	ENEMY 4

WEAPON AND ARMOR PROFICIENCIES		
<input type="checkbox"/> SIMPLE WEAPONS	<input checked="" type="checkbox"/> LIGHT ARMOR	<input checked="" type="checkbox"/> HEAVY ARMOR
<input checked="" type="checkbox"/> MARTIAL WEAPONS	<input type="checkbox"/> MEDIUM ARMOR	<input type="checkbox"/> POWER ARMOR
<input type="checkbox"/> SHIELDS		

HP	HIT DIE	DAMAGE REDUCTION
150	10/12	11/75

Fast Healing 3 (50)

105 -22+3 -30 -14+3

2 rounds paking left one-liner feat!

[6 - 20 17 14 11 8 5 2]

A vertical decorative scroll on the right side of the page. At the top, two black arrows point to the right. Below them are several circular symbols, some containing geometric patterns like a cross or a triangle. The scroll has a textured, parchment-like appearance.

FORSAKER

Magic is evil. Magic tempts. Magic perverts. Magic corrupts. Anyone who cannot embrace these truths has no business considering the path of the forsaker.

The forsaker rebels against the magic of the fantastic world around him. It's not that he doesn't believe in it; he knows full well that magic is real. He has felt its all too tangible power burn over his skin or wrest control of his mind from him. While others may ignore the dangers of magic and succumb to its siren call of power, the forsaker knows better. To him, sorcery is nothing but a crutch that coddles and weakens its users. By depending upon his own resources alone, the forsaker becomes stronger, tougher, smarter, and more nimble than any of his companions. To that end, he treads a lonely path, deliberately depriving himself of magic's benefits and destroying any magic items he finds.

Forsakers can take up any standard or philosophy, though they tend more toward chaos than law. Evil forsakers hunt down and kill the most powerful users of magic that they can find, as if to demonstrate the ultimate weakness of the wizard and the sorcerer. Good forsakers commit themselves to expunging evil sorcery from their world, but they too see themselves as examples of how mundane strength can conquer foul enchantments.

Though forsakers do their best to resist all spells—even beneficial ones—cast upon them, some eventually learn to tolerate their companions' magic. A few claim that they are leading by example; others rationalize that only by consorting with lesser villains can they defeat greater ones. Whatever justification they use, the alliance between forsaker and spellcaster, no matter how temporary or how necessary, is seldom a peaceful one.

Few characters other than dwarven fighters and human or half-orc barbarians can appreciate the lifestyle of the forsaker. Elves, half-elves, and gnomes are surrounded by the benefits of magic from birth, so they are unlikely to choose this path. Dwarves, on the other hand, are naturally suspicious of sorcery, and many rural humans are just as distrustful. Certainly, no spellcaster should consider this career choice, since it means the virtual end of advantages gained from a former class. Even paladins and rangers must think hard before leaving behind their spells and spell-like abilities. Fighters and rogues occasionally take up this prestige class, but most forsakers are barbarians. Some say that only such a prim-

itive, focused mind could ever manage to forsake magic for good.

Hit Die: d12.

Requirements

To qualify as a forsaker, a character must fulfill the following criteria.

Feats: Great Fortitude, Iron Will, Lightning Reflexes.

Special: The character must once have been the victim of a magical attack that seriously wounded him or threatened his life. He must also sell or give away all his magic items (including magic weapons, armor, and potions) and renounce the use of any spellcasting and spell-like abilities he previously used.

Class Skills

The forsaker's class skills (and the key ability for each skill) are Climb (Str), Craft (any) (Int), Handle Animal (Wis), Heal (Wis), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Ride (Dex), Sense Motive (Wis), Swim (Str), Tumble (Dex), and Wilderness Lore (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

The following are class features of the forsaker prestige class.

Weapon and Armor Proficiency: Forsakers gain no weapon or armor proficiencies.

Ability Bonus (Ex): Beginning at 1st level, the character gains a +1 inherent bonus to any desired ability score for each forsaker level.

Fast Healing (Ex): Forsakers regain hit points at an exceptionally fast rate. At 1st level, the character regains 1 hit point per round, to a maximum of 10 hit points per day. The number of hit points regained per round increases by +1 for every four forsaker levels, and the maximum restorable per day increases by 10 for every two forsaker levels. Except as noted above, this ability works like the fast healing ability described in the introduction of the *Monster Manual*.

Forsake Magic: In addition to avoiding all use of spellcasting, spell-like abilities, and magic items, the forsaker must also refuse any benefits from others' magic—including magical healing. Thus, he must attempt a saving throw against any spell that allows one. For most beneficial spells, such as displacement or neutralize poison, a successful save negates the spell's effects; for a cure spell, it halves the benefit.

Any forsaker who unwittingly uses a magic item or casts a spell (while under the influence of a *charm person* or *dominate person* spell, for example) loses all the special abilities of the prestige class for one week.

Spell Resistance (Ex): At 1st level, the forsaker gains spell resistance 11. This value increases by +1 with each forsaker level gained and stacks with any other applicable spell resistance he has.



TABLE 5-9: THE FORSAKER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save
1st	+1	+2	+0	+2
2nd	+2	+3	+0	+3
3rd	+3	+3	+1	+3
4th	+4	+4	+1	+4
5th	+5	+4	+1	+4
6th	+6	+5	+2	+5
7th	+7	+5	+2	+5
8th	+8	+6	+2	+6
9th	+9	+6	+3	+6
10th	+10	+7	+3	+7

Special

- Ability bonus +1, fast healing 1 (10), forsake magic, SR 11
- Ability bonus +1, damage reduction 3/+1, magic destruction, SR 12
- Ability bonus +1, fast healing 1 (20), natural weapons, SR 13, tough defense
- Ability bonus +1, damage reduction 5/+2, SR 14
- Ability bonus +1, fast healing 2 (30), SR 15
- Ability bonus +1, damage reduction 7/+3, slippery mind, SR 16
- Ability bonus +1, fast healing 2 (40), SR 17
- Ability bonus +1, damage reduction 9/+4, SR 18
- Ability bonus +1, fast healing 3 (50), SR 19
- Ability bonus +1, damage reduction 11/+5, SR 20

Damage Reduction (Ex): At 2nd level, the forsaker gains damage reduction 3/+1. This damage resistance rises by 2/+1 for every two forsaker levels he gains thereafter. This ability remains in effect only as long as the forsaker destroys the required value of magic items every 24 hours (see Magic Destruction, below). This does not stack with any other damage reduction he already has.

Magic Destruction: The forsaker gains access to his damage reduction ability (see above) through the destruction of magic items. If he goes more than 24 hours without destroying magic items whose market price total at least 100 gp per point of damage reduction, he loses that ability until he does so.

Tough Defense (Ex): At 3rd level, a forsaker gains natural armor bonus equal to his Constitution bonus (if any).

Natural Weapons (Ex): Beginning at 3rd level, the forsaker can fight as though he and his weapon were one. Any weapon he uses functions as if it were a natural weapon for overcoming damage reduction (see Damage Reduction in the introduction of the *Monster Manual*). That is, if the forsaker has damage reduction 3/+1, an weapon he uses functions as if it were a +1 weapon for overcoming a foe's damage reduction.

Slippery Mind (Ex): At 6th level, the forsaker can wriggle free from magical effects that would otherwise control or compel him. If he fails his saving throw against an enchantment effect, he can attempt his saving throw again 1 round later. He gets only one extra chance to succeed at his saving throw.

Ex-Forsakers

Forsakers can multiclass normally, as long as they continue to abide by the strictures of the prestige class. Any forsaker who willingly violates those strictures by using magic items or casting spells loses all special abilities of the prestige class and can progress no further as a forsaker. If he thereafter remains pure (uses no magic) for a period of a year and a day, his abilities are reinstated at their previous levels and he may once again progress in the prestige class.