

BISHOP

Divine 1 (250) Fighting 1 (500) Thievery 1 (200) HD 1 (500)

Tradeoffs: 3 thief skills

Equipment: As cleric

Diplomacy: +2 reactions when attempting to parley

Inspire Courage: The class can improve the morale of troops. Inspiring courage requires a few moments of oration before a battle (one round), and grants the character's allies within a 50' radius a +1 bonus to attack throws, damage rolls, morale rolls (for monsters or NPCs allied with the caster), and saving throws against magical fear. The bonus lasts for 10 minutes (1 turn). The character can inspire courage in any given character once per day per class level. The character cannot inspire courage on characters who are already engaged in combat.

Battlefield Prowess: Any henchmen and mercenaries hired by the character gain a +1 bonus to their morale score whenever he personally leads them.

Turn Undead: As cleric.

| XP | Level | Caster Level | HD | 1 | 2 | 3 | 4 | 5 |
|---------|-------|--------------|-------|----|----|----|----|----|
| 0 | 1 | 1 | 1d6 | -- | -- | -- | -- | -- |
| 1,500 | 2 | 1 | 2d6 | -- | -- | -- | -- | -- |
| 3,000 | 3 | 2 | 3d6 | 1 | -- | -- | -- | -- |
| 6,000 | 4 | 2 | 4d6 | 1 | -- | -- | -- | -- |
| 12,000 | 5 | 3 | 5d6 | 2 | -- | -- | -- | -- |
| 24,000 | 6 | 3 | 6d6 | 2 | -- | -- | -- | -- |
| 50,000 | 7 | 4 | 7d6 | 2 | 1 | -- | -- | -- |
| 100,000 | 8 | 4 | 8d9 | 2 | 1 | -- | -- | -- |
| 200,000 | 9 | 5 | 9d6 | 2 | 2 | -- | -- | -- |
| 300,000 | 10 | 5 | 9d6+1 | 2 | 2 | -- | -- | -- |
| 400,000 | 11 | 6 | 9d6+2 | 2 | 2 | 1 | 1 | -- |
| 500,000 | 12 | 6 | 9d6+3 | 2 | 2 | 1 | 1 | -- |
| 600,000 | 13 | 7 | 9d6+4 | 2 | 2 | 2 | 2 | 1 |
| 700,000 | 14 | 7 | 9d6+5 | 2 | 2 | 2 | 2 | 1 |

Spell Repertoire

- 1 Cure Light Wounds, Detect Danger, Detect Evil, Remove Fear, Fellowship
- 2 Bless, Cure Moderate Wounds, Delay Poison, Detect Charm, Hold Person
- 3 Cure Major Wounds, Glyph of Warding, Protection From Normal Missiles, Remove Curse, Sphere of Visibility
- 4 Cure Serious Wounds, Death Ward, Smite Undead, Tongues, Vigor
- 5 Command Person, Cure Critical Wounds, Create Food, Dispel Evil, Protection From Normal Weapons

Bishop Proficiency List: Apostasy, Battle Magic, Combat Reflexes, Combat Trickery (force back, incapacitate, overrun, sunder), Command, Diplomacy, Divine Blessing, Dungeon Bashing, Endurance, Fighting Style, Goblin-Slaying*, Healing, Illusion Resistance, Knowledge (history), Laying on Hands, Leadership, Martial Training, Military Strategy, Mystic Aura, Prophecy, Riding, Sensing Evil, Sensing Power, Theology, Weapon Focus

INQUISITOR

HD 1, Fighting 1, Divine 1, Thievery 1

Equipment: As thief.

Turn Undead: As cleric.

Thief Skills: Move silently, hide in shadows, backstab (as thief of level).

| XP | Level | Caster Level | HD | 1 | 2 | 3 | 4 | 5 |
|---------|-------|--------------|-------|----|----|----|----|----|
| 0 | 1 | 1 | 1d6 | -- | -- | -- | -- | -- |
| 1,500 | 2 | 1 | 2d6 | -- | -- | -- | -- | -- |
| 3,000 | 3 | 2 | 3d6 | 1 | -- | -- | -- | -- |
| 6,000 | 4 | 2 | 4d6 | 1 | -- | -- | -- | -- |
| 12,000 | 5 | 3 | 5d6 | 2 | -- | -- | -- | -- |
| 24,000 | 6 | 3 | 6d6 | 2 | -- | -- | -- | -- |
| 50,000 | 7 | 4 | 7d6 | 2 | 1 | -- | -- | -- |
| 100,000 | 8 | 4 | 8d9 | 2 | 1 | -- | -- | -- |
| 200,000 | 9 | 5 | 9d6 | 2 | 2 | -- | -- | -- |
| 300,000 | 10 | 5 | 9d6+1 | 2 | 2 | -- | -- | -- |
| 400,000 | 11 | 6 | 9d6+2 | 2 | 2 | 1 | 1 | -- |
| 500,000 | 12 | 6 | 9d6+3 | 2 | 2 | 1 | 1 | -- |
| 600,000 | 13 | 7 | 9d6+4 | 2 | 2 | 2 | 2 | 1 |
| 700,000 | 14 | 7 | 9d6+5 | 2 | 2 | 2 | 2 | 1 |

Spell Repertoire

- 1 Cure Light Wounds, Detect Danger, Detect Evil, Remove Fear, Protection From Evil
- 2 Bless, Cure Moderate Wounds, Delay Poison, Holy Chant, Spiritual Weapon
- 3 Cure Major Wounds, Invulnerability to Evil, Protection From Normal Missiles, Remove Curse, Striking
- 4 Cure Serious Wounds, Death Ward, Smite Undead, Dispel Magic, Protection From Evil
(Sustained)
- 5 Command Person, Necromantic Potence, Flame Strike, Dispel Evil, Protection From Normal Weapons

Inquisitor Proficiency List: Alchemy, Apostasy, Battle Magic, Cat Burglary, Contemplation, Craft, Diplomacy, Divine Blessing, Elementalism, Elven Bloodline, Engineering, Healing, Illusion Resistance, Knowledge, Language, Loremastery, Magical Engineering, Mapping, Mystic Aura, Naturalism, Performance, Prestidigitation, Prophecy, Quiet Magic, Sensing Evil, Sensing Power, Theology, Unflappable Casting

WONDERWORKER

Arcane 3 (1875) Divine 1 (250)

Equipment: As mage.

Turn Undead: As cleric.

| <i>XP</i> | <i>Level</i> | <i>HD</i> | <i>Arcane Caster Level</i> | <i>Divine Caster Level</i> |
|-----------|--------------|-----------|----------------------------|----------------------------|
| 2,125 | 1 | 1d4 | 1 | 1 |
| 4,250 | 2 | 2d4 | 1 | 1 |
| 8,500 | 3 | 3d4 | 2 | 2 |
| 17,000 | 4 | 4d4 | 3 | 2 |
| 34,000 | 5 | 5d4 | 3 | 3 |
| 68,000 | 6 | 6d4 | 4 | 3 |
| 136,000 | 7 | 7d4 | 5 | 4 |
| 272,000 | 8 | 8d4 | 5 | 4 |
| 422,000 | 9 | 9d4 | 6 | 5 |
| 572,000 | 10 | 9d4+1 | 7 | 5 |
| 722,000 | 11 | 9d4+2 | 7 | 6 |
| 872,000 | 12 | 9d4+3 | 8 | 6 |
| 1,022,000 | 13 | 9d4+4 | 9 | 7 |
| 1,172,000 | 14 | 9d4+5 | 9 | 7 |

Arcane Spells

| <i>Level</i> | 1 | 2 | 3 | 4 | 5 |
|--------------|---|----|----|----|----|
| 1 | 1 | -- | -- | -- | -- |
| 2 | 1 | -- | -- | -- | -- |
| 3 | 2 | -- | -- | -- | -- |
| 4 | 2 | 1 | -- | -- | -- |
| 5 | 2 | 1 | -- | -- | -- |
| 6 | 2 | 2 | -- | -- | -- |
| 7 | 2 | 2 | 1 | -- | -- |
| 8 | 2 | 2 | 1 | -- | -- |
| 9 | 2 | 2 | 2 | -- | -- |
| 10 | 3 | 2 | 2 | 1 | -- |
| 11 | 3 | 2 | 2 | 1 | -- |
| 12 | 3 | 3 | 2 | 2 | -- |
| 13 | 3 | 3 | 3 | 2 | 1 |
| 14 | 3 | 3 | 3 | 2 | 1 |

Divine Spells

| 1 | 2 | 3 | 4 | 5 |
|----|----|----|----|----|
| -- | -- | -- | -- | -- |
| -- | -- | -- | -- | -- |
| 1 | -- | -- | -- | -- |
| 1 | -- | -- | -- | -- |
| 2 | -- | -- | -- | -- |
| 2 | -- | -- | -- | -- |
| 2 | -- | -- | -- | -- |
| 2 | 1 | -- | -- | -- |
| 2 | 1 | -- | -- | -- |
| 2 | 2 | -- | -- | -- |
| 2 | 2 | 1 | 1 | -- |
| 2 | 2 | 1 | 1 | -- |
| 2 | 2 | 2 | 2 | 1 |
| 2 | 2 | 2 | 2 | 1 |

Divine Spell Repertoire

- 1 Cure Light Wounds, Detect Evil, Protection From Evil, Remove Fear, Purify Food & Water
- 2 Bless, Delay Poison, Resist Fire, Righteous Wrath, Spiritual Weapon
- 3 Continual Light, Cure Blindness, Cure Disease, Remove Curse, Speak With Dead
- 4 Create Water, Cure Serious Wounds, Neutralize Poison, Protection From Evil (Sustained), Tongues
- 5 Atonement, Create Food, Dispel Evil, Restore Life and Limb, True Seeing

Wonderworker Proficiency List: Apostasy, Battle Magic, Beast Friendship, Black Lore, Collegiate Wizardry, Command, Contemplation, Craft, Diplomacy, Elementalism, Familiar, Healing, Illusion Resistance, Knowledge, Language, Laying on Hands, Leadership, Loremastery, Magical Engineering, Mystic Aura, Naturalism, Prestidigitation, Profession, Prophecy, Quiet Magic, Sensing Evil, Sensing Power, Theology, Transmogrification, Unflappable Casting