

Adept

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Table: Adept

Lvl	BAB	Fort	Ref	Will	Special	0	1	2	3	4	5	6	7	8	9
1	+0	+0	+0	+2	Summon Familiar	3	1	–	–	–	–	–	–	–	–
2	+1	+0	+0	+3		3	2	–	–	–	–	–	–	–	–
3	+1	+1	+1	+3	Dweomercraft (Alchemy)	3	2	–	–	–	–	–	–	–	–
4	+2	+1	+1	+4		3	3	0	–	–	–	–	–	–	–
5	+2	+1	+1	+4		3	3	1	–	–	–	–	–	–	–
6	+3	+2	+2	+5		3	3	2	0	–	–	–	–	–	–
7	+3	+2	+2	+5		3	3	2	1	–	–	–	–	–	–
8	+4	+2	+2	+6		3	3	3	2	0	–	–	–	–	–
9	+4	+3	+3	+6		3	3	3	2	1	–	–	–	–	–
10	+5	+3	+3	+7		3	3	3	3	2	0	–	–	–	–
11	+5	+3	+3	+7		3	3	3	3	2	1	–	–	–	–
12	+6	+4	+4	+8		3	3	3	3	3	2	0	–	–	–
13	+6	+4	+4	+8		3	3	3	3	3	2	1	–	–	–
14	+7	+4	+4	+9		3	3	3	3	3	3	2	0	–	–
15	+7	+5	+5	+9		3	3	3	3	3	3	2	1	–	–
16	+8	+5	+5	+10		3	3	3	3	3	3	3	2	0	–
17	+8	+5	+5	+10		3	3	3	3	3	3	3	2	1	–
18	+9	+6	+6	+11		3	3	3	3	3	3	3	3	2	0
19	+9	+6	+6	+11		3	3	3	3	3	3	3	3	2	1
20	+10	+6	+6	+12		3	3	3	3	3	3	3	3	3	2

Description

An adept is a magical figure at the edge between rural areas and wilderness, a hermit who nonetheless serves the community. An adept's home is typically a small house crammed with herbs and magical supplies, sometimes with a live-in apprentice, and built a mile or two into the wilderness, but still within reach of the three to five farming communities nearby.

Adepts are the hedge witches, magical hermits, spirit shamans, and local sages of their communities. Adept magic is “simple” magic, dealing with the spirits of the land on behalf of their people, rather than with gods or extradimensional forces. They heal the sickly and wounded, preside over local life ceremonies (coming of age, burials, and so on), help choose representatives to speak to distant authorities, and go on the occasional vision quest to help their people. He is not exactly the hub of the communities, but he is very important to their lives.

Other Classes

Clerics, holy warriors and priests tend to look down on adepts for dealing with such minor forces – the spirits of the land are not exactly a force to be reckoned with, as many gods are, and the simple rituals of the adept, when compared to the pomp and power of religious ceremonies, makes the adept a bit understated. Adepts, in their turn, tend to feel that gods are a result of worship, rather than the other way around... and may even feel that humanity is better off following the more natural paths.

Druids and adepts tend to get along well, despite their philosophical differences. Druids use nature's powers to serve

nature, while adepts use them to serve small communities, but at the same time, both harbor a deep respect for the natural world, and adepts' feelings about communities staying small resonate well with the druids.

Sorcerers and wizards are sometimes surprised that adepts still exist. To these almost purely urban arcanists, adepts are the superstitious detritus of the past. The real power for humans lies in arcane forces.

Rural commoners venerate adepts as wise, and see them as an asset to any community. Priests and clerics can do impressive things, but in a small community of a few hundred, which comprises almost 80% of any nation, clerics and priests are often difficult to *find*, whereas adepts are always available.

Changes

Summon familiar moved from 2nd level to 1st level. Added *dweomercraft (alchemy)* at 3rd level. Compressed spell levels to allow for rare adepts with more powerful spells. That last change was due to the demographics of the setting – adepts almost never exceed 10th level, and a 10th level adept can cast the spells that the *Core Rulebook II* adepts can at 20th. Heavily revised the adept's spell list to be more in tune with their description.

Class Features

Hit Die: d6.

Skill Points: 2 + INT bonus, x4 at 1st level.

Class Skills: The adept's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Knowledge (all skills taken individually) (Int), Profession (Wis), Spellcraft (Int), and Survival (Wis).

Weapon and Armor Proficiency: Adepts are proficient with one weapon group, but not armor or shields.

Dweomercraft (Alchemy)

At 3rd level, an adept has the bonus item creation feat Dweomercraft (Alchemy), enabling him to create potions.

Spells

An adept casts divine spells. He is limited to a certain number of spells of each spell level per day, according to his class level. An adept may prepare and cast any spell on the adept list, provided he can cast spells of that level. He prepares his spells ahead of time each day. The DC for a saving throw against an adept's spell is 10 + spell level + the adept's Wisdom modifier.

Adepts do not acquire their spells from books or scrolls, nor prepare them through study. Instead, they meditate for their spells, receiving them as inspiration and through their own strength of will. Each adept must choose a time each day at which he must spend an hour in quiet contemplation or supplication to regain his daily allotment of spells. Time spent resting has no effect on whether an adept can prepare spells.

When the adept gets 0 spells of a given level, he gets only bonus spells for that spell slot. An adept without a bonus spell for that level cannot yet cast a spell of that level. Bonus spells are based on Wisdom.

Each adept has a spirit focus, depending on the adept's magical tradition, which functions as a divine focus for spells needing one.

Familiar

A familiar is a normal animal that gains new powers and becomes a magical beast when summoned to service by a adept. Only a normal, non-magical animal may become a familiar. An animal companion cannot also function as a familiar.

Summoning a familiar takes one month of meditation and magic, during which the character must spend 8 hours per day. If a familiar is sent away (dismissed from service) or dies, acquiring a new familiar or bringing back the old one takes the same length of time.

A familiar also grants special abilities to its master, as given on the table below. These special abilities apply only when the master and familiar are within 1 mile of each other.

Levels of different classes that are entitled to familiars stack for the purpose of determining any familiar abilities that depend on the master's level.

Familiar	Special
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
Rat	Master gains a +2 bonus on Fortitude saves
Raven ¹	Master gains a +3 bonus on Appraise checks
Snake ²	Master gains a +3 bonus on Bluff checks
Toad	Master gains +3 hit points
Weasel	Master gains a +2 bonus on Reflex saves

¹ A raven familiar can speak one language of its master's choice as a supernatural ability.

² Tiny viper.

Familiar Basics: Use the basic statistics for a creature of the familiar's kind, but make the following changes:

Hit Dice: The familiar has 1d2 hit die per adept level, modified for the familiar's CON. For example, a familiar with a CON of 12 who serves a 10th level adept would have 10d2 HD, +10 hit points for CON.

Attacks: The familiar has a good BAB progression for its Hit Dice. Thus, a familiar serving a 10th level adept will have an base attack bonus of +10.

Damage equals that of a normal creature of the familiar's kind.

Saving Throws: The familiar has a good Reflex and Will save.

Skills: The familiar can use its own skills, learned as an animal, or it can "borrow" ranks from its master. When borrowing ranks in a skill, the familiar must be within 30 ft of the master, and does not gain any benefit from the master's non-rank bonuses (such as bonuses from ability scores, magic items, and so on).

Familiar Ability Descriptions: All familiars have special abilities (or impart abilities to their masters) depending on the master's combined level in classes that grant familiars, as shown on the table below. The abilities given on the table are cumulative.

adept Level	AC	Int	Special
1 st -2 nd	+1	6	Alertness, improved evasion, share spells, empathic link
3 rd -4 th	+2	7	Deliver touch spells
5 th -6 th	+3	8	Speak with master
7 th -8 th	+4	9	Speak with animals of its kind
9 th -10 th	+5	10	—
11 th -12 th	+6	11	Spell resistance
13 th -14 th	+7	12	Scry on familiar
15 th -16 th	+8	13	—
17 th -18 th	+9	14	—
19 th -20 th	+10	15	—

AC: This is a dodge bonus to AC.

Int: The familiar's Intelligence score.

Alertness (Ex): While a familiar is within 30 ft, the master gains the Alertness feat.

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, a

familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Share Spells: At the master's option, he may have any spell (but not any spell-like ability) he casts on himself also affect his familiar. The familiar must be within 30 feet at the time of casting to receive the benefit.

If the spell or effect has a duration other than instantaneous, it stops affecting the familiar if it moves farther than 30 feet away and will not affect the familiar again even if it returns to the master before the duration expires. Additionally, the master may cast a spell with a range of "personal" 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 an empathic link with his familiar out to a distance of up to 1 mile. The master cannot see through the familiar's eyes, but they can communicate empathically. Because of the limited nature of the link, only general emotional content can be communicated.

Because of this empathic link, the master has the same connection to an item or place that his familiar does.

Deliver Touch Spells (Su): If the master is 3rd level or higher, a familiar can deliver touch spells for him. If the master and the

familiar are in contact at the time the master casts a touch spell, he can designate his familiar as the "toucher." The familiar can then deliver the touch spell just as the master could. As usual, if the master casts another spell before the touch is delivered, the touch spell dissipates.

Speak with Master (Ex): If the master is 5th level or higher, a familiar and the master can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

Speak with Animals of Its Kind (Ex): If the master is 7th level or higher, a familiar can communicate with animals of approximately the same kind as itself (including unusual varieties): bats with 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 (weasels, minks, polecats, ermines, skunks, wolverines, and badgers). Such communication is limited by the intelligence of the conversing creatures.

Spell Resistance (Ex): If the master is 11th level or higher, a familiar gains spell resistance equal to the master's adept level +5. To affect the familiar with a spell, another spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the familiar's spell resistance.

Scry on Familiar (Sp): If the master is 13th level or higher, he may scry on his familiar (as if casting the *scrying* spell) once per day.