

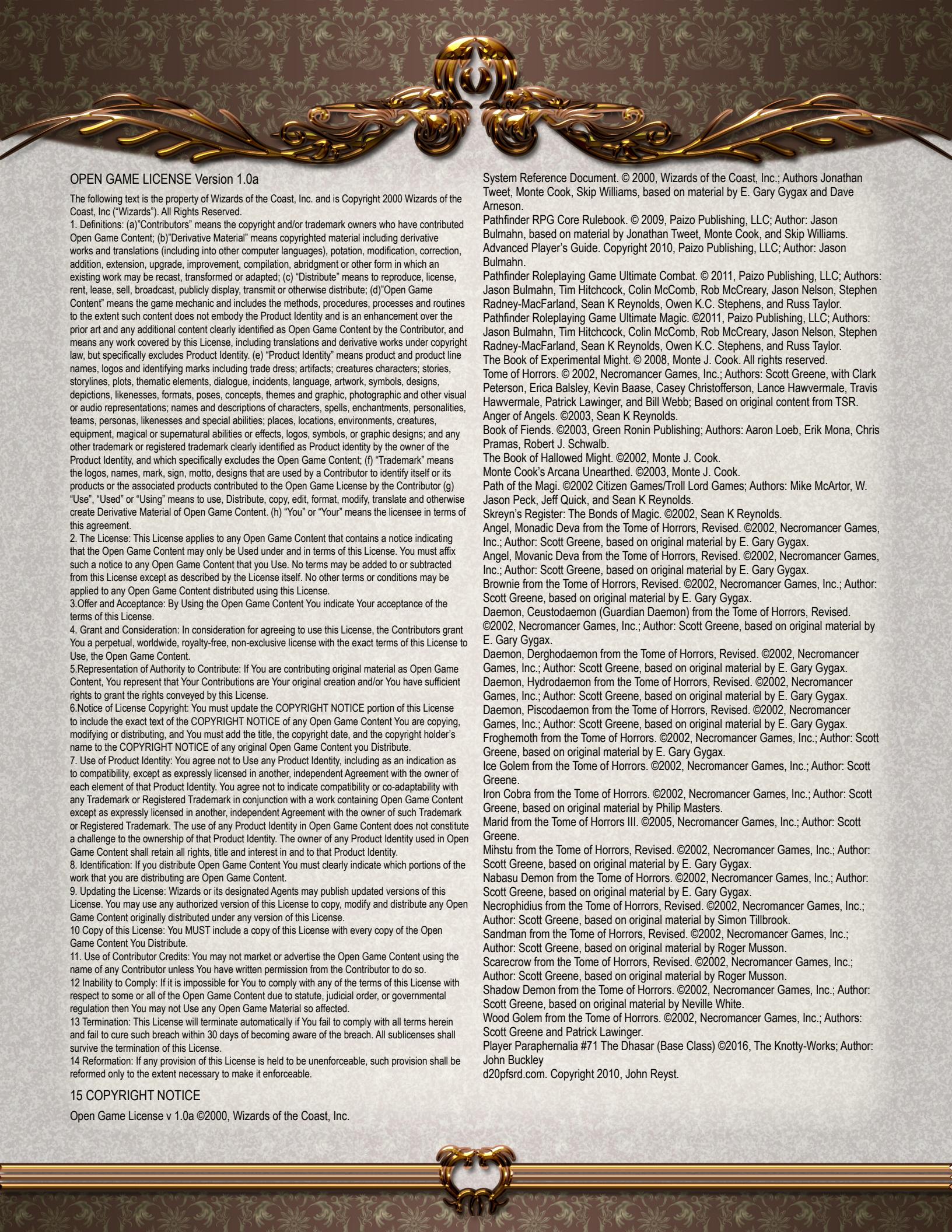


Player Paraphernalia

#71

THE DHASAR
NEW BASE CLASS





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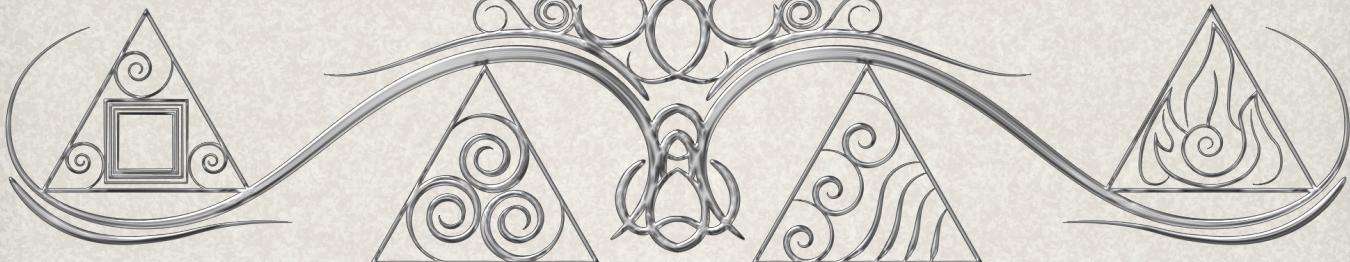
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PLAYER PARAPHERNALIA #71

BY THE KNOTTY-WORKS



Welcome to issue seventy-one of the Player Paraphernalia series, short supplements designed to offer players new options for use with the Pathfinder RolePlaying Game (©Paizo, Inc.). This issue introduces the Dhasar, an arcane spellcaster with fundamental ties to one of the four elemental planes. While sorcerers may find their bloodline tied to one of elemental planes, the dhasar seeks to infuse himself with those same energies, seeking to become a true denizen of the chosen plane.

The Dhasar

For some, the purity of the elements is seen as true perfection in both form and action. For these focused souls, such perfection can only be obtained through the self-edification of taking on the very elements they cherish. By making pacts and promises with extraplanar powers innate to their desired element, the dhasar takes the first steps into achieving the goal of becoming one with the element itself.

Role Given his raw connection to the elemental planes with his innate spell casting abilities, allows the dhasar to provide a brutal offensive punch when needed. Over time, his abilities to call forth elemental creatures and turn

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into an elemental grants the dhasar the ability to overwhelm lesser foes quite easily both in numbers and power. His eventual transformation into a creature of elemental force grants him the ability to travel to locations quite limited to others.

Alignment: The dhasar may be of any alignment.

Hit Die: d6

Starting Gold: 2d6 X 10 gp (average 70 gp) and one outfit worth 10 gp or less.

Class Skills

Appraise (Int), Bluff (Cha), Craft (Int), Fly (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (planes) (Int), Profession (Wis), Spellcraft (Int), and Use Magic Device (Cha)

Skills per Level: 2 + Int modifier.

Class Features

Weapon and Armor Proficiencies: The dhasar is proficient with simple weapons. He is not proficient with any type of armor or shield. The dhasar suffers the normal chances of arcane

Dhasar Progression Table

Level	Base Attack Bonus	Fort	Ref	Will	Special	Spells Per Day								
						1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th
1	+0	+0	+0	+2	Cantrips, elemental ties, energy infusion I, eschew materials	3	—	—	—	—	—	—	—	—
2	+1	+0	+0	+3	Summon elementals I	4	—	—	—	—	—	—	—	—
3	+1	+1	+1	+3	Elemental aspect I	5	—	—	—	—	—	—	—	—
4	+2	+1	+1	+4	Summon elementals II	6	3	—	—	—	—	—	—	—
5	+2	+1	+1	+4	Elemental form I	6	4	—	—	—	—	—	—	—
6	+3	+2	+2	+5	Summon elementals III, Elemental aspect II	6	5	3	—	—	—	—	—	—
7	+3	+2	+2	+5	Energy infusion II	6	6	4	—	—	—	—	—	—
8	+4	+2	+2	+6	Summon elementals IV	6	6	5	3	—	—	—	—	—
9	+4	+3	+3	+6	Elemental aspect III	6	6	6	4	—	—	—	—	—
10	+5	+3	+3	+7	Summon elementals V	6	6	6	5	3	—	—	—	—
11	+5	+3	+3	+7	Elemental form II	6	6	6	6	4	—	—	—	—
12	+6/+1	+4	+4	+8	Summon elementals VI, Elemental aspect IV	6	6	6	6	5	3	—	—	—
13	+6/+1	+4	+4	+8	Energy infusion III	6	6	6	6	6	4	—	—	—
14	+7/+2	+4	+4	+9	Summon elementals VII	6	6	6	6	6	5	3	—	—
15	+7/+2	+5	+5	+9	Elemental aspect V	6	6	6	6	6	6	4	—	—
16	+8/+3	+5	+5	+10	Summon elementals VIII	6	6	6	6	6	6	5	3	—
17	+8/+3	+5	+5	+10	Elemental form III	6	6	6	6	6	6	6	4	—
18	+9/+4	+6	+6	+11	Summon elementals IX, Elemental aspect VI	6	6	6	6	6	6	6	5	3
19	+9/+4	+6	+6	+11	Energy infusion IV	6	6	6	6	6	6	6	6	4
20	+10/+5	+6	+6	+12	True elementalism	6	6	6	6	6	6	6	6	6

spell failure while wearing armor and casting any spell with somatic gestures.

Spells: The dhasar may cast arcane spells from the [Sorcerer/Wizard Spell List](#). He may cast any spell he knows without preparing it first, though his list of known spells is rather limited (see the Dhasar Spells Known table below). The spells cast by the dhasar are driven by his Charisma and in order to cast spells of any level he must have a Charisma score of $10 +$ the desired spell level in order to cast the spell. Any saving throws associated with the dhasar's spells have a Difficulty Class equal to $10 +$ the spell level + the dhasar's Charisma modifier.

The dhasar is limited to the number of spells he may cast per day based on his class level. The number of spells he may cast per level is listed on the Dhasar Progression Table. In addition, the dhasar gain additional spells per day based on his Charisma modifier (see Table 1-3: [Ability Modifiers and Bonus Spells](#) in the Pathfinder Core Rule Book™). However, the dhasar does not gain any bonus spells known based on his Charisma. The dhasar has no limitation as to how he wishes to expend these daily spell slots with his list of known spells.

While the dhasar's spell selection is limited, once he reaches 4th level he may choose to replace an existing spell with another one of



Dhasar Spells Known

Level	0	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th
1	4	2	—	—	—	—	—	—	—	—
2	5	2	—	—	—	—	—	—	—	—
3	5	3	—	—	—	—	—	—	—	—
4	6	3	1	—	—	—	—	—	—	—
5	6	4	2	—	—	—	—	—	—	—
6	7	4	2	1	—	—	—	—	—	—
7	7	5	3	2	—	—	—	—	—	—
8	8	5	3	2	1	—	—	—	—	—
9	8	5	4	3	2	—	—	—	—	—
10	9	5	4	3	2	1	—	—	—	—
11	9	5	5	4	3	2	—	—	—	—
12	9	5	5	4	3	2	1	—	—	—
13	9	5	5	4	4	3	2	—	—	—
14	9	5	5	4	4	3	2	1	—	—
15	9	5	5	4	4	4	3	2	—	—
16	9	5	5	4	4	4	3	2	1	—
17	9	5	5	4	4	4	3	3	2	—
18	9	5	5	4	4	4	3	3	2	1
19	9	5	5	4	4	4	3	3	3	2
20	9	5	5	4	4	4	3	3	3	3

the same level. He may only exchange one spell upon attaining a new class level, but may perform this alteration to his list of spells known every even level thereafter.

The dhasar begins with four cantrips (0 level spells) and two 1st level spells. Additional spells known are listed in the Dhasar Spells Known table.

Cantrips: The dhasar knows a limited number of 0 level spells, but he may cast them as desired. They do not expend a spell slot when cast.

Elemental Ties Table

Element	Class Bonus	Class Skill	Language
Air	Will Saves	Perception	Auran
Earth	Fortitude Saves	Climb	Terran
Fire	Reflex Saves	Acrobatics	Ignan
Water	CMD	Swim	Auan

Simple Elemental Templates

The following templates may be used to enhance summoned creatures normally updated with other simple templates (such as Celestial or Fiendish) based on one of the four base elements.

Common

The creature's CR increases by +1 if the base creature has 5 or more HD.

Senses: Summoned elemental creatures gain darkvision 60 feet.

Defenses: All summoned elemental creatures have spell resistance equal to its CR +5.

Summoned elemental creatures are immune to bleed, poison, and sleep effects.

Summoned elemental creatures with 5 or more hit dice are also immune to critical hits and flanking. Those with less than 5 hit dice are still subject to critical hits and flanking.

Elemental creatures do not need to breathe.

Simple Template: Air

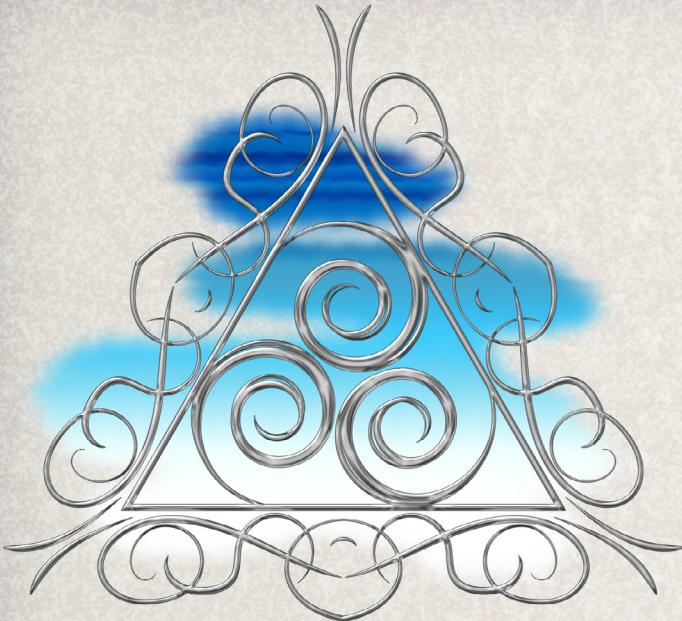
Defensive Abilities: The creature gains Electricity Resistance based on its hit dice. Creatures with less than 5 hit dice have Electricity Resistance 5, creatures with 5 to 10 hit dice have Electricity Resistance 10, and creatures with more than 10 hit dice have Electricity Resistance 15.

Movement: All air based creatures gain a fly speed equal to their base land speed with average ability. If the creature already had the ability to fly, it gains +10 feet to its fly speed and its maneuverability increases by one step (maximum of perfect).

Special Attacks: An air based creatures gains a +1 bonus on attack and damage rolls when attacking other air borne creatures.

Simple Template: Earth

Defensive Abilities: The creature gains Acid Resistance based on its hit dice. Creatures with less than 5 hit dice have Acid Resistance 5, creatures with 5 to 10 hit dice have Acid Resistance 10, and creatures with more than 10 hit dice have Acid Resistance 15.



Elemental Ties: At 1st level, the Dhasar must choose which elemental plane to which he may become attuned. He must choose from Air, Earth, Fire, or Water, and each plane grants initial benefits and additional class features will be limited to the choice made.

Once this choice is made, it cannot be changed later. In essence, the dhasar has become bound to a greater entity from the plane he has chosen. This entity grants the dhasar the ability to channel the energies of the plane for casting spells as well as other abilities as the dhasar gains experience and power.

The dhasar gains a +1 bonus to either a saving throw or to his **CMD** based on the element chosen. This bonus increases by +1 at 4th level and every four levels thereafter (+6 at 20th level). The dhasar also gains one additional class skill based on the element chosen and a bonus language. The class bonus, class skill, and bonus language granted by the element can be found on the Elemental Ties table.

Energy Infusion (Sp):
At 1st level, the dhasar

Element/Energy Types	
Element	Energy
Air	Electricity
Earth	Acid
Fire	Fire
Water	Cold

Movement: Creatures less than 10 hit dice gain a burrow speed of 20 ft and their base speed is reduced by 10 ft. Creatures with 10 hit dice or more also gain the ability to **Earth Glide**, able to move through any type of natural earthen material (dirt, stone, or sand) as if swimming in water. The creature is susceptible to spells that affect earth such as **Move Earth** in the same fashion as earth elementals.

Special Attacks: An earth based creature gains a +1 bonus on attacks and damage when both it and its opponent are touching the ground.

Simple Template: Fire

Defensive Abilities: The creature gains **Fire Resistance** based on its hit dice. Creatures with less than 5 hit dice have **Fire Resistance** 5, creatures with 5 to 10 hit dice have **Fire Resistance** 10, and creatures with more than 10 hit dice have **Fire Resistance** 15.

Movement: All fire based creatures gain +10 feet to its base speed.

Special Attacks: A fire creature causes additional fire based damage with its natural attacks. Creatures with less than 5 hit dice cause an additional 1d2 points of fire damage with each natural attack. Creatures with 5 to 10 hit dice cause 1d4 points of fire damage with each natural attack. Creatures with more than 10 hit dice cause 1d6 points of fire damage with each natural attack.

Simple Template: Water

Defensive Abilities: The creature gains **Cold Resistance** based on its hit dice. Creatures with less than 5 hit dice have **Cold Resistance** 5, creatures with 5 to 10 hit dice have **Cold Resistance** 10, and creatures with more than 10 hit dice have **Cold Resistance** 15.

Movement: All water based creatures gain a swim speed equal to twice its normal base speed while suffering a -10 ft penalty to its normal land based speed. If the creature has a natural swim speed, it gains +30 ft to its base swim speed.

Special Attacks: A water based creature gains a +1 bonus on attacks and damage when both it and its opponent are touching the water.

gains the ability to infuse energy related to his chosen plane into his weapon as a *swift action*. A successful attack against the target causes an additional $1d6$ points of damage $+\frac{1}{2}$ the dhasar's class level to the target. The infusion does not dissipate until after the dhasar successfully strikes a target or a number of rounds equal to dhasar's class level, whichever comes first.

At 7th level, the dhasar gains the ability to channel this energy as a *melee touch attack* as a standard. When used in this fashion, the damage caused from a successful attack equal $1d6 + \frac{1}{2}$ the dhasar's class level.

At 13th level, the dhasar may channel this energy as a ranged *touch attack* up to 60 feet away as a *standard action*. The ray causes damage equal to $3d6 + \frac{1}{2}$ the dhasar's class level.

At 19th level, the dhasar learns to release this energy as a burst centered about him. Everyone within 10 feet must make a *Reflex* save ($DC 10 + \frac{1}{2}$ the dhasar's class level + his Charisma modifier) or suffer $6d6$ points of damage. Those that succeed with their saving throw still suffer half damage. The dhasar is immune to the blast created by this ability.

The dhasar may initiate his energy infusion 3 + his Charisma modifier times per day.

Eschew Materials (Ex): The dhasar gains *Eschew Materials* as a bonus feat at 1st level.

Summon Elementals (Sp): Beginning at 2nd level, the dhasar gains the ability to summon elemental creatures from his chosen plane. This *spell-like ability* functions as the *Summon*

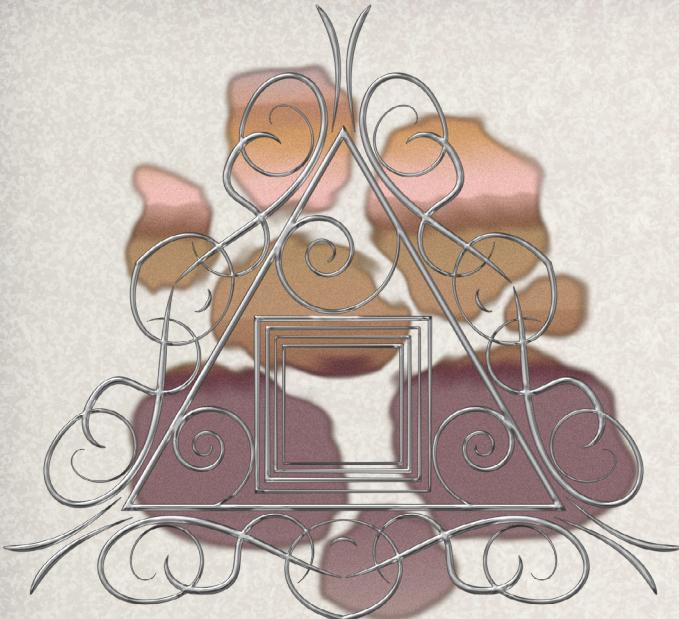


Monster 1 spell, requiring a full-round action to complete the summons. Creatures summoned are composed of the element of the dhasar's chosen plane and he may only summon creatures that may have an elemental template applied to them (see below) or an actual elemental. The dhasar may not summon creatures from any other plane than his chosen elemental plane.

The creature(s) summoned may persist for a total number of minutes equal to the dhasar's class level. He may use this ability a total number of times per day equal to 3 + his Charisma modifier. If the dhasar attempts to summon more creatures while he has one or more creatures actively working for him,

Elemental Aspect Table

Energy		Elemental Bonus Spell			
Level	Resistance	Air	Earth	Fire	Water
3 rd	5	Feather Fall	Stone Fist	Burning Hands	Touch of the Sea
6 th	10	Fly	Resinous Skin	Fireball	Water Breathing
9 th	15	Solid Fog	Earth Glide	Wall of Fire	Ride the Waves
12 th	20	Sirocco	Move Earth	Contagious Flame	Fluid Form
15 th	25	Scouring Winds	Statue	Firebrand	Vortex
18 th	Immunity	Winds of Vengeance	World Wave	Fiery Body	Tsuanmi



previous summoned creatures immediately return to their plane when the dhasar begins to summon more creatures.

At 4th level and every even level thereafter, this spell-like ability improves and grants the effects of the next level of the *Summon Monster* spell, including the list of available creatures within the limitations of this class feature. Note that there is no eligible creature for the *Summon Monster IX* list, when the dhasar is achieves this level he summons two elder elemental instead or other creatures as defined by the *Summon Monster* spell.

Elemental Aspect (Ex): Beginning at 3rd level, the dhasar begins taking on aspects of his chosen element. The dhasar gains **energy resistance** of 5 and a bonus known spell based on his chosen element to which he is tied.

The dhasar gains an additional bonus spell and his **energy resistance** increases by 5 points at 6th level and every three levels thereafter as listed on the Element Aspect table. At 18th level, the dhasar becomes immune to the energy type associated to the element to which he is tied.

Elemental Form (Su): At 5th level, the dhasar learns how to transform himself into an

elemental of the plane to which he is tied as a **standard action**. If the dhasar is small, he may transform himself into a small elemental as the **Elemental Body I** spell while a medium or larger sized dhasar may transform himself into a medium sized elemental as the **Elemental Body II** spell.

The dhasar may transform himself into an elemental for a total number of minutes per day equal to his class level, though they do not need to be consecutive, but must be broken into 1 minute increments. The dhasar may resume his normal form as an **immediate action**, but if less than a minute has elapsed he still wastes a whole minute from the total amount of time he may transform per day.

At 11th level, the dhasar may transform into a medium sized elemental if small or a large sized elemental if medium or larger in size. The increased size does not consume any additional time for the total duration the dhasar may transform per day.

At 17th level, the dhasar may transform into a larger elemental if small or a huge elemental if medium or larger in size. As with the last size increase, this increased size does not consume any additional time for the total duration the dhasar may transform per day.

Weapons, clothing or armor, and gear are transformed as well and are not available for use while the dhasar takes his elemental form.

True Elementalism (Su): At 20th level, the Dhasar gains the elemental subtype as well as the type based on the chosen element (air, earth, fire, or water). The dhasar gains the following abilities based on the elemental plane chosen.

All: The dhasar is immune to critical hits and **flanking**. He does not gain **immunity** to bleed, paralysis, poison, sleep, or stunning effects. The dhasar must still breathe, eat, and sleep.

Air: The dhasar gains **Fly** as a spell-like ability at will. He has perfect maneuverability while flying.

Earth: The dhasar gains the ability to burrow with a burrowing speed equal to his base



speed -10 feet. He may burrow through solid rock, but does not gain tremorsense.

Fire: The dhasar gains +10 to his base movement rate and he gains the Burn special ability that causes 1d4 points of damage. Those touched by the dhasar may make a **Reflex** save to avoid catching on fire with a DC equal to $10 + \frac{1}{2}$ the dhasar's class level + his Charisma modifier).

Water: The dhasar gains the ability to swim with a swim speed equal to his base speed. The dhasar does not gain the ability to breathe water. The dhasar's touch puts out large or smaller non-magical flames. He may attempt to extinguish magical flames as if casting *Dispel Magic*, using his caster levels to determine the effectiveness of the *Dispel Magic* attempt.

New Feats

The following feats are available to the dhasar.

Elemental Sacrifice

You have learned to funnel your arcane energies to feed the need to take on the properties of your chosen element.

Prerequisites: Elemental Form class feature, 9th level caster.

Benefit: You may sacrifice one of your daily spell slots to take on your elemental form for a number of minutes equal to the spell sacrificed. If you revert back to your original form before the duration granted by the spell level, any remaining time is lost.

Extra Energy Infusions

You have learned the secret to harnessing the innate energies of your chosen element.

Prerequisites: Energy Infusion class feature.

Benefit: You gain 2 additional uses of energy infusion per day.

Special: You may take this feat multiple times, gaining 2 additional uses per day each time it is taken.



Extra Summon Elementals

You can call forth your elemental compatriots to perform your bidding.

Prerequisites: Summon Elementals class feature.

Benefit: You gain 2 additional uses of the summon elementals class feature per day.

Special: You may take this feat multiple times, gaining 2 additional uses per day each time it is taken.

Quick Elemental Form

You learn to quickly take on the form of your desired element at the expense of the type chosen.

Prerequisites: Elemental Form class feature, caster level 11th level.

Benefit: You may take on your elemental form as a *move action*, though your effective class level is treated as six levels less when determining the size you may choose. If you are at least 15th level, you may transform into an elemental as a *swift action*, though you are treated as 12 levels less when determining the size you may choose.

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