

Diplomacy, Gather Information, Intimidate, and Sense Motive checks.

**Planar Survival (Ex):** At 6th level, a gatecrasher becomes attuned to the nature of the planes he visits and personally immune to their natural planar effects. Any effect that would be negated by the *avoid planar effects* spell is negated by the planar survival ability as well.

The gatecrasher is immune to the "normal" fires of the Elemental Plane of Fire, but fire-based attack forms and unusually fiery areas there still affect him. Because this extraordinary ability is the result of attuning himself to a particular plane, the gatecrasher remains vulnerable to the same sort of damage in other planes where that attack form is not part of the natural order. Fires on other planes, including the Material Plane, affect him normally.

**Damage Reduction:** A gatecrasher of 7th level or higher has damage reduction 5/+1. This means that the character ignores (instantly regenerates) the first 5 points of damage from any attack unless the damage is dealt by a weapon with a +1 or higher enhancement bonus, by a spell, or by a form of energy (fire, cold, and so on). This ability does not stack with other damage reduction abilities.

**Scramble Portal (Sp):** At 8th level, a gatecrasher gains the ability to scramble a portal (as the *scramble portal* spell cast by a sorcerer of the gatecrasher's level). This ability is usable three times a day.

**Plane Shift (Sp):** At 9th level, a gatecrasher may move from plane to plane once per day as a spell-like ability. This functions as the *plane shift* spell cast by a 15th-level sorcerer.

**Planar Dampening (Sp):** A 10th-level gatecrasher can emit a field that suppresses spells and spell-like abilities within a 30-foot radius that access other planes. Existing spells and spell-like abilities are unaffected; a gatecrasher can't end a foe's *astral projection* just by moving nearby. But spells cast after the gatecrasher emits the planar dampening field are affected: An opponent within 30 feet couldn't escape the gatecrasher with a *dimension door* spell or get reinforcements with a *summon monster* spell, for example.

The gatecrasher can activate *planar dampening* three times per day. It lasts for 10 rounds.

The gatecrasher's *planar dampening* ability affects the following spells and spell-like abilities: *astral projection*, *banishment*, *blink*, *commune*, *contact other plane*, *dimension door*, *dismissal*, *ethereal jaunt*, *etherealness*, *gate*, *interplanar message*, *Leomund's secret chest*, *make manifest*, *mass manifest*, *maze*, *Mordenkainen's magnificent mansion*, *plane shift*, *reality maelstrom*, *rope trick*, *teleport*, *teleportation circle*, *teleport without error*, and *vanish*.

Furthermore, summoning and calling spells can only reach creatures from the same plane, and spells from the shadow subschool only work on the Plane of Shadow. The banishment effects of *blasphemy*, *dictum*, *holy word*, and *word of chaos* are suppressed, although the spells otherwise function normally.

## PLANAR CHAMPION

Warrior of a hundred worlds. Mercenary captain of the Blood Wars. Sword of celestial vengeance. The planar champion moves between the planes, always driven to battle. She may be driven by a quest for justice or a thirst for blood, but she is feared throughout the known universes for her prowess.

All planar champions were renowned for their martial prowess before they entered the prestige class, so those classes skilled with weapons gravitate to this class. They specialize in fighting the natives of particular planes, learning as much as they can about their foes in order to defeat them.

Nonplayer character (NPC) planar champions are battling, recovering from a battle, or preparing for the next one. They often travel from plane to plane on missions that further their larger crusade.

**Hit Dice:** d10.

### Requirements

To become a planar champion, the character must fulfill all the following criteria:

**Base Attack Bonus:** +6.

**Skills:** Knowledge (the planes) 4 ranks.

**Feats:** Weapon Specialization.

**Special Requirements:** The planar champion must have visited at least two planes other than her native plane before taking this prestige class. The champion does not need to have been the instigator of these travels.

### Class Skills

The planar champion's class skills (and the key ability for each) are: Climb (Str), Craft (Int), Handle Animal (Cha), Hide (Dex), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Knowledge (the planes) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Speak Language (None), Spot (Wis), Swim (Str), Use Rope (Dex), and Wilderness Lore (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

### Class Features

All the following are features of the planar champion prestige class.

**Weapons and Armor Proficiency:** Planar champions are proficient with all simple and martial weapons, with all types of armor, and with shields.

**Favored Plane:** The planar champion has studied the natives of a particular plane extensively. She gains a +1 bonus on Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks when using these skills against a native of that plane. Likewise, the planar champion gets the same bonus on weapon damage rolls against creatures native to the favored plane. The planar champion only gets the damage bonus with ranged weapons if the target is within 30 feet. The

damage bonus does not apply to creatures immune to critical hits.

The champion chooses only one favored plane, and even identical creatures from other planes are not affected. For example if a planar champion chooses the Nine Hells as her favored plane, she would gain the bonus against devils native to that plane, but not devils from the adjacent plane of Acheron.

The planar champion's studies help in noncombat settings as well. The planar champion gets a +1 bonus on Diplomacy and Gather Information checks when interacting with natives of the favored plane. Intuit Direction checks get a +1 bonus when performed on the favored plane.

The planar champion gains a second favored plane when reaching 5th level and a third favored plane when reaching 10th level. When gaining a new favored plane, the bonuses for previous favored planes increase by +1. For example, a 5th-level planar champion could choose Acheron as a new favored plane, earning a +1 bonus against its natives, and her bonus against natives of the Nine Hells would increase to +2. The planar champion may not choose her native plane as a favored plane.

The bonuses from this ability stack with the ranger's favored enemy ability. A ranger/planar champion with a favored enemy of devils and a favored plane of the Nine Hells adds both bonuses together when fighting a devil native to the Nine Hells.

**See Invisibility (Su):** Upon reaching 2nd level, a planar champion has the ability to see invisibility at will,

as per the spell cast by a 5th-level sorcerer. This ability allows her to see (but not affect) ethereal creatures.

**Attack Ethereal (Su):** A planar champion of 3rd level or higher can transform her weapon into a material force effect at will, enabling her to attack creatures on the Ethereal Plane. The planar champion begins and ends this ability as a free action, but must use it on a melee weapon she has Weapon Specialization in. If the planar champion is wielding a magic weapon, this ability also eliminates the 50% miss chance when attacking an incorporeal foe.

**Planar Survival (Ex):** At 4th level, a planar champion becomes attuned to the nature of the planes she visits and personally immune to their natural planar effects. Any effect that would be negated by the *avoid planar effects* spell is negated by the planar survival ability as well.

The planar champion is immune to the "normal" fires of the Elemental Plane of Fire, but fire-based attack forms and unusually fiery areas there still affect her. Because this extraordinary ability is the result of attuning herself to a particular plane, the planar champion remains vulnerable to the same sort of damage in other planes where that attack form is not part of the natural order. Fires on other planes, including the Material Plane, affect her normally.

**Ethereal Jaunt (Sp):** A planar champion of 6th level or higher may step onto the Ethereal Plane three times per day. This functions as the *ethereal jaunt* spell cast by a 13th-level sorcerer.

**Rip Portal (Sp):** Once per day, a planar champion of 7th level or higher can rip a portal through the Astral Plane



TABLE 3-5: THE PLANAR CHAMPION

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Favored plane
2nd	+2	+3	+3	+0	See invisibility
3rd	+3	+3	+3	+1	Attack ethereal
4th	+4	+4	+4	+1	Planar survival
5th	+5	+4	+4	+1	Favored plane
6th	+6	+5	+5	+2	Ethereal jaunt
7th	+7	+5	+5	+2	Rip portal
8th	+8	+6	+6	+2	Sunder portal
9th	+9	+6	+6	+3	Damage reduction 20/+1
10th	+10	+7	+7	+3	Favored plane

to another plane of existence. By tearing a hole in the fabric of the plane she's on, the champion may open a portal onto the Astral Plane or any plane that the Astral Plane touches that the champion has visited before. As per the *plane shift* spell, the planar champion has no control over the precise destination on whatever plane she rips a portal to. The portal appears as a ragged hole in space adjacent to the planar champion and lasts for 1d4+1 rounds before healing over.

**Sunder Portal (Sp):** Once per day, a planar champion of 8th level or higher has the ability to seal a dimensional gate or portal by severing the connection to the destination. She may do with a successful level check (DC 5 + the caster level of the gate or portal). The *gate* spell is destroyed as if dispelled, while portals are suppressed for 1d6 days.

**Damage Reduction (Su):** At 9th level, a planar champion gains damage reduction 20/+1. This means that the character ignores (instantly regenerates) the first 20 points of damage from any attack unless the damage is dealt by a weapon with a +1 or higher enhancement bonus, by a spell, or by a form of energy (fire, cold, and so on). This ability does not stack with other damage reduction abilities.

## PLANESHIFTER

The planeshifter is a magical scholar and expert in planar travel, and through arcane research develops not only the ability to sense planar portals, but also the ability to create his own demiplane. (Being around long enough to use it is another matter.)

Wizards and sorcerers, steeped in their arcane knowledge, make the best planeshifters, and some degree of arcane spellcasting ability is required to join their numbers. They form loose organizations with titles such as the Eternal Book or the Study Group of Planar Entities. These organizations are more like fraternal organizations than guilds or power groups, and they seem to appear (and disappear) with great frequency.

NPC planeshifters are rarely in the same place for long. They're always going to see some new planar sight or phenomenon. They sometimes hire adventurers as bodyguards, assistants, or troubleshooters.

**Hit Dice:** d4.

### Requirements

To become a planeshifter, a character must fulfill the following criteria.

**Skills:** Concentration 10 ranks, Knowledge (the planes) 4 ranks, Spellcraft 10 ranks.

**Feats:** Craft Wondrous Item.

**Spells:** Able to cast 5th-level arcane spells.

**Special:** Must have visited an Inner or Outer Plane before taking this prestige class.

### Class Skills

The planeshifter's class skills (and the key ability for each) are: Alchemy (Int), Concentration (Con), Craft

(Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Intuit Direction (Wis), Knowledge (all skills taken individually) (Int), Perform (Cha), Profession (Wis), Ride (Dex), Scry (Int), Search (Int), Speak Language (none), Spellcraft (Int), and Swim (Str). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

### Class Features

All the following are class features of the planeshifter prestige class.

**Weapon and Armor Proficiency:** Planeshifters gain no proficiency with any weapon or armor.

**Plane Shift (Sp):** A planeshifter has the ability to plane shift (as the spell cast by a sorcerer of his character level) once per day. At 8th level, the planeshifter can use this ability at will.

**Spells per Day:** A planeshifter continues training in magic as well as gaining power in the planes. Thus, when a new level is gained (except for 1st, 5th, and 9th), the character gains new spells per day as if he had also gained a level in whatever arcane spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained. This essentially means that he adds the level of planeshifter to the level of whatever other spellcasting class the character has, then determines spells per day accordingly.

If a character had more than one arcane spellcasting class before he became a planeshifter, he must decide to which class he adds each level of planeshifter for the purposes of determining spells per day when he adds the new level.

**Analyze Portal (Sp):** At 2nd level, a planeshifter gains the ability to use *analyze portal* as a spell-like ability. He may do this once per planeshifter level per day. This ability otherwise functions as the spell cast by a sorcerer of a level equal to the planeshifter's highest caster level.

**Planar Survival (Ex):** A planeshifter of 3rd level or higher becomes attuned to the nature of the planes he visits and personally immune to their natural planar effects. Any effect that would be negated by the *avoid planar effects* spell is negated by the planar survival ability as well.

The planeshifter is immune to the "normal" fires of the Elemental Plane of Fire, but fire-based attack forms and unusually fiery areas there still affect him. Because this extraordinary ability is the result of attuning himself to a particular plane, the planeshifter remains vulnerable to the same sort of damage in other planes where that attack form is not part of the natural order. Fires on other planes, including the Material Plane, affect him normally.

**Morphic Stability (Ex):** At 4th level, a planeshifter gains the ability to impose his will on his surroundings