

## The Avatar D20 Class

**Hit Die:** d8

### Class Skills

The Avatar's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (arcana/religion) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spot (Wis), Swim (Str), and Tumble (Dex).

**Skill Points at 1st Level:** (4 + Int modifier) x 4.

**Skill Points at Each Additional Level:** 4 + Int modifier.

**Table: The Avatar**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Flurry of Blows Attack Bonus	Unarmed Damage <sup>1</sup>	AC Bonus	Invocations Known
1st	+0	+0	+2	+0	Flurry of blows, unarmed strike	-2/-2	1d6	+0	0
2nd	+1	+0	+3	+0	Evasion, elemental invocation	-1/-1	1d6	+0	1
3rd	+2	+1	+3	+1		+0/+0	1d6	+0	1
4th	+3	+1	+4	+1	Elemental strike (magic)	+1/+1	1d8	+0	2
5th	+3	+1	+4	+1	Defensive mode	+2/+2	1d8	+1	2
6th	+4	+2	+5	+2		+3/+3	1d8	+1	3
7th	+5	+2	+5	+2	Elemental resistance	+4/+4	1d8	+1	3
8th	+6/+1	+2	+6	+2	Extra Element	+5/+5/+0	1d10	+1	4
9th	+6/+1	+3	+6	+3	Improved evasion	+6/+6/+1	1d10	+1	4
10th	+7/+2	+3	+7	+3	Elemental Invocation (least and	+7/+7/+2	1d10	+2	5
11th	+8/+3	+3	+7	+3	Greater flurry	+8/+8/+8/+3	1d10	+2	5
12th	+9/+4	+4	+8	+4		+9/+9/+9/+4	2d6	+2	6
13th	+9/+4	+4	+8	+4	Extra element	+9/+9/+9/+4	2d6	+2	6
14th	+10/+5	+4	+9	+4		+10/+10/+10/+5	2d6	+2	7
15th	+11/+6/+1	+5	+9	+5		+11/+11/+11/+6/+1	2d6	+3	7
16th	+12/+7/+2	+5	+10	+5	Elemental invocation (least,	+12/+12/+12/+7/+2	2d8	+3	8
17th	+12/+7/+2	+5	+10	+5		+12/+12/+12/+7/+2	2d8	+3	8
18th	+13/+8/+3	+6	+11	+6		+13/+13/+13/+8/+3	2d8	+3	9
19th	+14/+9/+4	+6	+11	+6	Extra element	+14/+14/+14/+9/+4	2d8	+3	9
20th	+15/+10/+5	+6	+12	+6		+15/+15/+15/+10/+5	2d10	+4	10

<sup>1</sup> The value shown is for Medium Avatars. See Table: Small or Large Avatar Unarmed Damage for Small or Large Avatars.

### Class Features

All of the following are class features of the Avatar.

**Weapon and Armor Proficiency:** Avatars are proficient with club, crossbow (light or heavy), dagger, handaxe, javelin, kama, nunchaku, quarterstaff, sai, shuriken, siangham, and sling. Avatars are not proficient with any armor or shields. When wearing armor, using a shield, or carrying a medium or heavy load, a Avatar loses her AC bonus, as well as her fast movement and flurry of blows abilities.

**AC Bonus (Ex):** When unarmored and unencumbered, the Avatar adds her Wisdom bonus (if any) to her AC. In addition, a Avatar gains a +1 bonus to AC at 5th level. This bonus increases by 1 for every five Avatar levels thereafter (+2 at 10th, +3 at 15th, and +4 at 20th level). These bonuses to AC apply even against touch attacks or when the Avatar is flat-footed. She loses these bonuses when she is immobilized or helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load.

**Flurry of Blows (Ex):** When unarmored, a Avatar may strike with a flurry of blows at the expense of accuracy. When doing so, she may make one extra attack in a round at her highest base attack bonus, but this attack takes a -2 penalty, as does each other attack made that round. The resulting modified base attack bonuses are shown in the Flurry of Blows Attack Bonus column on Table: The Avatar. This penalty applies for 1 round, so it also affects attacks of opportunity the Avatar might make before her next action. When a Avatar reaches 5th level, the penalty lessens to -1, and at 9th level it disappears. A Avatar must use a full attack action to strike with a flurry of blows.

When using flurry of blows, a Avatar may attack only with unarmed strikes or with special Avatar weapons (kama, nunchaku, quarterstaff, sai, shuriken, and siangham). She may attack with unarmed strikes and special Avatar weapons interchangeably as desired. When using weapons as part of a flurry of blows, a Avatar applies her Strength bonus (not Str bonus x 1-1/2 or x 1/2) to her damage rolls for all successful attacks, whether she wields a weapon in one or both hands. The Avatar can't use any weapon other than a special Avatar weapon as part of a flurry of blows.

In the case of the quarterstaff, each end counts as a separate weapon for the purpose of using the flurry of blows ability. Even though the quarterstaff requires two hands to use, a Avatar may still intersperse unarmed strikes with quarterstaff strikes, assuming that she has enough attacks in her flurry of blows routine to do so.

When a Avatar reaches 11th level, her flurry of blows ability improves. In addition to the standard single extra attack she gets from flurry of blows, she gets a second extra attack at her full base attack bonus.

**Unarmed Strike:** At 1st level, a Avatar gains Improved Unarmed Strike as a bonus feat. A Avatar's attacks may be with either fist interchangeably or even from elbows, knees, and feet. This means that a Avatar may even make unarmed strikes with her hands full. There is no such thing as an off-hand attack for a Avatar striking unarmed. A Avatar may thus apply her full Strength bonus on damage rolls for all her unarmed strikes.

Usually a Avatar's unarmed strikes deal lethal damage, but she can choose to deal non-lethal damage instead with no penalty on her attack roll. She has the same choice to deal lethal or non-lethal damage while grappling.

A Avatar's unarmed strike is treated both as a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons. A Avatar also deals more damage with her unarmed strikes than a normal person would, as shown on Table: The Avatar. The unarmed damage on Table: The Avatar is for Medium Avatars. A Small Avatar deals less damage than the amount given there with her unarmed attacks, while a Large Avatar deals more damage; see Table: Small or Large Avatar Unarmed Damage.

**Evasion (Ex):** At 2nd level or higher if a Avatar makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if a Avatar is wearing light armor or no armor. A helpless Avatar does not gain the benefit of evasion.

**Elemental Resistance (Sp):** At 3rd level, a Avatar has is so adapt to the elemental energies that she has available to her that she is able to resist the elemental attacks of others. For all effects (spells, spell like abilities, etc) that allow spell resistance and have an energy descriptor of an element she has access to, the Avatar has a spell resistance of 10 + the Avatar's Charisma modifier + 1/2 the Avatar's level.

**Elemental Strike (magic) (Sp):** At 4th level, a Avatar's unarmed attacks are empowered with elemental energy. Her unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction. Also, the Avatar can make ranged attacks with an elemental energy available to them. These attacks operate normally and can be interspersed into their flurry of blows as normal, except they operate as a thrown weapon with a range increment of 30 feet, and the Avatar does not apply their strength to the damage. This effect is subject to spell resistance and energy resistance, each element used in the attack must be chosen at the time of the attack, you can use any number of elements available and intersperse them as desired. When an Avatar needs to overcome another creature's spell resistance they roll 1d20 + the Avatar's level. Elemental Strike always deals lethal damage when used.

**Extra Element:** An Avatar begins play knowing only one element, thus only having access to Invocations in that elemental type. At 8th, 13th, and 19th levels the Avatar can add one additional element to their repertoire, and then be able to learn the Invocations available to that energy type. Additionally, an Avatar can forego learning a new energy, and instead gain one extra Invocation known to them of any level and energy type they currently have available.

**Defensive Mode (Su):** For each element you are adapt in you gain an additional mode of defense that can be used by fighting defensively. You may still only use one mode of defense at a time even if you would know multiple forms. As seen at the bottom.

**Improved Evasion (Ex):** At 9th level, a Avatar's evasion ability improves. She still takes no damage on a successful Reflex saving throw against attacks, but henceforth she takes only half damage on a failed save. A helpless Avatar does not gain the benefit of improved evasion.

**Invocations (Su):** A Avatar does not prepare or cast spells as other wielders of arcane magic do- Instead, he possesses a repertoire of attacks, defenses, and abilities known as invocations that require him to focus the elemental energy that suffuses his soul. A Avatar can use any invocation he knows at will, with the following qualifications:

A Avatar's invocations are spell-like abilities; using an invocation is therefore a standard action that provokes attacks of opportunity. An invocation can be disrupted, just as a spell can be ruined during casting. A Avatar is entitled to a Concentration check to successfully use an invocation if he is hit by an attack while invoking, just as a spell caster would be. A Avatar can choose to use an invocation defensively, by making a successful Concentration check, to avoid provoking attacks of opportunity. A Avatar's invocations are subject to spell resistance unless an invocation's description specifically states otherwise. A Avatar's caster level with his invocations is equal to his

### Elemental Defensive Mode

**Wind Shield** When fighting defensively an Avatar of air gains these additional bonuses. By creating a small vortex of air around herself the Avatars gains a +2 deflection bonus to their AC and 20% miss chance on all ranged attacks made against her. This bonus is increased by +1 and 10% for every three air invocations that an Avatar knows. To a maximum of +5 and 50%

**Shield of Earth** When fighting defensively an Avatar of earth gains these additional bonuses. By bending the earth around her a Avatar can use it as a shield from any attack. She gains a +2 Shield bonus to her AC and this bonus continues to increase in power. For every two invocations a Avatar knows of earth the shield gains a +1 enhancement bonus, which can be spent on special magical shield properties.

**Fire Shield** When fighting defensively an Avatar of fire gains these additional bonuses. By wreathing herself in flames that the Avatar is unaffected by she deals 1d6 fire damage to all adjacent creatures. This damage increases by +1 per fire invocation that the Avatar knows.

**Water Whip** When fighting defensively an Avatar of water gains these additional bonuses. By wrapping herself in tendrils of water she gains a +2 deflection bonus and can make an additional attack of opportunity in the round. This effect increase as she advances, for every water invocations the Avatar knows she may make one additional attack of opportunity per round, and gain +1 to deflection. Max +5.

**Table: Small or Large Avatar Unarmed Damage**

Level	Damage (Small Avatar)	Damage (Large Avatar)
1st–3rd	1d4	1d8
4th–7th	1d6	2d6
8th–11th	1d8	2d8
12th–15th	1d10	3d6
16th–19th	2d6	3d8
20th	2d8	4d8

Avatar level. The save DC for an invocation (if it allows a save) is 10 + equivalent spell level + the Avatar's charisma modifier.

Since spell-like abilities are not actually spells, a Avatar cannot benefit from the Spell Focus feat. He can, however, benefit from the Ability Focus feat (see page 303 of the Monster Manual), as well as from feats that emulate met magic effects for spell-like abilities, such as Quicken Spell-Like Ability and Empower Spell-Like Ability (see pages 303 and 304 of the Monster Manual),

The four grades of invocations., in order of their relative power, are least, lesser and greater. A Avatar begins with knowledge of one invocation, which must be of the lowest grade (least). As a Avatar gains levels, he learns new invocations, as summarized on Table 1-1 and described below. A list of available invocations can be found following this class description, and a complete description of each invocation can be found in Chapter 4 of this book.

At any level when a Avatar learns a new invocation, he can also replace an invocation he already. knows with another invocation, with an energy type available to her, of the same or a lower grade: At 6th level, a Avatar can replace a least fire invocation she knows with a different least water invocation, as long as the two elements are available to her (in addition to learning a new invocation, which could be either least or lesser). At 11th level, a Avatar can replace a least: or lesser invocation he knows with another invocation of the same or a lower grade (in addition to learning a new invocation, which could be least, lesser, or greater). At 16th level, a Avatar can replace a least, lesser, or greater invocation he knows with another invocation of the same or a lower grade (in addition to learning a new invocation, which could be least, lesser greater, or dark).

Finally, unlike other spell-like abilities, invocations are subject to arcane spell failure chance as described under Weapon and Armor Proficiency above.

## **AVATAR INVOCATIONS**

Avatars choose the invocations they learn as they gain levels, much like bards or sorcerers choose which spells to learn. However, a Avatar's arcane repertoire is even more limited than that of a Sorcerer, and his invocations are spell-like abilities, not spells. In addition to its grade (least, lesser, greater, or grand), every invocation has a spell level equivalent, which is used in the calculation of save DCs and for other purposes. A least invocation has a level equivalent of 1st or 2nd; a lesser, 3rd or 4th; a greater, 5th or 6th; and a grand invocation has a level equivalent of 6th or higher (maximum 9th). A Avatar can dismiss any invocation as a standard action, just as a wizard can dismiss a spell.

**Invocations and Elemental Strike:** Elemental strike is not an invocation, but some invocations provide a Avatar with the ability to modify his Elemental strike or add new attacks.

## **ELEMENTAL ESSENCE INVOCATIONS**

Some of a Avatar's invocations, such as repelling strike, modify the damage or other effects of the Avatar's Elemental strike. These are called Elemental essence invocations. Unless noted otherwise, Elemental strikes modified by Elemental essence invocations deal damage normally in addition to imparting the effects described in the invocation description.

A Avatar can apply only one Elemental essence invocation to a single Elemental strike, choosing from any of the Elemental essence invocations that she knows. When a Avatar applies an Elemental essence invocation to his Elemental strike, the spell level equivalent of the modified strike is equal to the spell level of the Elemental strike or of the Elemental essence invocation, whichever is higher. If a Avatar targets a creature with an elemental essence strike that has immunity to the invocation's effect, it still takes the damage from the strike normally (provided it isn't also immune to the elemental strike).

A Avatar can apply an elemental essence invocation and a strike shape invocation (see below) to the same strike. When a Avatar uses both kinds of invocations to alter an elemental Mast, the spell level equivalent is equal to the spell level of the elemental strike, the level of the elemental essence invocation, or the level of the strike shape invocation, whichever is higher.

Invocation Rank	Invocation Name	Elemental Type	Equivalent Spell Level	Description
Least	<b>Acclimated Breathing</b>	Universal	1	You can easily tolerate extreme weather as <i>endure elements</i> for a period of 24 hours.
Least	<b>Clouded Screen</b>	Universal	2	Using any element available to you can create a cloud around you that mimics the properties of the spell darkness. Ex: dust, smoke, steam, fog
Lesser	<b>Elemental Dispelling</b>	Universal	3	You may use <i>dispel magic</i> against any spell with an energy descriptor that you have available to you <i>at will</i> .
Lesser	<b>Ranged Disarm</b>	Universal	3	You may make a ranged attack attempting to <i>disarm</i> a person up to 30ft away. You make as many of these attacks in a round as you could normally.
Lesser	<b>Ranged Sunder</b>	Universal	3	You may make a ranged attack attempting to <i>sunder</i> a persons weapon up to 30ft away, you deal only half damage. You make as many of these attacks in a round as you could normally.
Lesser	<b>Ranged Pin</b>	Water or Earth	3	By pinning a portion of your opponents clothing to a wall you may attempt to put them into a grapple, opponent must be within 5ft of a solid wall. You may make as many of these attacks as you could normally.
Greater	<b>Elemental Cone (shape)</b>	Universal	3	As a full-round action you can expel a 30ft cone of energy that deals 1d6/per 2 avatar levels, Reflex save for half damage.
Greater	<b>Control Weather</b>	Air and Water	7	You can cast <i>Control Weather</i> as the spell 1/day.
Greater	<b>Hold In Place</b>	Universal	5	Use an element to capture someone as <i>hold person</i> , but with a Reflex save instead.
Lesser	<b>Improved Dispelling</b>	Universal	6	You may use <i>dispel magic greater</i> against any spell with an energy descriptor that you have available to you at will.
Greater	<b>Elemental Burst (shape)</b>	Universal	8	As a full-round action you strike as <i>fireball</i> , but of a energy type available to you, dealing 1d6/per 2 Avatar levels in a 20ft radius, Reflex save for half.
Least	<b>Like the Wind</b>	Air	1	Slow your fall, you ignore the first 5ft/per two Avatar levels from any fall as if feather fall, and gain half this as a base speed bonus.
Least	<b>Leaps and Bounds</b>	Air	2	You gain a +4 bonus on Balance, Jump, and Tumble checks for a period of 24 hours.
Lesser	<b>Ride the Wind</b>	Air	3	Fly at your speed with good maneuverability for 24 hours, as the spell fly.
Lesser	<b>Wind Wall</b>	Air	3	Use <i>wind wall</i> as the spell, but it lasts for only 1 round/2 Avatar levels.
Greater	<b>Repelling Strike (essence)</b>	Air	6	Change your strike so that creatures struck must make a Reflex save or be knocked back as Bull Rush using a caster level check plus your Charisma modifier.
Greater	<b>Gust of Wind</b>	Air	5	Use <i>gust of wind</i> as the spell.
Greater	<b>Control Winds</b>	Air	5	You can cast <i>Control Winds</i> as the spell.
Least	<b>Up the Walls</b>	Earth	2	You can stick to walls as the <i>spider climb</i> spell.
Least	<b>Earthen Grasp</b>	Earth	2	You cast <i>Earthen Grasp</i> as the spell.
Least	<b>Soften the Earth</b>	Earth	2	You cast <i>Soften Earth and Stone</i> as the spell.
Lesser	<b>Tremorsense</b>	Earth	4	You gain Tremorsense out to 30ft for a period of 24 hours.
Lesser	<b>Stony Grasp</b>	Earth	3	Use <i>stony grasp</i> as the spell.
Lesser	<b>Earth Glide</b>	Earth	4	You gain the ability to burrow through earth, <i>at half your base speed</i> .
Lesser	<b>Silver Skinned</b>	Earth	4	You conjure <i>silver</i> to cover any of your natural melee weapons, and operate as though your were wielding a weapon of that type.
Lesser	<b>Wall of Stone</b>	Earth	5	Use <i>wall of stone</i> as the spell, but it lasts for only 1 round/2 Avatar levels.
Greater	<b>Fists of Steel</b>	Earth	5	You conjure <i>cold steel</i> to cover any of your natural melee weapons, and operate as though your were wielding a weapon of that type.
Greater	<b>Change the Earth</b>	Earth	5	You can cast <i>Transmute Mud to Rock</i> and <i>Transmute Rock to Mud</i> .
Greater	<b>Adamantine Grasp</b>	Earth	5	You conjure <i>adamantine</i> to cover any of your natural melee weapons, and operate as though your were wielding a weapon of that type.
Greater	<b>Move Earth</b>	Earth	6	You can cast <i>Move Earth</i> as the spell.

Least	<b>Wholeness of Body</b>	Water	3	A Avatar can heal her own wounds. She can heal a number of hit points of damage equal to twice her current Avatar level each day, and she can spread this healing out among several uses
Least	<b>Walk on Water</b>	Water	3	You gain the ability to walk on water as the spell <i>Water Walk</i> for a period of 24 hours.
Least	<b>Breath the Waves</b>	Water	3	You gain the ability to breath water as the spell <i>Water Breathing</i> for a period of 24 hours.
Lesser	<b>Lay on Hands</b>	Water	4	You can heal yourself or others a total amount equal to half your maximum hp each day as the <i>lay on hands</i> ability.
Lesser	<b>Sharp as Glass (essence)</b>	Water	3	Your melee attacks become razor sharp ice shards gaining the feat improved critical for a period of 24 hours.
Greater	<b>Purity of Body</b>	Water	5	As a 1 minute ritual an Avatar can remove any one disease, except for supernatural and magical ones, from herself or another.
Greater	<b>Diamond Body</b>	Water	5	As a 1 minute ritual an Avatar can remove any poison, except magical, from herself or another.
Greater	<b>Control Water</b>	Water	6	You can cast <i>Control Water</i> as the spell. Or <i>Dominate Blood</i> , as a Dominate Person, Animal, or Monster to anything that has blood.
Least	<b>Fire Burst</b>	Fire	2	You deal your unarmed attack damage to <i>all</i> creatures in a 5ft radius around you. You do not apply your strength damage bonus to this effect.
Least	<b>Propulsion</b>	Fire	2	You can use the spell <i>jump</i> , but with a duration of instantaneous.
Lesser	<b>Brimstone Strike (essence)</b>	Fire	3	Change your Fire strike so that creatures struck must make a Reflex save or take 2d6 fire damage for 1 round/5 Lv.
Lesser	<b>Whirling Flame</b>	Fire	2	You fill 4 5ftx5ft cubes, that must all be touching one and other, with flame that deals your unarmed strike damage, without your strength bonus, to all creatures within, you fill one additional cube per 3 Avatar levels.
Greater	<b>Wall of Flame</b>	Fire	5	Use <i>wall of fire</i> as the spell, but it lasts for 1 round/2 avatar levels.
Greater	<b>Noxious Strike (essence)</b>	Fire	6	Change your strike so that living creatures struck must make a Fortitude save or be nauseated.

DM note: None of these abilities require the presence of any of the appropriate elements. Water can pull the moisture out of the air, earth can bend stone, steel or the dust in the air. Unless otherwise determined by a DM, but only for the sake of the story, not as a constant restriction on the character.

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