

Random CF=1 Class Adjectives

This system allows you to tweak your class in various ways. There is a requisite for each adjective. If you have multiple requisites in the same stat (due to already having a requisite in that stat from your class, or from picking multiple Class Adjectives), use the following formula: New Requisite = (Highest Requisite) + (2nd Highest Requisite)/2 + (3rd Highest Requisite)/3 + ...rounded up. These Class Adjectives also adjust your XP Divisor. Add all of your XP Divisors together from Race, Racial Adjectives, and Class Adjectives. This is what you divide your XP by when you get XP. All of these divisors are lowered by 0.5 per level starting with level 9.

No.	Category	Class Adjective	Req.	XP Div.
1	Alignment	Alignment: AN (Overwrite to 1 other class)	Con/Chr/Dex 5	&÷0.2
2	Alignment	Alignment: AN (Overwrite to 1 other class)	Cml/Str/Chr 7	&÷0.5
3	Alignment	Alignment: JG (Overwrite to 1 other class)	(Cml, Chr, Str) 20	&÷0.6
4	Alignment	Alignment: NS	(that stat) 19	&÷0.7
5	BarStats	Extra Bar Chr	(Cml, Int, Str) 20	&÷0.1
6	BarStats	Exc Con	That class's highest Req.	&÷0.1
7	BarStats	Bar Int	(Chr, Cml, Dex) 17	&÷0.1
8	BarStats	Exc Con	Any 6	&÷0.2
9	BarStats	Extra Bar Wis	Cml, Dex, Int 18	&÷0.3
10	BarStats	Extra Bar Chr	(that stat) 5	&÷0.5
11	BarStats	Exc Chr	Dex, Str, Cml 14	&÷0.7
12	BarStats	Extra Bar Dex	Cml/Con/Chr 11	&÷0.9
13	CL	+1 CL	(that stat) 5	&÷0.3
14	CL	+1 CL	(that stat) 21	&÷0.4
15	CL	+1 CL	(none)	&÷0.4
16	CL	+1 CL	(that stat) 15	&÷0.4
17	CL	+1 limited CL	(that stat) 5	&÷0.6
18	CL	+1 CL	(none)	&÷0.6
19	CL	+1 CL	Con/Chr/Dex 5	&÷0.8
20	HD	HD/level: Add 1 to number of dice. This can be taken multiple times	(Cml, Dex, Chr) 7	&÷0.1
21	HD	HD/level: 2m0(normal dex bonus squared). Overwrites existing rating	Cml/Chr/Str 9	&÷0.2
22	HD	HD/level: 2m0(normal chr bonus squared). Overwrites existing rating	Dex, Str, Cml 14	&÷0.2
23	HD	HD/level: Add 1 to number of dice. This can be taken multiple times	(that stat) 18	&÷0.2
24	HD	HD/level: Add 1 to number of dice. This can be taken multiple times	Con/Chr/Dex 5	&÷0.2
25	HD	HD/level: Add 1 to the die type. Applies to all dice. This can be taken multiple times	(that stat) 18	&÷0.3
26	HD	HD: +1 HD at second level. Gives 1 extra HD at the indicated level. This can be taken at most three times	Dex, Int, Con 9	&÷0.4
27	HD	HD: +1 HD at third level. Gives 1 extra HD at the indicated level. This can be taken at most three times	(Dex, Int, Cml) 14	&÷0.4
28	HD	HD/level: Add 1 to the die type. Applies to all dice. This can be taken multiple times	Int 10	&÷0.7
29	HD	HD/level: Add 1 to number of dice. This can be taken multiple times	Cml/Chr/Str 9	&÷0.7
30	HD	HD: +1 HD at first level. Gives 1 extra HD at the indicated level. This can be taken at most three times	(none)	&÷0.8
31	Innates	1F, 1/d: 1/2 the cost of actions required to use an innate ability from a Psionicist source	(that stat) 5	&÷0.1
32	Innates	1M, 1/d: +[x1] the save DC(s) of an innate ability from a Rogue source	(that stat) 21	&÷0.4
33	Innates	1M, 1/reset: Add 1 targets to an innate ability from a Psionicist source	(that stat) 21	&÷0.4
34	Innates	1V, 1/d: Material Component an innate ability from a Priest source	(none)	&÷0.6

35	Innates	1P, 1/w: Add 1 instance(s) of Vulnerability to an innate ability from a Wizard source	(none)	&÷0.7
36	ML	+1 limited ML. External bonus, so Twilighting still applies if you gain an SL early	That class's highest Req.	&÷0.1
37	ML	+1 limited ML. External bonus, so Twilighting still applies if you gain an SL early	Int 10	&÷0.5
38	ML	+1 limited ML. External bonus, so Twilighting still applies if you gain an SL early	Cml/Con/Chr 11	&÷0.8
39	ML	+1 limited ML. External bonus, so Twilighting still applies if you gain an SL early	Wis 7	&÷0.9
40	Other	XP requirements for this class are the same from level 1-11, then a fourth from then on (can't be dropped)	Con/Chr/Dex 5	&÷0.1
41	Other	This class gives an extra +1 stat point(s) per odd level.	That class's highest Req.	&÷0.2
42	Other	This class gives an extra +1 stat point(s) per level.	(none)	&÷0.5
43	Priest	Turning Undead for the first 3 groups(s) you affect this reset cost 1/2V action	(Dex, Int, Cml) 14	&÷0.1
44	Priest	Turning Undead for the first 2 groups(s) you affect this reset cost 1/2V action	(that stat) 18	&÷0.3
45	Priest	You have an additional 7 percent chance to Divine Intervention	Cml/Str/Chr 7	&÷0.4
46	Priest	Turning Undead for the first 3 groups(s) you affect this reset cost 1/2V action	(that stat) 18	&÷0.4
47	Priest	Turning Undead for the first 3 groups(s) you affect this reset cost 1/2V action	Con/Chr/Dex 5	&÷0.5
48	Psionicist	+10 PSPs per level	Int/Con/Wis 5	&÷0.1
49	Psionicist	You have +1 extra slots for Astral Constructs/Destructs/etc.	(Dex, Int, Str) 5	&÷0.2
50	Psionicist	You have +1 extra slots for Astral Constructs/Destructs/etc.	(Wis, Chr, Int) 13	&÷0.3
51	Psionicist	+10 PSPs per even level	(Wis, Chr, Int) 13	&÷0.3
52	Psionicist	Material componenting for the first 3 power(s) you use this reset cost 1/2V action	Cml, Dex, Int 18	&÷0.5
53	Psionicist	1F, 1/w: Astral Constructs/Destructs/etc you control can activate abilities as 1 DL's higher	Cml, Dex, Int 18	&÷0.5
54	Psionicist	+10 PSPs per level	(Dex, Int, Cml) 14	&÷0.6
55	Psionicist	You have +1 extra slots for Astral Constructs/Destructs/etc.	Str, Dex, Wis 11	&÷0.8
56	PsiPowers	Use a Warrior power progression you know instead. Pick a class in this group you want to have the progression of	(Dex, Int, Cml) 14	&÷0.1
57	PsiPowers	Use a Priest power progression you know instead. Pick a class in this group you want to have the progression of	(that stat) 19	&÷0.2
58	PsiPowers	Half cost discount by spending double power slots	Dex, Wis, Int 16	&÷0.5
59	Rogue	One "Any Rogue 16" pick(s)(downgradeable)	(Chr, Str, Dex) 7	&÷0.1
60	Rogue	+ [x1] to backstorm	(none)	&÷0.1
61	Rogue	Three "Any Rogue 11" pick(s) each level(downgradeable)	Dex, Wis, Int 16	&÷0.2
62	Rogue	+ [x1] to backstorm	Int/Con/Wis 5	&÷0.3
63	Rogue	+ [x1] to backstab	Dex, Wis, Int 16	&÷0.4
64	Rogue	+5 rogue points per level	That class's highest Req.	&÷0.4
65	Rogue	Three "Any Rogue 11" pick(s) each level(downgradeable)	That class's highest Req.	&÷0.8
66	Rogue	+ [x1] to backstorm	That class's highest Req.	&÷0.8
67	Saves	Saves as 2xRog. Overwrites existing rating	That class's highest Req.	&÷0.2
68	Saves	Saves as 3xWiz. Overwrites existing rating	That class's highest Req.	&÷0.2
69	Saves	Saves: +1 category(s). This gives you an extra category to pick saves from. Add the cost for the save category to this cost	(none)	&÷0.3
70	Saves	Saves as 2xWar. Overwrites existing rating	Chr/Dex/Wis 14	&÷0.4
71	Saves	Saves as 3xWiz. Overwrites existing rating	(Cml, Int, Str) 20	&÷0.5

72	Saves	Saves: +1 category(s). This gives you an extra category to pick saves from. Add the cost for the save category to this cost	(Dex, Cml, Con, Str) 5	&÷0.8
73	Saves	Saves as 2xRog. Overwrites existing rating	That class's highest Req.	&÷0.8
74	Saves	Saves: +1 category(s). This gives you an extra category to pick saves from. Add the cost for the save category to this cost	(that stat) 19	&÷0.8
75	Saves	Saves as 3xWiz. Overwrites existing rating	Cml/Con/Chr 11	&÷0.9
76	Spells	Channeling by spending half spell slots. Any memorized spell you have when channeled may cast without losing it from your memorization (i.e. can repeat cast spells you have memorized)	(none)	&÷0.3
77	Spells	Channeling by spending half spell slots. Any memorized spell you have when channeled may cast without losing it from your memorization (i.e. can repeat cast spells you have memorized)	Con 21	&÷0.4
78	Spells	Specialization, School/Sphere (no opposite). This is in addition to what you already get	(Chr, Str, Dex) 7	&÷0.6
79	Spells	Bonus spells based on Dex. Cannot get double bonus from one stat, but you can get bonuses from two (or more) different stats	Con 21	&÷0.8
80	Spells	Bonus spells based on Chr. Cannot get double bonus from one stat, but you can get bonuses from two (or more) different stats	(none)	&÷0.9
81	ToHit	To Hit as &Prix2. Adds to existing rating	(that stat) 19	&÷0.2
82	ToHit	To Hit as Pri. Overwrites existing rating	Str 7	&÷0.3
83	ToHit	To Hit as 2xPsi. Overwrites existing rating	That class's highest Req.	&÷0.3
84	ToHit	To Hit as 2xPsi. Overwrites existing rating	That class's highest Req.	&÷0.6
85	ToHit	To Hit as Warx2. Overwrites existing rating	(Cml, Dex, Chr) 7	&÷0.7
86	Warrior	Specialization bonus(es) gives +1 per slot	Cml/Str/Chr 7	&÷0.1
87	Warrior	Specialization bonus(es) gives +1 per slot	Con/Chr/Dex 5	&÷0.2
88	Warrior	Specialization bonus(es) gives +1 per slot	Con/Chr/Int 10	&÷0.2
89	Warrior	Attacks as Spec Ran1	(that stat) 21	&÷0.4
90	Warrior	Attacks as Spec War	(that stat) 15	&÷0.5
91	Warrior	Attacks as Spec Ran1	(that stat) 21	&÷0.5
92	Warrior	Specialization bonus(es) gives +1 per slot	Dex, Wis, Int 16	&÷0.6
93	Warrior	Specialization bonus(es) gives +1 per slot	(that stat) 19	&÷0.6
94	Wizard	Get one Familiar "level:" ability(s) 2 levels early.	(that stat) 7	&÷0.2
95	Wizard	Negative spell adjs cost 2 spell level(s) less	That class's highest Req.	&÷0.4
96	Wizard	Material componenting for the first 3 spell(s) you cast this reset cost a free action	(Cml, Chr, Str) 20	&÷0.8
97	WpnProf	WpnProf: 3 + level/6	Str 7	&÷0.5
98	WpnProf	WpnProf: 5 + level	(that stat) 7	&÷0.6
99	WpnProf	WpnProf: & 9 + 2*level/5	(that stat) 19	&÷0.6
100	WpnProf	WpnProf: 1 + 2*level/3	(Dex, Cml, Con, Str) 5	&÷0.8