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: LG (Overwrite to 1 other class)	Wis 13	&÷0.4
2	Alignment	Alignment: NS (Overwrite to 1 other class)	Any 5	&÷0.4
3	Alignment	Alignment: NS (Overwrite to all other classes)	Cml, Chr, Str 7	&÷0.6
4	Alignment	Alignment: AN (Overwrite to 1 other class)	(Wis, Str, Int) 11	&÷0.7
5	Alignment	Alignment: CS	(Int, Chr, Wis) 19	&÷0.8
6	BarStats	Exc Cml	Cml, Chr, Str 7	&÷0.1
7	BarStats	Exc Chr	Str 5	&÷0.6
8	CL	+1 limited CL	Wis/Cml/Int 11	&÷0.2
9	CL	+1 CL	Con, Cml, Wis 21	&÷0.2
10	CL	+1 CL	That class's highest Req.	&÷0.2
11	CL	+1 limited CL	(Chr, Str, Wis) 11	&÷0.2
12	CL	+1 limited CL	(none)	&÷0.3
13	CL	+1 CL	Chr, Str, Dex 10	&÷0.3
14	CL	+1 CL	(that stat) 19	&÷0.4
15	CL	+1 CL	(Dex, Str, Cml) 15	&÷0.4
16	CL	+1 CL	(Str, Wis, Chr) 15	&÷0.8
17	CL	+1 CL	(that stat) 8	&÷0.9
18	HD	HD/level: Add 1 to number of dice. This can be taken multiple times	That class's highest Req.	&÷0.1
19	HD	HD/level: Add 1 to number of dice. This can be taken multiple times	That class's highest Req.	&÷0.1
20	HD	HD/level: Add 1 to number of dice. This can be taken multiple times	Con/Cml/Chr 18	&÷0.2
21	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, Wis 8	&÷0.4
22	HD	HD/level: Add 1 to the die type. Applies to all dice. This can be taken multiple times	(Int, Wis, Con) 16	&÷0.6
23	HD	HD/level: Add 1 to number of dice. This can be taken multiple times	Chr 6	&÷0.7
24	HD	HD: +1 HD at second level. Gives 1 extra HD at the indicated level. This can be taken at most three times	(Wis, Str, Int) 11	&÷0.8
25	HD	HD: +1 HD at second level. Gives 1 extra HD at the indicated level. This can be taken at most three times	(that stat) 8	&÷0.9
26	HD	HD/level: Add 1 to the die type. Applies to all dice. This can be taken multiple times	(Dex, Str, Cml) 15	&÷0.9
27	Innates	1F, 1/w: Add 1 instance(s) of Vulnerability to an innate ability from a Warrior source	Chr 6	&÷0.2
28	Innates	1M, 1/d: +[x1] the save DC(s) of an innate ability from a Priest source	(none)	&÷0.3
29	Innates	1P, 1/w: Add 1 targets to an innate ability from a Priest source	Cml, Chr, Str 7	&÷0.3
30	Innates	1P, 1/w: Add 1 instance(s) of Vulnerability to an innate ability from a Rogue source	That class's highest Req.	&÷0.5
31	Innates	1P, 1/w: 1/2 the cost of actions required to use an innate ability from a Wizard source	Str 11	&÷0.6

32	ML	+1 limited ML. External bonus, so Twilighting still applies if you gain an SL early	(Chr, Str, Wis) 11	&÷0.7
33	ML	+1 limited ML. External bonus, so Twilighting still applies if you gain an SL early	(none)	&÷0.7
34	ML	+1 limited ML. External bonus, so Twilighting still applies if you gain an SL early	Str 21	&÷0.7
35	ML	+1 limited ML. External bonus, so Twilighting still applies if you gain an SL early	Wis/Con/Dex 14	&÷0.8
36	ML	+1 limited ML. External bonus, so Twilighting still applies if you gain an SL early	(none)	&÷0.9
37	ML	+1 limited ML. External bonus, so Twilighting still applies if you gain an SL early	(that stat) 19	&÷0.9
38	Other	This class gives an extra +1 stat point(s) per even level.	(Str, Wis, Int, Con) 18	&÷0.3
39	Other	XP requirements for this class are double from level 1-11, then a fourth from then on (can be dropped)	(that stat) 13	&÷0.3
40	Other	Get a "Level:" ability (your level+1 or less) in another class in different group (can't take multiple)	Cml, Chr, Str 7	&÷0.5
41	Other	This class gives an extra +1 stat point(s) per odd level.	(none)	&÷0.5
42	Other	This class gives an extra +1 stat point(s) per odd level.	(Int, Chr, Wis) 19	&÷0.6
43	Other	Distribute -2 to stat requirements (Str, Dex, Con, etc.; HNCL costs the same)	Str 21	&÷0.9
44	Priest	Turning Undead for the first 2 groups(s) you affect this reset cost 1/2V action	That class's highest Req.	&÷0.2
45	Priest	Turning Undead for the first 3 groups(s) you affect this reset cost 1/2V action	That class's highest Req.	&÷0.6
46	Priest	Turning Undead for the first 2 groups(s) you affect this reset cost 1/2V action	That class's highest Req.	&÷0.6
47	Priest	Get one GGL "level:" ability(s) 2 levels early.	Chr 7	&÷0.8
48	Priest	Get two GGL "level:" ability(s) 2 levels early.	That class's highest Req.	&÷0.8
49	Psionicist	1V, 1/d: Astral Constructs/Destructs/etc you control can activate abilities as 1 DL's higher.	Con 9	&÷0.2
50	Psionicist	Material componenting for the first 3 power(s) you use this reset cost 1/2V action	(Wis, Str, Int) 11	&÷0.2
51	Psionicist	+10 PSPs per even level	(Wis, Cml, Con, Str) 21	&÷0.3
52	Psionicist	You have +1 extra slots for Astral Constructs/Destructs/etc.	Int/Wis/Dex 10	&÷0.5
53	Psionicist	You have +1 extra slots for Astral Constructs/Destructs/etc.	That class's highest Req.	&÷0.5
54	Psionicist	You have +1 extra slots for Astral Constructs/Destructs/etc.	Chr 7	&÷0.6
55	PsiPowers	Single Discipline/Frequency Robe. This lets you cast a school/sphere as if it was 1 SL lower. External bonus, so Twilighting still applies	Wis/Con/Dex 14	&÷0.5
56	PsiPowers	Bonus powers based on Wis. Cannot get double bonus from one stat, but you can get bonuses from two (or more) different stats	(that stat) 8	&÷0.7
57	Rogue	+5 rogue points per odd level	That class's highest Req.	&÷0.1
58	Rogue	+5 rogue points per odd level	(none)	&÷0.1
59	Rogue	+[x1] to backstorm	That class's highest Req.	&÷0.2
60	Rogue	Three "Any Rogue 13" pick(s)(downgradeable)	(Str, Wis, Int, Con) 18	&÷0.7
61	Rogue	+5 rogue points per odd level	(Chr, Str, Wis) 11	&÷0.9
62	Rogue	Two "Any Rogue 9" pick(s)(downgradeable)	Chr 6	&÷0.9
63	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	Wis/Cml/Int 11	&÷0.2
64	Saves	Saves as Psi. Overwrites existing rating	(that stat) 13	&÷0.5
65	Saves	Saves as Wiz. Overwrites existing rating	That class's highest Req.	&÷0.7

66	Saves	Saves as 2xWiz. Overwrites existing rating	Wis 13	&÷0.8
67	Spells	Single School/Sphere Robe. This lets you cast a school/sphere as if it was 1 SL lower. External bonus, so Twilighting still applies	Con 9	&÷0.2
68	Spells	Use a Wizard spell progression you know instead. Pick a class in this group you want to have the progression of	Chr 6	&÷0.2
69	Spells	Channeling by spending double 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)	(Wis, Str, Int) 11	&÷0.3
70	Spells	Triple School/Sphere Robe for 1 spell(s). This lets you cast a school/sphere as if it was 1 SL lower. External bonus, so Twilighting still applies	Int/Wis/Dex 10	&÷0.3
71	Spells	Specialization, School/Sphere (4opposite). This is in addition to what you already get	(none)	&÷0.5
72	Spells	Use a Warrior spell progression you know instead. Pick a class in this group you want to have the progression of	(none)	&÷0.7
73	Spells	Bonus spells based on Con. Cannot get double bonus from one stat, but you can get bonuses from two (or more) different stats	(none)	&÷0.8
74	Spells	Specialization, School/Sphere (4opposite). This is in addition to what you already get	Wis/Cml/Int 11	&÷0.9
75	ToHit	To Hit as Prix2. Overwrites existing rating	(none)	&÷0.2
76	ToHit	To Hit as &(none). Adds to existing rating	That class's highest Req.	&÷0.2
77	ToHit	To Hit as &Monx3. Adds to existing rating	That class's highest Req.	&÷0.3
78	ToHit	To Hit as M-U0x2. Overwrites existing rating	That class's highest Req.	&÷0.3
79	ToHit	To Hit as always +0. Overwrites existing rating	(none)	&÷0.4
80	ToHit	To Hit as CTD0x3. Overwrites existing rating	Str 11	&÷0.4
81	ToHit	To Hit as 2xCust. Overwrites existing rating	That class's highest Req.	&÷0.5
82	ToHit	To Hit as Warx3. Overwrites existing rating	That class's highest Req.	&÷0.5
83	ToHit	To Hit as &(none). Adds to existing rating	Any 14	&÷0.7
84	ToHit	To Hit as Prix2. Overwrites existing rating	That class's highest Req.	&÷0.7
85	ToHit	To Hit as Psix3. Overwrites existing rating	Int/Wis/Dex 10	&÷0.9
86	Warrior	Attacks as Spec Ran1	(Wis, Cml, Con, Str) 21	&÷0.1
87	Warrior	Attacks as Spec Non-War	Con 7	&÷0.4
88	Warrior	Specialization bonus(es) gives +1 per slot	(that stat) 13	&÷0.5
89	Warrior	Attacks as Spec Ran1	(Chr, Str, Wis) 11	&÷0.5
90	Warrior	Specialization bonus(es) gives +1 per slot	Con 9	&÷0.6
91	Warrior	Attacks as Spec War	Chr, Str, Dex 10	&÷0.9
92	Wizard	Positive spell adjs cost 2 spell level(s) less	Str 11	&÷0.1
93	Wizard	Your summoned creatures defend as 1 DL(s) higher.	That class's highest Req.	&÷0.5
94	Wizard	Positive spell adjs cost 2 spell level(s) less	Chr 7	&÷0.8
95	Wizard	Material componenting for the first 2 spell(s) you cast this reset cost a free action	(Chr, Str, Wis) 11	&÷0.8
96	WpnProf	WpnProf: 4 + level/5	Con, Dex, Chr 6	&÷0.2
97	WpnProf	WpnProf: 7 + level/4	(that stat) 13	&÷0.5
98	WpnProf	WpnProf: 9 + 2*level/5	That class's highest Req.	&÷0.5

99	WpnProf	WpnProf: & 9 + level/5	That class's highest Req.	&÷0.6
100	WpnProf	WpnProf: 3 + level/3	(Str, Wis, Int, Con) 18	&÷0.9