

# CHAPTER 1: CHARACTERS

## BOKOR

Bokors are spellcasters who have chosen to associate themselves with Zombi, the fiendish Loa of serpents and the undead. These evil cultists give up advancement in their former callings in exchange for the ability to gain complete mastery over true zombies (although a few study arcane magic instead of zombie lore).

### Requirements

To qualify to become a Bokor, a character must fulfill the following criteria.

**Allegiance:** Evil.

**Skills:** Knowledge (theology and philosophy) 6 ranks, Listen 6 ranks, Sense Motive 6 ranks.

**Special:** Must kill a loved one for the sole purpose of animating that person as an Okokiyat zombie.

### Class Information

The following information pertains to the Bokor advanced class.

**Hit Die:** 1d6.

**Action Points:** 6 + one-half character level, rounded down, every time the Bokor attains a new level in this class.

#### Class Skills

The Bokor's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Disguise (Cha), Intimidate (Cha), Knowledge (all) (Int), Sense Motive (Wis), and Spellcraft (Int).

**Skill Points at Each Level:** 5 + Int modifier.

### Class Features

The following features pertain to the Bokor advanced class.

**Weapon and Armor Proficiency:** The Bokor is not proficient in any sort of weapon, armor, or shield.

**Spellcasting:** A Bokor gains the ability to cast divine spells. To cast a spell, the Bokor must have a

Wisdom score of at least 10 + the spell's level. Bokor bonus spells are based on Wisdom and saving throws against these spells have a DC of 10 + spell level + Wisdom modifier. A Bokor prepares and casts spells as a divine caster, though the Bokor does not gain any of the other special abilities of a divine caster. Spells listed in *italics* are from *Arcana*; spells in **bold italics** are new spells (see the FX chapter for more details).

*0-level Bokor Spells:*

***Depression, Gloom, Inflict Minor Wounds, Ray Of Clumsiness, Ray Of Weakness***

*1st-level Bokor Spells:* Bane, ***Cause Fear, Curse Water, Deathwatch, Detect Zombie, Doom, Inflict Light Wounds***

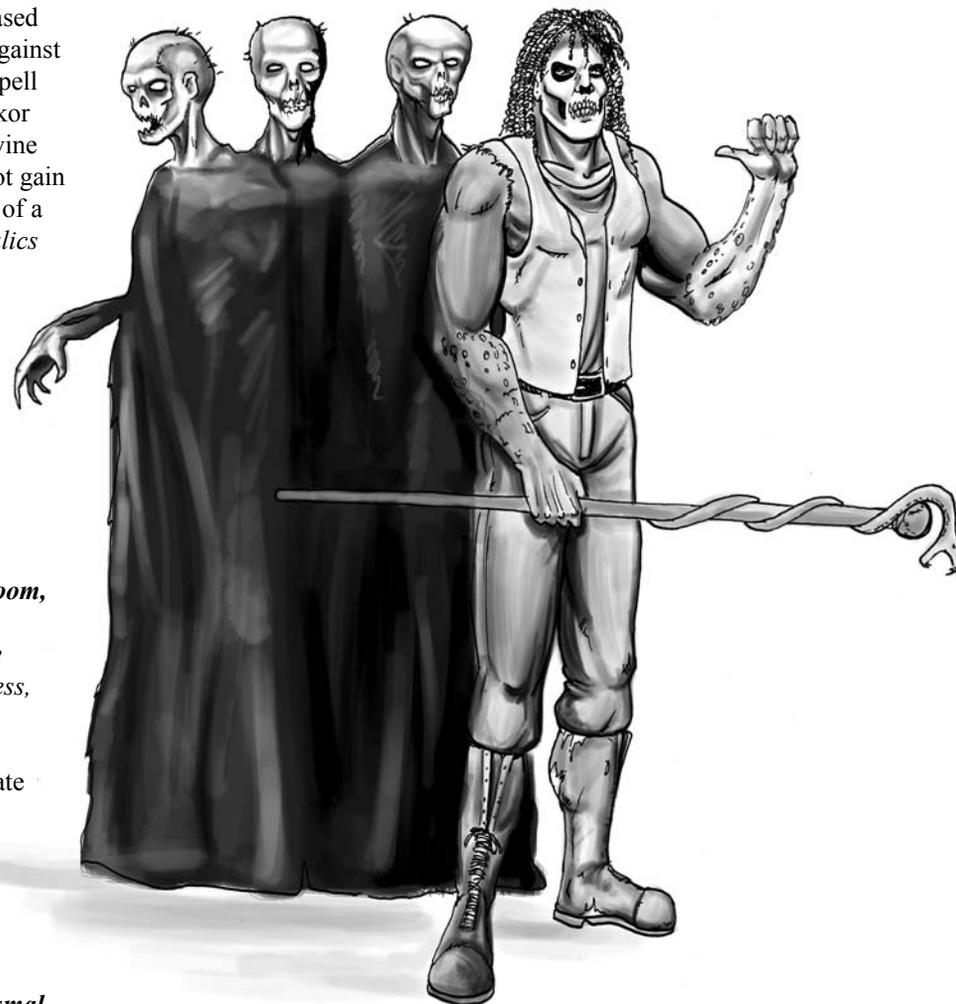
*2nd-level Bokor Spells:* ***Curse Water, Create Okokiyat, Darkness, Death Knell***, Inflict Moderate Wounds

*3rd-level Bokor Spells:* Animate Dead, Bestow Curse, Inflict Serious Wounds, ***Speak With Dead***, Status, ***Toxicity***

*4th-level Bokor Spells:* ***Crawling Carpet, Death Ward***, Inflict Critical Wounds, ***Phantasmal Killer, Unholy Blight, Via Negativa***

*5th-level Bokor Spells:* ***Create Zombie***, Inflict Light Wounds (Mass), Insect Plague, ***Nightmare, Possess Zombie, Slay Living, Zombie Blight***

**Create Zombi:** When casting *animate dead*, the Bokor can choose to create Okokiyat zombies instead of normal zombies. The Bokor can also cast *animate*



*dead* spontaneously, trading any prepared spell or spell slot of equivalent level or higher for it.

**Zombie Powder:** At 2<sup>nd</sup> level, a Bokor can create *zombie powder*, *plague powder*, or *zombie cucumber* at ½ the usual XP cost and ½ the usual DC. The Bokor must still meet the prerequisites for creating the items.

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**Rebuke Undead:** At 3<sup>rd</sup> level, a Bokor gains the abilities Rebuke Undead, Command Undead, Dispel Turning and Bolster Undead as a divine caster of a level equal to two less than his Bokor level. If the Bokor already has these abilities from another class, all relevant levels stack when determining the effectiveness of this ability.

**Extra Domain:** At 4<sup>th</sup> level and again at 7<sup>th</sup> level, a Bokor gains access to a domain from the following list: Death, Evil, Trickery. If the Bokor already has access to one of these domains, then he gains a new domain power and the ability to choose domain spells from the new domain in addition to the other domains he already knows. If he does not already have use of these domains, then he gains the listed domain ability and the ability to substitute one domain spell for one prepared spell or spell slot of the indicated level.

**Zombi Mastery:** At 5<sup>th</sup> level, a Bokor can control up to triple his level in Hit Dice of Okokiyat zombies or normal zombies when casting *animate dead* or *create okokiyat*, rather than only double his level. At 10<sup>th</sup> level, this increases to quadruple his level.

**Eyes of Zombi:** At 6<sup>th</sup> level, the Bokor gains the Blindsight ability with a range of 30 feet, allowing him to sense others through the body heat they emit. The Bokor is unable to use the Blindsight to target any creature that doesn't radiate body heat (including most undead and constructs and certain elementals).

**Scales of Zombi:** At 8<sup>th</sup> level, the Bokor begins to take on some of Zombi's reptilian appearance. The Bokor develops scales that provide a +2 natural bonus to AC. These scales never cover the face or hands and can be hidden under clothing.

**Fangs of Zombi:** At 9<sup>th</sup> level, the Bokor develops poisonous fangs. These fangs can be folded back when not in use and are not readily apparent. The Bokor can deliver a poisonous bite attack for 1d4 points of damage. In addition, the fangs deliver a poison that inflicts 1d6 points of primary Strength damage and 1d6 points of secondary Strength damage.

**TABLE 1-1: THE BOKOR**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+0	+2	Create Zombi	+1	+1
2nd	+1	+0	+0	+3	Zombie powder	+1	+1
3rd	+1	+1	+1	+3	Rebuke undead	+2	+1
4th	+2	+1	+1	+4	Extra domain	+2	+2
5th	+2	+1	+1	+4	Zombi mastery x3	+3	+2
6th	+3	+2	+2	+5	Eyes of Zombi	+3	+2
7th	+3	+2	+2	+5	Extra domain	+4	+3
8th	+4	+2	+2	+6	Scales of Zombi	+4	+3
9th	+4	+3	+3	+6	Fangs of Zombi	+5	+3
10th	+5	+3	+3	+7	Zombi mastery x4	+5	+4

**TABLE 1-2: BOKOR SPELLCASTING**

Bokor Level	Spells per Day by Spell Level					
	0	1	2	3	4	5
1st	3	2	—	—	—	—
2nd	4	3	—	—	—	—
3rd	4	3	2	—	—	—
4th	5	4	3	—	—	—
5th	5	4	3	2	—	—
6th	5	4	4	3	—	—
7th	6	5	4	3	2	—
8th	6	5	4	4	3	—
9th	6	5	5	4	3	2
10th	6	5	5	4	4	3

**TABLE 1-3: BOKOR BONUS SPELLS**

Wisdom	Bonus Spells by Spell Level					
	0	1	2	3	4	5
12–13	—	1	—	—	—	—
14–15	—	1	1	—	—	—
16–17	—	1	1	1	—	—
18–19	—	1	1	1	1	—
20–21	—	2	1	1	1	1
22–23	—	2	2	1	1	1

The DC for the Fortitude save is 15 + the Bokor's Constitution bonus. This attack is subject to all the usual rules affecting natural weaponry.