

INDEP (HD D6)

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“I didn’t see nothin’, I don’t know nothin’, and I ain’t sayin’ nothin’. There’s no way I had anything to do with the likes o’ them. I keep my own counsel and look out for myself.”

Although they deny any affiliation, there are those individuals who value just that – individuality – above all else. They swear no allegiance to any group, organization, or faction, whether religious or secular. They chafe under laws imposed by others, claiming only the individual can declare what is right or wrong for himself. Those that admire (or revile) the quintessential “self-made” man who keeps only his own counsel have dubbed such individuals “indeps.”

All walks of life gravitate to the indep attitude; some just take longer than others to break free from their dependence on outside influences. Loners such as bards and rogues are obvious candidates, but even clerics declare their independence from organized religion, preferring to explore their relationship with the divine on their own terms. Likewise, some wizards eschew established methods of schooling and research, abandoning all that has come before for an exploration of self. Sorcerers easily identify with the indep philosophy, for they know firsthand the power of one.



Class Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special
1	+0	+0	+2	+0	Shield of Individuality
2	+1	+0	+3	+0	Independent Mind +1
3	+2	+1	+3	+1	Blend in the Background +5
4	+3	+1	+4	+1	Independent Mind +2, Face in the Crowd
5	+3	+1	+4	+1	Blend in the Background +10
6	+4	+2	+5	+2	Independent Mind +3
7	+5	+2	+5	+2	Blend in the Background +15, No Barriers
8	+6	+2	+6	+2	Independent Mind +4
9	+6	+3	+6	+3	Blend in the Background +20
10	+7	+3	+7	+3	Independent Mind +5, Eyes Wide Open

Class Requirements:

To qualify to become an indep, a character must fulfill all the following criteria.

Alignment: Any nonlawful.

Base Reflex Save: +3.

Listen: 5 ranks.

Spot: 5 ranks.

Feat: Iron Will.

Class Skills:

Skill Points at Each Level: 8 + Int modifier.

Dexterity: Hide, Move Silently.

Intelligence: Appraise, Craft, Forgery.

Wisdom: Heal, Listen, Profession, Sense



Motive, Spot.

Charisma: Bluff, Disguise, Gather Information, Perform.

Class Features:

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

Weapon and Armor Proficiency: Characters who take a level of indep gain no proficiency in armor or weapons.

Shield of Individuality (Sp): At 1st level, the indep is able to cast *entropic shield* as a sorcerer of the same level three times + the indep's Dexterity modifier a day (but always at least once).

Independent Mind (Ex): At 2nd level, the indep receives a +1 bonus to all saves vs. mind-influencing effects. This bonus stacks with all other bonuses and increases by +1 at 4th, 6th, 8th, and 10th level. If no saving throw is normally allowed, the indep receives a save but does not use her Independent Mind bonus.

Blend in the Background (Ex): At 3rd level, the indep receives a +5 bonus to all Disguise, Hide, and Move Silently checks. This increases to +10 at 5th level, +15 at 7th level, and +20 at 9th level.

Face in the Crowd (Su): At 4th level, the indep radiates a permanent *nondetection* spell as if cast by a sorcerer of the indep's level. This ability may be suppressed or resumed as a free action by the indep.

No Barriers (Sp): At 7th level, the indep receives the benefits of a *freedom of movement* spell for a total number of minutes per day equal to the indep's level x 10. Use of this power may be started and stopped as a free action, with the



total of all uses not exceeding the time given above.

Eyes Wide Open (Sp): At 10th level, the indep is able to use *true seeing* as a sorcerer of the same level three times a day.

