

GATE KEEPER

Prestige Class

Gate Keepers are individuals that join an ancient cabal of people opposed to Outsider influence in the world. In particular they aim to protect, close, bar the Silver Gates that separate the Material Plane from the Outer, Astral and Ethereal Planes including the operation of good deities and . Gate Keepers all bear a small Gate Symbol tattoo (III) some more ornate than others. Gate Keepers can be people who are religious, but believe that the influence of the Gods needs to be limited. So even Divine spell casters can be Gate Keepers though their spell selection would be limited.

Requirements

Base Attack Bonus of +6

7 ranks in Arcane Knowledge (outsiders)

Ability to cast (or generate) *Protection vs. Evil*

Hit Dice: d10 Weapon and Armor Proficiencies: All Simple and Martial Weapons

Gate Keepers get 2+Int bonus skills per level

Class Skills: Decipher Script, Gather Information, Knowledge Arcana, Knowledge Religion, Ride.

Class Features:

Chosen Foe (Outsiders) [Su]: This bonus goes up by +1 for every three levels as a Gate Keeper. Unlike Rangers this applies to all Outsiders.

Turn Outsider [Su]: Gate Keeper is able to turn extra-planar creatures as undead.

However, only those levels as a Gate Keeper apply to the rolls. So in general this is only useful versus lower level outsiders. A successful destruction would send the creature back to its plane.

Resist Possession [Su]: Gate Keepers receive a +4 sacred bonus against any possession attempt such as a Magic Jar.

Uncanny Dodge [Su]: At 4th level Gate Keepers keen senses make them unable to be caught flat footed. They can still be Flanked however.

Force Shape Change [Su]: With a successful touch attack the Gate Keeper can force an outsider to reveal its true form. The Outsider gets a Will Save at DC:18+Wis Bonus of Gate Keeper.

Dimensional Anchor [Su]: With a touch attack the Gate Keeper can cause an Outsider to be prevented from leaving the plane as per the spell.

Progression Chart

	Attack Bonus	Fort	Ref	Will	Special Abilities
1	+1	+0	+0	+3	Chosen Foe (Outsider) +1, Turn Outsider
2	+2	+1	+1	+3	Resist Possession
3	+3	+1	+1	+5	Chosen Foe (Outsider) +2
4	+4	+2	+2	+5	Uncanny Dodge (Dex)
5	+5	+2	+2	+7	Dimensional Anchor
6	+6	+3	+3	+7	Chosen Foe (Outsider) +3
7	+7	+3	+3	+9	Bonus Feat
8	+8	+4	+4	+9	Force Shapechange (Outsiders only)
9	+9	+4	+4	+11	Chosen Foe (Outsider) +4