

QABALIST

The Qabalist is concerned with secret societies: their histories, their rites, their membership, and most importantly, their goals. Agents of the White Star who become Qabalists may focus on discovering qabals unknown to the organization, fostering relationships with qabals which are not at odds with the White Star, or infiltrating secret societies and government organizations. Due to their skills, Qabalists make excellent Ambassadors.

Examples of Qabalists include John Dee, Giacomo Casanova, Thomas Miller Beach, and Aleister Crowley.

Hit Die: d6

Requirements: To qualify to become a Qabalist, a character must fulfill all the following criteria.

Skills: Forbidden Lore (Politics and Law) 8 ranks, Knowledge (Politics and Law) 8 ranks, Bluff 5 ranks, Sneak 5 ranks

Special: Must have notice certificates (positive, negative, or neutral) from six qabals other than the White Star

Class Skills

The Qabalist's class skills (and the key ability for each skill) are: Bluff (Cha), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Forbidden Lore (Arcana, Geography, History, Politics and Law, Special Interest) (Int), Forgery (Int), Gather Information (Cha), Knowledge (Arcana, Geography, History, Politics and Law, Special Interest) (Int), Language, Notice (Wis), Profession (Wis), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Sneak (Dex)

Skill Points at Each Level: 8 + Int modifier

Table: The Qabalist

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Armor Bonus	Special
1	+0	+0	+0	+2	+0	Qabalistic Expertise
2	+1	+0	+0	+3	+0	Canvasser +1, Vocal Discipline
3	+2	+1	+1	+3	+1	Masquerade 1
4	+3	+1	+1	+4	+1	Alignment Obfuscation
5	+3	+1	+1	+4	+1	Mental Discipline
6	+4	+2	+2	+5	+3	Masquerade 2, Canvasser +2
7	+5	+2	+2	+5	+3	Qabalistic Mastery
8	+6	+2	+2	+6	+3	Alignment Mastery
9	+6	+3	+3	+6	+5	Masquerade 3
10	+7	+3	+3	+7	+5	Metaphysical Discipline, Canvasser +3

Class Features

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

Qabalistic Expertise: Starting at 1st level, a Qabalist subtracts 5 from the DC of any Forbidden Lore (Politics and Law) or Knowledge (Politics and Law) check that deals with secret societies (effectively getting one extra piece of information). If no DC is listed, he can identify a qabal by its symbol as well as gain basic information about the qabal (place and date of origin, goals) with a successful roll against DC15.

Canvasser: At 2nd level, the Qabalist gains a +1 bonus to Bluff, Gather Information, and Sense Motive checks. This bonus increases to +2 at 6th level and +3 at 10th level.

Vocal Discipline (Su): At 2nd level, the Qabalist becomes such an effective sophist that he can thwart magical means of detecting the truth. If a magical effect such as *discern lies* or *zone of truth* is used against the Qabalist, he can ignore the effect if he succeeds in a Bluff check versus a caster level check by the spellcaster.

Masquerade 1: At 3rd level, a Qabalist has learned enough about another secret society that he can pass himself off as an initiate of that organization. The Qabalist must pick a qabal from which he has a certificate of notice. The Qabalist will be able to blend in with other agents of that society in the field, but the deception will be noticed by intermediaries and those higher up in the organization.

Alignment Obfuscation (Su): At 4th level, the Qabalist is able to screen his true alignment from others. In the presence of alignment-detecting magic, the Qabalist must succeed in a Bluff check versus a caster level check by the spellcaster in order to maintain the ruse.

Mental Discipline (Su): At 5th level, the Qabalist has learned to secure important thoughts within his mind. He can ignore the effects of mind-reading spells such as *detect thoughts* if he succeeds in a Bluff check versus a caster level check by the spellcaster.

Masquerade 2: At 6th level, the Qabalist can successfully operate as a member of the qabal he picked for Masquerade 1 under both the scrutiny of its field agents and intermediaries (but will still be unmasked by those highest up in the organization). In addition, the Qabalist may pick another society for which they have a certificate of notice and begin at Masquerade 1.

Qabalistic Mastery: At 7th level, the Qabalist subtracts 10 from the DC of any Forbidden Lore (Politics and Law) or Knowledge (Politics and Law) check that deals with secret societies (effectively getting two extra pieces of information). If no DC is listed, they can identify a qabal by its symbol as well as gain basic information about the qabal (place and date of origin, goals) with a successful roll against DC10.

Alignment Mastery (Su): At 8th level, the Qabalist can choose to adopt any alignment he wishes, gaining all the benefits and drawbacks it entails (for example, becoming neutral evil would allow a Qabalist to pick up an evil-aligned artifact without negative repercussions, but they would also be subject to *protection from evil*). In the presence of alignment-detecting magic, the Qabalist must succeed in a Bluff check versus a caster level check by the spellcaster in order to maintain the ruse.

Masquerade 3: At 9th level, the Qabalist can successfully operate as a member of the qabal he picked for Masquerade 2 under the scrutiny of the entire organization at all levels. In addition, he now operates at Masquerade 2 for his second qabal and picks a third qabal, at which he operates at Masquerade 1. Please note that certain members of certain organizations may automatically know whether or not the character is genuine or not. For example, there are 12 members of the Fellowship's Council of Twelve. So, while the character may be able to adequately impersonate a member of the Council to members of the Fellowship, an actual Council member would know whether or not the character is one of the other eleven members.

Metaphysical Discipline (Su): At 10th level, the Qabalist has truly become a shadowy figure. He can avoid all attempts at divination (as the spell *nondetection*) if he succeeds in a Bluff check versus a caster level check by the spellcaster.