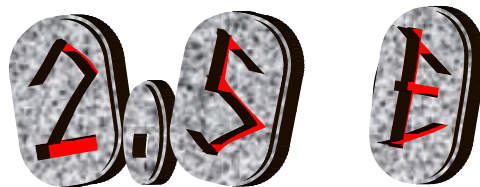


The Handbook



This Handbook clarifies PC creation, NWP, WP and various rules and game mechanics. It combines information from most of the 2E “Core” & “Options” books as well as some material from 3E/3.5E & 4E books. It does not include most Forgotten Realms accessories. If there are any questions ask the DM for specific clarification.



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Any changes made to The Handbook that increase a race, or class CP's will allow for PC's so affected to make purchases, respectively, for the difference. Decreases of race or class CP's will not affect PC's in play.

Changes to listed abilities (Race, Class, NWP, Traits, Disadvantages and WP's) take effect immediately!!!

Characters created prior to 1 May 2002 are “Grandfathered” in respect to Race, Class, NWP's, Traits, Disadvantages and WP's effects.

Human characters created prior to 27 Jan 2013 are “Grandfathered” in respect to EXP benefits.

The most current copy of The Handbook will be posted on the website www.HuntersInn.yolasite.com; it overrules/overrides any previous versions.

Errors found are worth a flat 100 EXP to a single PC of the player's choice as granted by the DM, typos are worth 5 EXP.





Section 1: PC Generation & CP's

Step-by-Step PC Generation

To create a PC, proceed, in order, from Step 1 through Step 15. If you have any questions ask the DM.

Step 1: Roll Basic Ability Scores

Your PC needs basic scores for Str, Dex, Con, Inte, Wis, and Cha. Roll 4 - 6-sided dice (4d6)*. You may reroll any single roll of 1 once. Discard the lowest die and total the remaining 3. *If the dice are rolled with 2 pairs (2-1's & 2-2's, 2-3's & 2-4's...etc.) the ability is an automatic 17, if all 4 dice equal a straight ("1,2,3,4", "2,3,4,5" or "3,4,5,6") the ability is an automatic 18, if all 4 dice come up the same, 4-6's, 4-5's... the ability is an automatic 19!!! (4-6's is an automatic 19 as well but it also gives a spare 6 to be substituted for any other ability roll).* Repeat this 6 more times, dropping the lowest total roll to give you 6 numbers (*you may reroll abilities if the average of the six rolls is 13 or less*). Assign the 6 numbers to the PC's abilities as you wish. **Ensure ability rolls are made with the DM watching!!!**
**Pirate "Liar" Dice may be used, skull & crossbones are wild, 6 sets, no rerolls.*

Step 2: Roll a Background & Choose Regional Abilities/Equipment (Section 2)

Use the table listed to roll your PC's background. Then choose a NWP out of those listed (refer to Section 7 for NWP's) to gain for free. Those players who have a good PC background story line may choose to talk with the DM to determine if a background can be chosen that fits the story line.

When the PC's homeland is determined by the DM at this step (if the race is known) or at step 15, refer to this section to choose the PC's regional ability and regional equipment.

Step 3: Choose a Race (Section 3)

Players can choose to select a standard race package (Section 3 – a single ability may be replaced with 1 or more ability/ies of equal or less CP's), or they may forgo the standard selection and choose to purchase their individual racial abilities using CP's.

Other world races are subject to DM approval!

Finally, determine the PC's height, weight, starting age, and age effects.

Step 4: Determine Ability and Sub-Ability Scores (Section 4)

Record abilities and sub-abilities on the PC sheet. Record and adjust for racial and aging mod's as well. **Ability scores may be modified by 2 points for 1 point swap; however the DM must approve the adj!!!**

Step 5: Select a Class (Section 5)

Players can choose to select a standard class package, or they may forgo the standard selection and choose to purchase their individual class abilities (Section 5). Record the PC's class abilities. **Psionics & 3E – 4E specific classes are not playable!**

Step 6: Choose a Kit (Section 6 & The Kit Handbook)

Determine if the PC is to have a kit using "The Kit Handbook". There are certain rules concerning the use of kits with CP's, please read about this at the beginning of each class (Section 5) and in Section 6.

Note: Prestige classes from 3E/3.5E are not kits and unless worked by the DM (unique cases only) do not transfer to 2.5E.

Step 7: Select NWP's (Section 7)

Determine the PC's total of NWP CP's. Using the PC's number of languages CP's (from Inte/Kno) add these bonus NWP CP's to the PC's NWP total.

Additionally the languages CP's (not to be confused with the bonus NWP CP's) can be used for additional languages. They can also be used as NWP and WP's as the player sees fit.

Step 8: Select Traits and Disadvantages (Section 8)

Determine the PC's traits and disadvantages. **Ensure that the DM knows what disadvantages you are selecting for your PC.**

Step 9: Select WP's (Section 9)

Determine the PC's WP's. As mentioned in step 7, the language CP's (not to be confused with the bonus NWP CP's) can be used for additional languages. They can also be used as NWP and WP's as the player sees fit.

Step 10: Choose an Alignment (Appendix A)

In selecting your alignment, abide by class restrictions.

Class	Alignment Restriction
Monk*	Any lawful
Specialty Priests	Determined by ethos
Bard & Druid*	Any neutral combination
Rogue	Any (can not be lawful good)
Barbarian	Any (can not be lawful)
Paladin*	Any good
Ranger*	Any good or true neutral
All others	Any

*There are very few and rare isolated rumors of "Anti-" variants (evil and/or chaotic perversions) of these classes!

Step 11: Saving Throws (Section 5) and Base Attack (Appendix A)

Determine the base saving throws and base attack for your PC from Section 5 and Appendix A.

Step 12: Roll HP's

Roll the appropriate HD for your PC as determined in PC class creation step. If the PC is multi-classed, roll all applicable HD and add the results. A 1st lvl the PC gains the maximum HP's possible. **Ensure that HP rolls are recorded on your PC sheet and that the rolls are made with the DM watching!!!**

Step 13: Record Base Movement (Appendix A & Section 3)

Find the PC's base MV rate in Appendix A or for special MV in Section 3 and make note of it, use the rules listed to determine the PC's actual MV rates.

Step 14: Equip Your PC (Equipment Handbook)

Consult the Equipment Handbook to determine your PC's starting funds. Using the tables, select and pay for your PC's starting equipment.

Consult the armor table to determine your PC's AC bonus (base AC for most creatures is 10). Modify this base AC by the defensive adj from Dex/Bal.

Record the weight, size, dmg, RoF, and range information for each weapon carried. Include type and speed factors. Ensure to list where items are carried in the equipment list so that it does not become a question later on in the game.

Step 15: Fill in the Details

This step is to "flesh-out" your PC. Fill out a description of your PC, eye color and hair color and if artistically inclined, to draw a sketch of your PC and of course give your PC a name. For arcane spell casters this is where you would also determine what spells you know (ask the DM).

When all of this is completed ask the DM to determine your PC's birth year and where your PC is from. Lastly the DM will let you choose to make "The 5-Rolls" or let the DM's Screen make "The 5-Rolls" which will possibly give your PC a bit more.

CP's

Lvl Gained CP's

PC's made from The Handbook & Skills & Powers kits from The Kit Handbook receive 5 CP's/lvl starting at 2nd.

PC's made from The Handbook & have an approved kit from The Kit Handbook receive 4 CP's/lvl.

PC's made from a mix & match with any other approved 1E or 2E source (they do not receive NWP & WP slots if listed) or 3E source that are Humanoid (not Monstrous Humanoid) receive 3 CP's/lvl.

Monstrous PC's made from 3E or greater sources receive 2 CP's/character lvl or HD/ECL, whichever is greater, after 1st lvl/HD/ECL (they do not receive skill points if listed).

Human PC's receive a bonus +2 CP's/lvl gained (including 1st).

Buying CP's

PC's can buy CP's with wealth (Cohorts can't purchase CP's). Exchanging 1/3 of a PC's money nets 1 CP. Up to 2 CP's/lvl can be gained, but has to have been done at 1st lvl for 1 CP to do it at any other lvl. Wealth gained CP's are used as the player sees fit. Inheritances (From the "5-Rolls") are not calculated towards the PC's total wealth. **All money to CP exchanges must be approved by the DM!!!**



Use of CP's

- CP's can be spent to acquire racial & class abilities, NWP & WP's and traits.
- Bonus CP's are awarded for taking disadvantages.
- CP's can be spent to improve a PC's roll for additional HP's when advancing a lvl. For every 2 CP's spent, the player can roll 1 additional die when determining new HP's, taking the highest number from the dice rolled, if all dice are the same number the PC gains an additional +1!!!.
- A single CP may be spent if the player elects to roll a single HD to determine new HP's and the roll was not to the players liking. However, the 2nd roll is the final roll and is what is taken as HP's.
- CP's can be used in the course of play to give a PC a 2nd chance to accomplish a feat, or to reroll a failed attack, saving throw, proficiency check, or even a low dmg roll (*not for fumbled/critically failed rolls - can be used to reroll fumbled/critical %*). It can even be used to have NPC's and monsters reroll their feats, attacks, saving throws, proficiency checks and dmg rolls. They cannot be used to make another PC reroll a die.

Regardless of any reroll success; any CP's spent are lost. Players can continue to spend CP's as long as they declare so before rolling any dice—and as long as they have CP's to spend. This mechanic allows PC's a 2nd chance to accomplish important tasks or to achieve feats vital to the story.

Training

Like all skills and abilities, proficiencies do not leap unbidden and fully realized into a PC's mind. Instead, a PC must train, study, and practice to learn a new proficiency. However, role-playing the training time needed to learn a new skill is just that...a role-playing opportunity...!

For NWP & WP training is as listed, if a trainer can be found. If not training time is doubled.





Section 2: PC Backgrounds & Regions

PC Backgrounds

Roll on the following table to determine the PC's background or write out a generic background that fits 1 of the first 20 backgrounds below for the DM. The PC may then choose 1 free NWP from those suggested in each background description. **Roll must be made with the DM watching!!!**

1d100	Event	1d100	Event
1-4	Accused of a Crime	50-54	Kidnapped
5-9	Apprenticeship	55-58	Killed Someone
10-13	Enslaved	59-63	Made a Powerful Enemy
14-18	Exiled	64-67	Orphaned
19-22	Failed Business Venture	68-72	Ran away from Home
23-27	Fell in Love	73-77	Reformed
28-31	Fled a Disaster	78-81	Touched by Magic
32-36	Found or Stole a valuable Item	82-86	Went to sea
37-40	Homeless	87-90	Witnessed a Crime
41-45	Ideological Differences	91-95	No Significant Background (2 Free NWP's)*
46-49	Joined the Circus	96-00	PC's Choice or roll 2 times (Ignore 91-00%)

* Truly monstrous PC's (including Cohorts) normally by default use this background; however it is not required for all monstrous PC's

Background Descriptions

Accused of a Crime: The PC is publicly accused of a crime the PC may or may not have committed. It might be a case of mistaken identity, or the PC could have been framed for a crime. The PC was forced to flee and become an adventurer rather than face certain punishment.

Suggested NWP's: Any.

Apprenticeship: The PC entered into an apprenticeship - an arrangement where a practiced craftsman taught them a skill in exchange for money or services. Apprenticeships need not be limited to mundane trades. Many a fighter began their career as a mere squire, and more than one young person with a talent for the Art signed with the local hedge wizard.

Suggested NWP's: Vocational skills such as animal handling, animal training, blacksmithing, boat piloting, cobbling, engineering, gem cutting, sculpting, and weaving. Adventuring skills such as spellcraft also might be learned.

Enslaved: The PC was a slave or indentured servant. The details of the PC's escape are left to the PC and the DM. It is likely such a PC will carry a grudge against those who owned them or will strive fervently to free other slaves.

Suggested NWP's: Survival, hunting, fishing, foraging, bowyer/fletcher, and weaponsmithing.

Exiled: For some reason - bad behavior, an unacceptable profession, an incompatible alignment, shady associates, etc. - the PC is banished from their family. Or perhaps the PC is cast out from the society in which the PC was raised. The offense could be a breach of some tribal or community law or religious taboo. With nowhere to turn, the PC is forced to live by their wits.

Suggested NWP's: Fire-building, fishing, tracking, hunting, healing, herbalism, set snares, and survival.

Failed Business Venture: Perhaps the PC was a cobbler and opened a shoe store. Maybe the PC owned a tavern, was a brewer, or made a living painting portraits. No matter the PC's profession, their business venture failed and the PC had to pursue another line of work—as an adventurer.

Suggested NWP's: Any appropriate to the PC's previous profession.

Fell in Love: The PC becomes attracted to someone, and their relationship propels the PC toward an adventuring career. Perhaps the love interest is an adventurer, whom the PC accompanies on quests. The love interest might be outside the PC's social class, and either or both families could protest or attempt to end the courtship. The outcome of the romance is left to the PC and the DM. Questing to find a lost love or to avenge the loss of one can make for powerful role-playing and exciting adventures.

Suggested NWP's: Dancing, etiquette, gaming, and musical instrument.

Fled a Disaster: The PC's homeland suffered a tremendous disaster - an earthquake, flood, plague, or war. The PC managed to escape, perhaps just barely. Without a home to return to, the PC becomes an adventurer, maybe with the goal of preventing the spread or future occurrence of the disaster that cost their home. Or it could be the PC searches for loved ones lost when the disaster struck.

Suggested NWP's: Hunting, fishing, set snares, fire-building, and survival.

Found or Stole a Valuable Item: The PC uncovered or stole something of value or interest to others. It could be gold; jewelry or gems; a minor magical item; a map to a dungeon, lost city, or treasure hoard; a prized horse and carriage; or a glass slipper. Whatever the item, someone wants it back. The previous owner might believe the PC stole the item - whether the PC actually did. Or the owner might try to reward the observant PC for recovering the item. Either way, this item can be the cause of a long-term relationship between the PC and the owner.

Suggested NWP's: Appraising, forgery, gem cutting, heraldry, and other skills that allow the PC to notice the item's true worth.

Homeless: The PC has no place to live. Perhaps the PC sold the homestead to raise money for an adventuring career. Maybe their property was seized by unscrupulous means. The landlord could have foreclosed, or the land could have been confiscated by the crown for back taxes. With nothing to hold the PC in one place, the PC sets out on a life of adventure - and, perhaps, revenge.

Suggested NWP's: Agriculture, mining, carpentry, and local history.

Ideological Differences: The PC wasn't comfortable in the society in which the PC was raised. The PC could be religious in an agnostic culture, lawfully-inclined in a chaotic society, or disgusted by their homeland's evil practices. The PC leaves their society behind to find one that suits them better.

Suggested NWP's: Any.

Joined the Circus: Many are fascinated by the color, excitement, and romance of a traveling troupe of performers. The PC was one such person, and the PC left home and hearth behind to take up a life with entertainers.

Suggested NWP's: Juggling, jumping, musical instrument, tightrope walking, throwing, singing, dancing, tumbling, and ventriloquism.

Kidnapped: The PC was kidnapped as a young child. The kidnappers could be evil relatives, people wandering through the PC's homeland, monsters, or simply strangers who want to raise a family and can't have children of their own. The details are left to the PC and DM. As many kidnappers might not make effective parents, the PC likely would become self-sufficient. Perhaps the PC is obsessed with finding their natural parents or discovering where the PC is from and who the PC really is.

Suggested NWP's: Survival, hunting, fishing, foraging, bowyer/fletcher, and weaponsmithing.

Killed Someone: Either through intent or accident, someone dies and the PC is accused. The authorities and the victim's relatives are after the PC, and if caught, the PC will likely face death.

Suggested NWP's: Skills such as disguise, survival, and forgery would be useful in evading capture.

Made a Powerful Enemy: The PC has an eternal foe. This foe could be a business competitor; a rival for a lover, a relative overcome by jealousy, or a villain the PC defeated but did not kill. Whatever the case, this enemy caused the PC to flee and take up the adventuring life.

Suggested NWP's: Any.

Orphaned: The PC's parents died when the PC was young. Causes include: sickness, war, assassination, accident, or mysterious disappearance. Parents who mysteriously vanished might be alive, but they've been gone so long that everyone, including the PC, believes them lost forever. Perhaps the PC was raised in a group home or in a state or religious institution. Maybe the PC was a street urchin with budding thief skills. The particulars are left for the PC & the DM.

Suggested NWP's: Any.

Ran Away from Home: The PC fled home early in life. Possible reasons include: boredom, wanting to see the world, breaking free from an unhappy home life, and wanderlust. Perhaps someone searches for the PC, and the PC believes someone is hounding them.

Suggested NWP's: Any.

Reformed: The PC was a criminal who decided to change their lifestyle. Perhaps the PC saw how their villainous acts hurt others, or maybe the PC became a victim, too, and decided it was time to change professions. Because the PC is likely wanted in 1 or more communities, the PC had to take on the adventuring life, traveling from place to place with no plans to settle down. Such an individual might go out of their way to help those victimized by crimes or to prevent young people from pursuing criminal careers.

Suggested NWP's: Appraising, forgery, disguise, gaming, and gem cutting.

Touched by Magic: The PC became an adventurer because something magical happened in their life. Perhaps the PC was ripped from their home world or plane because the PC unknowingly triggered a portal. Maybe the PC was an animal who became a man because of a wizard's experiment. Maybe the PC could have been a priest killed in a disaster and reincarnated into a new form - and the PC must start a career from scratch. The possibilities are endless and are to be detailed out by the DM and the PC. *Note: PC's that gain a Spell Ability from the "5-Rolls" automatically have this as a background.*

Suggested NWP's: Any.

Went to Sea: The PC is from an ocean-going community or culture and decides to seek their fortune on the waves. The many lands and peoples the PC encounters open their eyes to the diversity in the world.

Suggested NWP's: Boat piloting, rope use, seamanship, navigation, and weather sense.

Witnessed a Crime: The PC saw, heard, or has evidence that a terrible crime took place. However, turning in the culprits is not possible. The culprits might be powerful in local politics, they could be foreign spies or saboteurs, or the crime may be so out of PC for them that simply no one would believe the PC's outrageous accusation against them. In any case, the culprits would not be made to pay for their crimes and thus would be free to take vengeance against the witness. Perhaps the PC's family sent them away to avoid retribution. Or maybe the PC fled on the PC's own to protect others.

Suggested NWP's: To flee the criminals, the PC might need to learn disguise, reading lips, running, endurance, ventriloquism, navigation, boat piloting, chariotteering, and seamanship.

PC Regions

A PC's homeland (**determined by the DM**) determines their region; they may choose 1 regional ability and a regional equipment package (equipment only available for 1st lvl PC's) from this region. Any 1st lvl PC choosing to sell their regional equipment does so for only 50% of the listed value in The Equipment Handbook (regardless of NWP abilities), magical items & poisons cannot be sold. Common races make up (in various amounts, not always equal) 80% of the population for a region.

PC's, at 1st lvl, may forgo their regional ability and/or equipment package* and receive 5 bonus CP's, for either that is dropped, to spend in either race or class abilities (5 CP's max in either, cannot be carried over to NWP, Traits, WP or saved) if the following apply;

- 1) Not the common race/s (most monstrous PC's, however "Other" covers monstrous PC's)
- 2) Do not meet any of their regional abilities prerequisites
- 3) Those with backgrounds that list "*Suggested NWP's: Any*" or No Significant Background

*The PC may choose, instead of gaining 5 CP's, to increase their starting gold by +25% to forgo their equipment package.

1st lvl PC's meeting all three requirements above gain +5 CP's for both race and class and +50% bonus for starting gold. Cohorts gain the bonus CP's to be used for NWP, WP or for use in game, not used for Race/Class unless the cohort is identified as the 3% special NPC.

PC's, from 2nd lvl on, benefit from +5 CP's for race or class or a bonus to starting gold (2nd-5th lvl +25%, 6th-9th +10%, 10th lvl and greater +5%) for meeting a requirement above. If two requirements are met; two benefits (max) can be gained.

PC's from regions not listed may choose *any* appropriate regional ability (**DM approved**) or receive the benefits above.

Region	Common Race	Regional Abilities	Equipment	Common Gods
Aglarond	Human, Elf, Half-Orc, Half-Elf	Discipline, Luck of Heroes, Treetopper, Forester, Militia	(A) Studded leather armor & 20 arrows (B) Scrolls of <i>web</i> & <i>protection from normal missiles</i> (C) Long bow or long sword (D) Hide armor & large shield	Chauntea, Mielikki, Rillifane Rallathil, Selûne, Silvanus, Valkur
Altumbel	Human	Bullheaded, Militia, Stormheart	(A) Long sword or Spear (B) Chain mail & 1 instrument	Chauntea, Selûne, Valkur
Amn	Human, Elf, Half-Orc, Half-Elf, Half-Ogre	Cosmopolitan, Mercantile Background, Silver Palm, Street Smart, Dauntless, Surefooted, Thug	(A) Thieves tools, hand x-bow & 10 bolts (B) Long or short sword (C) Battle or double axe (D) Chain shirt & medium shield	Bane, Chauntea, Cyric, Selûne, Shar, Sune, Tempus, Tyr, Waukeen
Anauroch	Human, Elf, Half-Orc	Fearless, Knifefighter, Survivor	(A) Scimitar or dagger (B) Composite short bow +1 & 10 arrows	Beshaba, Kelemvor, Selûne, Talos
Ashane	Other	Magic in the Blood, Mind Over Body, Otherworldly	(A) Spiked chain or war club or flail (B) Wand of <i>detect magic</i> or <i>light</i> (1st) 20 charges	Mielikki, Selûne, Silvanus
Calimshan	Human, Planetouched	Bloodline of Fire, Genie Lore, Harem Trained, Mind Over Body, Street Smart, Spellwise, Magic in the Blood	(A) Wand of <i>magic missile</i> (1st) 20 charges (B) Studded leather armor & potion of <i>cure light wounds</i> (Max) (C) Scimitar or falchion	Azuth, Ilmater, Shar, Sharess, Siamorphe, Talos, Tyr
Channath Vale	Halfling	Fearless, Knifefighter, Luck of Heroes, Strong Soul	(A) Studded leather armor & 1 dose black adder venom (causes 1d8 points of dmg) (B) Sling & 10 silver bullets	Halfling Pantheon
Chessenta	Human, Half-Orc, Half-Ogre, Planetouched	Arcane Schooling, Artist, Education, Street Smart, Daylight Adaptation, Dauntless, Furious Charge, Knifefighter	(A) Short sword or long spear (B) Scrolls of <i>blur</i> & <i>levitate</i> (C) Bastard sword or falchion (D) Breastplate (E) Scale mail or short spear	Anhur, Azuth, Hoar, Lathander, Mulhorandi Pantheon, Red Knight, Tempus, Tiamat, Tyr

Region	Common Race	Regional Abilities	Equipment	Common Gods
Chondalwood	Elf, Halfling	Forester, Survivor, Treetopper, Blooded, Swift and Silent	(A) Hide armor & potion of <i>gaseous form</i> (B) Short spear (C) Long bow or short bow (D) 3 doses of blue whinnis poison (causes 1d4 points of dmg/dose)	Rillifane Rallathil, Sheela Peryroyl, Urogalan
Chult	Human, Dwarf	Foe Hunter, Snake Blood, Survivor, Disentangler, Jungle Stamina	(A) Dagger or short spear (B) 2 doses of monstrous scorpion venom (causes 1d6 points of dmg/dose) (C) Hand axe or machete (D) 3 doses black adder venom (causes 1d4 points of dmg/dose)	Shar, Thard Harr, Ubtao
Cormanthor	Elf (Drow)	Blooded, Daylight Adaptation, Swift and Silent	(A) Rapier or light x-bow (B) Hand x-bow & 3 doses of drow poison	Eilistraee, Vhaeraun
Cormyr	Human, Elf, Half-Orc, Half-Elf, Halfling, Gnome	Caravanner, Discipline, Foe Hunter, Furious Charge, Saddleback	(A) Long sword or heavy mace (B) Banded mail (C) Scrolls of <i>flaming sphere & shield</i>	Chauntea, Deneir, Helm, Lathander, Lliira, Milil
Dalelands	Human, Elf, Half-Orc, Half-Elf, Gnome	Blooded, Caravanner, Forester, Luck of Heroes, Militia, Strong Soul, Artist, Fleet of Foot	(A) Composite long bow +1 (B) Short spear, or quarterstaff	Chauntea, Eilistraee, Lathander, Mielikki, Oghma, Shaundakul, Silvanus, Sune
Damara	Human, Half-Orc, Dwarf	Arctic Adaptation, Bullheaded, Dauntless, Grim Visage, Jotunbrud	(A) Bastard sword or battle axe (B) 2 scrolls of <i>cure moderate wounds</i> (Min)	Ilmater, Silvanus, Tempus
Dambrath	Human, Half-Elf	Knifefighter, Resist Poison, Saddleback, Underdark eyes, Strong Soul	(A) Light x-bow, or rapier (B) 3 doses drow poison (C) Chain shirt & 1 dose of drow poison (D) Spiked chain or scourge (E) 300 GP worth of bloodstones	Lolth, Loviatar, Tempus
Dragon Coast	Human, Half-Orc, Half-Elf, Halfling	Silver Palm, Stormheart, Thug, Foe Hunter, Knifefighter	(A) Rapier or light x-bow (B) Potion of <i>levitate</i> or <i>blur</i> (C) Trident or short spear (D) 5 – 50 GP pearls	Deep Sashelas, Helm, Mask, Nobanion, Sune, Tempus, Tymora,
Earthfast Mountains	Other	Knifefighter, Resist Poison, Swift and Silent	(A) Studded leather armor & 2 doses of greenblood oil (causes 1d3 points of dmg/dose if used as poison or as a 1/2 effect 1st lvl grease spell) (B) Short sword or spear	Hruggek, Maglubiyet
Elven Court	Elf	Fearless, Luck of Heroes, Strong Soul, Woodwise	(A) Chain shirt (3% chance elven chain) (B) Scroll of <i>barkskin & tree shape</i>	Elven Pantheon
Evereska	Elf	Discipline, Gift of Tongues, Magical Training	(A) Chain mail & 20 arrows (3% chance elven chain mail) (B) Wand of <i>color spray</i> (1st) 20 charges	Elven Pantheon

Region	Common Race	Regional Abilities	Equipment	Common Gods
Evermeet	Elf	Education, Magical Training, Otherworldly, Spellwise	(A) Scroll of <i>knock & invisibility</i> (B) Long sword or long bow (C) Chain mail & 5 arrows +1 (3% chance elven chain mail)	Elven Pantheon
Forest of Lethyr	Elf, Other	Fleet of Foot, Forester, Luck of Heroes, Long Reach, Woodwise	(A) Studded leather armor & 3 potions of <i>cure light wounds</i> (Min) (B) Hide armor & scroll of <i>heat metal</i> (C) Long bow or spear (D) Hide armor & scroll of <i>chill metal</i> (E) Scroll of <i>barkskin & tree</i> (F) Chain mail & 5 arrows +1 (3% chance elven chain mail) (G) Wand of <i>color spray</i> (1st) 20 charges (H) Short sword or rapier	Elven Pantheon, Silvanus
Galena Mountains	Dwarf	Dauntless, Foe Hunter, Stoneshaper, Thunder Twin, Tireless	(A) Footman's pick or dwarven axe-spear (B) Chain mail	Dwarven Pantheon
Golden Water	Human	Arcane Schooling, Cosmopolitan, Silver Palm	(A) Scimitar, katar, or falchion (B) Wand of <i>cure light wounds</i> (1st), 20 charges	Gond, Selûne, Torm, Waukeen
Great Dale	Human, Gnome	Bullheaded, Dauntless, Forester	(A) Long or short bow (B) 3 doses of healing salve, & 20 arrows (C) Light mace or short spear (D) Staff of <i>cure light wounds</i> (1st) 10 charges	Shaundakul, Silvanus, Talona
Great Glacier	Human, Dwarf, Gnome, Halfling, Elf	Ancestral Spirit, Axe Thrower, Surefooted, Survivor, Axethrower, Oral History	(A) Spear or javelin (B) Hide armor & potion of <i>cure moderate wounds</i> (Max) (C) Horseman's pick or short spear (D) Riding dog & hide armor	Auril, Talos, Ulutiu
Great Rift	Dwarf	Bullheaded, Metallurgy, Silver Palm, Sky Rider, Thunder Twin	(A) Scroll of <i>strength</i> & 5 - 10 GP thunderstone gems (B) Footman's mace or great axe	Dwarven Pantheon
Great Sea	Human, Elf (Aquatic)	Blooded, Landwalker	(A) Trident or long spear (B) Net & 3 - 25GP pearls	Deep Sashelas, Istishia, Selûne, Talos, UMBERLEE, Valkur
Halruaa (Also Nimbral, due to Halruaan descent)	Human, Elf, Half-Elf, Halfling (Nimbral: Human, Elf, Half-Elf)	Arcane Schooling, Magical Training, Spellwise (Nimbral: Fearless, Luck of Heroes, Magic in the Blood, Magical Training, Mind over Body, Southern Magician, Spellwise)	(A) Scroll of <i>web</i> & 6 1st lvl arcane spells (B) Wand of <i>sleep</i> (1st) 20 charges (C) Potions totaling 300 GP or less (Nimbral: Any 2 above)	Azuth, Mystra, Shar (Nimbral: Azuth, Helm, Oghma, Leira, Mystra, Torm, Waukeen)

Region	Common Race	Regional Abilities	Equipment	Common Gods
High Forest	Elf, Halfling	Fleet of Foot, Forester, Treetopper	(A) Longs or short sword +1 (B) Composite long bow +1	Elven Pantheon
Hordelands	Human, Half-Orc	Horse Nomad, Saddleback, Tireless, Daylight Adaptation, Fearless	(A) Composite short bow (B) Light warhorse, bit & bridle, military saddle, & studded leather barding (C) Spear or greataxe (D) Studded leather armor & potion of <i>hill giant strength</i>	Akadi, Grumbar, Malar, Orc Pantheon, Selûne
Icerim Mountains	Other	Battle Jump, Bullheaded, Survivor	(A) Great club (B) Hide armor	Auril, Loviatar
Impiltur	Human, Dwarf	Dauntless, Fearless, Foe Hunter, Militia	(A) Bastard sword or morningstar (B) Thieves' tools & studded leather armor (C) Two-handed or long sword	Ilmater, Selûne, Tymora, Valkur, Waukeen
Inner Sea	Human, Elf (Aquatic)	Blooded, Landwalker	(A) Trident or long spear (B) Net & 3 – 25 GP mother-of-pearl shells	Deep Sashelas, Istishia, Selûne, Talos, Umberlee, Valkur
Lake of Steam	Human, Dwarf	Knifefighter, Snake Blood, Stormheart	(A) Scimitar or falchion or glaive (B) Potion of <i>darkvision</i> or <i>invisibility</i>	Bane, Chauntea, Cyric, Lathander, Sune, Tyr
Lantan	Human, Dwarf, Gnome	Arcane Schooling, Education, Mercantile Background, Fearless	(A) Light x-bow, & 10 bolts (B) Heavy x-bow	Azuth, Gond
Lapaliiya	Human	Resist Poison, Snake Blood, Stormheart	(A) Scimitar or javelin (B) Studded leather armor & potion of <i>invisibility</i>	Ilmater, Kelemvor, Selûne, Talos, Waukeen
Luiren	Halfling, Dwarf	Discipline, Militia, Nobody's Fool, Strong Soul	(A) Short or long sword (B) Medium Shield & 3 doses healing salves (C) Potions of <i>invisibility</i> & <i>gaseous form</i>	Yondalla
Moonsea	Human, Half-Orc, Half-Ogre	Foe Hunter, Street Smart, Thug, Axethrower, Resist Poison, Surefooted	(A) Short or double-bladed sword (M/M) (B) Light x-bow (C) Battle or double axe (D) Chain mail & large or medium shield	Bane, Cyric, Loviatar, Mask, Orc Pantheon, Talona, Talos
Moonshae Isles	Human, Elf, Half-Orc, Half-Elf	Axethrower, Dauntless, Oral History, Strong Soul	(A) Studded leather armor & 20 arrows (B) Hand or battle or double axe (C) Long bow or composite short bow	Chauntea, Tempus, Umberlee
Mulhorand	Human, Planetouched	Arcane Schooling, Mind Over Body, Theocrat, Discipline	(A) Sickles or scythes (B) 2 - 2nd lvl divine scrolls (C) Falchion or khopesh (D) Scrolls of <i>mending</i> & <i>spiritual hammer</i>	Bane, Cyric, Kossuth, Loviatar, Mask, Mulhorandi Pantheon, Mystra, Red Knight, Shar

Region	Common Race	Regional Abilities	Equipment	Common Gods
Narfell	Human, Half-Orc	Arctic Adaptation, Saddleback, Survivor	(A) Light warhorse, bit & bridle, military saddle, & studded-leather barding (B) Light lance or long spear	Talos, Tempus, Waukeen
Nelanther Isles	Human, Half-Orc	Blooded, Stormheart, Thug	(A) Scimitar or dagger (B) Heavy x-bow & 10 bolts	Beshaba, Cyric, Talos, Tempus
The North	Human, Elf, Half-Orc, Half-Elf, Half-Ogre, Dwarf, Gnome, Halfling	Arctic Adaptation, Axethrower, Foe Hunter, Jotunbrud, Saddleback, Ancestral Spirit, Furious Charge, Oral History, Surefooted, Swift and Silent, Daylight Adaptation, Resist Poison	(A) Studded leather armor & potion of <i>invisibility</i> (B) Battle axe or heavy mace or long sword (C) Banded mail & small shield (D) Great axe or double axe or double flail	Auril, Bane, Chauntea, Deneir, Eldath, Helm, Lurue, Malar, Mielikki, Oghma, Orc Pantheon, Tempus, Tyr, Umberlee, Uthgar, Waukeen
Oldonnar	Dwarf	Magic in the Blood, Stoneshaper, Strong Soul	(A) Footman's pick or mace (B) Chainmail	Dumathoin
Rashemen	Human	Aftersight, Bullheaded, Draw From the Land, Dreadful Wrath, Ethran, Vremyonni Training	(A) Great axe or double-bladed sword (S/M or M/M) (B) Wand of <i>light</i> or of <i>detect magic</i> (1st) 20 charges (C) Potions of <i>cure light wounds</i> & <i>jump</i> (2 each)	Chauntea, Mielikki, Mystra
The Ride	Human, Half-Orc, Half-Ogre	Furious Charge, Horse Nomad, Tireless	(A) Light warhorse, bit & bridle, military saddle, & studded-leather barding (B) Spear or double axe (C) Splint mail (D) Chain shirt & medium shield	Malar, Selûne, Talos, Tempus
Sembia	Human, Halfling, Gnome	Caravanner, Mercantile Background, Silver Palm, Twin Sword Style	(A) 300 GP (B) Rapier or dagger	Azuth, Deneir Lathander, Loviatar, Mystra, Sune
The Shaar	Human, Dwarf, Other	Fleet of Foot, Horse Nomad, Survivor, Furious Charge, Swift and Silent, Tireless	(A) Studded leather armor & javelin (B) Light warhorse, bit & bridle, military saddle, & studded leather barding (C) Club or spear (D) Large shield & 3 potions of <i>cure light wounds</i> (Min)	Akadi, Mask, Nobanion, Shar, Tempus
Shadovar	Shade Human, Shade Elf, Shade Half-Elf, Shade Dwarf	Discipline, Spell Wise	(A) Ranscur or short sword (B) Wand of <i>sleep</i> (1st) 20 charges	Shar
Sildeyuir	Elf (Star)	Artist, Forester, Otherworldly, Woodwise	(A) Long sword or rapier (B) Chain shirt & 1 musical instrument (3% chance elven chain)	Corellon Larethian
Silverymoon	Human, Elf, Half-Orc, Half-Elf, Dwarf	Blooded, Education, Smooth Talk, Mind Over Body, Strong Soul	(A) Long sword or rapier or long bow (B) Studded leather armor & 2nd lvl scroll (C) Breastplate & 20 arrows	Deneir, Elven Pantheon, Helm, Lurue, Milil, Mielikki, Mystra, Oghma, Selûne, Shiallia, Silvanus, Sune, Tymora

Region	Common Race	Regional Abilities	Equipment	Common Gods
Snow Eagle Aerie	Elf (Avariel)	Artist, Education, Fearless, Mind Over Body	(A) Rapier or long sword (B) Wand of <i>cure light wounds</i> (1st) 20 charges	Aerdie Faenya
Smoking Mountains	Dwarf	Dauntless, Forgeheart, Oral History, Thunder Twin	(A) Chain shirt (B) Wand of <i>cure light wounds</i> (1st) 20 charges)	Dwarven Pantheon
Spine of the World	Dwarf, Gnome, Halfling, Elf	Bullheaded, Foe Hunter, Oral History, Thunder Twin	(A) War hammer or great axe (B) Breastplate & 2 potions of <i>cure light wounds</i> (Min)	Dwarven Pantheon
Storm Horn Mountains	Other	Fearless, Furious Charge	(A) Javelin or short spear or long spear (B) Light lance or bolas	Aerdie Faenya
Surkh	Other	Axethrower, Dauntless, Tireless	(A) Javelin (B) Hide armor & large shield	Semuanya
Sword Coast	Human, Dwarf	Cosmopolitan, Knifefighter, Stormheart, Forgeheart, Mercantile Background, Metallurgy, Thunder Twin, Tireless	(A) Long sword or dagger (B) Hand x-bow & 20 bolts (C) Hand or battle axe (D) 5 - 50GP gold bars	Bane, Beshaba, Chauntea, Dumathoin, Lathander, Marthammor Duin, Mask, Moradin, Mystra
Tashalar	Human, Half-Orc	Foe Hunter, Mercantile Background, Snake Blood	(A) Light x-bow (B) Hide armor & large shield (C) Hand x-bow & 20 bolts	Chauntea, Malar, Savras, Set, Waukeen
Tethyr	Human, Elf, Half-Elf	Blooded, Furious Charge, Luck of Heroes	(A) Potion of <i>cure moderate wounds</i> (Max) (B) Chainmail (C) Scrolls of <i>protection from missiles & blur</i> or <i>aid & mending</i>	Helm, Ilmater, Siamorphe, Tyr, Torm
Thay	Human, Planetouched, Other	Discipline, Mind Over Body, Tattoo Focus, Blooded, Long Reach, Thug, Dreadful Wrath	(A) 2 - 2nd lvl arcane spell scrolls (B) 1 - 2nd lvl & 4 - 1st lvl arcane spell scrolls (C) Battle axe or short spear (D) Scale mail (E) Scroll of <i>invisibility & burning hands</i> (F) Breastplate	Anhur, Azuth, Bane, Hoar, Kossuth, Lathander, Lovitar, Red Knight, Shar, Tiamat, Talona, Yeenoghu
Thesk	Human, Half-Orc, Half-Ogre, Gnome	Caravanner, Mercantile Background, Silver Palm, Smooth Talk, Artist, Magic in the Blood, Daylight adaptation, Knifefighter, Thug	(A) Studded leather armor & thieves' tools (B) Studded leather armor & healer's kit (C) Light mace or long sword (D) Studded leather armor, 5 gems (10 GP each) & 2 potions of <i>cure light wounds</i> (Min) (E) Spear or double axe (F) Chain mail	Bane, Chauntea, Gnome Pantheon, Mask, Shaundakul, Waukeen
Turmish	Dwarf	Dauntless, Silver Palm, Stoneshaper, Thunder Twin	(A) Splint mail & large shield (B) 5 - 50 GP gold bars	Dwarven Pantheon

Region	Common Race	Regional Abilities	Equipment	Common Gods
Underdark (Darklands)	Dwarf (Grey)	Arachnid Rider, Iron Mind, Magic in the Blood, Mercantile Background	(A) War hammer or short sword (B) Splint mail	Deep Duerra
Underdark (Deep Imaskar)	Other	Arcane Schooling, Otherworldly	(A) 1 - 2nd lvl spell scroll & 3 - 25 GP thunderstone gems (B) Wand of <i>detect magic</i> or of <i>light</i> (1st) 20 charges	Chantea, Grumbar, Kossuth, Mystra, Shar
Underdark (Fluvenilstra)	Other	Dauntless, Discipline, Survivor	(A) Hide armor & large shield (B) Chain shirt & potion of <i>cure light wounds</i> (Max)	Chauntea, Grumbar, Shar
Underdark (Menzoberranyr)	Elf (Drow)	Arachnid Rider, Blooded, Magic in the Blood, Twin Sword Style	(A) Hand x-bow & 20 bolts (B) Scroll of 2 - 2nd lvl spells	Lolth
Underdark (Northdark)	Dwarf (Grey), Half-Orc, Half-Ogre, Gnome (Deep)	Bullheaded, Daylight Adaptation, Resist Poison, Thug, Magic in the Blood, Mercantile Background, Strong Soul, Axethrower, Blooded	(A) Chain shirt & 10 bolts (B) Hand or battle axe (C) Dagger, horseman's or footman's pick (D) Chain shirt & 10 bolts (E) Two-handed sword or spear (F) Banded mail	Callarduran Smoothhands, Laduguer, Orc Pantheon
Underdark (Old Shanatar)	Dwarf	Azerblood, Batrider, Dauntless, Thunder Twin, Tireless	(A) Footman's mace or great axe (B) Chainmail	Dumathoin
Underdark (Reeshow)	Other	Blooded, Surefooted, Thug	(A) Battle axe (B) Scale mail	Shar
Underdark (Slopdilmopolop)	Other	Daylight Adaptation, Dreadful Wrath, Survivor	(A) Staff or spear (B) Scroll of 2 - 2nd lvl spells	Blibdoolpoolp
Underdark (Yathcol)	Other	Discipline, Knifefighter, Resist Poison	(A) Short sword or javelin (B) Any single potion	Lolth
Unther	Human, Half-Orc, Planetouched	Arcane Schooling, Street Smart, Theocrat, Thug, Magic in the Blood	(A) Breastplate (B) Scrolls of <i>detect magic</i> & <i>burning hands</i> (C) Scale mail & 20 cold iron arrows (D) 3 doses of black adder venom (causes 1d4 points of dmg/dose)	Anhur, Bane, Mulhorandi Pantheon, Mystra, Tiamat, Tempus
Vaasa	Human, Half-Orc, Half-Ogre	Arctic Adaptation, Axethrower, Tireless, Blooded, Dauntless, Surefooted	(A) Splint mail (B) Heavy or light mace (C) Spear or double axe (D) Chain shirt & medium shield	Auril, Bane, Orcus, Orc Pantheon, Talos
The Vast	Human, Half-Orc, Dwarf	Luck of Heroes, Mercantile Background, Thug	(A) 3 potions of <i>cure light wounds</i> (Min) & 20 arrows (B) Banded mail with small shield	Chauntea, Eldath, Mystra, Tempus, Torm, Tymora
Vilhon Reach	Human, Elf, Half-Elf	Plague Resistant, Silver Palm, Snake Blood, Thug	(A) Rapier or dagger (B) Chain shirt & 20 bolts	Eldath, Helm, Lliira, Malar, Nobanion, Silvanus

Region	Common Race	Regional Abilities	Equipment	Common Gods
Waterdeep	Human, Elf, Half-Orc, Half-Elf, Half-Ogre, Planetouched, Halfling, Dwarf, Gnome, Other	Artist, Cosmopolitan, Education, Silver Palm, Smooth Talk, Twin Sword Style, Thug, Thunder Twin	(A) Long or short sword (B) Any 2 - 2nd lvl scrolls (C) Chain shirt & 50GP (D) Heavy mace or battle axe (E) Rapier or dagger (F) Wand of <i>magic missile</i> (1st) 20 charges (G) Studded leather armor, 5 gems (50 GP each)	Dwarven Pantheon, Elven Pantheon, Faerûnian Pantheon
The Wealdath	Elf	Fleet of Foot, Swift and Silent, Woodwise	(A) Long bow (B) Chain shirt & potion of <i>cure light wounds</i> (Max) (3% chance elven chain)	Elven Pantheon
Western Heartlands	Human, Elf, Half-Orc, Half-Elf, Halfling, Gnome	Artist, Bullheaded, Caravanner, Saddleback, Shadow Shield, Shadow Song, Discipline, Strong Soul, Fearless, Luck of Heroes, Woodwise	(A) Bastard or two-handed sword (B) Potion of <i>cure light wounds</i> (Max) (C) Hand x-bow & 15 bolts (D) Scroll of <i>invisibility</i> & <i>mirror image</i> (E) Light x-bow or short bow (F) Chain shirt	Deneir, Gnome Pantheon, Halfling Pantheon, Helm, Kelemvor, Lathander, Oghma, Tempus
Wizard's Reach	Human	Arcane Schooling, Spellwise, Street Smart	(A) Studded leather armor & 10 +1 bolts (B) Scroll of 1 - 2nd lvl spell & 3 - 25 GP thunderstone gems	Hoar, Mystra, Selûne, Shar, Tiamat, Tyr
Yuirwood	Half-elf, Elf	Discipline, Luck of Heroes, Treetopper	(A) Studded leather armor & 20 arrows (B) Scroll of <i>barkskin</i> & <i>tree shape</i>	Elven Pantheon

Note: Planetouched includes; aasimars, genasi and tieflings

Regional Ability Descriptions

Regional ability benefits do not automatically grant NWP's unless specifically stated, however those listed can be purchased at 1 CP less than normal. Half-breeds (to include aasimar, genasi, half-elves, half-ogres, half-orcs and tieflings) meet prerequisite requirements if one of their parents was of the listed race.

Regional Abilities: Further identified by the following sub-groups;

Extraordinary (Ex) or not labeled; Not affected by wild/dead magic areas, can't be dispelled, usually used as a free action.

Spell-like (Sp); Affected by wild/dead magic areas, can be dispelled, can't be counterspelled, affects can be nullified by MR.

If caster lvl not stated, character lvl is used. Treated as innate spell ability for initiative mod's (3).

Supernatural (Su); Affected by wild/dead magic areas, can be dispelled, can't be counterspelled, affects can't normally be nullified by MR. If caster lvl not stated, character lvl is used. Treated as innate spell ability for initiative mod's (3).

Regional Ability	Prerequisites	Benefit
After Sight (Sp)		As a full-round action, the PC can attempt to invoke a vision of the past tied to the local area in which they are standing. The PC must make a Wis check to invoke a vision, and can make no more than 3 attempts in a single day. A successful vision serves to augment historical knowledge, providing a +4 bonus on all Ancient, Local and Bardic History checks for the next minute.
Ancestral Spirit		The PC gains a +2 bonus on all Healing, Ancient and Local History checks.
Arachnid Rider	Underdark race	The PC gains a +2 bonus on all Animal Handling and Riding, land-based (arachnid) checks. The PC may use the Animal Handling NWP to affect monstrous spiders of large size or smaller.
Arcane Schooling		The PC's arcane class does not count toward lvl differences or standard multi-classing mod's.
Arctic Adaptation (Su)		The PC gains a +4 bonus on saving throws against cold effects. The PC also gains a +1/+5% bonus on all Hide, Move Silently checks (if possessed), Perception checks in ice and snow.
Artist		The PC gains a +2 bonus on perform checks (Dancing, Singing, Whistling, Humming...etc) and to 1 Craft.
Axethrower		When the PC makes a ranged attack with a thrown weapon (axe, spear, javelin, or the like), they may add their Str bonus instead of their Dex bonus to the attack roll.
Azerblood (Su)		The PC gains a +4 bonus on saving throws against fire effects. The PC also receives a +1 bonus on Armorer, Blacksmithing, and Weaponsmithing checks.
Batrider	Shield dwarf or Underdark race	The PC gains a +2 bonus on all Animal Handling and Airborne Riding (bat) checks. The PC may use the Animal Handling NWP to affect monstrous bats of large size or smaller.
Battle Jump		The PC can execute a charge by simply dropping from a height of at least 1 box above the opponent. The PC can't jump from more than 6 boxes above the opponent, nor can the PC effectively battle jump while under the influence of a fly or levitate spell or effect, as the PC has to hurl themselves down on their foe. If the PC hits, they deal double dmg. After the PC attacks, they take falling dmg as normal for the distance they jumped. The PC is entitled to a Tumbling NWP check (if known) to take less dmg, as if they had fallen 2 boxes less than they actually did. If the PC fails this check, they fall prone 1 box from their opponent unless they have Instant Stand.
Blooded		The PC gains a +2 to initiative and a +2 to Perception checks.
Bloodline of Fire (Su)		The PC gains a +4 bonus on saving throws against fire effects, and implies a -2 penalty to enemy saves vs. spells with fire descriptor.
Bullheaded (Su)		The PC gains a +1 on saves vs. mind effecting spells and +2 on Intimidate checks.
Caravanner		The PC gains a +2 bonus on all Animal Handling, Survival, Orienteering and Riding, land-based checks.
Chondathan Missionary (Sp)	Ability to cast divine spells	The tradition of the Chondathan missionary lies strong in the PC's soul; they may cast 3 spells for free if they're actually using the spell to proselytize to a reasonably receptive audience (indifferent attitude or better).
Cosmopolitan		The PC gains a +2 to checks on a single NWP that is not from normal group NWP crossovers.
Dauntless		The PC gains a +5 HP's at 1st lvl.
Daylight Adaptation	Underdark races	Unlike other members of the PC's race, the PC is not dazzled or blinded by exposure to bright light or sunlight. The PC has the <u>Light-Fighting</u> (opposite of <u>Blind-Fighting</u>) WP.
Discipline (Su)		The PC gains a +1 on saves vs. mind effecting spells and +2 bonus on Con checks.

Regional Ability	Prerequisites	Benefit
Disentangler (Su)	Forest, jungle, wild or wood titled sub-races or underdark races	The PC is adept at getting out of entangling situations. The PC can't be caught up in any type of physical bindings such as caused by <i>entangle</i> or <i>web</i> . This ability extends from natural to magical in nature, but does not grant any protection to <i>hold</i> , <i>charm</i> or the like that are not physical.
Draw From the Land (Su)		Before resting, the PC may draw upon, the power of the land to revitalize their body and mind. This allows the PC to recover an additional 2 HP's/day of light activity, or 4 HP's/lvl for each day of complete rest, and 2 ability score points/day of light activity, or 4 ability score points for each day of complete rest.
Dreadful Wrath (Sp)		When the PC charges, makes a full attack, or casts a spell that either targets an enemy or includes an enemy within 20', the PC causes all enemies within 20' to make a successful save vs. paralyzation or suffer a -1 to all rolls for 1 turn. Regardless of saving throw success or failure, any creature exposed to this effect is immune for 24 hours.
Education		Choose 2 non-combative related non-WP's for free; gain a +1 to checks on both.
Eldritch Linguist (Sp)	Ability to cast divine spells	The PC may cast 1 of the following spells/week at the appropriate lvls: <i>read magic</i> , <i>command</i> , <i>comprehend languages</i> , <i>speak with animals</i> , <i>whispering wind</i> , <i>bestow curse</i> , <i>explosive runes</i> , <i>glyph of warding</i> , <i>speak with dead</i> , <i>speak with plants</i> , <i>power word silence</i> , <i>dismissal</i> , <i>sending</i> , <i>shout</i> , <i>tongues</i> , <i>atonement</i> , <i>word of recall</i> , <i>holy word</i> , <i>power word stun</i> , <i>symbol</i> .
Ethran	Female	+2 Animal Handling, Animal Training, Riding and Direction Sense checks. +2 Cha bonus when dealing with Rashemi.
Fearless (Su)		The PC is immune to fear effects, magical or otherwise.
Fleet of Foot		The PC's land speed is faster than the norm for their race by 10'. This benefit applies only when lightly armored (studded leather or less) and unencumbered.
Foe Hunter (Su)		The PC's homeland dictates a specific and a general foe, against which they gain +2 on dmg, melee attacks, ranged attacks as well as saving throws for a specific foe and +1 vs. a general foe (see following table).
Forester		The PC gains a +2 on Heal checks and +2 Survival checks.
Forgeheart (Su)		The PC gains a resistance to fire +5.
Furious Charge		The PC gains a +4 bonus on the attack roll they make at the end of a charge.
Genie Lore (Sp)		Choose 1 type of energy: acid, cold, electricity, or fire. The PC implies a -1 to any saving throws for any arcane spells with the energy type descriptor that they cast.
Gift of Tongues		The PC's Inte is 4 points higher for the purpose of determining how many bonus languages they may start with.
Grim Visage		The PC gains a +4 bonus on Intimidation NWP checks.
Harem Trained		The PC gains a +2 bonus on Diplomacy and any type of "Performance" NWP checks (Musical, Whistling, Dancing, etc.).
Horse Nomad		Free WP (composite short bow) and +2 on Ride checks.
Iron Mind (Su)	Wis 13	The PC gains a +4 bonus on saving throws vs. mind effects or spells and spell like abilities that affect the mind.
Jotunbrud		The PC's base height and weight mod increases by +1d"x" ("x" = the die that is normal for the race). Then add an additional 50% of max "x" to the total height and weight. The PC is treated as one category larger than normal when it's advantageous to them.
Jungle Stamina (Su)	Forest, jungle, wild or wood titled sub-races	The PC gains a +2 bonus on all Survival NWP checks and a +2 bonus on saves versus disease.
Knifefighter		With only a dagger or knife the PC is a force to be reckoned with. The PC gains a +4 bonus to use for attack and/or dmg when fighting in urban settings. In any other settings they gain a +1 for either attack or dmg.
Landwalker	Aquatic elf or aquatic sub-races	The PC can survive out of water for 3 days/point of Con. After this point every 6 days requires an ability check as listed.
Lightbringer (Su)	Ability to cast divine spells and to turn undead	Whenever the PC casts a spell, they can expend 3 of their daily turn attempts to infuse the spell with positive energy. Done immediately prior to casting the spell, they gain +2 to the caster lvl for effects. Infusing a spell with positive energy is a full-round action that does not provoke attacks of opportunity. The turn attempts are wasted if they don't cast a spell immediately after spending 1 round infusing it.
Long Reach		When the PC wields a spear or short spear, they can use the weapon to attack opponents 5 or 10' away. When they wield a long spear, they can attack opponents 10 or 15' away.
Luck of Heroes (Su)		The PC gains a +1 bonus on all saving throws.

Regional Ability	Prerequisites	Benefit
Magic in the Blood (Sp)		Any racial spell-like ability is now usable 3 times normal use.
Magical Training (Sp)	Inte 10+ or Cha 10+	The PC may cast Dancing Lights, Spectral Hand and Wizard Mark once/day.
Mercantile Background		When the PC sells weapons, magic items, or other adventuring goods, they get 75% of the list price instead of 50%. Once/month, they can buy any single item at 75% of the offered price. They also receive an extra 300 GP to spend as they see fit during PC creation.
Metallurgy		The PC gains a +3 bonus on all Craft (Armorer, Blacksmithing or Weaponsmithing) NWP checks.
Militia		The PC receives the WP's (long bow) and (long spear) for free. In Luiren they are short bow and short sword instead.
Mind over Body		The PC may choose to use their Inte or Wis score instead of Con to determine bonus HP's, starting at 1st lvl. Additionally they receive the benefits of Warrior of Legend as a Warrior at every lvl that an ability point is gained (normally 4,8,12 and 16). Lastly if they are a spell caster they receive a +1 bonus to their AC.
Nobody's Fool	Wis 13	The PC gains a +2 bonus on all Sense Motive checks and Gather Information checks.
Oral History		The PC gains a +2 bonus on all History and "performance" type NWP checks such as Singing, Dancing, Humming, etc.
Otherworldly (Su)		The PC is born a native outsider. They have darkvision 60'. Furthermore, they gain the Diplomacy NWP with a +2 bonus.
Plague Resistance (Su)		The PC gains a +4 bonus on saving throws against disease and spells or effects that produce disease. This bonus applies on saving throws to fight off ability dmg from disease, as well as saving throws against the initial exposure to the disease.
Resist Poison (Su)		The PC gains a +4 bonus on saving throws against poison.
Saddleback		The PC gains a +3 on all Ride checks.
Shadow Shield (Su)		The PC gains a +2 bonus on all saving throws against spells and spell-like abilities with the shadow descriptor. They also get a +2 bonus on all saving throws against spells and spell-like abilities that draw on the magic of the Shadow Weave. These benefits stack with each other.
Shadow Song (Su)	"Bardic music" type ability	The PC implies a -1 to opponents saves vs. musical spells or spell like abilities from class. They also get the benefit of being considered 1 lvl higher when casting bardic spells and spell like/class abilities.
Silver Palm		The PC gains a +2 on Appraising, Looting and Sleight of Hand checks.
Sky Rider		The PC gains a +2 bonus on Animal Handling and Riding (air based - hippogriff) NWP checks.
Smooth Talk		The PC gains a +1 on Bureaucracy, Diplomacy, Fast Talking, Intimidation and Persuasion checks.
Snake Blood (Su)		The PC gains a +2 bonus on saving throws against poison and +1 to Dex.
Southern Magician (Sp)	Ability to cast 2nd lvl spells	1x/day/2 spellcaster lvls, the PC can cast a divine spell as an arcane spell, or vice versa. The actual source of the spell's power doesn't change, nor does it means of preparation. They are merely weaving the strands of magic together in an unconventional way that makes the spell behave somewhat differently.
Spellwise (Su)	Ability to cast spells	PC's with this ability cast spells that are often confusing to others. Spellcasters who don't have this ability suffer a -4 penalty on attempts to counterspell, dispel or detect the spellcasters spells through casting subtlety.
Spire Walking		The PC gains a +2 bonus on all "Balance" type NWP checks.
Stormheart		The PC gains a +2 bonus on Balance and Profession (sailor) NWP checks. They ignore any hampered MV penalties for fighting on pitching or slippery decks, and they gain a +1 dodge bonus to AC during any fight that takes place on or in a boat or ship.
Street Smart		The PC gains a +2 on Fast Talking, Intimidation and Streetwise checks.
Stoneshaper		The PC gains a +2 bonus on NWP checks that involve stone in any shape or form, such as stonemasonry, gem cutting, etc.
Strong Soul (Su)		The PC gains a +1 on a single chosen saving throw and +3 on saving throws against energy draining, ability draining and death effects.
Surefooted		The PC gains a +2/+10% bonus on Climb and Jumping checks. They also ignore MV penalties for ice and steep slopes. If a surface is both steep and icy, they treat it as 1 or the other. The PC gains the Jumping NWP.

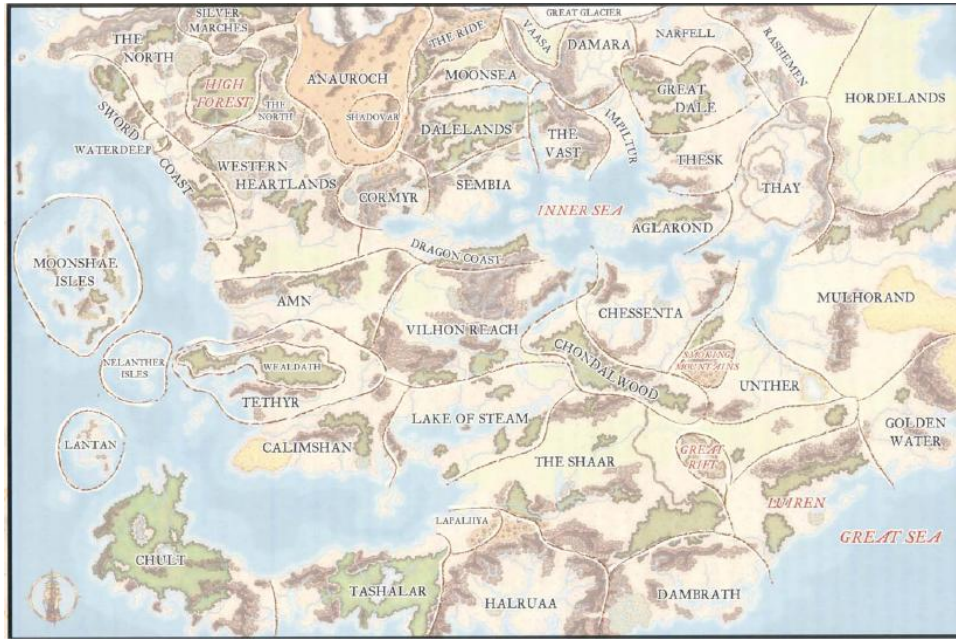
Regional Ability	Prerequisites	Benefit
Survivor (Su)		The PC gains a +1 on saves (except Rods, Staves and Wands and Spells) and +4 bonus on Survival checks.
Swift and Silent		The PC may move up to their full MV and still attempt to Move Silently (if possessed, or as thief of equal lvl) without penalty.
Talfirian Song (Su)	"Bardic music" type ability	1x/day/lvl the PC may increase a musical spell or spell like ability lvl by 1.
Tattoo Focus	Specialized in a school of magic	The PC gains a +1 bonus for saving throws against spells from their school. Spell caster lvl is considered 1 lvl higher than normal for effects of spells from the school of specialization.
Theocrat	Worship of a God	The PC gains a +2 bonus on all Diplomacy and Religion checks.
Thug		The PC gains a +2 initiative, +2 bonus on Intimidation checks.
Thunder Twin (Su)		The PC has a twin brother or sister (fraternal or identical). If their twin is alive and on the same plane, they may attempt a Wis check to sense their direction. If successful, they can note their twin's direction any time during the next hour. They can retry this check once/hour. The PC also gains Diplomacy and Intimidate NWP's with a +2 bonus.
Tireless (Su)		The PC ignores all sleep like effects and hypnotism, they also ignore any effect spell-like or otherwise that requires or causes a need for rest (such as caused by haste or the like).
Treetopper		The PC gains a +20% on Climb checks with trees. They don't lose Dex bonus to AC or give attacker +2 bonus when attacked while climbing in trees.
Twin Sword Style		When fighting with 2 swords of the same type the PC can designate an opponent against whom they gain a +2 AC bonus against.
Underdark Eyes (Su)	Darkvision	The PC's darkvision is exceptionally refined to 120'.
Vremyonni Training	Ability to cast spells	The PC gains a +2 bonus on Sage Knowledge and Spellcraft checks.
Woodwise (Sp)		The PC is affected by a continual <i>Pass Without Trace</i> that can be turned off at will. When fighting in wooded areas, they gain a +1 bonus to AC.

Foe Hunter Homeland Region Enemies

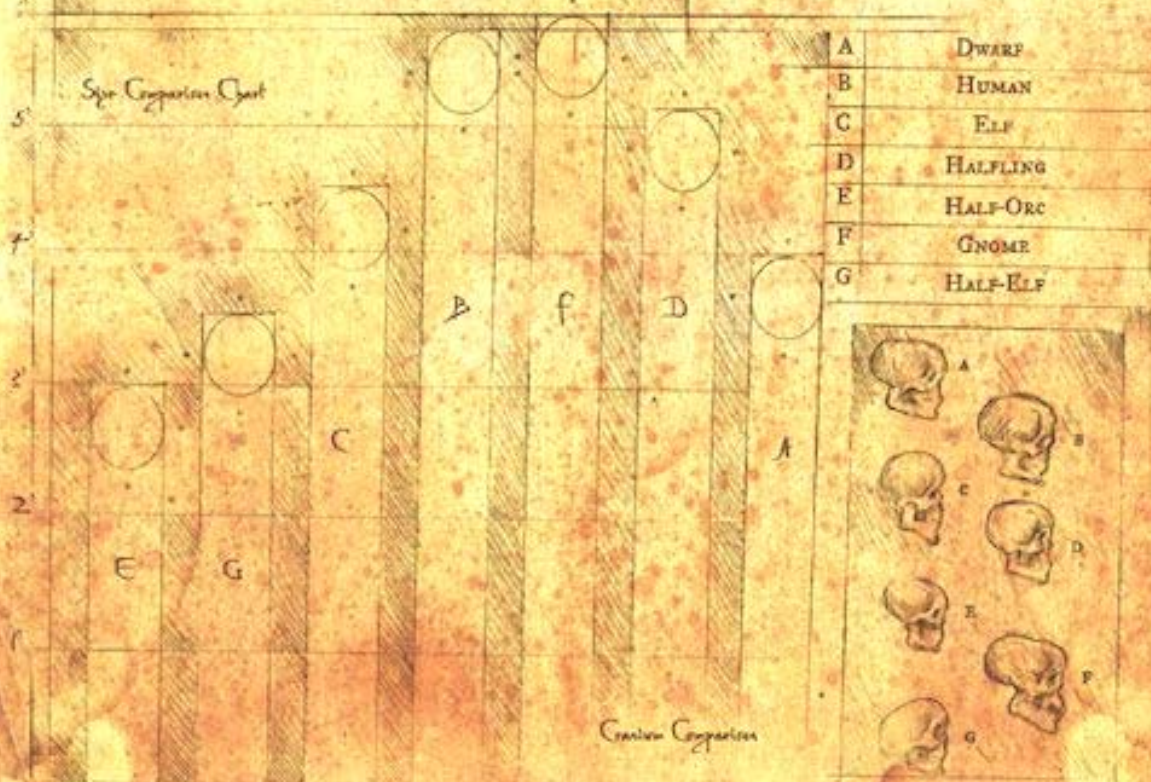
Home Region	Specific Enemy	General Enemy	Home Region	Specific Enemy	General Enemy
Cormyr	Goblinoids	Humanoids	The North	Orcs	Humanoids
Chult	Goblinoids	Humanoids	Samarach	Yuan-ti	Half-blooded yuan-ti
The DragonCoast	Dragons	Lizards	The Spine of the World	Orcs	Humanoids
The Galena Mountains	Goblinoids	Humanoids	Tashalar	Yuan-ti	Half-blooded yuan-ti
Impiltur	Demons	Half-blooded demons	Thindol	Yuan-ti	Half-blooded yuan-ti
The Moonsea	Orcs	Humanoids			

Regional Maps

The following 2 maps show most of the various regions of where PC's come from.



RACIAL CHART STUDY C





Section 3: Races

Standard Races (Demihumans and Humans)

Each race has a different outlook and perspective towards the world and other races. The DM is the best source of information for this type of information.

Recommended languages can be purchased for 1 CP less than normal. All other languages not recommended are at normal cost. All lvl based racial abilities are based on character lvl (not including ECL's, Level Adjusts or Challenge Rating). Racial abilities can't offset disadvantages gained nor increase abilities in the PC's class/es.

Sub-Races with a * following an ability, identify that the ability is a sub-race specific ability.

Abilities with a [Race] identified are abilities that can only be purchased with the respective racial package.

PC's with enhanced darkvision (90' or greater) that have the ability to hide in shadows can do so effectively against darkvision.

Racial Abilities: Further identified by the following sub-groups;

Extraordinary (Ex) or not labeled; Not affected by wild/dead magic areas, can't be dispelled, usually used as a free action.

Spell-like (Sp); Affected by wild/dead magic areas, can be dispelled, can't be counterspelled, affects can be nullified by MR.

If caster lvl not stated, character lvl is used. Treated as innate spell ability for initiative mod's (3).

Supernatural (Su); Affected by wild/dead magic areas, can be dispelled, can't be counterspelled, affects can't normally be nullified by MR. If caster lvl not stated, character lvl is used. Treated as innate spell ability for initiative mod's (3).

CP's

Demihumans can save 5 CP's from this step using them at any point in the PC creation process. Humans, half-breeds, half-elves, half-ogres and half-orcs can save any extra CP's.

1. A single race ability can be purchased or changed (*if a race ability purchase was not made, and may only be changed once*) at every 5th lvl (5, 10 & 15) with DM approval. [Racial] abilities cannot normally be purchased/changed. *Racial abilities that change HD are retro-active and rerolled, however the roll/s cannot be lower than originally rolled unless they are not annotated.* Monster PC's can make an extra class purchase in lieu of a race purchase (using class purchase rules).
2. A PC with a racial or sub-racial package can "trade" in 1 ability and use the CP's to purchase other abilities at 1st lvl.



Aasimars

Aasimar are the result of the mating of a human or demihuman and a celestial. Most aasimar are referred to as aasimar, there are 5 exceptions; mating with an astral deva aasimon or greater aasimon results in an aasimin, a trumpet archon or greater archon results in an archar, an asuras results in an asuri, a firres eladrin or greater eladrin results in an eladrur and a guardinal results in a guardinil. All aasimar resemble their mortal parent in most ways with few variants to their appearance that usually hint at their celestial parentage.

Players who choose Aasimar for their PC's have 35 CP's to spend on racial abilities. Aasimars may choose to take additional racial vulnerabilities to gain more CP's to spend on racial abilities.

Automatic Language: Mortal parent racial language or celestial. Aasimar can choose which language is their starting language.

Recommended Language: The language not chosen becomes a recommended language.

Aasimar CP Cost: 35

Aasimar resemble their mortal parent except for 2 traits listed below (roll 1d10);

Golden eyes	Pearly opalescent eyes	Feathers at shoulders	Silvery or golden skin	Emerald skin
Silver hair	Powerful ringing voice	Brilliant topaz eyes	Iridescent scales in small patches	Feathers in hair

Aasimar Racial Abilities*

Cold Resistance (5)	Darkvision
Fire Resistance (5)	MR (10)
Mental Fortitude	Surprise Bonus

Aasimin Racial Abilities

Darkvision	Death Immunity (15)
Gas Resistance (5)	Poison Resistance (5)
Know Alignment	MR (10)

Archar Racial Abilities

Archon Powers - Minor (10)*	Darkvision
Any 2 Selected Resistances (5ea)	Light Form (10)
Sword Bonus	Telepathy

Asuri Racial Abilities

Angelic Wings	Darkvision
MR (10)	True Seer (10)
Asuras Powers - Minor (10)*	

Eladrin Racial Abilities

Eladrin Powers - Minor (10)*	Cold Resistance (10)
Darkvision	Electrical Resistance (10)
MR (10)	

Guardinil Racial Abilities

Guardinal Powers - Minor (10)*	Darkvision
Electrical Resistance (10)	Magic Missile Immunity
MR (10)	

Aasimar Racial Penalties

The only penalty facing the standard aasimar (listed above) is always being readily identified as such. All other aasimar (including aasimin, archar, asuri, eladrin and guardinil) suffer the same as well as an ECL of +1. This ECL requires them to gain EXP required for 1 lvl higher than normal to gain each lvl. To gain 2nd lvl the aasimar would require 3,000 EXP's instead of 1,000 normally required to gain 2nd lvl.

*Standard Aasimar's do not get to make a "trade" of a single ability; if they do then they suffer the ECL penalty listed above.

Aasimar Abilities

- **Alignment Affinity (Su) (5):** The aasimar is instantly aware of any beings within 20' who possess the same alignment as themselves.
- **Angelic Wings (10):** The aasimar has a large pair of feathery, angelic-looking wings from their back that allows flight (MV 15, MC C). See Winged PC's entry under the Other Playable Races and the avian effects on land MV in Appendix A.
- **Archon Powers - Minor [Archar] (Sp) (5/10):** 1x/week, the aasimar can cast *cure light wounds*, *dispel magic*, or *protection from normal missiles*. At 7th lvl, the aasimar can cast all these innates 1x/week. For 10 CP's it is usable 1x/day at respective lvls.
- **Archon Powers - Major [Archar] (Sp) (10/15):** 1x/month, the aasimar can cast *heal*, *holy word*, or *spell turning*. At 9th lvl, the aasimar can cast all these innates 1x/month. For 15 CP's it is usable 1x/week at respective lvls.
- **Armor Bonus (5/10/15):** The aasimar gains a +1 AC bonus when wearing any metal armor. For 10 CP's it's +2, for 15 CP's it's +3.
- **Asuras Powers - Minor [Asuri] (Sp) (5/10):** 1x/week, the aasimar can cast *blur*, *fly*, or *mirror image*. At 7th lvl, the aasimar can cast all these innates 1x/week. For 10 CP's it is usable 1x/day at respective lvls.
- **Asuras Powers - Major [Asuri] (Sp) (10/15):** 1x/month, the aasimar can cast *advanced illusion*, *improved invisibility*, or *solid fog*. At 9th lvl, the aasimar can cast all these innates 1x/month. For 15 CP's it is usable 1x/week at respective lvls.
- **Celestial Skin (Su) (15):** The aasimar can be hit only by +1 or better weapons.
- **Confer (Su) (10):** An aasimar may temporarily confer 1 of their racial abilities on a worthy being of good for the next 24 hours. The act takes 1 round and requires the aasimar to touch the recipient. The aasimar loses that ability until 24 hours have elapsed, at which time the aasimar regains the ability. The aasimar cannot cancel this conferral once it has taken place.
- **Darkvision (5):** The aasimar possesses darkvision to 60'.
- **Death Immunity (Su) (10/15):** 1 day/month, the aasimar is immune to death magic (*power word kill*, *destruction*, etc.). The aasimar is not immune, to any other special abilities, ability or level draining attacks, spells, basic attacks or death from massive dmg. For 15 CP's it is usable at all times.
- **Detect Lie (Sp) (5):** The aasimar may cast *detect lie* 1x/day.
- **Eladrin Powers - Minor [Eladrin] (Sp) (5/10):** 1x/week, the aasimar can cast *alter self*, *comprehend languages*, or *slow poison*. At 7th lvl, the aasimar can cast all these innates 1x/week. For 10 CP's it is usable 1x/day at respective lvls.
- **Eladrin Powers - Major [Eladrin] (Sp) (10/15):** 1x/month, the aasimar can cast *minor globe of invulnerability*, *polymorph self* or *wall of force*. At 9th lvl, the aasimar can cast all these innates 1x/month. For 15 CP's it is usable 1x/week at respective lvls.
- **Elemental Resistance (Su) (5/10/15):** The aasimar gains a +2 bonus on saving throws vs. acid, cold, electricity, fire, gas or poison (select 1 type). For 10 CP's the aasimar suffers only 1/2 dmg from same. For 15 CP's the aasimar is immune to all effects of the element. This ability may be purchased 6 times, once for each element type (no matter the resistance purchased).
- **Guardinal Powers - Minor [Guardinil] (Sp) (5/10):** 1x/week, the aasimar can cast *light*, *magic missile*, or *protection from evil 15' radius*. At 7th lvl, the aasimar can cast all these innates 1x/week. For 10 CP's it is usable 1x/day at respective lvls.
- **Guardinal Powers - Major [Guardinil] (Sp) (10/15):** 1x/month, the aasimar can cast *hold monster*, *lightning bolt*, or *wall of ice*. At 9th lvl, the aasimar can cast all these innates 1x/month. For 15 CP's it is usable 1x/week at respective lvls.
- **Holy Regen (Sp) (10):** While on any other non-evil plane (besides the material plane) the aasimar regenerates at a rate of 1 HP/turn. On the upper Planes of Good, the aasimar regenerates at a rate of 1 HP/round.
- **Know Alignment (Sp) (5):** The aasimar may cast *know alignment* 1x/day.
- **Lightform (Sp) (5/10):** 1x/week, the aasimar may assume a *lightform* similar in function to the wizard spell *wraithform* (except this innate accesses an extra-dimensional space, not the ethereal plane). At 5th lvl, the aasimar can assume a *lightform* 2x/week. For 10 CP's it is usable 1x/day and at 5th lvl 2x/day.

- **Magic Missile Immunity (Su) (10):** The aasimar is immune to *magic missile*.
 - **MR (Su) (5/10):** The aasimar gains a 5% MR. For 10 CP's it is 10%. This ability may not be taken with any other resistance ability.
 - **Mental Fortitude (Su) (5):** The aasimar gains a +2 to saving throws against sleep and charm-related spells.
 - **Planar Recognition (Su) (5):** Upon sight, the aasimar instantly recognizes any "true" or "half" planar beings as a fellow native. The aasimar does not gain any other information about the beings the aasimar encounters.
 - **Power of Life (Su) (10/15):** 1 day/month, the aasimar is immune to level draining attacks from undead. The aasimar *is not* immune to any other special abilities, ability draining attacks, spells, basic attacks or death from massive dmg. For 15 CP's it is usable at all times.
 - **Strong Ancestry (5):** For 5 CP's more than the cost listed, the aasimar may select an option available to their mortal parent. Only those options that are not already, in some form, listed under aasimar can be chosen. Human abilities with "*" cannot be purchased.
 - **Sub-Ability Bonus (10):** The aasimar gains +1 to either Intu, Mus, Pow or Wil sub-ability scores. This ability may be taken 4x, once for each sub-ability.
 - **Surprise Bonus (5):** The aasimar's unnatural hearing and other-planar alertness grant a +1 to all surprise checks.
 - **Sword Bonus (5):** The aasimar gains +1 to hit with any sword.
 - **Telepathy (Sp) (5):** At will, the aasimar can cast *telepathy*, usable with any celestial or other intelligent being of the same alignment within a 20' radius.
 - **True Seer (Sp) (5/10):** The aasimar can cast *true seeing* 1x/week. For 10 CP's it is usable 1x/day.
- [Racial] abilities (Minor or Major) may be purchased by the respective [Race] once after 1st lvl

Aasimar Vulnerabilities

All aasimar may inherit certain weaknesses from their celestial parentage. Aasimar's may select any or all of the following racial weaknesses for bonus CP's to purchase additional racial traits (also incurs ECL penalty):

- **Fiendish Hatred (+5):** The aasimar despises all types of fiends ("True" or "1/2" devils or demons) and always seeks to destroy without question or hesitation anyone strongly associated with fiends (lower plane natives, wizards or priests who make pacts with fiends)
- **Fiendish Magic Weakness (Su) (+5):** The aasimar is more susceptible to the foul, unwholesome magic's cast by fiends (to include demons, devils, tieflings and half-bloods). The aasimar receives a -1 to all saves vs. magic used by fiends and also suffers an extra point of dmg/die rolled from offensive spells employed by fiends.
- **Iron Weakness (Su) (+5):** The aasimar suffers double dmg from any iron weapons.
- **Unholy Water Weakness (Su) (+5):** The aasimar suffers 2d4 HP dmg from a direct hit of unholy water. A splash of unholy water inflicts 1d4 HP dmg.



Dwarves

Because of their resistance to magic, dwarves have difficulty using enchanted items. All magical items not specifically suited to the dwarf's PC class have a 20% chance to malfunction. A check for malfunction is made every time the dwarf attempts to use the item. If the check is passed, the item works until it is turned off, put away, or its duration expires. If the check fails, the magical qualities of the item cannot be called upon; though the item might function normally the next time the dwarf tries to use it. Malfunction checks apply to all magic items except weapons, shields, armor, gauntlets, girdles and priest items (if the dwarf is a priest).

If a dwarf possesses a *cursed* item and it malfunctions, the dwarf will recognize the nature of the item and can safely dispose of it.

Players who choose dwarves for their PC's have 45 CP's to spend on racial abilities.

Dwarf (Standard) CP Cost: 30

Dwarves average 4 - 4 1/2' in height and weighing almost as much as an adult human. Their eye coloring is dark. Skin coloring is solely light brown to deep tan. Hair coloring is black, grey or brown. Males wear their beards long and carefully groomed.

Automatic Language: Dwarven

Recommended Languages: Common, draconic, gnomish, goblin, giant, orc and terran.

Dwarf Special Abilities

Combat Bonus Darkvision (5) Defensive Bonus Mining Detection Saving Throw Bonus

Arctic Dwarves (Inugaakalikurit or Glacier Dwarves) CP Cost: 45

Arctic dwarves rarely exceed 3' in height and are usually just as wide. Their eye coloring is solely bright blue. Skin coloring ranges from white with a bluish hue, to bright red due to their fondness for sunbathing which leaves them sunburned but causes them no discomfort at all. Their cheeks are normally rosy red unless completely sunburned.

Hair coloring is solely white covering their entire heads and worn long and tumbling down their backs. Males sport short beards with twisting mustaches. Both sexes wear simple tunics of polar bear fur and go bare foot.

Automatic Language: Dwarven

Recommended Languages: Aquan, common, draconic and giant.

Arctic Dwarf Special Abilities

Cold Immunity (15) Combat Bonus Darkvision* Mining Detection Saving Throw Bonus
Ice Shape* Ice Walk*

Arctic Dwarf Racial Penalties

Arctic dwarves start out with no money. They may choose up to 10 items other than 4 basic tribal (non-metal) weapons to take with them on their travels. These items include sacks, dried food rations, capes, fishing gear, rope, and tools (for skinning, sewing, or digging). Arctic dwarves are considered non-proficient with shields and must pay a standard WP to gain the basic ability to use one.

Arctic dwarves lose their Ice Shape and Ice Walk abilities at a rate of 1/week starting 2 weeks after leaving the arctic climate. The arctic dwarf regains their racial abilities at a rate of 1/month of uninterrupted "residence" in the arctic climate.

Gold Dwarves (Sun or Hill Dwarves) CP Cost: 35

Gold dwarves average 4' in height and weighing as much as an adult human. Their eye coloring is usually brown or hazel. Skin coloring ranges from light brown to deeply tan. Hair coloring ranges from black to gray or brown with all shades tuning deep gray as time progresses. Both genders wear their hair long; males (and sometimes females) wear their beards long and carefully groomed.

Automatic Language: Dwarven

Recommended Languages: Giant, gnoll, gnomish, goblin, halfling, orc, and undercommon.

Gold Dwarf Special Abilities

Combat Bonus Darkvision (5) Defensive Bonus Eliminate Penalty (10) Mining Detection
Saving Throw Bonus

Gold Dwarf Racial Penalties

Gold dwarves are not accustomed to traveling over water. They suffer a -2 penalty to reaction rolls when they are in or adjacent to rivers, lakes, and seas.

Gray Dwarves (Duergar) CP Cost: 35

Gray dwarves average 4' in height and weighing as much as an adult human. They are wide in shoulder as other dwarven kin but are wiry and lean, their limbs corded with tough muscle. Their eye coloring is solely black. Skin coloring ranges from light gray to dark gray. Both genders are bald with males wearing long grey beards and mustaches.

Automatic Language: Dwarven.

Recommended Languages: Common, draconic, dwarven, elven, giant, goblin, kuo-toan, orc, terran and undercommon.

Gray Dwarf Special Abilities

Darkvision* Defensive Bonus* Mining Detection Saving Throw Bonus* Stealth (10)

Gray Dwarf Racial Penalties

Gray dwarves suffer a -1 penalty on all rolls when exposed to bright sunlight or continual light spells. Lesser light sources do not impair them. Grey dwarf spellcasters need to make Inte (if an arcane spellcaster) or Wis (if a divine spellcaster) check to successfully cast spells when they receive the above penalty.

Shield Dwarves (Mountain Dwarves) CP Cost: 35

Shield dwarves average 4 1/2' in height and weighing as much as an adult human. Their eye coloring is usually green or silvered blue. Skin coloring ranges from fair to lightly tan. Hair coloring ranges from light brown to red with all shades tuning silver or white as time progresses. Both genders wear their hair long; males (and very few females) wear their beards and mustaches long and carefully groomed.

Automatic Language: Dwarven

Recommended Languages: Common, draconic, elven, giant, goblin, gnoll, gnomish and orc.

Shield Dwarf Special Abilities

Darkvision (5)	Defensive Bonus	Giant Killer	Mining Detection	Orc Killer
Saving Throw Bonuses	Weapon Bonus (Axe or Hammer)			

Shield Dwarf Racial Penalties

Like gold dwarves, shield dwarves are not accustomed to traveling over water. However, they are comfortable around rivers and small lakes. They suffer a -2 penalty to reaction rolls only when on board sea-going vessels or when in large bodies of water.

Urdunnir Dwarves (Orecutters) CP Cost: 45

Urdunnir dwarves average 4 1/2' in height and weighing much more than an adult human. Their eye coloring is always silver. Skin coloring is solely light grey. Hair coloring is uniformly grey with varying silver and/or black highlights. Both genders wear their hair long; males (and some females) wear their beards and mustaches long and carefully groomed.

Automatic Language: Dwarven.

Recommended Languages: Aboleth, beholder, dwarven, elven, gnomish, kua-toan, terran and undercommon.

Urdunnir Dwarf Special Abilities

Combat Bonus	Darkvision (5)	Defensive Bonus	Mining Detection	Saving Throw Bonus
Shape Metal*	Stone Shape*	Stone Walk*		

Urdunnir Dwarf Racial Penalties

Urdunnir dwarves are not accustomed to traveling over water or on the surface. They suffer a -2 (10%) cumulative penalty to all rolls when they are in or adjacent (within sight) to rivers, lakes, and seas or not below at least 10' of earth or stone (an urdunnir on the surface and traveling on the open seas would have a -4 penalty to all rolls).

Additionally an urdunnir must consume a 50 GP worth of gems each month or randomly lose 1 of their 3 special abilities. If they miss 2 months then 2 abilities would be lost, 3 and all 3 would be lost until 50 GP of gems were consumed. Once consumed it takes 3 consecutive months of "proper eating" to regain lost abilities back.

Wild Dwarves CP Cost: 35

Wild dwarves average 3' in height and weighing a little less than an adult human. Their eye coloring is dark brown. Skin coloring is dark brown. Hair coloring is usually light to dark brown however it is usually hard to determine the true color of a wild dwarves hair due to the mud and grease they wear over their entire bodies. Both genders wear their hair long and caked with mud and grease which serves as their clothing, it is very rare for a wild dwarf to wear clothing at all.

Automatic Language: Dwarven.

Recommended Languages: Draconic, goblin, gnoll, gnomish, orc, and yuan-ti.

Wild Dwarf Special Abilities

Brachiation*	Combat Bonus	Darkvision (5)	Defensive Bonus	Mining Detection
Mud Armor*	Saving Throw Bonus*			

Wild Dwarf Racial Penalties

Wild dwarves start out with no money. They may choose up to 10 items other than 3 basic tribal (non-metal) weapons to take with them on their travels. These items include sacks, dried food rations, capes, fishing gear, rope, and tools (for skinning, sewing, or digging).

Wild dwarves take +1 point/die of dmg done by cold-related attacks, magical or non-magical. If caught in the cold without cold weather clothing they suffer 1 HP of dmg/hour of exposure.

Wild dwarves wearing any sort of metallic armor or cold-weather clothing like boots, heavy coat, mittens, etc., takes a -1 penalty to all attack, dmg, saving throw, and proficiency check rolls, as the armor or clothing feel so unnatural and strange.

Wild dwarves are considered non-proficient with shields and must pay a standard WP to gain the basic ability to use one.

Dwarven Abilities

- **Akin to Earth (Su) (10):** Weapons made of stone or metal cause less dmg to dwarf by -1 HP/die rolled. Weapon dmg cannot be reduced below 1 HP.
- **Appreciation (Sp) (5) (DM):** The dwarf can *identify* magical weapons and armor with a 5% chance of success/lvl of the dwarf.
- **Armor Proficiency (5):** The dwarf has become so comfortable and proficient wearing their armor that they may also sleep in armors that weigh 45 lbs or less or provide a base AC bonus of 6 or less.
- **Brachiation [Wild Dwarf] (5):** Wild dwarves can climb trees with ease, rolling only during combat or dangerous situations. A base 80% chance, +2%/lvl (98% maximum score).

- **Brewing (5):** The dwarf gains the brewing NWP with a +2 bonus to NWP checks.
- **Close to the Earth (Su) (5):** When the dwarf is underground, they heal 2 points of dmg overnight rather than the 1 point normally healed by other races. This bonus does not apply if the dwarf is above ground.
- **Cold Immunity (Su) (10/15):** 1 day/month, the dwarf is completely immune to cold, magical or non-magical. For 15 CP's it is usable at all times.
- **Combat Bonus (5):** The dwarf gains +1 bonus to attack rolls vs. orcs, half-orcs, goblins, and hobgoblins.
- **Darkvision (5/10):** Dwarves have darkvision to 60', for 10 CP's a dwarf has a refined darkvision to 90'. **[Arctic Dwarf] (5):** Arctic dwarf darkvision increases from 60' to 90' in arctic or wintry (snowy) climates. **[Grey Dwarf] (10):** Darkvision for grey dwarves is ultra-refined to 120', but reduced to 90' out of the underdark.
- **Defensive Bonus (5):** Ogres, half-ogres, ogre magi, trolls, giants, or titans suffer a -4 penalty on all attack rolls against the dwarf. **[Grey Dwarf] (5):** Ogres, half-ogres, ogre magi, trolls, giants, titans and drow suffer a -4 penalty on all attack rolls against the grey dwarf.
- **Dense Skin (Su) (10):** If a blunt weapon strikes the dwarf, the dwarf suffers only 1/2 the dmg the attack would normally inflict.
- **Detect Poison (5):** Sniffing food or drink, the dwarf can determine if it has been poisoned. The chance of success is 1-4 on 1d6.
- **Determine Age (5):** By examining a building or ruins, the dwarf stands an excellent chance of determining the approximate age of the structure. The chance of success is 1-5 on 1d6.
- **Determine Stability (5):** By concentrating for 1 round, the dwarf can determine if there will be a dangerous tremor, collapse, rock fall or slide when the dwarf enters an area. The chance of success is 1-4 on 1d6.
- **Elemental Resistance (Su) (5/15):** For 5 CP's, the dwarf gains a 5%/lvl MR vs. magic of Elemental Earth Schools & Spheres including offensive spells & spell-like abilities from earth elementals. For 15 CP's, the dwarf gains resistance to Elemental Air, Earth, Fire & Water magic (as the 5 CP ability). This ability may not be taken with any other resistance ability.
- **Eliminate Penalty (5/10):** The dwarf suffers only a 10% magical item malfunction penalty. For 10 CP's the dwarf no longer suffers any magical item malfunction penalty.
- **Encumbrance (5):** For purposes of encumbrance, the dwarf's Str is considered 4 points higher.
- **Enlarge/Reduce (Sp) (5):** The dwarf can *enlarge* or *reduce* himself 1x/day.
- **Evaluate Gems (5):** A dwarf with this ability can determine within 10% the value of any given gem.
- **Expert Hagglor (5):** Anything the dwarf purchases costs 10% less and anything the dwarf sells gains 10% more than the listed price.
- **Giant Killer (5):** The dwarf gains a +2 to hit against the dwarves' hated enemy, giants (does not include ogres, half-ogres, ogre-magi, trolls or titans).
- **HP Bonus (10):** The dwarf gains an additional HP each time they attain a new lvl.
- **Ice Shape [Arctic Dwarf] (Sp) (10):** 1x/day an arctic dwarf with this ability can use *stone shape* only in respect to magical and non-magical ice, as a spellcaster of same lvl. An arctic dwarf using Ice Shape defensively may do so when struck by an ice weapon, instead of taking an action. Item saves are vs. disintegration, if failed weapon dmg is 1/2 for the strike. Use of this ability offensively requires a successful touch attack.
- **Ice Walk [Arctic Dwarf] (Su) (15):** 1x/day an arctic dwarf with this ability can pass through magical and non-magical snow and ice as if it were air. They may carry up to twice their body weight with them in this manner. Arctic dwarves cannot breathe (nor can anyone carried with them and they also can't see) while within snow or ice and must hold their breath while traveling in this manner. Arctic dwarves may travel up to their Con in rounds using their Ice Walk ability. Attempts to use this ability offensively (which can impose a -3 to opponents surprise checks if using the ability on unwary opponents) require a successful touch attack and the opponent is allowed a saving throw vs. petrification (modified by difference in Str) to avoid being pulled into the snow or ice (all or some may be pulled in). The victim's body binds with the ice, resulting in death, or is trapped in the snow and then has to deal with suffocation.
- **Illusion Resistant (Su) (5):** The dwarf gains a +2 bonus on attempts to disbelieve illusions.
- **Lower Resistance (Sp) (5/10):** At 5th lvl, the dwarf can cause 1 being to be affected by *lower resistance* 1x/week. For 10 CP's it is usable 1x/day.
- **Low-Light Vision (10):** The dwarf has low-light vision.
- **MR (Su) (5/10):** The dwarf gains a 5% MR. For 10 CP's it is 10%. This ability may not be taken with any other resistance ability.
- **Meld into Stone (Sp) (5/10):** 1x/week a dwarf with this ability can *meld into stone* as a priest of same lvl. For 10 CP's it is usable 1x/day.
- **Mental Fortitude (Su) (5):** The dwarf gains a +2 bonus, plus any Wis magical defense bonuses, to any type of fear spells or spell like ability saving throws.
- **Mining Detection (5):** By concentrating for 1 round the dwarf can determine/detect:
 - The approximate depth underground or stonework traps, pits, and deadfalls, 1-3 on 1d6.
 - Any sliding or shifting walls or rooms, 1-4 on 1d6.
 - Any grade or slope in the passage they are passing through or new construction in stonework, 1-5 on 1d6.
- **Mud Armor [Wild Dwarf] (5):** Wild dwarves tend to not use armor but choose to use a thick coating of mud to defend themselves. The mud provides an AC bonus of +2 until a total of 15 points of dmg are received, then it drops down to +1 bonus until another 15 points of dmg are received. They are not considered to be wearing armor or encumbered when wearing their mud. Mud cannot be worn over armor if it is used.
- **Orc Killer (5):** The dwarf gains a +2 to hit against the dwarves' hated enemy; the orcs (includes orogs and half-orcs).
- **Pebble to Boulder (Sp) (5):** At 5th lvl, the dwarf may cast *pebble to boulder* 1x/day.

- **Rockform (Sp) (8/15):** 1x/week, the dwarf can assume the form of a large rock or small boulder the same size as the dwarf. The dwarf may remain in rock form for 1 hour/lvl. When the dwarf reverts back to their normal dwarf form, they are healed of 2d8+6 HP dmg. While in rock form, the dwarf is virtually immune to standard weapon attacks but may be harmed by other means such as mining equipment, being thrown by a giant. Stone-affecting spells cast on a dwarf in rockform affect the dwarf in the same manner such spells affect a being under the effects of a meld into stone spell. For 15 CP's it is usable 1x/day.
- **Saving Throw Bonus (Su) (10):** Dwarves gain bonuses to saving throws vs. poison and against magical attacks from rods, staves, wands, and spells based on their Con/Tou scores. Determine the dwarf's Con/Tou score and consult the chart below:

Score	Bonus	Score	Bonus	Score	Bonus	Score	Bonus	Score	Bonus
4-6	1	7-10	2	11-13	3	14-17	4	18-20	5

[Grey Dwarf] (Su) (10): Grey dwarves gain bonuses to saving throws vs. poison and against magical attacks from rods, staves, wands, and spells based on their Con/Tou scores. Determine the grey dwarf's Con/Tou score and consult the chart below:

Score	Bonus	Score	Bonus	Score	Bonus	Score	Bonus	Score	Bonus
4-6	2	7-10	3	11-13	4	14-17	5	18-21	6
								22-25	7

[Wild Dwarf] (Su) (10): Wild dwarves gain bonuses to saving throws vs. poison and against magical attacks from rods, staves, wands, and spells based on their Con/Tou scores. Determine the wild dwarf's Con/Tou score and consult the chart below:

Score	Bonus	Score	Bonus	Score	Bonus	Score	Bonus	Score	Bonus
4-6	1	7-10	2	11-13	3	14-17	4	18-20	5

Wild dwarves gain an additional +1 to their poison saves above their normal Saving Throw Bonuses. As they have lived in a jungle environment for so long, jungle dwarves gain a +4 saving throw (or similar mod to a Con check) vs. any debilitating disease or parasitic infestation. Additionally, they take -1 point/die of dmg done by insect swarm spells or nonmagical attacks (from the grease covering their bodies), and the same from heat-related magical and non-magical attacks.

- **Shape Metal (Sp) (5/10):** 1x/week a dwarf with this ability can use shape metal (as a *stone shape* spell). A dwarf using Shape Metal defensively may do so when struck by a metal weapon, instead of taking an action. Item saves are vs. disintegration, if failed weapon dmg is 1/2 for the strike. Use of this ability offensively requires a successful touch attack. For 10 CP's it is useable 1x/day.
- **[Urdunnir] (Sp) (10):** 1x/day/lvl + 1/age category above starting, an urdunnir with this ability can use shape metal (as a *stone shape* spell). A dwarf using Shape Metal defensively may do so when struck by a metal weapon, instead of taking an action. Item saves are vs. disintegration, if failed weapon dmg is 1/2 for the strike. Use of this ability offensively requires a successful touch attack.
- **Stealth (5/10):** When the dwarf is alone (90' separation) or accompanied by others with equivalent skills and is not wearing metal armor, they apply a +2 penalty to opponents surprise rolls or a +1 if the dwarf has to open a door. Dwarves are also difficult to surprise and receive a -1 bonus to their surprise rolls. For 10 CP's the mod's are +4/+2/-2 respectively.
- **Stone Quiet (Sp) (10):** At will, the dwarf moves underground as if magically silenced.
- **Stone Shape (Sp) (5/10):** 1x/week a dwarf with this ability can use the *stone shape* spell. A dwarf using Stone Shape defensively may do so when struck by a stone weapon, instead of taking an action. Item saves are vs. disintegration, if failed weapon dmg is 1/2 for the strike. Use of this ability offensively requires a successful touch attack. For 10 CP's it is usable 1x/day. **[Urdunnir] (10):** 1x/day/lvl + 1/age category above starting, an urdunnir with this ability can use the *stone shape* spell. An urdunnir using Stone Shape defensively may do so when struck by a stone weapon, instead of taking an action. Item saves are vs. disintegration, if failed weapon dmg is 1/2 for the strike. Use of this ability offensively requires a successful touch attack.
- **Stone Tell (Sp) (5/10):** 1x/week a dwarf with this ability can use the *stone tell* spell. For 10 CP's it is usable 1x/day.
- **Stone Walk (Sp) (8/15):** 1x/week a dwarf with this ability can pass through stone and earth as if it were air. They may carry up to twice their body weight with them in this manner. Dwarves (and anyone carried with them) cannot breathe or see while within stone or earth and must hold their breath while traveling in this manner. Attempts to use this ability offensively require a successful touch attack and the opponent is allowed a saving throw vs. petrification (modified by difference in Str) to avoid being pulled into the ground (all or some may be pulled in). The victim's body binds with the earth, resulting in death. For 15 CP's it is usable 1x/day.
- **[Urdunnir] (Sp) (15):** 1x/day/lvl + 1/age category above starting, an urdunnir with this ability can pass through stone and earth as if it were air. They may carry up to twice their body weight with them in this manner. Urdunnir cannot breathe (nor can anyone carried with them and "passengers" also can't see) while within stone or earth and must hold their breath while traveling in this manner. Urdunnir may travel up to their Con in rounds using their Stone Walk ability. Attempts to use this ability offensively (which can impose a -3 to opponents surprise checks if using the ability on unwary opponents) require a successful touch attack and the opponent is allowed a saving throw vs. petrification (modified by difference in Str) to avoid being pulled into the ground (all or some may be pulled in). The victim's body binds with the earth, resulting in death. Urdunnir can see through stone and earth, once they have entered it, up to 30', their vision is limited beyond the stone and earth to the same 30' while inside it.
- **Sub-Ability Bonus (10):** The dwarf gains +1 to either Bal, Fit, Mus, Pow or Tou sub-ability scores. This ability may be taken 5x, once for each sub-ability.
- **Weapon Bonus (5):** The dwarf gains +1 on attack rolls when using either axe, x-bow, hammer, mace, pick or short sword. This ability may be taken 6x, once for each weapon.



Elves

Players who choose elves for their PC's have 45 CP's to spend on racial abilities.

Elves (Standard) CP Cost: 45

Elves average 4 1/2 - 5 1/2' in height and weighing 85 - 135 lb. Their eye coloring tends to be deep green. Skin coloring is pale. Hair coloring tends to be dark. Both genders have no facial or body hair.

Automatic Language: Elven.

Recommended Languages: Common, goblin, gnoll, gnomish, halfling and orc.

Elf Special Abilities

Darkvision (10)	Detect Secret Doors	Resistance (10)	Stealth (10)
Weapon Bonus (Bows & Swords) (20)			

Aquatic Elves (Sea or Water Elf) CP Cost: 45

Aquatic elves average 6' or taller in height and weighing 85 - 135 lb. Their eye coloring tends to be deep green. Skin coloring is pale. Hair coloring tends to be dark. Both genders have no facial or body hair.

Automatic Language: Elven.

Recommended Languages: Aquan and common.

Aquatic Elf Special Abilities

Darkvision*	Detect Secret Doors	Resistance (10)	Stealth (10)	Water Breathing
Weapon Bonus (Spear & Trident) (10)				

Aquatic Elf Racial Penalties

Aquatic elves can move about on land for a number of days equal to their Con/Tou scores. For every 2 additional days beyond their Con/Tou scores they must make a Con/Tou ability check. The 1st roll is normal, but subsequent rolls receive a cumulative -1 penalty (which also affects proficiency checks, attack, dmg and saving throws).

If the roll fails, the Aquatic elf has collapsed and will die in 1d6 hours unless placed back in water enough to submerge the entire elf; however the water must be "breathable" to the elf. Weakened elves recover within 2 turns when they return to water.

Avariels Elves (Winged Elf or Al Karak Elam) CP Cost: 45

The most striking feature of the avariels is their soft, feathered wings. These wings have spans of anywhere from 12 to 16', and are usually white but may also be grey, brown, black or speckled. Avariels spend hours grooming their wings. Their skin is porcelain white often with tinges of blue or faint silver. They have silver-white or black hair with other shades rare but not unheard of.

Their eye coloring is brilliant blue or green, a few have scintillating violet eyes as pure as amethysts. They average 5'9" tall and are the most beautiful of the elven races.

Automatic Language: Elven.

Recommended Languages: Auran, common, draconic, giant, goblin and orc.

Avariel Elf Special Abilities

Darkvision (10)	Eagle Eyes	Resistance (10)	Wings
Weapon Bonus (Bola& Lasso) (10)			

Avariel Elf Racial Penalties

Avariel elves receive the Phobia of Enclosed Spaces Disadvantage (Section: 8) with no gain of CP's. This disadvantage can be removed at any time by paying the required CP's. Avariel elves may not use swords longer or larger than long swords while in flight.

Drow Elves (Dark Elf) CP Cost: 45

Drow elves average a little bit smaller than most surface elves in height and weighing close to the same. Their eye coloring tends to be blood red although pale eyes (so pale as to be often mistaken for white) in shades of pale lilac, silver, pink, and blue are not uncommon, rarer still are those of lavender hue (notably their eye coloring is also evident when seen with darkvision unlike most others who are seen with red eyes no matter what color their eyes are in daylight).

Skin coloring is black resembling polished obsidian. Hair coloring tends to be stark white or pale yellow although there have been rarities of copper hued hair. Both genders have no facial or body hair although there are a few instances of males sporting wicked mustaches and/or goatees.

Automatic Languages: Elven and drow sign language (free NWP).

Recommended Languages: Abyssal, common, dwarven, draconic, goblin, kua-toan, orc and undercommon.

Drow Elf Special Abilities

Darkvision*	Detect Secret Doors	MR*	Resistance (10)	Spell Abilities*
Stealth (10)	Weapon Bonus* (5)			

Drow Elf Racial Penalties

Drow elves suffer a -1 penalty on all rolls when exposed to bright sunlight or continual light spells. Lesser light sources do not impair them. Drow spellcasters need to make Inte (if an arcane spellcaster) or Wis (if a divine spellcaster) check to successfully cast spells when they receive the above penalty.

All drow are susceptible to the *Lower Resistance* spell, automatically failing their saving throws/MR checks.

Drow must choose one of two penalties (at PC creation);

- 1) The drow suffers an ECL +1 but does not lose their MR and spell abilities.
- 2) The drow loses their MR and spell abilities at a rate of 1/week starting 2 weeks after leaving the underdark. The drow regains their racial abilities at a rate of 1/month of uninterrupted "residence" in the underdark.

Moon Elves (Grey or Silver Elf) CP Cost: 45

Moon elves have fair skin sometimes tinged with blue. Their hair coloring is silver-white, black or blue with human like coloring somewhat rare but not unheard of. Their eye coloring is of blue or green with flecks of gold. Moon elves are the most common and average type of elf.

Automatic Language: Elven.

Recommended Languages: Common, goblin, gnoll, gnomish, halfling and orc.

Moon Elf Special Abilities

Darkvision (10)	Detect Secret Doors	Resistance (10)	Stealth (10)
Weapon Bonus (Any 4 Standard) (20)			

Moon Elf Racial Penalties

Because moon elves are so friendly and open, they often take things - including illusions - at face value. Moon elves attempting to disbelieve something, which is actually an illusion, suffer a -2 penalty to the attempt.

Snow Elves (Winter Elf) CP Cost: 45

Snow elves have pale white skin to a pale white with a bluish hue. Their eye coloring is pupil-less with the same hues as their skin. They tend to have the same build as sun elves in height and weight.

Automatic Language: Elven.

Recommended Languages: Aquan, common, draconic and giant.

Snow Elf Special Abilities

Cold Resistance	Conceal* Resistance (10)	Darkvision* Stealth (10)	Eagle Eyes* Weapon Bonus	Low-Light Vision Winter Silence*
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Snow Elf Racial Penalties

All snow elves have the Bad Tempered Disadvantage (Section: 8) with regards to all other races except snow elves (this includes all other elves as well). This disadvantage can be removed at any time by paying the required CP's.

Star Elves (Sildeyuir Elf) CP Cost: 45

Star elves have pale skin that sometimes takes on a faintly grey or violet tinge. Their eye coloring is grey or violet with gold flecks and hair of gold, red or silver-white. They tend to be a little more robust of weight compared to Sun and Moon elves but less than Aquatic, Wild or Wood elves with their height about the same all 5 types of elves.

Automatic Language: Elven.

Recommended Languages: Abyssal, aquan, auran, celestial, common, gnomish, halfling, ignan, sylvan and terran.

Star Elf Special Abilities

Darkvision (10)	Detect Secret Doors	Ethereal Touched	Ethereal Traveler*	Resistance (10)
Stealth (10)	Weapon Bonus			

Star Elf Racial Penalties

As outsiders native to the Ethereal Demi-Plane of Sildeyuir, star elves cannot be *Raised* or *Resurrected* on the Prime Material Plane short of a *Wish*.

Sun Elves (Gold, High or Sunrise Elf) CP Cost: 45

Sun elves have bronze skin. Their eye coloring is golden, silver, or black with hair of golden blond copper or black. They are of average height and weight for an elf.

Automatic Language: Elven.

Recommended Languages: Any 6 languages of their choice. The languages are subject to the DM's approval.

Sun Elf Special Abilities

Darkvision (10)	Detect Secret Doors	Resistance (10)	Stealth (10)	Sub-Ability Bonus (Lear)
Weapon Bonus (Bows & Swords) (20)				

Sun Elf Racial Penalties

All sun elves have the Bad Tempered Disadvantage (Section: 8) with regards to all other races except sun elves (this includes all other elves as well). This disadvantage can be removed at any time by paying the required CP's. Additionally they may only take the Bad Tempered Disadvantage in regards to other sun elves (only worth 2 CP's).

Wild Elves (Forest or Green Elf) CP Cost: 45

Wild elves are somewhat stocky for elves. Their skin tends toward dark brown, and their hair ranges from dark to light brown turning to silvery-white with age. Eye color ranges from dark green to dark black with flecks of gold or silver. They share the height of moon and sun elves but tend to be heavier.

Automatic Language: Elven.

Recommended Languages: Common, gnoll, orc, and sylvan.

Wild Elf Special Abilities

Darkvision (10)	Detect Secret Doors	Resistance (10)	Stealth*
Weapon Bonus (Bows & Spear)* (15)			

Wild Elf Racial Penalties

Wild elves start out with no money. They may choose up to 10 items other than 3 simple weapons to take with them on their travels. These items include sacks, dried food rations, capes, fishing gear, rope, and tools (for skinning, sewing, or digging).

Wild elves have a particular aversion to the Underdark, oceans (surface or undersea), cities and towns, deserts, other planes, and arctic conditions. On any adventure in these regions, a wild elf takes a -2 penalty to all proficiency checks and saving throws, as a result of feeling oppressed by the lack of a true forested wilderness. They tolerate grasslands, swamps, subarctic conifer forests, and tropical jungles well enough though.

Wood Elves (Copper or Sylvan Elf) CP Cost: 45

Wood elves tend to have coppery hued skin with tinges of green. Their eye coloring ranging from brown to green to hazel. Their hair coloring is usually brown or black, occasionally blonde or coppery-red. They share the average height moon and sun elves but are more heavily built although not as heavily built as wild elves.

Automatic Language: Elven.

Recommended Languages: Common, draconic, goblin, gnoll, gnomish, sylvan and treant.

Wood Elf Special Abilities

Darkvision (10) Mask of the Wild (5) Quickfooted (5) Resistance (10) Stealth (10)
Weapon Bonus (Bows & Swords) (20)

Elven Abilities

- **Alluring Nature (Sp) (5/10):** The elf can use *charm person* once/day for every 5 lvls of EXP. For 10 CP's, the elf can also cast *suggestion* once/day, starting at 5th lvl.
- **Animal Companion (Su) (10):** The elf randomly gains the companionship of a cooshee, an elven cat or similar woodland creature. Animal companions respond to simple verbal commands (as the Thieves ability) and are capable of conveying needs and emotions to the elf.
- **Animal/Plant Form (Sp) (5/10):** The elf has developed the ability to cast *polymorph self* (natural animals only) or *tree* 1x/week. For 10 CP's it is usable 1x/day.
- **Cantrip (5):** The elf knows a single named Cantrip or Orison that can be cast 2x/day/level.
- **Cold Resistance (Su) (5):** The elf gains a +1 bonus on saving throws vs. cold- and ice-based attacks.
- **Conceal (Sp) (10):** In woodland settings, the elf may, at will, conceal itself by remaining motionless aside any large tree, thus rendering the elf invisible as the *invisibility* spell. **[Snow Elf] (Sp) (10):** In arctic settings or snowy weather conditions, the elf may, at will, conceal itself by remaining motionless and does not require the snow elf to stand near any object at all, thus rendering the snow elf invisible as the *invisibility* spell.
- **Confer Water Breathing (Sp) (5/10):** 1x/week, the elf can confer the ability to breathe water upon an individual or creature. This ability lasts 1 hour/lvl of the elf conferring the ability. For 10 CP's it is usable 1x/day.
- **Darkvision (5/10):** The elf gains 30' darkvision. For 10 CP's it is 60'. **[Aquatic Elf] (5):** Darkvision for an aquatic elf is useful to 360' in water, but only useful to 30' out of water. **[Drow] (10):** Darkvision for drow is ultra-refined to 120', but reduced to 90' out of the underdark. **[Snow Elf] (10):** Snow elves darkvision increases from 60' to 90' in arctic or wintry (snowy) climates.
- **Dead Shot (5):** The elf gains +1 on dmg rolls when using long or short bow.
- **Death Immunity (Su) (10/15):** 1 day/month, the elf is immune to death magic (*Power word kill, destruction...etc.*). The elf is not immune, to any other special abilities, ability or level draining attacks, spells, basic attacks or death from massive dmg. For 15 CP's it is usable at all times.
- **Detect Secret Doors (5):** Merely passing within 10' allows an elf a 1-in-6 chance (a 1 on 1d6) to notice secret doors, and a 2-in-6 (1 or 2 on 1d6) for concealed doors. If actively searching, an elf's chances improve to a 2-in-6 chance (1 or 2 on 1d6) for secret doors, and a 3-in-6 (1, 2, or 3 on 1d6) for concealed doors.
- **Detect Undead (Sp) (5):** The elf can *detect undead* 1x/day for every 3 lvls possessed.
- **Disease/Aging Resistant (Su) (10):** The elf is unaffected by aging attacks and normal diseases.
- **Eagle Eyes (10):** The elf can discern details as the Keen Eyesight Trait lists (Section: 8) however it is even useful when the potential opponent is up to 50% concealed. This also allows the elf to have a base 20% chance of detecting those who are successfully hiding in shadows. **[Snow Elf] (10):** In arctic settings or snowy weather conditions, the snow elf can discern details as the Keen Eyesight Trait lists (Section: 8) however it is even useful when the potential opponent is up to 50% concealed. This also allows the snow elf to have a base 20% chance of detecting those who are successfully hiding in shadows in arctic or snowy weather.
- **Encumbered Bonus (15):** This ability allows a winged elf to fly while carrying up to twice their weight before their wings will support no more or up to twice their 3/4 encumbrance weight limit whichever is greater.
- **Ethereal Touched (Su) (5):** From dusk 'till dawn any weapon or armor that the elf touches gains the ability to affect ethereal creatures (while in contact with the item). Weapons can hit ethereal creatures and armor provides full protection vs. the same.
- **Ethereal Traveler (Sp) (5):** The elf can use *ethereality* to travel to either the ethereal plane, or to the border ethereal 1x/week and back again taking with them 1 person/lvl. **[Star Elf] (Sp) (5):** The star elf can use *ethereality* to travel to either the ethereal plane, to the border ethereal or to Sildeyuir (however they never take non-elves there) 1x/week and back again taking with them 1 person/lvl.
- **Heat Resistance (Su) (5):** The elf gains a +1 bonus on saving throws vs. heat- and fire-based attacks.
- **Invoke Wild Surge (Sp) (5):** 1x/day for every 5 lvls, the elf can cause a wild surge to happen to 1 targeted spellcaster (within 20' of the elf) in the process of casting a spell. This power cannot affect innate abilities.
- **Keen Senses (5):** The elf has keen senses allowing for a +5 bonus to perception.
- **Language Master (5):** The elf may learn an additional language beyond their normal intelligence limits.
- **Less Sleep (5):** The elf requires only 4 hours worth of sleep to be rested.
- **Low-Light Vision (5):** The elf has low-light vision.
- **Luck Bonus (5):** The elf gains a +1 bonus when determining LP's (or 1 LP/lvl if the elf does not have a rogue class). This ability also extends to the Lucky Trait to afford a +2 or +10% bonus to checks.

- **Magic Identification (Sp) (10) (DM):** A 5% chance/lvl to *identify* any magical item. This does not require the elf to touch the item or spend the time to prepare it, however they must know it is magical.
- **MR (Su) (5/10):** The elf gains a 5% MR. For 10 CP's it is 10%. This ability may not be taken with any other resistance ability.
- **[Drow] (Su) (10):** Drow receive a base 50% MR and gain 2%/lvl starting at 2nd. They also receive a +2 to any saving throws versus any type of magic.
- **Manhunter (5):** The elf gains a +2 to hit against all humans.
- **Mask of the Wild (5):** The elf can attempt to hide in shadows (equivalent to the thieves ability using the Thief Average Ability Table in Appendix A) even when only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.
- **Mental Fortitude (Su) (5/10):** The elf gains a +1 bonus, plus any Wis magical defense bonuses, to any type of fear spells or spell like ability saving throws. For 10 CP's it is +2.
- **Necromancy Resistance (Su) (5/10):** The elf has 45% MR vs. magic from the school of necromancy. For 10 CP's it is 90%. This ability may not be taken with any other resistance ability.
- **Pass Without Trace (Sp) (5):** In natural settings, the elf can *pass without trace*. **[Snow Elf] (Sp) (5):** In arctic settings or snowy weather conditions, the snow elf can *pass without trace*.
- **Perception Bonus (5/10):** The elf gains a +1 to their perception score. For 10 CP's it is +2.
- **Power of Life (Su) (10/15):** 1 day/month, the elf is immune to level draining attacks from undead. The elf is not immune to any other special abilities, ability draining attacks, spells, basic attacks or death from massive dmg. For 15 CP's it is usable at all times.
- **Quickfooted (5):** Naturally quick, the elf has an increased MV rate of 1/4 (12 MV would be 15).
- **Resistance (Su) (5/10):** The elf gains 45% resistance to sleep and charm-related spells. For 10 CP's it is 90%. This ability may not be taken with any other resistance ability.
- **Speak with Birds (Sp) (5/10):** 1x/week, the elf can use *Speak with birds*. For 10 CP's it is usable 1x/day.
- **Speak with Plants (Sp) (5/10):** 1x/week, the elf can use *Speak with plants*. For 10 CP's it is usable 1x/day.
- **Spell Abilities (Sp) (10/15):** 1x/week the elf can cast *faerie fire*, *dancing lights*, and *darkness*. When the elf reaches 4th lvl, they can add, *levitate*, *detect magic*, and *know alignment*. For 15 CP's it is usable 1x/day at respective lvls. The elf must choose 1 of the 2 penalties listed in the drow entry. **[Drow] (Sp) (15):** 1x/day + 1/25 years beyond starting age, the drow can cast *faerie fire*, *dancing lights*, and *darkness*. When the drow reaches 4th lvl, they can add, *levitate* (with full move), *detect magic*, and *know alignment*. Drow priests of drow gods have a 10% chance at each gained lvl to gain one of the following spell abilities: *clairvoyance*, *detect lie*, *suggestion*, *dispel magic*, *detect undead*, *ESP* (other drow only, 20' maximum range), and *invisibility to undead*.
- **Stealth (5/10):** When the elf is alone (90' separation) or accompanied by others with equivalent skills and is not wearing metal armor, they apply a +2 penalty to opponents surprise rolls or a +1 if the elf has to open a door. The elf is also difficult to surprise and receives a -1 bonus to their surprise rolls. For 10 CP's the mod's are +4/+2/-2 respectively. **[Wild Elf] (10):** When the wild elf is alone (90' separation) or accompanied by others with equivalent skills and is not wearing metal armor, they apply a +4 penalty to opponents surprise rolls or a +2 if the wild elf has to open a door. The wild elf is also difficult to surprise and receives a -2 bonus to their surprise rolls. In their home forest, a wild elf has a +6 bonus to avoid being surprised, even if asleep. In other forests, this bonus falls to +2. In their own forest, they can creep up on intruders so carefully as to add another -2 penalty to their chances to be surprised, cumulative with the Stealth class ability.
- **Sub-Ability Bonus (10):** The elf gains +1 to either Agi, Bal, Kno or Lear sub-ability scores. This ability may be taken 4x, once for each sub-ability.
- **Tree Walker (5):** In areas of moderate to dense forest, the elf can walk along the tree branches at 1/3 MV rate.
- **Undead Combat Bonus (5):** The elf gains + 1 on dmg rolls when using a melee weapon vs. undead.
- **Water Breathing (10):** The elf breaths water through gills on their neck, with the same penalties as listed in the aquatic elf entry.
- **Weapon Bonus (5):** The elf gains +1 on attack rolls when using either the bola, short or long bow, dagger, javelin, lasso, spear, short or long sword or trident. This ability may be taken 10x, once for each weapon. **[Drow] (5):** The drow gains +1 on attack rolls when using either the bola, lasso, whip or a specific tight weapon group (see Section 9). This ability may be taken 5x, once for a particular weapon and/or tight weapon group. **[Wild Elf] (5):** The wild elf gains +1 on attack rolls when using either bows or spears and may fire/throw them normally (to include called shots and trick shots) without penalty while traveling at full MV. This ability cannot be coupled with the standard Weapon Bonus Racial Ability in respect to bows & spears.
- **Wings (15):** The elf has functional wings which grant it a flying MV of 18 and a maneuverability class of C and may jump 10' up or forward from a standstill. Winged elves carrying 3/4 encumbrance, reduce their maneuverability to class D. See Winged PC's entry under the Other Playable Races as well as the Aerial Combat entry in Appendix B and Aerial MV entry in Appendix C. The elf receives the penalty listed in the avariel elf entry.
- **Winter Silence [Snow Elf] (Sp) (10):** In arctic settings or snowy weather conditions, the snow elf can move as if affected by *silence*.
- **Withdraw (Sp) (5):** 1x/day, the elf can cast *withdraw*.
- **Withstand Magic (Su) (5/10):** As a creature of faerie dust and starlight, the elf gains a +1 to all saves vs. magical attacks. For 10 CP's the bonus is +2.
- **Woodland Silence (Sp) (10):** In woodland areas, the elf can move as if affected by *silence*.



Genasi

Genasi are half-human and half-elemental (air, earth, fire and water). They resemble their human parent in most ways with a few variants to their appearance that may or may not possibly give away their parentage.

Genasi have 20 CP's to spend and may choose from the selected type (air, earth, fire or water or a combination of any 2 - representing a para-elemental parent) or the generic genasi abilities. They may also take additional racial vulnerabilities to gain more CP's to spend on racial abilities.

Automatic Language: Common or elemental sub-type. Genasi can choose which language is their starting language.

Recommended Language: The language not chosen becomes a recommended language.

Genasi Racial Penalties

Genasi have an ECL of +1, this requires them to gain EXP required for 1 lvl higher than normal to gain each lvl.

Generic Genasi Abilities

All genasi may select from this list of shared half-elemental traits in addition to traits peculiar to their specific element.

- **Darkvision (5):** The genasi possesses 60' darkvision.
- **Elemental Empowerment (Su) (5):** Elemental spells or abilities employed by the genasi are treated as if they were 1 lvl higher. Option may be taken multiple times for increased effect.
- **Elemental Form (Sp) (5/10):** 1x/week, the genasi can *polymorph self* into an elemental (same HD as character lvl) of the genasi's element. For 10 CP's it is usable 1x/day.
- **Elemental Regen (Su) (10):** When the genasi rests immersed (no actions, and no clothes) in their element (all but one limb – head, arm, leg) as it occurs naturally, they regenerate at a rate of 1 HP/turn. The genasi must have either Elemental Resistance (15) (complete rest in element) or Ignore Element (start rest in their element for the max # of rounds) as the genasi is still affected by their element.
- **Elemental Resistance (Su) (5/10/15):** The genasi gains a 30% resistance vs. all attacks against their element. For 10 CP's it is 65%. For 15 CP's, the genasi is completely immune to their element. This ability cannot be taken with Ignore Element or MR.
- **Etherealness (Sp) (5/10):** 1x/week, the genasi can use *etherealness* to enter the Border Ethereal of the Ethereal Plane for a number of turns equal to their character lvl. For 10 CP's it is usable 1x/day.
- **Ignore Element (Su) (5):** The genasi can ignore their element for a number of rounds equal to their character lvl 1x/day for magical occurrences, and double for natural occurrences.
- **MR (Su) (5/10):** The genasi gains a 5% resistance to magic. For 10 CP's it is 10%. This ability may not be taken with any other resistance ability or with Ignore Element.
- **Planar Recognition (Su) (5):** Upon sight, the genasi instantly recognizes any “true” or “half” planar beings as a fellow outsider. The genasi does not gain any other information about the beings they encounter.

- **Saving Throw Bonus (Su) (5):** The genasi gains a +1 bonus to all saving throws vs. spells and magic of their own element for every 5 character lvls.

Genasi, Air CP Cost: 20

Air Genasi look human except for 2 traits listed below (roll 1d8) or 1 if parent was a para-elemental;

Light blue skin	Constant slight breeze in their presence	White hair	Any sudden MV is accompanied by a whistling wind
Pale white skin	Flesh that is cool to the touch	Light blue hair	Voice that can be heard over any nonmagical wind

Air Genasi Racial Abilities

Levitate Non-respiration Saving Throw Bonus

Air Genasi Abilities

- **Air Boat (Sp) (10):** At 9th lvl, the genasi can call down an *air boat* 1x/week.
- **Elemental Powers - Minor (Sp) (5/10):** 1x/week, the genasi can cast *fly*, *stinking cloud*, or *wind wall*. At 7th lvl, the genasi can use all of these abilities 1x/week. For 10 CP's it is usable 1x/day at respective lvls.
- **Elemental Powers - Major (Sp) (10/15):** 1x/month, the genasi can cast *air walk*, *solid fog*, or *suffocate*. At 9th lvl, the genasi can use all of these abilities 1x/month. For 15 CP's it is usable 1x/week at respective lvls.
- **Featherfall (Sp) (5):** The genasi can cast *featherfall* 1x/day for every 3 lvls possessed.
- **Levitate (Sp) (5):** Genasi can *levitate* 1x/day.
- **Non-respiration (Su) (10):** The genasi need no longer breathe.
- **Sub-Ability Bonus (10):** The air genasi gains +1 to either Agi, Bal, Kno or Lear sub-ability scores. This ability may be taken 4x, once for each subability.

Genasi, Earth CP Cost: 15

Earth Genasi look human except for 2 traits listed below (roll 1d8) or 1 if parent was a para-elemental;

Earthen like skin	Very large hands and feet	Eyes like gems	Sweats mud instead of water
Eyes like black pits	Iron gray hair	Gravelly voice	Metallic sheen to skin or hair

Earth Genasi Racial Abilities

Passwall (10) Saving Throw Bonus Stony Skin (10)

Earth Genasi Abilities

- **Elemental Powers - Minor (Sp) (5/10):** 1x/week, the genasi can cast *fist of stone*, *Maximilian's stony grasp*, or *meld into stone*. At 7th lvl, the genasi can use all of these abilities 1x/week. For 10 CP's it is usable 1x/day at respective lvls.
- **Elemental Powers - Major (Sp) (10/15):** 1x/month, the genasi can cast *move earth*, *stone shape*, or *wall of stone*. At 9th lvl, the genasi can use all of these abilities 1x/month. For 15 CP's it is usable 1x/week at respective lvls.
- **Pass Without Trace (Sp) (5):** The genasi can *pass without trace* 1x/day.
- **Passwall (Sp) (5/10):** 1x/week at 5th lvl, the genasi can cast a *passwall*, except that this ability affects only stone or earth. For 10 CP's it is usable 1x/day.
- **Reverse Gravity (Sp) (5/10):** At 9th lvl, the genasi can *reverse gravity* 1x/month. For 10 CP's it is usable 1x/week.
- **Stony Skin (Su) (5/10):** The genasi has a naturally rock hard AC of 11. For 10 CP's it is 12.
- **Sub-Ability Bonus (10):** The earth genasi gains +1 to either Fit, Mus, Pow or Tou subability scores. This ability may be taken 4x, once for each subability.

Genasi, Fire CP Cost: 20

Fire Genasi look human except for 2 traits listed below (roll 1d8) or 1 if parent was a para-elemental;

Red or orange hair that waves like flames	Charcoal grey skin	Unusually warm skin	Always smells like smoke
Eyes that glow when the genasi is angry	Deep red skin	Large red teeth	Heat waves emanate from mouth and nose (especially evident in cold climes)

Fire Genasi Racial Abilities

Affect Fire Darkvision Ignore Element Saving Throw Bonus

Fire Genasi Abilities

- **Affect Fire (Sp) (5):** The genasi can *affect normal fires* 1x/day.
- **Elemental Powers - Minor (Sp) (5/10):** 1x/week, the genasi can cast *flame arrow*, *flame walk*, or *heat metal*. At 7th lvl, the genasi can use all of these abilities 1x/week. For 10 CP's it is usable 1x/day at respective lvls.

- **Elemental Powers - Major (Sp) (10/15):** 1x/month, the genasi can cast *fire shield*, *cone of heat* (as a *cone of cold*), or *wall of fire*. At 9th lvl, the genasi can use all of these abilities 1x/month. For 15 CP's it is usable 1x/week at respective lvls.
- **Fire Walk (Sp) (5):** The genasi can use two fires, campfire size or greater, to *dimension door* without being burned at entry or exit.
- **Produce Flame (Sp) (5):** The genasi can *produce flame* 1x/day for every 3 lvls.
- **Surprise Fireball (Sp) (5/10):** At 7th lvl, the genasi can cast a *delayed blast fireball* 1x/month. For 10 CP's it is usable 1x/week.
- **Sub-Ability Bonus (10):** The fire genasi gains +1 to either Kno or Lear sub-ability scores. This ability may be taken 2x, once for each sub-ability.

Genasi, Water CP Cost: 20

Water Genasi look human except for 2 traits listed below (roll 1d8) or 1 if parent was a para-elemental;

Lightly scaled skin	Clammy flesh	Webbed hands and feet	Large blue-black eyes
Blue-green hair	Blue-green skin	Always smells like the ocean	Hair that waves back and forth like the tide

Water Genasi Racial Abilities

Create Water (10) Saving Throw Bonus Water Breathing

Water Genasi Abilities

- **Acid Storm (Sp) (5/10):** At 7th lvl, the genasi can create an *acid storm* 1x/month. For 10 CP's it is usable 1x/week.
- **Bestow Water Breathing (Sp) (5/10):** 1x/week for every 3 lvls, the genasi can bestow *water breathing* (or its reverse) on any creature other than themselves. For 10 CP's it is usable 1x/day for every 3 lvls.
- **Create Water (Sp) (5/10):** The genasi can *create water* 1x/day. For 10 CP's, the genasi can cast *improved create water* (reverse of *transmute water to dust*).
- **Elemental Powers - Minor (Sp) (5/10):** The genasi possesses the innate ability to cast *lower/raise water*, *insatiable thirst*, or *watery double* 1x/week. At 7th lvl, the genasi can use all of these abilities 1x/week. For 10 CP's it is usable 1x/day at respective lvls.
- **Elemental Powers - Major (Sp) (10/15):** 1x/month, the genasi can to cast *Abu-Dalzim's horrid wilting*, *part water*, or *wall of ice*. At 9th lvl, the genasi can use all of these abilities 1x/month. For 15 CP's it is usable 1x/week at respective lvls.
- **Sub-Ability Bonus (10):** The water genasi gains +1 to either Fit or Tou sub-ability scores. This ability may be taken 2x, once for each sub-ability.
- **Water Breathing (Sp) (10):** The genasi may use *water breathing* on themselves at will.

Generic Genasi Vulnerabilities

All genasi may inherit certain weaknesses from their elemental parentage. Genasi may select any or all of the following racial weaknesses for bonus CP's to purchase additional racial traits:

- **Elemental Dmg (Su) (+5/+10):** The genasi suffers additional dmg from elemental attacks not of their own element. For 5 CP's, the genasi suffers +1 to dmg/die rolled. For 10 CP's, the genasi suffers +2 dmg/die.
- **Elemental Hatred (+5):** The genasi despises their opposition element and always seeks to destroy without question or hesitation anyone strongly associated with the opposition element (such as natives of that elemental plane, specialist wizards and specialty priests of the opposing element, etc.)
- **Elemental Weakness (Su) (+5/+10):** The genasi suffers a -1 penalty to all saves from elemental attacks not of their own element. For 10 CP's, the genasi suffers a -2 penalty. This may not be taken with Saving Throw Bonus.



Gnomes

Gnomes have some difficulty using enchanted items. All magical items used by a gnome - that are not specifically suited to their class - have a 20% chance to malfunction. A check for malfunction is made every time the gnome attempts to use the item, and a malfunction affects only the current attempt. If the check is passed, the item performs until it is turned off, put away, or its duration expires. Malfunction checks apply to all magic items except weapons, shields, armor, gauntlets, illusionist trappings, girdles, thieving items (if the gnome is a thief) and priest items (if the gnome is a priest).

Also like dwarves, if a gnome possesses a *cursed* item that malfunctions, the gnome will recognize the nature of the item and can safely dispose of it.

Players who choose gnomes for their PC's have 45 CP's to spend on racial abilities.

Gnomes (Standard) CP Cost: 35

Gnomes average 3 - 3 1/2' in height and weighing 40 - 45 lb. Their eye coloring tends to be any shade of blue. Skin coloring ranging from dark tan to woody brown. Hair coloring tends to be fair. Males prefer short carefully trimmed beards.

Automatic Language: Gnomish.

Recommended Languages: Common, dwarven, goblin, halfling, kobold, and terran.

Gnome Special Abilities

Combat Bonus	Darkvision (10)	Defensive Bonus	Mining Detection	Saving Throw Bonus
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Deep Gnomes (Svirfneblin) CP Cost: 45

Deep gnomes are a gnarled, callused and wiry folk. Their skin is the color of the rock among which they live. They have dark grey eyes tending towards black. Deep gnomes have grey hair though men are often bald and beardless. They are 3 - 3 1/2' tall and although thin, they weigh just as much as their surface cousins 40 - 45 lb. due to the density of their muscles.

Automatic Language: Gnomish.

Recommended Languages: Common, draconic, dwarven, elven, kua-toan, terran and undercommon.

Deep Gnome Special Abilities

Darkvision*	Freeze*	MR *	Mining Detection	Nondetection*
Saving Throw Bonus*	Spell Abilities*	Stealth (10)	Weapon Bonus	Underground AC Bonus

Deep Gnome Racial Penalties

Deep gnomes suffer a -1 penalty on all rolls when exposed to bright sunlight or continual light spells. Lesser light sources do not bother them. Deep gnome spellcasters need to make Inte (if an arcane spellcaster) or Wis (if a divine spellcaster) check to successfully cast spells when they receive the above penalty.

Deep gnomes must choose one of two penalties (at PC creation);

- 1) The deep gnome suffers an ECL of +1 but does not lose their MR, non-detection and innate abilities.
- 2) The deep gnome loses their MR, non-detection and spell abilities at a rate of 1/week starting 2 weeks after leaving the underdark. The deep gnome regains their racial abilities at a rate of 1/month of uninterrupted "residence" in the underdark.

Forest Gnomes CP Cost: 45

Forest gnomes are the smallest gnomes averaging only 2 - 2 1/2' tall and weighing only 25 - 30 lb. Unlike other gnomes, they wear their hair and beards long, often almost to their feet when unbound. The males often trim their beards to a fine point or curl them into hornlike spikes extending to either side of their faces. Their skin is the color of bark, and their eyes are usually brown or blue. Their hair is brown or black becoming grey or white with age, and is often dyed to natural leaf colors depending on the season.

Automatic Language: Gnomish.

Recommended Languages: Common, draconic, elven, goblin, halfling, orc, sylvan and treant.

Forest Gnome Special Abilities

Animal Friendship (10)	Combat Bonus*	Defensive Bonus*	Forest MV*	Hide (10)
Saving Throw Bonus*	Speak with Animals	Weapon Bonus		

Forest Gnome Racial Penalties

Forest gnomes cannot use large weapons and must use medium weapons two-handed although they do normal dmg with them when doing so. They may only use small shields or bucklers and non-magical armors must be specially made for them if worn at all.

Forest gnomes are not accustomed to traveling over large bodies of water (oceans, seas or large lakes in which the shore line cannot be seen in any direction) or in non-natural underground settings (dungeons). They suffer a -1 (-5%) penalty to all rolls when they are in these scenarios.

Ice Gnomes CP Cost: 45

Ice gnomes are the second smallest gnomes averaging between a forest gnome and a rock gnome in height and weight. They tend to wear their hair short with hair coloring ranging from dark brown to black becoming white with age. Eye coloring tends to be light blue to violet with very pale white skin tones with red noses and cheeks from cold and sun exposure.

Automatic Language: Gnomish.

Recommended Languages: Aquan, common, draconic and giant.

Ice Gnome Special Abilities

Animal Friendship (10)	Arctic MV*	Darkvision*	Defensive Bonus*	Hide*
Saving Throw Bonus*	Stealth (10)	Summon Ice Elemental*		

Rock Gnomes CP Cost: 35

Rock gnomes average 3 - 3 1/2' tall and weigh between 40 - 45 lb. Their skin comes in many shades of brown, but is unaffected by exposure to the sun. The hair of young gnomes can vary greatly in color, but in adulthood they all tend toward gray or white. The males wear their beards neatly trimmed. Their eye coloring tends to be any shade of blue.

Automatic Language: Gnomish.

Recommended Languages: Common, draconic, dwarven, goblin and halfling.

Rock Gnomes' Special Abilities

Combat Bonus	Darkvision (10)	Defensive Bonus	Eliminate Penalty (5)	Mining Detection
Saving Throw Bonus	Weapon Bonus			

Gnome Abilities

- **Animal Friendship (Sp) (5/10):** 1x/week a gnome may cast *animal friendship*, with respect to burrowing animals. For 10 CP's it is usable 1x/day.
- **Arctic MV [Ice Gnome] (Sp) (10):** The ability to *pass without trace* through arctic settings or snowy weather conditions.
- **Charm & Illusion Resistant (Su) (10):** The gnome has 3% resistance/lvl against Charm/Illusion magic. This ability may not be taken with any other resistance ability.
- **Combat Bonus (5):** The gnome gains +1 on attack rolls vs. kobolds and goblins. **[Forest Gnome] (5):** The forest gnome gains +1 on attack rolls vs. kobolds and goblins or when fighting any man-sized or larger creatures, or any creature, which they have directly observed damaging woodlands.
- **Darkvision (5/10):** The gnome gains 30' darkvision. For 10 CP's it is 60'. **[Deep Gnome] (10):** The deep gnome gains an ultra-refined darkvision useable to 120', but only 90' out of the underdark. **[Ice Gnome] (10):** The ice gnome gains 60' darkvision range that increases to 90' in arctic or wintry (snowy) climates.
- **Defensive Bonus (5):** Gnolls, bugbears, ogres, half-ogres, ogre magi, trolls, giants, and titans suffer a -4 penalty on their attack rolls vs. gnomes. **[Forest Gnome] (5):** Gnolls, bugbears, ogres, half-ogres, ogre magi, trolls, giants, titans and any man-sized or larger creatures, or any creature, which they have directly observed damaging woodlands, suffer a -4 penalty on their attack rolls vs. forest gnomes. **[Ice Gnome] (5):** Gnolls, bugbears, ogres, half-ogres, ogre magi, trolls, giants, titans, yeti and any man sized or larger creatures, or any creature, which is not native to arctic climates, suffer a -4 penalty on their attack rolls vs. ice gnomes.
- **Dreamweaver (Sp) (5/10):** 1x/week, the gnome can cast *phantasmal force*. At 3rd lvl, this power improves as the gnome's understanding of illusions becomes greater allowing the gnome to now cast *spectral force* 1x/week. At 9th lvl, this ability becomes even more enhanced allowing the gnome to cast advanced illusion, *programmed illusion*, or *mirage arcana* 1x/week. For 10 CP's it is usable 1x/day at the proper lvls.
- **Eliminate Penalty (5/10):** The gnome suffers only a 10% magical item malfunction penalty. For 10 CP's the gnome no longer suffers any magical item malfunction penalty.
- **Engineering Bonus (5):** If the gnome gains the engineering NWP with a +2 bonus to NWP checks.
- **Etherealness (Sp) (5/10):** The gnome can choose to travel to either the Ethereal Plane (cannot see into the Prime Material Plane) or to the Boarder Ethereal (can see into the Prime Material Plane) 2x/week and back again. For 10 CP's it is usable 2x/day.
- **Forest MV [Forest Gnome] (Sp) (10):** The ability to *pass without trace* through their native woodland.
- **Freeze (Su) (5/10):** The gnome has a 30% chance to "freeze" in place and to be overlooked by passersby's in underground environments, even to darkvision. For 10 CP's it is 60%. **[Deep Gnome] (Su) (5):** The deep gnome has the ability at 60%, however it is in effect even when unconscious and they cannot willfully turn this effect off.
- **Hide (5/10):** The gnome has the ability to hide in woods with a chance equal to 1/2 (rounded up) of a thief of the same lvls hide in shadows ability. For 10 CP's the chance is equal to a thief of the same lvl. **[Ice Gnome] (10):** The ice gnome has the ability to hide in arctic settings or snowy weather conditions with a chance equal to a thief of the same lvls hide in shadows ability.
- **Illusion Resistance (Su) (5/10/15):** The gnome gains a 30% resistance to illusion/phantasm magic. For 10 CP's it is 60%. For 15 CP's it is 90%. This ability may not be taken with any other resistance ability.
- **Luck Bonus (10):** The gnome gains a +2 bonus when determining LP's (or 2 LP's/lvl if the gnome does not have a rogue class). This ability also extends to the Lucky Trait to afford a +3 or +15% bonus to checks.
- **MR (Su) (10/15):** The gnome gains a 10% MR +2%/lvl after 3rd to a max of 50% at 23rd lvl. For 15 CP's the base starts at 20% +3%/lvl after 3rd with a max of 65% at 18th lvl. This ability may not be taken with any other resistance ability. **[Deep Gnome] (Su) (5):** The deep gnome receives a base 20% MR and gains a 5%/lvl starting at 4th. This ability may not be taken with any other resistance ability. Deep gnomes are affected by this ability even when unconscious and cannot willfully turn this effect off.
- **Mental Fortitude (Su) (5/10):** The gnome gains a +1 bonus, plus any Wis magical defense bonuses, to any type of fear spells or spell like ability saving throws. For 10 CP's it is +2.

- **Mining Detection (10):** By concentrating for 1 round the gnome can determine/detect:
 - The approximate depth underground, 1-4 on 1d6.
 - Approximate direction underground, 1-3 on 1d6.
 - Any grade or slope in the passage they are passing through, 1-5 on 1d6.
 - Unsafe walls, ceilings, or floors, 1-7 on 1d10.
- **Nondetection (Sp) (15):** The gnome is permanently protected by *nondetection*. **[Deep Gnome] (Sp) (5):** Deep gnomes radiate a constant *nondetection* even when unconscious and cannot willfully turn this effect off.
- **Pass Without Trace (Sp) (5):** The gnome can *pass without trace* 1x/day for every 2 EXP lvls possessed (1st - 2nd 1x/day, 3rd - 4th 2x/day...).
- **Perception Bonus (5/10):** The gnome gains a +1 to their perception score. For 10 CP's it is +2.
- **Potion Brewer (5/10):** The Gnome learns how to brew 1 of the following potions every 2nd lvl, starting at 2nd lvl: *cure light wounds*, *speed*, *water breathing*, *rainbow hues*, *sweet water*, and *invisibility*. The gnome can brew 1 potion/month at a cost of (2d4 + 2) x 10 GP/potion. A potion remains potent for 1d4+1 days/lvl of the gnome. The gnome must also select the Alchemy NWP to use this ability. For 10 CP's the gnome can brew 1 potion/week.
- **Potion Identification (Sp) (5)(DM):** A gnome with this ability has a percentage chance equal to their Wis score to *identify* a potion by appearance and scent.
- **Saving Throw Bonus (Su) (5):** Like dwarves, gnomes are resistant to most magic. This grants them a bonus to all saving throws vs. poison and against magical attacks from rods, staves, wands, and spells based on their Con/Tou scores. Determine the gnome's Con/Tou score and consult the chart below:

Score	Bonus	Score	Bonus	Score	Bonus	Score	Bonus	Score	Bonus
4-6	1	7-10	2	11-13	3	14-17	4	18-20	5

[Deep Gnome] (Su) (10): Deep gnomes gain bonuses to saving throws vs. poison and against magical attacks from rods, staves, wands, and spells based on their Con/Tou scores. Determine the deep gnome's Con/Tou score and consult the chart below:

Score	Bonus	Score	Bonus	Score	Bonus	Score	Bonus	Score	Bonus
4-6	2	7-10	3	11-13	4	14-17	5	18-21	6
								22-25	7

[Forest Gnome] (Su) (5): Like dwarves, forest gnomes are resistant to most magic. This grants them a bonus to all saving throws vs. poison and against magical attacks from rods, staves, wands, and spells or any saving throw due to fighting any man-sized or larger creatures, or any creature, which they have directly observed damaging woodlands. This bonus is determined by the forest gnome's Tou sub-ability score. These bonuses are summarized on the chart below.

Score	Bonus	Score	Bonus	Score	Bonus	Score	Bonus	Score	Bonus
4-6	1	7-10	2	11-13	3	14-17	4	18-20	5

[Ice Gnome] (Su) (5): Like dwarves, ice gnomes are resistant to most magic. This grants them a bonus to all saving throws vs. poison and against magical attacks from rods, staves, wands, and spells or any saving throw due to fighting any man sized or larger creatures, or any creature, which is not native to arctic climates. This bonus is determined by the ice gnome's Tou sub-ability score. These bonuses are summarized on the chart below.

Score	Bonus	Score	Bonus	Score	Bonus	Score	Bonus	Score	Bonus
4-6	1	7-10	2	11-13	3	14-17	4	18-20	5

- **Shadow Wielder (Sp) (8/15):** At 5th lvl, the gnome can cast *shadow magic* or *shadow monsters* 1x/week. At 9th lvl, this ability is enhanced via the gnome's greater understanding of illusory magic's and the gnome can cast either *demi-shadow magic* or *demi-shadow monsters* 1x/week. For 15 CP's it is usable 1x/day at respective lvls.
- **Speak with Animals (Sp) (5):** The gnome can *speak with animals* 1x/day for every 3 EXP lvls possessed (1st - 3rd 1x/day, 4th - 6th 2x/day...).
- **Spell Abilities [Deep Gnome] (Sp) (10):** 1x/day + 1/age category beyond starting age, the deep gnome can cast *blindness*, *blur*, and *change self* as a priest or wizard of the same lvl.
- **Stealth (5/10):** When the gnome is alone (90' separation) or accompanied by others with equivalent skills and is not wearing metal armor, they apply a +2 penalty to opponents surprise rolls or a +1 if the gnome has to open a door. The gnome is also difficult to surprise themselves and receives a -1 bonus to their surprise rolls. For 10 CP's the mod's are +4/+2/-2 respectively.
- **Sub-Ability Bonus (10):** The gnome gains +1 to either Lear or Kno sub-ability score. This ability may be taken 2x, once for each subability.
- **Summon Ice Elemental [Ice Gnome] (Sp) (15):** At 6th lvl, the ice gnome can summon an ice elemental (as the Summon Earth Elemental ability), with no chance of the gnome losing control of the ice elemental, 1x/day.

- **Summon Earth Elemental (Sp) (8/15):** At 6th lvl, the gnome can summon an earth elemental as *conjure earth elemental* (same HD as character lvl), with no chance of the gnome losing control of the elemental, 1x/week. For 15 CP's it is usable 1x/day.
- **Underground AC Bonus (5):** The gnome gains an AC bonus of 1 when in their native underground environment.
- **Weapon Bonus (5):** The gnome gains +1 on attack rolls when using either dagger, dart, short sword or sling. This ability may be taken 4x, once for each weapon.



Halflings

Players who choose halflings for their PC's have 35 CP's to spend on racial abilities.

Halflings (Standard) CP Cost: 30

Halflings average 3' in height and weigh 30 - 35 lb. Their eye coloring ranges from brown to black. Skin coloring is ruddy. Hair coloring tends to be black. Males have long sideburns, beards are rare, and mustaches almost unseen. Halflings tend to have hairy feet and usually do not wear shoes but may do so if needed without problem.

Automatic Language: Halfling.

Recommended Languages: Common, dwarven, elven, goblin, gnomish and orc.

Halfling Special Abilities

Attack Bonus	Darkvision*	Mining Detection	Saving Throw Bonuses	Stealth (10)
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Deep Halflings CP Cost: 35

Deep Halflings average 2 1/2' in height and weigh 30 - 35 lb. Their eye coloring ranges from brown to black. Skin coloring is ruddy. Hair coloring tends to be black. Males have long sideburns, beards and mustaches are worn by the middle aged. Deep Halflings tend to have hairy feet and usually do not wear shoes but may do so if needed without problem.

Automatic Language: Halfling.

Recommended Languages: Dwarven and undercommon.

Deep Halfling Special Abilities

Attack Bonus	Darkvision*	Evaluate Gems*	Mining Detection	Saving Throw Bonuses*
Stealth (10)				

Deep Halfling Racial Penalties

Deep halflings suffer a -1 penalty on all rolls when exposed to bright sunlight or continual light spells. Lesser light sources do not bother them. Deep Halfling spellcasters need to make Int (if an arcane spellcaster) or Wis (if a divine spellcaster) check to successfully cast spells when they receive the above penalty. All deep halflings suffer an ECL of +1.

Ghostwise Halflings CP Cost: 35

The very reclusive ghostwise halflings average 3' in height and weighing 30 - 35 lb. Their eye coloring ranges from brown to black. Skin coloring is ruddy. Hair coloring tends to be black to dark grey and worn long. Males have long sideburns, beards are rare, and mustaches almost unseen. Ghostwise have fairly hairy feet and tend to not wear shoes but may do so in inclement environments.

Automatic Language: Halfling.

Recommended Languages: Common or elven.

Ghostwise Special Abilities

Attack Bonus	Hide*	Mining Detection	Stealth (10)	Speak Without Sound (10)
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Lightfoot Halflings CP Cost: 30

Lightfoot halflings average 3' in height and weighing 30 - 35 lb. Their eye coloring ranges from light brown to black. Skin coloring is ruddy. Hair coloring tends to be black turning to grey with age. Males wear neatly trimmed long sideburns, beards are very rare. Lightfoots tend to have the least amount of foot hair, and often wear shoes when adventuring.

Automatic Language: Halfling.

Recommended Languages: Common or elven.

Lightfoot Special Abilities

Attack Bonus Quick Feet Quick Reaction Saving Throw Bonuses Stealth (10)

Strongheart Halflings CP Cost: 30

Strongheart halflings average 3' in height and weighing 30 - 35 lb. but are usually heavier (often "politely" referred to as very cherubic) than other halflings. Their eye coloring ranges from light brown to dark brown almost black with brilliant blues not uncommon. Skin coloring is ruddy to pale. Hair coloring tends to be black turning to grey to stark white with age. Males wear neatly trimmed long sideburns, beards are almost unseen. Stronghearts tend to have the most amount of foot hair, and very rarely wear shoes in any environment.

Automatic Language: Halfling.

Recommended Languages: Common or dwarven.

Strongheart Racial Abilities

Attack Bonus Darkvision (5) Mining Detection Saving Throw Bonuses Stealth (10)

Tallfellow Halflings CP Cost: 35

Tallfellow halflings average 4' in height and weighing 30 - 35 lb. Their eye coloring ranges from light brown to black. Skin coloring is on the fair side. Hair coloring tends to be dirty blonde to light brown turning to darker tones with age. Males wear neatly trimmed long sideburns, beards are very rare. Tallfellows tend to have almost no foot hair, and like lightfoots often wear shoes when adventuring.

Automatic Language: Halfling.

Recommended Languages: Common or elven.

Tallfellow Racial Abilities

AC Bonus (5) Attack Bonus Detect Secret Doors
Mining Detection Saving Throw Bonuses Stealth (10)

Tundra Halflings CP Cost: 35

Tundra halflings average 2 1/2' in height and weigh 30 - 35 lb. Their eye coloring ranges from brown to black. Skin coloring is ruddy. Hair coloring tends to be black. Males have long sideburns; beards are common around middle age, and mustaches more common in young adults. Tundra halflings tend to have hairy feet and usually wear shoes when outdoors, but almost never indoors.

Automatic Language: Halfling.

Recommended Languages: Aquan, common, draconic and giant.

Tundra Halfling Racial Abilities

AC Bonus* Alter Self* Darkvision* Hide* Saving Throw Bonuses*
Snow Traveler* Stealth (10) Wall of Snow*



Halfling Abilities

- **AC Bonus (5/10):** The halfling gains an AC bonus of 2 when fighting creatures of Large size or greater. For 10 CP's it is 4. **[Tundra Halfling] (10):** The halfling gains an AC bonus of 4 fighting any large or greater sized creatures, or any creature which is not native to arctic climates or when fighting in arctic settings or snowy weather conditions.
- **Alter Self (Sp) (5/10):** 1x/day, the halfling can *alter self*. For 10 CP's, the halfling can *polymorph self* 1x/day. **[Tundra Halfling] (10):** The tundra halfling can *polymorph self* 1x/day into a creature native to arctic climates.
- **Alternate Reality (Sp) (8/15):** The halfling can cast the wild magic spell, *alternate reality*, 1x/week. For 15 CP's it is usable 1x/day.
- **Attack Bonus (5):** The halfling gains +1 on attack rolls when using hurled weapons and slings.
- **Chaos Shield (Sp) (5):** 1x/day for every 5 lvls, the halfling can cast *chaos shield* to protect themselves from wild surges regardless of where they originate.
- **Cautious Traveler (5):** The halfling possesses a keen understanding of the world and is ever on guard for danger. The halfling is surprised only on a roll of 1.

- **Curious Bravery (5):** The halfling gets a bonus due to curiosity overriding fear equivalent to the standard halfling Saving Throw Bonuses below using their Wis/Wil score in lieu of Con/Tou when making saves vs. fear based effects/magic.
- **Darkvision (5/10):** The halfling has darkvision to 30', for 10 CP's the halfling has a darkvision to 60'. **[Deep Halfling] (10):** The deep halfling gains an ultra-refined darkvision useable to 120', but only 90' out of the underdark. **[Standard Halfling] (5):** A standard halfling has a chance of having various types of or possibly no darkvision as follows; no darkvision 1-30% (Gain 5 CP's for racial abilities, can't purchase darkvision), 15'darkvision 31-60%, 30'darkvision 61-85%, 60'darkvision 86-00%. *Ensure the roll is made with the DM watching!!!* **[Tundra Halfling] (10):** The tundra halfling gains 60'darkvision range that increases to 90' in arctic or wintry (snowy) climates.
- **Detect Evil (Sp) (5):** 1x/day a halfling with this ability can *detect evil* in creatures or individuals. This ability does not function on items or locations.
- **Detect Magic (Sp) (5):** 1x/day a halfling with this ability can *detect magic*.
- **Detect Secret Doors (5):** The halfling can detect secret and concealed doors, as an elf.
- **Detect Undead (Sp) (5):** 1x/day a halfling with this ability can *detect undead*.
- **Enhanced Senses (Su) (5):** The halfling has a chance to detect others trying to Hide in Shadows, Moving Silently and Pick Pocketing by 2%/lvl of the PC.
- **Evaluate Gems [Deep Halfling] (5):** A deep halfling with this ability can determine within 10% the value of any given gem.
- **Hide (5/10):** The ability to hide in woods with a chance equal to 1/2 (rounded up) of a thief of the same lvls hide in shadows ability. For 10 CP's the chance is equal to a thief of the same lvl. **[Ghostwise Halfling] (Su) (10):** The ability to hide standing next to any object including other beings as long as the object or beings are larger in proportions to themselves with a chance equal to a thief of the same lvls hide in shadows ability. Ghostwise Halflings are not limited to woods with their ability and may use the ability in shadows as well. **[Tundra Halfling] (10):** The tundra halfling has the ability to hide in arctic settings or snowy weather conditions with a chance equal to a thief of the same lvls hide in shadows ability.
- **Luck Bonus (5/10):** The halfling gains a +1 bonus when determining LP's (or 1 LP/lvl if the halfling does not have a rogue class). This ability also extends to the Lucky Trait to afford a +2 or +10% bonus to checks. For 10 CP's this increases to +3 LP's and +4/+20% when coupled with the Lucky Trait. Either type can be used to reroll a fumbled/critically failed ability check, attack roll, proficiency check or saving throw.
- **MR (Su) (5/10):** The halfling gains a 5% MR. For 10 CP's it is 10%. This ability may not be taken with any other resistance ability.
- **Mental Fortitude (Su) (5):** The halfling gains a +1 bonus, plus any Wis magical defense bonuses, to any type of fear spells or spell like ability saving throws.
- **Mining Detection (5):** By concentrating for 1 round the halfling can:
 - Determine approximate direction underground, 1-3 on 1d6.
 - Detect any grade or slope in the passage they are passing through, 1-3 on 1d4.
- **Necromantic Sense (Sp) (5/10):** 1x/week the halfling can *detect evil*, *detect undead*, or *detect magic* (necromantic). At 7th lvl, the halfling can cast all these innates 1x/week. For 10 CP's it is usable 1x/day at respective lvls.
- **Perception Bonus (5/10):** The halfling gains a +1 to their perception score. For 10 CP's it is +2.
- **Portal (Sp) (15):** 1x/ day, the halfling can open a portal to the Border of the Realm of Shadow. The portal lasts for 5 hours +1/lvl. It allows travel both to and from the Shadow Border and is wide enough to allow 5 human sized persons to pass through at one time.
- **Quick Feet (5):** The halfling adds 1/2 to their base MV rate (6 MV would be 9).
- **Quick Reaction (5):** The halfling uses 1d8 when rolling for initiative.
- **Reaction Bonus (5):** The halfling gains +1 to reaction rolls.
- **Resist Necromancy (Su) (5):** The halfling has developed a 30% resistance to baneful Necromancy magic. This protection lasts even in death, hampering those who would animate the halfling after death. This ability may not be taken with any other resistance ability.
- **Saving Throw Bonuses (Su) (10):** Halflings gain bonuses to saving throws vs. poison and against magical attacks from rods, staves, wands, and spells based on their Con/Tou scores. Determine the halfling's Con/Tou score and consult the chart below (Halflings—unlike dwarves and gnomes—are not hindered when using magical items):

Score	Bonus	Score	Bonus	Score	Bonus	Score	Bonus	Score	Bonus
4-6	1	7-10	2	11-13	3	14-17	4	18-20	5

[Deep Halfling] (Su) (10): Deep halflings gain bonuses to saving throws vs. poison and against magical attacks from rods, staves, wands, and spells based on their Con/Tou scores. Determine the deep halfling's Con/Tou score and consult the chart below (Halflings—unlike dwarves and gnomes—are not hindered when using magical items):

Score	Bonus	Score	Bonus	Score	Bonus	Score	Bonus	Score	Bonus
4-6	2	7-10	3	11-13	4	14-17	5	18-21	6
								22-25	7

[Tundra Halfling] (Su) (5): Like dwarves, tundra halflings are resistant to most magic. This grants them a bonus to all saving throws vs. poison and against magical attacks from rods, staves, wands, and spells or any saving throw due to fighting any man sized or larger creatures, or any creature, which is not native to arctic climates. This bonus is determined by the tundra halfling's Tou sub-ability score. These bonuses are summarized on the chart below.

Score	Bonus
4-6	1

Score	Bonus
7-10	2

Score	Bonus
11-13	3

Score	Bonus
14-17	4

Score	Bonus
18-20	5

- **Shadow Traveler (Sp) (5/10):** In shadowy conditions, the halfling can *shadow walk* or *dimension door* 1x/week/lvl. For 10 CP's it is usable 1x/day/lvl.
- **Shadow Weaver (Sp) (8/15):** The halfling can cast 1 spell/week from the school of shadow. The halfling can cast only a spell that a wizard of the same lvl could. For example, a halfling of 7th lvl could cast 1 shadow spell up to 4th lvl. For 15 CP's it is usable 1x/day.
- **Short & Nimble (5):** The halfling may move through the space of any creature that is of a size larger than theirs even in combat, however AoO still apply if moving through threatened spaces.
- **Snow Traveler [Tundra Halfling] (Sp) (10):** In snowy conditions where the snow is falling or blowing around, but not necessarily obscuring vision, or if the tundra halfling can dive into enough snow to completely immerse themselves, the tundra halfling can *shadow walk* (in respect to snow instead of shadow) or *dimension door* 1x/day/lvl.
- **Speak Without Sound (Sp) (5/10):** The halfling can communicate using *telepathy* with any creature within 10', just as if speaking to them. The halfling can only speak and listen to 1 creature per round, and they must share a common language, or the telepathic link fails. For 10 CP's the range is 20'. Those halflings with this ability are able to discern other halflings using this ability to speak with them.
- **Speed Wielder (5):** The halfling wields thrown weapons, slings and short swords with amazing speed, subtracting 2 from the speed factor of these weapons (minimum of 1).
- **Stealth (5/10):** When the halfling is alone (90' separation) or accompanied by others with equivalent skills and is not wearing metal armor, they apply a +2 penalty to opponents surprise rolls or a +1 if the halfling has to open a door. The halfling is also difficult to surprise themselves and receives a -1 bonus to their surprise rolls. For 10 CP's the mod's are +4/+2/-2 respectively.
- **Sub-Ability Bonus (10):** The halfling gains +1 to either Agi, Bal, Kno, Lear or Tou sub-ability scores. This ability may be taken 5x, once for each sub-ability.
- **Taunt (Sp) (5):** 1x/day the halfling can *taunt* someone, as the 1st lvl wizard spell.
- **Undead Loathing (5):** The halfling gains a +2 to hit against all undead.
- **Wall of Fog (Sp) (5/10):** 1x/day, the halfling can use their smoking pipe to create a *wall of fog*. For 10 CP's, halfling still uses their pipe to produce a *wall of fog* but upon reaching 8th lvl can produce *solid fog* 1x/day.
- **Wall of Snow (Sp) (5):** 1x/day, the halfling can use their smoking pipe to create a *wall of snow* (in all ways similar to a *wall of fog* spell). **[Tundra Halfling] (Sp) (10):** The Tundra halfling uses their pipe to produce a *wall of snow*, as above, but upon reaching 8th lvl can produce *solid snow* (as per *solid fog* spell) 1x/day.
- **Weapon Bonus (5):** The halfling gains +1 on attack rolls when using either the axe, x-bow, hammer, mace, pick or short sword. This ability may be taken 6x, once for each weapon.
- **Wild Resistance (Su) (5/10):** The halfling possesses 30% MR to wild magic spells, the effects of wild surges, and priest spells from the sphere of chaos. For 10 CP's the bonus is 65%. This ability may not be taken with any other resistance ability.

Half-Breeds

Players who choose half-breeds for their PC's have the average of both parents CP's (rounded up to nearest 5) to spend on racial abilities (1/2 human, 1/2 dwarf would have $45 + 10 / 2 = 27.5$, rounded up to 30 CP's).

Half-Breeds

Half-breeds have the average of either parents height and weight. Their eye coloring tends to be of the parent who had the highest CP's or from either if the same. Skin, hair and body hair coloring is from either parent. Half-breeds do not include sub-races within a race (1/2 avariel & 1/2 drow elf mix is still a full elf and would use normal elf ability purchases to define the PC). Half-breed rules are not utilized with races outside of The Handbook, nor with two existing "half-" races, nor a "half" race and its primary race. See DM for further details.

Automatic Language: Common or the language of either parent, half-breeds can choose which language is their starting language.

Recommended Languages: The languages not chosen become recommended languages, as well as any listed recommended languages of both parents.

Half-Breed Racial Abilities

Half-breeds may choose abilities listed from both parents, however they may not stack abilities (a 1/2 dwarf, 1/2 elf could not choose MR from both to achieve a 20% MR, nor could they take weapon bonus from both for the short sword to gain a +2 to hit). The DM is the ultimate approving authority on racial ability purchases. At least 1 ability from each parent race must be purchased.

Half-Breed Racial Penalties

Half-breeds receive any racial penalties listed for one or the other parent (1 if only one parent has Penalties, and none if there are no Penalties for either parent). [Sub-racial ability] purchases automatically require any racial penalties to be incurred.



Half-Elves

Players who choose half-elves for their PC's have 30 CP's to spend on racial abilities. *Half-elves created using the Half-breed rules are not allowed to make any purchases from the half-elf abilities listed below.*

Half-Elves (Standard) CP Cost: 20

Half-elves range from under 5' - 6' in height and weighing 90 - 180 lb. Their eye coloring tends to be just as their elven parent. Skin coloring is unique, either a mix of their elven and human lineage or defined by 1 parent or the other. Hair coloring tends to follow the same as their skin coloring. Body hair follows the same as skin coloring.

Automatic Language: Common or elven, half-elves can choose which language is their starting language.

Recommended Languages: The language not chosen becomes a recommended language along with draconic, gnomish, gnoll, goblin, halfling and orc.

Half-Elf Racial Abilities

Darkvision (10) Resistance (5) Detect Secret Doors

Half-Elf Abilities

- **Appeasement (5):** The half-elf gains a +4 mod to all reactions with both humans and elves.
- **Cold Resistance (Su) (5):** The half-elf gains a +1 bonus on saving throws vs. cold- and ice-based attacks.
- **Comeliness (5):** The half-elf strongly resembles 1 parent and can pass for elf or human, PC's choice. Close scrutiny may reveal, however, that the half-elf is of mixed heritage.
- **Darkvision (5/10):** Some half-elves have darkvision 30' for 5 CP's; standard half-elf darkvision is 60' for 10 CP's.
- **Detect Secret Doors (5):** Merely passing within 10' of a concealed door allows a half-elf a 1-in-6 chance (a 1 on 1d6) to notice it. If actively searching, a half-elf's chances improve to a 1-in-6 chance (1 on 1d6) to find secret doors, and a 2-in-6 (1 or 2 on 1d6) to notice a concealed door.
- **Disease/Aging Resistant (Su) (5):** The half-elf gains a 30% resistance to aging attacks and natural diseases. This ability may not be taken with any other resistance ability.
- **Heat Resistance (Su) (5):** The half-elf gains a +1 bonus on saving throws vs. heat- and fire-based attacks.
- **HP Bonus (10):** The half-elf gains an additional HP with each new lvl.
- **Less Sleep (5):** The half-elf requires only 4 hours worth of sleep to be rested.
- **Life Protection Bonus (Su) (5):** The half-elf gains +1 to all saves vs. death magic and life-draining attacks.
- **Longevity (5/10):** The half-elf has 2d4 × 20 years added to racial maximum. For 10 CP's, the half-elf gains 1d4 × 100 years.
- **Low-Light Vision (5):** The half-elf has low-light vision.
- **Luck Bonus (5):** The half-elf gains a +1 bonus when determining LP's (or 1 LP/lvl if the half-elf does not have a rogue class). This ability also extends to the Lucky Trait to afford a +2 or +10% bonus to checks.
- **Mental Fortitude (Su) (5):** The half-elf gains a +1 bonus, plus any Wis magical defense bonuses, to any type of fear spells or spell like ability saving throws.
- **Necromancy Resistance (Su) (5/10):** The half-elf gains a 30% resistance to Necromancy magic. For 10 CP's, this rises to 60%. This ability may not be taken with any other resistance ability.
- **Perception Bonus (5/10):** The half-elf gains a +1 to their perception score. For 10 CP's it is +2.
- **Resistance (Su) (5/10):** The half-elf gains a 30% resistance to Enchantment/Charm magic. For 10 CP's, this resistance rises to 60%. This ability may not be taken with any other resistance ability.
- **Stealth (5/10):** When the half-elf is alone (90' separation) or accompanied by others with equivalent skills and is not wearing metal armor, they apply a +2 penalty to opponents surprise rolls or a +1 if the half-elf has to open a door. The half-elf is also difficult to surprise themselves and receives a -1 bonus to their surprise rolls. For 10 CP's the mod's are +4/+2/-2 respectively.
- **Strong Ancestry (2+):** For 2 CP's more than the cost listed, the half-elf may select an option available to either elves or humans. Only those options that are not already, in some form, listed under half-elves can be chosen. Human abilities with "*" can not be purchased.

- **Sub-Ability Bonus (10):** The half-elf gains +1 to any sub-ability score. This ability may be taken 4x, once each for any 4 sub-abilities (maximum of 4 separate sub-abilities due to racial CP availability).
- **Survivor (Sp) (5/10):** 1x/week, the half-elf can cast *know alignment*, *invisibility*, or *silence 15' radius*. At 9th lvl, the half-elf can cast all these abilities 1x/week. For 10 CP's it is usable 1x/day.
- **Urban Sense (5):** The half-elf has a base 40% +5% chance per lvl of knowing the answer to any general question concerning the urban setting they are in (local law, ruler, gates/entrances, prisons, good/bad parts of town, etc.). The PC requires 30 minutes (minus their lvl in minutes) to gain their general knowledge.
- **Weapon Bonus (5):** The half-elf gains +1 on attack rolls when using either the bow (other than x-bow), or long and short sword. This ability may be taken 2x, once for each weapon.



Half-Ogres

Players who choose half-ogres for their PC's have 15 CP's to spend on racial abilities.

Half-Ogres (Standard) CP Cost: 15

Half-ogres stand between 7 - 8', appearing as huge humans, weighing from 220 - 650 lb. The skin coloration that marks ogres is very much subdued in half-ogres: swarthy skin, lank hair and usually, but not always, human eyes. Hair coloration and wear is usually that of ogres, blackish-blue to dark green long and greasy, however there are some that have the varying hair coloring traits of their human lineage.

Automatic Language: Common or giant. Half-ogres can choose which language is their starting language.

Recommended Languages: The language not chosen becomes a recommended language along with orc, giant, and gnoll.

Half-Ogre Racial Abilities

Darkvision

Extra HD

Tough Hide (5)

Half-Ogre Penalties

Half-ogres qualify as large creatures and certain smaller races enjoy combat bonuses against them.

Half-Ogre Abilities

- **Acceptance (5):** The half-ogre gains a +4 reaction mod when dealing with humans, elves, half-elves, aasimar and tieflings.
- **Alteration Resistance (Su) (5):** The half-ogre gains a 30% resistance to magic from the school of alteration. This ability may not be taken with any other resistance ability.
- **Attack Bonus (5):** The half-ogre gains +1 to attack rolls when using any melee weapon.
- **Club Bonus (5):** A half-ogre who is proficient with a club inflicts double dmg (weapon only) on a successful attack that exceeds the required to hit roll by more than 4.
- **Dmg Bonus (5):** The half-ogre gains +1 to dmg rolls when using any melee weapon.
- **Darkvision (5):** The half-ogre gains darkvision with a 30' range.
- **Extra HD (5):** The half-ogre receives 1 extra HD at 1st lvl (eg. 2d8 would become 3d8, while 1d12 would become 2d12). Can not be purchased after 1st lvl.
- **Gatecrasher (5):** The half-ogre revels in acts of wanton destruction gaining a +2 bonus on Strength checks or implies a -2 on crushing blow checks to break objects/doors and gates.
- **HP Bonus (10/15):** The half-ogre gains +1 HP with each new lvl. For 15 CP's it is +2. Can not be combined with Extra HD.
- **Humans Bad (5/10):** The half-ogre gains a +1 to hit and dmg when fighting humans, elves, half-elves, aasimar, and tieflings. For 10 CP's it is +2.
- **Menacing (5):** The half-ogre gains the NWP Intimidation with a bonus equivalent to the half-ogres level.
- **Necromancy Resistance (Su) (5):** The half-ogre gains a 30% resistance to Necromancy magic. This ability may not be taken with any other resistance ability.
- **Poison Resistance (Su) (5):** The half-ogre gains a +1 to saving throws versus poison.

- **Relentless Endurance (10):** When reduced to 0 to negative HP's equal to their level, a successful Con/Tou check means the half-ogre avoids losing consciousness and stabilizes at 1 HP. This is useable 1x/day.
- **Sacred Tattoo (Su) (5):** The half-ogre has sacred tattoos, piercings or ritual scarification that grant a +1 bonus on all saving throws.
- **Savage Attack (10):** When scoring a critical hit the half-ogre may roll a second set of damage dice and use the higher score.
- **Sub-Ability Bonus (10):** The half-ogre gains +1 to either Fit or Mus sub-ability score. This ability may be taken 2x, once for each sub-ability.
- **Toothy (10):** The half-ogres' vestigial tusks are massive and sharp, granting a bite attack that deals 1d6 HP of piercing dmg.
- **Tough Hide (5/10):** The half-ogre has a natural AC of 12. If the half-ogre wears armor that would improve their AC to better than 12, this ability has no effect. If the half-ogre wears armor that gives them an AC of 12 or worse, they receive an AC bonus of 1. For 10 CP's the natural AC is 15.

Half-Orcs

Players who choose half-orcs for their PC's have 15 CP's to spend on racial abilities.

Half-Orcs (Standard) CP Cost: 10

Half-orcs average as tall as humans and weigh a little more. Their grayish pigmentation, sloping forehead, jutting jaw, prominent teeth and coarse body hair make their lineage plain for all to see. Their eye coloring tends to be black with varying tints of yellow instead of whites for the eyes. Hair coloring tends to be dark but may have the variant of their human lineage. Males tend to have varying amounts of head and facial hair and are worn as differently as humans do.

Automatic Language: Common or orc. Half-orcs can choose which language is their starting language.

Recommended Languages: The language not chosen becomes a recommended language along with dwarven, goblin, giant, gnomish and undercommon.

Half-Orc Racial Abilities

Darkvision (10)

Half-Orc Penalties

Certain smaller races receive combat bonuses against half-orcs.

Half-Orc Abilities

- **Active Sense of Smell (5):** The half-orc's sense of smell is sensitive enough to give a +1 bonus to surprise rolls.
- **Acute Taste (5):** The half-orc's sense of taste is so sensitive they gain a +2 bonus to saving throws vs. imbibed poisons.
- **Attack Bonus (5):** The half-orc gains +1 to attack rolls when using any melee weapon.
- **Battle Rage (Su) (5/10):** 1x/month, the half-orc may choose to enter a battle rage whereby during a battle, the half-orc fights to -1 1/2 their Con in HP's or until all foes in sight are slain. After either condition is met, the half-orc is rendered unconscious but is also instantly healed to 1 HP if 0 HP or less. Once unconscious, the half-orc cannot be revived by any means but eventually will awaken in 1d4 turns. This option can't be utilized with any other type of battle rage or similar spell like powers, or with any other combat ability that allows for enduring below 0 HP's. For 10 CP's it is usable 1x/week.
- **Chaos Foe (Su) (5):** The half-orc gains +1 to all saves from spells cast by chaotic beings, spells having chaos as an end result such as confusion and chaos, or priest spells from the law sphere.
- **Dmg Bonus (5):** The half-orc gains +1 to dmg rolls when using any melee weapon.
- **Darkvision (5/10):** The half-orc gains darkvision with a 30' range. For 10 CP's it is 60'
- **Eye of Gruumsh (Sp) (5/10):** At 2nd lvl, 1x/week, the half-orc can *know alignment*, *detect lie*, or *detect magic*. At 8th lvl, the half-orc can enact each ability 1x/week. For 10 CP's it is usable 1x/day at the respective lvls.
- **Gruumsh's Speedy Blessing (Sp) (5/10):** 1x/week in battle only, the half-orc can move as if *hasted* for as many rounds as lvls possessed. The half-orc does not suffer any aging from this power. For 10 CP's it is usable 1x/day.
- **Law Warrior (Sp) (5/10):** 1x/week, the half-orc can cast 1 priest spell from the combat, war, or law spheres. The half-orc can only cast a spell that is normally available to a priest of the same lvl. For example, a 5th lvl half-orc fighter could cast 1 priest spell up to 3rd lvl but no higher. When they reach 7th lvl, the half-orc could then cast 1 spell up to 4th lvl. For 10 CP's it is usable 1x/day.
- **MR (Su) (5/10):** The half-orc gains a 5% MR. For 10 CP's it is 10%. This ability may not be taken with any other resistance.
- **Mining Detection (5):** By concentrating for 1 round the half-orc can:
 - Detect any grade or slope in the passage they are passing through, 1 on 1d4.
 - Detect new construction in stonework, 1-2 on 1d6.
- **Plagueborn (5):** The half-orc was sometimes forced to live on the rancid and unsanitary margins of society, becoming inured to all manner of sickness and gaining a +2 bonus on saving throws against disease, ingested poisons, and becoming nauseated or sickened.
- **Revitalized Slayer (Su) (5):** For every opponent slain by the half-orc, the half-orc is healed of 2 HP of dmg (but cannot exceed half-orc's maximum total).
- **Sacred Tattoo (Su) (5):** The half-orc has sacred tattoos, piercings or ritual scarification that grant a +1 bonus on all saving throws.
- **Savage Attack (10):** When scoring a critical hit the half-orc may roll a second set of damage dice and use the higher score.

- **Sub-Ability Bonus (10):** The half-orc gains +1 to either Fit or Pow sub-ability score. This ability may be taken 2x, once for each sub-ability.
- **Toothy (5):** The half-orcs' vestigial tusks are massive and sharp, granting a bite attack that deals 1d4 HP of piercing dmg.



Humans

Humans receive 10 CP's. These can be spent on racial abilities, class abilities, NWP's, Traits, WP's or saved for use during the game. *Human standard CP cost is 0.*

(Human PC's may have their regional ethnicity detailed out, beyond the information in Section 2, by asking the DM to do so!!!)

Humans†

Humans benefit by receiving a bonus of 5 CP's for class ability purchases for each class (at 1st lvl/class), and a one-time bonus of 4 CP's for NWP's or Traits and 3 CP's for WP's at PC creation. Starting at 3rd lvl and every odd lvl after humans may purchase racial abilities (Max 15th lvl, overrides standard racial purchases at 5th & 10th lvl).

† Human PC's with templates are handled differently than most other races. See Template on page 61. Half-Breeds do not gain the listed benefits.

Automatic Language: Common.

Recommended Languages: Any.

Human Abilities

- **Astral Walker (Sp) (5/10):** 1x/week, the human and up to 1 companion/lvl can enter the astral plane. This ability takes 1 round to enact and lasts 1 turn/lvl. For 10 CP's it is usable 1x/day.
- **Attack Bonus (5):** The human gains a +1 to attack rolls with any weapon of the human's choice. This may be taken multiple times even for the same weapon.
- **Battle Rage (Su) (5/10):** 1x/week during combat, the human can enter a battle rage lasting 2 rounds/lvl which grants the human +1 to hit and +1 to dmg. For 10 CP's it is usable 1x/day.
- **Cold Endurance (Su) (5):** The human gains a +3 to all saves vs. cold attacks.
- **Darkvision (5/10):** The human has strong demihuman ancestry granting darkvision 15' for 5 CP's; or darkvision is 30' for 10 CP's.
- **Dmg Bonus (5):** The human gains a +1 to dmg rolls with any weapon of the human's choice. This may be taken multiple times even for the same weapon.
- **Danger Sense (5/10):** The human is only surprised on a 1 or 2. For 10 CP's it is only on a 1.
- **Detect Evil Beings (Sp) (5):** At will, the human can *detect evil* beings even if the being has assumed a different form.
- **Detect Scrying (Sp) (5):** 1x/day, the human can *detect scrying* for 1 round/lvl.
- **Detect Secret Doors (10):** Merely passing within 10' of a concealed door allows the human a 1-in-6 chance (a 1 on 1d6) to notice it. If actively searching, the human's chances improve to a 1-in-6 chance (1 on 1d6) to find secret doors, and a 2-in-6 (1 or 2 on 1d6) to notice a concealed door.
- **Enlightened (Su) (10):** The human receives a +1 bonus to all surprise rolls. The human is also less likely to be deceived by illusions and thus gains a +2 bonus on saving throws vs. illusion/phantasm magic.
- **Evocation Resistance (Su) (5):** The human gains a 30% resistance to invocation/evocation magic.
- **EXP Bonus (5/10):** The human gains a +5% EXP bonus. This is cumulative if the human meets the class requirements to gain a 10% EXP bonus. For 10 CP's the bonus is 10%.
- **Free Actor (Sp) (5/10):** 1x/week, the human can cast *free action* on themselves. For 10 CP's it is usable 1x/day.
- **Free-Willed (Su) (10):** The human is immune to 1st lvl Enchantment/Charm spells and receives a +1 to all other charm magic.
- **Friendly Trader (5):** The human has a +4 reaction mod with all humans, demi-humans and humanoids.
- **Heat Endurance (Su) (5):** The human gains a +3 bonus on saving throws vs. heat and fire attacks.
- **HP Bonus (5/10):** The human begins with 1 bonus HP, and gains an additional 1 every lvl. For 10 CP's the bonus is 2 HP with 2 HP/lvl.
- **Human Fortune (10):** Once per combat, the human can ignore a fumbled roll.

- **Language Master (5):** Besides speaking their native tongue, the human learns another language of choice at 2nd lvl and then every 3rd lvl thereafter, until the maximum number of languages is met plus 5.
- **Low-Light Vision (Sp) (5):** The human has *low-light vision*.
- **Lucky Human (5/10):** 1x/day, the human may re-roll a failed save, a missed or fumbled attack that the human has made. For 10 CP's the human also gains a +3 bonus when determining LP's (or 3 LP's/lvl if the human does not have a rogue class). This ability also extends to the Lucky Trait to afford a +4 or +20% bonus to checks.
- **Magic Touched (Sp) (5+/10):** The human may cast a chosen 1st lvl arcane or divine spell 1x/day, for 5 additional CP's the spell use is 2x/day. For 10 CP's the spell can be 2nd lvl, 1x/day.
- **MR (Su) (5/10):** The human receives 5% MR +2/lvl to a max of 75%. For 10 CP's, they receive 10% MR +3/lvl to a max of 75%.
- **Mental Fortitude (Su) (5):** The human gains a +1 bonus, plus any Wis magical defense bonuses, to any type of fear spells or spell like ability saving throws. This may be taken more than once.
- **Mud Blood (10):** For 10 CP's (including the listed cost), the human may select an option available to any non-mixed race that has a 5 CP listed cost ([sub-race] specific abilities can not be chosen). Only those options that are not already, in some form, listed under humans can be chosen.
- **Perception Bonus (5/10):** The human gains a +1 to their perception score. For 10 CP's it is +2.
- **Pride (10):** The human gains a +1 bonus to all proficiency checks as well as +2 to all reaction rolls.
- **Seafarer (5):** The human gains a +2 to all proficiency checks while sea-born.
- **Sub-Ability Bonus (5):** The human gains +1 to any sub-ability score. This ability may be taken 2x, once each for any 2 sub-abilities (maximum of 2 separate sub-abilities due to racial CP availability).
- **Tough Hide (5/10):** A few rare humans have a natural AC of 12. If the human wears armor that would improve their AC to better than 12, this ability has no effect. If the human wears armor that gives them an AC of 12 or worse, they receive an AC bonus of 1. For 10 CP's the natural AC is 15.
- **True Seer (Sp) (5/10):** The human can cast *true seeing* 1x/week. For 10 CP's it is usable 1x/day.



Tieflings

Tiefling are the result of the mating of a human or demihuman and a demon or devil. They resemble their mortal parent in most ways with a few variants to their appearance that usually give away their fiendish parentage. Most tieflings are referred to as tieflings, there are 5 exceptions; the mating with a xerfilstyx or greater baatezu results in a baator'rin, a drow elf results in a fain'il, a sun elf results in a fey'ri, an orc results in a tanarukk and a balor or greater tanar'ri results in a tanar'rin.

Players who choose Tiefling for their PC's have 35 CP's to spend on racial abilities. Tieflings may choose to take additional racial vulnerabilities to gain more CP's to spend on racial abilities.

Automatic Language: Mortal parent racial language or abyssal. Tiefling can choose which language is their starting language.

Recommended Language: The language not chosen becomes a recommended language.

Tiefling CP Cost: 35

Tiefling resemble their mortal parent except for 2 traits listed below (roll 1d20, 19 reroll, 20 – reroll twice);

Small horns on head
Fangs or pointed teeth
Forked tongue
Long pointed non-prehensile tail
Furry, leathery or scaly skin
Red skin
Bruised blue skin
Bat-like ears
Glowing red eyes

Cat eyes
More or less than 5 fingers
Goat legs
Casts no shadow
Throws no reflection
Skin is hot to the touch
Smell of brimstone
Long yellow claw-like nails
Hooves

Tiefling Racial Abilities*

Cold Resistance (5)	Darkness
Darkvision	Fire Resistance (5)
Poison Resistance (5)	Tiefling Powers - Minor (10)*

Baator'rin Racial Abilities

Darkvision	Fire Resistance (10)
Poison Resistance (5)	MR (10)
Telepathy	Baatezu Powers - Minor (10)*

Fain'il Racial Abilities

Darkvision*	Demonic Flesh (15)
Electricity Resistance (5)	Fiendish Wings
MR (10) Spell Abilities*	

Fey'ri Racial Abilities

Darkvision	Electricity Resistance (5)
Fiendish Wings	Fire Resistance (10)
Poison Resistance (5)	Resistance (10)

Tanarukk Racial Abilities

Control Flame	Darkvision
Demonic Flesh (15)	Extra HD
Natural Attack	Pandemonium Howl (10)

Tanar'rin Racial Abilities

Darkvision	Electricity Resistance (10)
Poison Resistance (5)	MR (10)
Telepathy	Tanar'ri Powers - Minor (10)*

Tiefling Racial Penalties

The only penalty facing the standard tiefling (listed above) is always being readily identified as such. All other tiefling (including baator'rin, fain'il, fey'ri, tanarukk & tanar'rin) suffer the same as well as an ECL of +1 (*fain'il suffer additional penalties as a drow*).

*Standard Tiefling's do not get to make a "trade" of a single ability, if they do then they suffer the ECL penalty listed above.

Tiefling Abilities

- **Alignment Affinity (Su) (5):** The tiefling is instantly aware of any beings within 20' who possess the same alignment as themselves.
- **Ambidextrous (10):** The tiefling is ambidextrous and can fight equally well with 2 weapons with no attack penalty as rangers. The tiefling must use weapons they are proficient in.
- **Baatezu Powers - Minor [Baator'rin] (Sp) (5/10):** 1x/week, the tiefling can cast *command*, *fireball*, or *know alignment*. At 7th lvl, Tiefling can enact all these abilities 1x/week. For 10 CP's it is usable 1x/day at respective lvls.
- **Baatezu Powers - Major [Baator'rin] (Sp) (10/15):** 1x/month, the tiefling can cast *fear*, *improved invisibility*, or *wall of fire*. At 9th lvl, the tiefling can cast all these abilities 1x/month. For 15 CP's it is usable 1x/week at respective lvls.
- **Control Flame (Sp) (5):** 1x/day the tiefling may control any fire source within 10' to diminish to coals with barely any light, or may increase it to the light equivalency of a continual light spell, however the effect will only last a maximum of 5 minutes.
- **Darkform (Sp) (5/10):** 1x/week, the tiefling may assume a darkform similar in function to the wizard spell *wraithform*. Once activated, the tiefling appears as a shadowy humanoid shape filled with dark, roiling clouds. At 5th lvl, the tiefling can activate this power 2x/week. For 10 CP's it is usable 1x/day and at 5th lvl 2x/day.
- **Darkness (Sp) (5):** 1x/day, the tiefling can cast *darkness 15' radius*.
- **Darkvision (5):** The tiefling possesses darkvision to 60'. **[Fain'il] (5):** Fain'il possess ultra-refined darkvision to 120', however they incur all drow racial penalties.
- **Demonic Flesh (10/15):** The tiefling is granted a natural AC 12. This bonus is lost if armor is worn. For 15 CP's the natural AC is 15.
- **Elemental Resistance (Su) (5/10/15):** The tiefling gains a +2 bonus on saving throws vs. acid, cold, electricity, fire, gas or poison (select 1 type). For 10 CP's the tiefling suffers only 1/2 dmg from same. For 15 CP's the tiefling is immune to all effects of the element. This ability may be purchased 6 times, once for each element type (no matter the resistance purchased).
- **Extra HD (5):** The tiefling receives an extra HD at 1st lvl.
- **Fiendish Flesh (Su) (15):** The tiefling can be hit only by +1 or better weapons.
- **Fiendish Wings (10):** The tiefling has a large pair of leathery, fiendish-looking wings from their back that allows flight (MV 15, MC C). See Winged PC's entry in Other Playable Races, Aerial Combat in Appendix B and Aerial MV entry in Appendix C.
- **Hellraiser (Su) (10):** The tiefling is invigorated when on any evil or lower planes, providing a temporary boost to their prime attribute (d4 points added to prime attribute ability score). A tiefling with more than one prime attribute has only one attribute determined randomly raised in this way. This boost cannot be made permanent and ends once the tiefling leaves the plane.
- **MR (Su) (5/10):** The tiefling has a 5% MR. For 10 CP's it is 10%. This ability may not be taken with any other resistance ability.
- **Natural Attack (5):** The tiefling may bite as a natural attack in addition to any weapon attacks in a given round dealing 1d6 dmg. This attack is considered a secondary attack (or greater if the tiefling has a secondary attack).
- **Pandemonium Howl (Sp) (5/10):** 1x/week at 5th lvl, tiefling can emit a mind-jarring howl that affects all beings within 30' of the tiefling as if targeted by a chaos spell. For 10 CP's it is usable 1x/day.
- **Planar Recognition (Su) (5):** Upon sight, the tiefling instantly recognizes any "true" or "half" planar beings as a fellow native. The tiefling does not gain any other information about the beings they encounter.
- **Resistance (Su) (5/10):** The tiefling gains a 45% resistance to sleep and charm related spells. For 10 CP's it is 90%. This ability may not be taken with any other resistance ability.
- **Shapechange (Sp) (5/10):** The tiefling can *alter self* 1x/week for every 2 lvls gained (1x at 1st, 2x at 3rd, 3x at 5th...etc.). For 10 CP's it is usable 1x/day.
- **Spell Abilities [Fain'il] (Sp) (15):** 1x/day the fain'il can cast *faerie fire*, *dancing lights*, and *darkness* as a priest or wizard of the same lvl. When the fain'il reaches 4th lvl, they can add, *levitate*, *detect magic*, and *know alignment*. The fain'il must choose 1 of the 2 penalties listed in the drow entry.

- **Strong Ancestry (5):** For 5 CP's more than the cost listed, the tiefling may select an option available to their mortal parent. Only those options that are not already, in some form, listed under tiefling can be chosen. Human abilities with "*" can not be purchased.
- **Styx Resistance (Su) (10):** The tiefling is immune to the memory-sapping waters of the River Styx.
- **Sub-Ability Bonus (10):** The tiefling gains +1 to either Com, Kno or Lear sub-ability score. This ability may be taken 3x, once for each sub-ability.
- **Tanar'ri Powers - Minor [Tanar'rin] (Sp) (5/10):** 1x/week, the tiefling can cast *alter self*, *charm person*, or *spectral force*. At 7th lvl, the tiefling can cast all these abilities 1x/week. For 10 CP's it is usable 1x/day at respective lvls.
- **Tanar'ri Powers - Major [Tanar'rin] (Sp) (10/15):** 1x/month, the tiefling can cast *polymorph self*, *warp wood*, or *wind walk*. At 9th lvl, the tiefling can cast all these abilities 1x/month. For 15 CP's it is usable 1x/week at respective lvls.
- **Telepathy (Sp) (5):** At will, the tiefling can cast *telepathy*, usable with any fiend or other intelligent being of the same alignment within a 20' radius.
- **Teleport Without Error (Sp) (8/15):** At 7th lvl, the tiefling can *teleport without error* 1x/week. This ability takes 1 full turn to activate and is ruined for that day, if the tiefling is disrupted in any way. For 15 CP's it is usable 1x/day.
- **Tiefling Powers - Minor [Tiefling] (Sp) (5/10):** 1x/week, the tiefling can cast *heat metal*, *scare*, or *suggestion*. At 7th lvl, the tiefling can cast all these abilities 1x/week. For 10 CP's it is usable 1x/day at respective lvls.
- **Tiefling Powers - Major [Tiefling] (Sp) (10/15):** 1x/month, the tiefling can cast *telekinesis*, *true seeing*, or *vampiric touch*. At 9th lvl, the tiefling can cast all these abilities 1x/month. For 15 CP's it is usable 1x/week at respective lvls.
- **Undetectable Lie (Sp) (5):** 1x/day, the tiefling can speak an *undetectable lie* (reverse of *detect lie*).
- **Unholy Regen (Sp) (10):** While on any other evil plane (besides the material plane) the tiefling regenerates at a rate of 1 HP/turn. On the lower Planes of Evil, the tiefling regenerates at a rate of 1 HP/round.
- **Weapon Bonus (5):** The tiefling gains +1 on attack rolls when using either the long sword, stiletto, throwing dagger, long spear, ranseur, hand x-bow, scimitar, or punch dagger. This ability may be taken 8x, once for each weapon.
[Racial] abilities (Minor or Major) may be purchased by the respective [Race] once after 1st lvl

Tiefling Vulnerabilities

All tiefling may inherit certain weaknesses from their demonic parentage. Tiefling's may select any or all of the following racial weaknesses for bonus CP's to purchase additional racial traits (also incurs ECL penalty):

- **Celestial Hatred (+5):** The tiefling despises all types of celestials ("True" or "1/2") and always seeks to destroy without question or hesitation anyone strongly associated with celestials (upper plane natives, wizards or priests who make pacts with celestials)
- **Celestial Magic Weakness (Su) (+5):** The tiefling is more susceptible to the divine, pure magic's cast by celestials. The tiefling receives a -1 to all saves vs. magic used by celestials and also suffers an extra point of dmg/die rolled from offensive spells employed by celestials.
- **Holy Water Weakness (Su) (+5):** Tiefling's fiendish ancestry makes them especially vulnerable to holy water. A direct hit causes 2d4 HP dmg, while a splash does 1d4.
- **Silver Weakness (Su) (+5):** The tiefling suffers double dmg from all silver weapons.

Racial Adj's*

Race	Adj's
Aasimar	+2 Wis, +2 Cha
Aasimin	+4 Str, +4 Cha, +2 Wis, -2 Dex, -1 Con, -1 Inte
Archar	+4 Con, +2 Wis, +2 Cha, +1 Dex, -1 Str, -2 Inte
Asuri	+4 Wis, +3 Inte, -1 Con
Eladrur	+5 Str, +1 Wis, +1 Cha, -1 Dex
Guardinil	+5 Str, +3 Dex, +1 Con, -1 Cha, -2 Inte
Dwarf	+2 Con
Arctic	+4 Str, +2 Con
Elf	+2 Dex
Avariel	+2 Dex, +2 Inte, +2 Wis
Drow	+2 Dex, +2 Inte, -2 Con +2 Cha
Star	+2 Cha
Sun	+2 Inte
Wood	+2 Str, +2 Dex
Genasi (Air)**	+2 Dex, +2 Inte, -2 Wis, -2 Cha
Genasi (Earth)**	+2 Str, +2 Con, -2 Wis, -2 Cha

Race	Adj's
Genasi (Fire)**	+2 Inte, -2 Cha
Genasi (Water)**	+2 Con, -2 Cha
Gnome	+2 Con
Deep	+2 Dex, +2 Wis, -2 Str, -4 Cha
Halfling	+2 Dex
Deep	+2 Dex, -2 Str
Half-elf	+1 to any 3 seperate abilities
Half-ogre	+6 Str, +4 Con
Half-orc	+2 Str
Human	+1 to each ability
Tiefling	+2 Dex
Baator'rin	+5 Str, +3 Con, +1 Dex, -3 Inte
Fain'il	-1 Str, +1 Dex, -1 Con
Fey'ri	+2 Dex, +2 Inte, -2 Con
Tanarukk	+4 Str, +2 Dex, -2 Wis, -4 Cha
Tanar'rin	+6 Str, +5 Con, -1 Wis, -1 Cha, -3 Inte

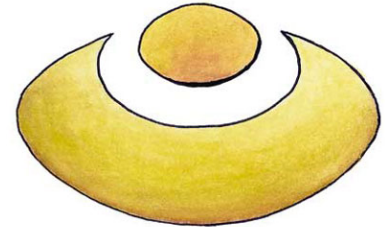
*Italicized adj's are only gained when the subrace package is purchased. * Half-breeds receive the lowest/least of either parent's racial adj's. If both offer the same bonuses then the one with the highest negatives is what is taken. ** Para-elemental type Genasi (elemental parent was of 2 elements), may choose 1 type that their abilities more closely resemble or they may use the following generic abilities; +2 Con, +2 Inte, -2 Wis, -2 Cha.*

Average Height and Weight

For average height and weight get the base for the PC's sex and add the rolled mod. Next get the weight base for the PC's sex and take the rolled mod and multiply it by the rolled mod for height and add it to the base weight.

Height and Weight*

Race	Height Base**	Mod	Weight Base**	Mod
Aasimar	58/53 ¹	+2d10 ²	120/85 ¹	x 2d4 ²
Dwarf	45/43	+2d4	130/100	x 2d6
Arctic	32/28	+2d4	50/40	x 1d4
Grey	45/43	+2d4	110/80	x 2d4
Shield	50/48	+2d4	145/110	x 2d4
Urdunnir	50/48	+2d4	180/150	x 2d8
Wild	32/30	+2d4	50/40	x 1d4
Elf	53/53	+2d6	85/80	x 1d6
Aquatic/Wild/Wood	58/53	+2d10	100/80	x 2d4
Avariel	60/56	+2d8	70/65	x 1d6
Star	58/53	+2d10	95/75	x1d6
Moon/Snow/Sun	58/53	+2d10	90/70	x 2d4
Gnome	36/34	+2d4	40/35	x 1
Forest	24/24	+1d10/+1d6	25/20	x 1
Halfling	32/30	+2d4	30/25	x 1
Deep/Tundra	26/23	+2d4	30/25	x 1
Talfellow Halfling	44/40	+2d4	30/25	x 1
Half-elf	58/53	+2d10	110/80	x 2d4
Half-ogre	82/72	+2d12	265/215	x 2d8
Half-orc	60/58	+2d10	130/90	x 2d4
Human	58/53	+2d10	120/85	x 2d4
Tiefling	58/53 ¹	+2d10 ³	120/85 ¹	x 2d4 ³
Tanarukk	45/43	+2d4	130/100	x 2d6



* Half-breeds have the average of either parents height and weight. ** Females tend to be lighter and shorter than males. Base numbers are divided into male/female values. ¹ or as mortal parent. ² or 1 die less than mortal parent (if possible). ³ or 1 die more than mortal parent.

Starting Age*

Race	Adulthood	Rogue	Warrior	Priest Wizard	Middle Age**	Old Age**	Venerable**
					-1 Str, Con +1 Inte, Wis, Cha	-1 Con, -2 Str, Dex +1 Inte, Wis, Cha	-1 Str, Con, Dex +1 Inte, Wis, Cha
Aasimar	15 years***	+1d6***	+1d8***	+2d8***	45 years***	68 years***	90 years***
Dwarf	40 years	+3d6	+5d6	+7d6	125 years	188 years	250 years
Elf	110 years	+4d6	+6d6	+10d6	175 years	263 years	350 years
Avariel	40 years	+4d6	+6d6	+9d6	100 years	133 years	200 years
Snow/Sun	120 years	+4d6	+6d6	+10d6	210 years	315 years	420 years
Genasi	15 years	+1d4	+1d6	+2d6	35 years	53 years	70 years
Gnome	40 years	+4d6	+6d6	+9d6	100 years	150 years	200 years
Deep	20 years	+4d6	+6d6	+9d6	80 years	120 years	160 years
Forest/Ice	50 years	+4d6	+6d6	+9d6	150 years	225 years	300 years
Halfling	20 years	+2d4	+3d6	+4d6	50 years	75 years	100 years
Half-elf	20 years	+1d6	+2d6	+3d6	62 years	93 years	125 years
Half-ogre	18 years	+1d4	+1d6	+2d6	45 years	65 years	90 years
Half-orc	14 years	+1d4	+1d6	+2d6	30 years	45 years	60 years
Human	15 years	+1d4	+1d6	+2d6	35 years	53 years	70 years
Tiefling	15 years***	+1d6***	+1d8***	+2d8***	45 years***	68 years***	90 years***

* Half-breeds take the average starting age (including mod's), middle age, old age, and venerable age from both parents. ** Aging effects are cumulative. *** or as mortal parent.

Other Playable Races

Any humanoids and/or monsters may be examined as possible PC's (such as those in D&D 3.0, 3.5, 4.0E books) and possibly playable, subject to DM approval as they may require special handling and must be detailed by the DM (see below).

Humanoid/Monster PC's

Humanoids/Monsters (referred for the rest of this section as monsters except where detailed below) will have their race count as a class but they are not considered multiclassed unless more than 1 class is added to the PC.

Monster Types

Most monster PC's have a d8 for HD unless noted otherwise below or in the monster's entry. Most have darkvision 60' unless noted otherwise below or in the monster's entry. Monster PC's always use "[Listed Monster] as Characters" or "Creating a [Listed Monster]", if listed, instead of the monster entry. If not listed then the monster entry is used to convert the monster over for PC use.

∞Aberration: An aberration has a bizarre anatomy, strange abilities, an alien mindset, or any combination of the three. They eat, sleep and breathe.

Animal: An animal is a nonhumanoid creature, usually a vertebrate. They eat, sleep and breathe. Typically they have (Animals can not be PC's!!!):

- Low-light vision

Beast: A beast is a nonhistorical, vertebrate creature with a reasonably normal anatomy and no magical or unusual abilities. They eat, sleep and breathe. Typically they have:

- Darkvision 60' or low-light vision
- 1 free Trait

Dragon: A dragon is a reptilian creature, usually winged, with magical or unusual abilities. They eat, sleep and breathe. Typically they have/are:

- d12 for HD
- Darkvision 60' or low-light vision
- 1 free Trait
- Immune to sleep and paralysis effects

∞Elemental: An elemental is composed of one of the four classical elements: air, earth, fire, or water. They do not need to eat, sleep or breathe. Typically they have/are:

- Immune to poison, sleep, paralysis, stunning, and detailed critical hits
- Not subject to flanking or sneak attacks
- Cannot be raised or resurrected, but a wish can restore life

Fey: A fey is a creature with supernatural abilities and connections to nature or to some other force or place. Fey are usually human-shaped. They eat, sleep and breathe. Typically they have:

- d6 for HD
- Low-light vision

Giant: A giant is a humanoid-shaped creature of great strength, usually of at least Large size (Giants are not humanoids). They eat, sleep and breathe. Typically they have:

- Low-light vision

Humanoid: A humanoid usually has two arms, two legs, and one head, or a humanlike torso, arms, and head. Humanoids have few or no supernatural or extraordinary abilities, and usually are Small or Medium-size. They eat, sleep and breathe.

∞Living Construct: A living construct is an animated object or artificially constructed creature that has been given sentience and free will (Con, Inte and Wis). They do not need to eat, sleep or breathe. Typically they have/are:

- d10 for HD

- Benefits only 1/2 from healing spells & magics.
- Overnight healing from Con applies, but not Regen due to Con.
- Becomes inert at -1 HP to "Death's Door", but does not "bleed"
- Immune to poison, sleep, paralysis, stunning, disease, death effects

Magical Beast: Magical beasts are similar to beasts but have supernatural or extraordinary abilities. They eat, sleep and breathe. Typically they have:

- d10 for HD
- Darkvision 60' or low-light vision
- 1 free Trait

Monstrous Humanoid: These are humanoid creatures with monstrous or animalistic features, often having supernatural abilities. They eat, sleep and breathe.

Ooze: An ooze is an amorphous or mutable creature. Oozes are difficult to kill because their bodies are mostly simple protoplasm. They eat and breathe but do not sleep. Typically they have/are (Most oozes can not be PC's!!!):

- d10 for HD
- Blind and have "blindsight" as listed
- Immune to poison, sleep, paralysis, stunning, polymorphing, all mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects), and detailed critical hits
- Not subject to flanking or sneak attacks

∞Outsider: An outsider is a non-elemental creature that comes from another dimension, reality, or plane. Outsiders breathe, but only native outsiders need to eat and sleep. Typically they have/are:

- Cannot be raised or resurrected, although a wish or similar spell can restore it to life, native outsiders are an exception

Plant: This type comprises vegetable creatures. They breathe and eat but do not sleep. Typically they have/are:

- If it has vision, it has low-light vision, otherwise it may have "blindsight" as listed
- Immune to poison, sleep, paralysis, stunning, polymorphing, all mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects), and detailed critical hits

Shapechanger: This type of creature has a stable body but can assume other forms. They breathe, eat and sleep. Lycanthropes receive their DR in all forms.

∞Undead: Undead are once-living creatures animated by magic. They do not breathe, eat or sleep. Typically they have/are:

- d12 for HD

- Immune to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects, all mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects), detailed critical hits, subdual dmg, ability dmg, ability drain, energy drain, death from massive dmg.
- When reduced to below -10 HP's (if no listed Con) or below "Death's Door" (if listed w/ Con), it is immediately destroyed
- Overnight healing from Con applies (if listed w/ Con), but not Regen due to Con.
- Dmg'd by "Healing" magics, but healed by the reverse.

- Cannot be raised or however resurrection spells can affect them, as well as a wish or similar spells which can restore it to life or even "unlife".
- Becomes inert or can't manifest in dead magic areas, unless it has a listed Con.

Vermin: This type includes insects, arachnids, arthropods, worms, and similar invertebrates. They breathe, eat and sleep. Typically they have/are **(Most vermin can not be PC's!!!)**:

- Immune to all mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects)
- Poisonous vermin are immune to poison

∞ = These monstrous PC's are not negatively affected by aging and may exceed aging guidelines.

Monster Racial Abilities

Monster Racial Abilities are broken down to the following types in their respective books and are reflected in the following table: (Those not listed are found in the High Lvl Handbook/Spell Handbook [for spell-like abilities]. PC's receive prerequisites for High Lvl abilities excluding lvl and ability scores. *Prerequisites duplicated by abilities allows the difference in CP's to purchase abilities abiding prerequisites with the exception of lvls*)

Any: This type of ability may be listed in one entry as one type and then in another as a completely different one with the same name and usually with the same effect (determined by the DM), possibly listed in the following table.

Feats: Generally listed in the following table, usually can not be affected by wild or dead magic areas, can not be dispelled. Items in parentheses are what is affected by the feat, numerical values usually equate to a multiplier of values, as determined by the DM.

Skills: Generally listed in the following table, usually can not be affected by wild or dead magic areas, can not be dispelled.

Special Attacks: As listed with little or no modification (determined by the DM), not listed in the following table. May or may not be affected by wild or dead magic areas, may or may not be dispelled, may or may not be counterspelled, may or may not be nullified by MR, if caster lvl not stated for magical type attacks, character lvl is used.

Special Quality: Generally listed in the following table, usually defined and treated just as Abilities listed above.

Original Name	Type*	Mod/ Conversion	Converted Name	Type
Ability Focus	Feat	-2 to opponents saves for 1 ability	Ability Focus (as determined by the DM)	Ability
Alertness	Feat	As follows	Alertness	Trait
Animal Empathy/Affinity	Ability	Every 2 points = +1	Animal Empathy	Trait
Appraise	Skill	Every 2 points = +1	Appraising	NWP
Armor Proficiency	Feat	As follows	Armor Proficiency	WP
Awesome Blow	Feat	As follows	Coup-de-Gras	Ability
Balance	Skill	Every 2 points = +1	Tightrope Walking	NWP
Blind-Fight	Skill	No mod's	Blind-fighting	WP
Bluff	Skill	Every 2 points = +1	Fast-talking or Glibness or Intimidation	Trait or NWP
Climb	Skill	Every 2 points = +1 or +5%	Mountaineering or Climb Walls as an average thief	NWP or Ability
Combat Expertise	Feat	As follows	Expertise or 1 WP slot	WP
Concentration	Skill	Every 2 points = +1	Concentration	NWP
Craft (Any)	Skill	Every 2 points = +1	Artistic Ability	NWP
Craft (Armorer)	Skill	Every 2 points = +1	Armorer	NWP
Craft (Blacksmithing)	Skill	Every 2 points = +1	Blacksmithing	NWP
Craft (Bowyer)	Skill	Every 2 points = +1	Bowyer/Fletcher	NWP
Craft (Brewing)	Skill	Every 2 points = +1	Brewing	NWP
Craft (Carpentry)	Skill	Every 2 points = +1	Carpentry	NWP
Craft (Cobbling)	Skill	Every 2 points = +1	Cobbling	NWP
Craft (Cooking)	Skill	Every 2 points = +1	Cooking	NWP
Craft (Gem cutting)	Skill	Every 2 points = +1	Gem Cutting	NWP
Craft (Leatherworking)	Skill	Every 2 points = +1	Leatherworking	NWP
Craft (Non-transferable)	Skill	1 slot, every 2 points = +1	NWP	NWP
Craft (Pottery)	Skill	Every 2 points = +1	Pottery	NWP
Craft (Sewing)	Skill	Every 2 points = +1	Seamstress/Tailor	NWP
Craft (Stonemasonry)	Skill	Every 2 points = +1	Stonemasonry	NWP
Craft (Weaponsmith)	Skill	Every 2 points = +1	Weaponsmithing	NWP
Craft (Weaving)	Skill	Every 2 points = +1	Weaving	NWP

Original Name	Type*	Mod/ Conversion	Converted Name	Type
Dmg Reduction	Quality	As listed	Dmg Reduction (Su)	Ability
Decipher Script**	Skill	Base 15%, every 2 points = +5%	Read Languages	Ability
Diehard	Feat	As follows	Enduring Warrior	Ability
Difficulty Class	Any	See DC/Ability Score table on page 58	Saving Throw Mod (as determined by the DM)	Save
Diplomacy	Skill	Every 2 points = +1	Etiquette	NWP
Disguise	Skill	Every 2 points = +1	Disguise	NWP
Empower Spell-like Ability	Feat	As follows (applies only to spell-like abilities)	Empower Spell (High Lvl)	Ability
Endurance	Feat	As follows	Endurance	NWP
Escape Artist**	Skill	Base 15%, every 2 points = +5%	Escape Bonds	Ability
Exotic WP	Feat	1 slot	WP	WP
Feat (Unspecified)	Feat	1 slot	NWP or WP	NWP or WP
Forgery	Skill	Every 2 points = +1	Forgery	NWP
Gather Information	Skill	Every 2 points = +1	Information Gathering	NWP
Handle Animal	Skill	Every 2 points = +1	Animal Handling or Training or Charioteering	NWP
Heal	Skill	Every 2 points = +1	Healing	NWP
Hide**	Skill	Base 15%, every 2 points = +5%	Hide in Shadows	Ability
Hover	Feat	Maneuverability Class A + increase of 1/2 weight carried	Hover	Ability
Improved Bull Rush	Feat	Gain the following	Improved Overrun & Power Lunge (High Lvl)	Ability
Improved Natural Armor	Feat	+3 to Natural Armor	Improved Natural Armor	Ability
Improved Natural Attack	Feat	+2 to Natural Attacks	Improved Natural Attack	Ability
Improved Sunder	Feat	The following at a +2 instead of -2	Improved Disarm (High Lvl)	WP
Improved Toughness	Feat	As the Dwarf Ability at a +2	Improved Sub-Ability Bonus (Tou)	Ability
Improved Turning	Feat	As follows	Extra Turning (High Lvl)	Ability
Immunity	Any	As listed	Immunity	Ability
Intimidate	Skill	Every 2 points = +1	Intimidation	NWP
Innuendo	Skill	Every 2 points = +1	Fast-talking or Glibness or Intimidation	Trait or NWP
Intuit Direction	Skill	Every 2 points = +1	Direction Sense or Navigation or Internal Compass	NWP or Trait
Iron Will	Feat	As follows	Iron Will	WP
Jump	Skill	Every 2 points = +1	Jumping	NWP
Knowledge (Astrology)	Skill	Every 2 points = +1	Astrology	NWP
Knowledge (Heraldry)	Skill	Every 2 points = +1	Heraldry	NWP
Knowledge (History)	Skill	Every 2 points = +1	Ancient or Local History	NWP
Knowledge (Non-transferable)	Skill	1 slot, every 2 points = +1	NWP	NWP
Knowledge (Religion)	Skill	Every 2 points = +1	Religion	NWP
Knowledge (Weather)	Skill	Every 2 points = +1	Weather Sense	NWP
Listen**	Skill	Base 15%, every 2 points = +5%	Detect Noise	Ability
Magic Item Creation (Any)	Feat	Can be created with either no XP or GP cost	Magic Item Creation (Any)	Ability
Manyslot	Feat	As follows	Rapid Shot (High Lvl)	Ability
Maximize Spell	Feat	As follows	Empower Spell (High Lvl)	Ability
Move Silently**	Skill	Base 15%, every 2 points = +5%	Move Silently	Ability
Multiweapon Fighting	Feat	As follows	Multiattack or Multidexterity (High Lvl)	Ability
Negotiator	Feat	Any 2 of the following, every 2 points = +1	Diplomacy or Fast-talking or Glibness or Intimidation	Trait or NWP
Perform (Dancing)	Skill	Every 2 points = +1	Dancing	NWP
Perform (Juggling)	Skill	Every 2 points = +1	Juggling	NWP
Perform (Musical Instrument)	Skill	Every 2 points = +1	Musical Instrument	NWP

Original Name	Type*	Mod/ Conversion	Converted Name	Type
Perform (Non-transferable)	Skill	1 slot, every 2 points = +1	NWP	NWP
Perform (Singing)	Skill	Every 2 points = +1	Singing	NWP
Perform (Ventriloquism)	Skill	Every 2 points = +1	Ventriloquism	NWP
Persuasive	Feat	Any 2 of the following, every 2 points = +1	Diplomacy or Fast-talking or Glibness or Intimidation or Persuasion	Trait or NWP
Pick Pocket**	Ability	Base 15%, every 2 points = +5%	Pick Pockets	Ability
Power Attack	Feat	Choose 1 of the following	Power Attack or Precision Attack (High Lvl)	Ability
Powerful Charge	Feat	Choose 1 of the following	Improved Overrun or Power Lunge (High Lvl)	Ability
Profession (Engineer)	Skill	Every 2 points = +1	Engineering	NWP
Profession (Farmer)	Skill	Every 2 points = +1	Agriculture	NWP
Profession (Fishing)	Skill	Every 2 points = +1	Fishing	NWP
Profession (Gambler)	Skill	Every 2 points = +1	Gaming	NWP
Profession (Herbalist)	Skill	Every 2 points = +1	Herbalism	NWP
Profession (Hunter)	Skill	Every 2 points = +1	Hunting	NWP
Profession (Miner)	Skill	Every 2 points = +1	Mining	NWP
Profession (Navigator)	Skill	Every 2 points = +1	Navigation	NWP
Profession (Non-transferable)	Skill	1 slot, every 2 points = +1	NWP	NWP
Profession (Sailor)	Skill	Every 2 points = +1	Seamanship	NWP
Quicken Spell-like Ability	Feat	Applies only to 1 spell-like ability	Quicken Spell (High Lvl)	Ability
Read Lips	Ability	Every 2 points = +1	Reading Lips	NWP
Regen	Quality	As listed	Regen	Ability
Resistance	Quality	Type as listed	Resistance	Ability
Ride	Skill	Every 2 points = +1	Riding, Airborne or Land-based	NWP
Run	Feat	As follows	Running	NWP
Scent	Any	Every 2 points = +1 to trait effect	Keen Smell	Trait
Search**	Skill	Base 15%, every 2 points = +5%	Find Traps (not Remove Traps)	Ability
Sense Intuit Direction	Skill	Every 2 points = +1	Direction Sense or Navigation or Internal Compass	NWP or Trait
Sense Motive	Skill	As the Barbarian Ability, every 2 points = +1	Detect Lie	Ability
Simple WP	Skill	1 slot	WP	WP
Sleight of Hand	Skill	Every 2 points = +1	Sleight of Hand	NWP
Speak Language	Skill	Every 2 points = +1	Languages, Ancient or Modern	NWP
Spellcraft	Skill	Every 2 points = +1	Spellcraft	NWP
Spell Resistance	Any	Multiply by 2.5%	MR	Ability
Spot	Skill	Every 2 points more than 5 = +1 to trait effect	Keen Eyesight	Trait
Stealthy	Feat	As the Elf Ability	Stealth	Ability
Sunder	Feat	The following at a 0 instead of -2	Disarm	WP
Survival	Skill	Every 2 points = +1	Survival	NWP
Swim	Skill	Every 2 points = +1	Swimming	NWP
Toughness	Feat	As the Dwarf Ability	Sub-Ability Bonus (Tou)	Ability
Track	Feat	As follows (equivalent to a ranger in ability)	Tracking	NWP
Tumble	Skill	Every 2 points = +1	Tumbling	NWP
Two-weapon Fighting	Feat	As follows (Full proficiency)	Double or Two WP	WP
Use Magic Device	Skill	Ability to use magic items not of your class	Use Magic Device	Ability
Use Rope	Skill	Every 2 points = +1	Rope Use	NWP
Weapon Specialization	Feat	As follows	Weapon Specialization	WP
Wilderness Lore	Skill	Every 2 points = +1	Animal Lore, Fire Building, Set Snares or Survival	NWP

* Some 3.0/3.5 & 4E abilities, feats, qualities, and skills listed for monstrous PC's may list Fortitude, Reflex or Wil along with a DC. The listed checks/saves may (determined by the DM) equate to mod's as listed in the DC/ability score table below, to converted ability checks/saves (determined by the DM); Fortitude = Str or Con, Reflex = Inte or Dex, Wil = Wis or Cha

** These abilities allow the PC to choose: as listed here (base with race and ability mods, with no skill points increasing scores) or as an average thief of equal HD/Level (no race, ability mods nor skill points increasing scores) and loosing the base listed here.

Determining DC/Ability Score Mod's

DC/Ability Score	Mod.	DC/Ability Score	Mod.	DC/Ability Score	Mod.	DC/Ability Score	Mod.
1	+7	8-9	+1	16-17	-5	24-25	-11
2	+6	10	0	18	-6	26	-12
3	+5	11	-1	19	-7	27	-13
4-5	+4	12-13	-2	20-21	-8	28-29	-14
6	+3	14	-3	22	-9	30	-15
7	+2	15	-4	23	-10		

Determining ECL

To calculate the ECL of a monster or a template*, 1 of the following is to be used;

- If the monster/template is: 1 HD and less than 1 CR or less than 1 HD and 1 CR, they are ECL 1. If both HD and CR are less than 1, then they are ECL 0.
- If the monster/template has a listed ECL then it is used.
- If the monster/template has a listed Level Adjust add that to the monster/template HD (3d8 would be 3, 3d8 +1 would be 4, 3d8 +9 would be 5 {divide the bonus by the die type to determine if HD is greater}). Add 0 for humanoids (if they are still humanoid after a template is added) and +1 for all others to get the monster/template ECL (those monsters/templates without HD will be calculated by the DM as below).
- If the monster/template does not have an ECL or listed Level Adjust the DM has an ECL calculator to generate the monster/template ECL.

*If the PC has a class and it is a listed in the monster race and/or template as a Favored Class, or if taking barbarian, fighter or monk class when none are listed, then the ECL is reduced by 1 (to a minimum 1) for the monster race and/or template.

Monster Ability Scores

To determine a monster's basic abilities (for those > 10) subtract 10 to get the racial mod. If the average racial abilities are 10, no mod is applied. If the average abilities are less than 10, use the following tables to determine the PC's abilities;

Monster Inte Scores

Monster Inte								Monster Inte							
Die Roll	3 or less	4	5	6	7	8	9	Die Roll	3 or less	4	5	6	7	8	9
2	1	1	1	1	1	1	1	11	4	5	6	7	8	9	10
3	1	1	1	1	1	1	2	12	5	6	7	8	9	10	11
4	1	1	1	1	1	2	3	13	6	7	8	9	10	11	12
5	1	1	1	1	2	3	4	14	7	8	9	10	11	12	13
6	1	1	1	2	3	4	5	15	8	9	10	11	12	13	14
7	1	1	2	3	4	5	6	16	9	10	11	12	13	14	15
8	1	2	3	4	5	6	7	17	10	11	12	13	14	15	16
9	2	3	4	5	6	7	8	18	11	12	13	14	15	16	17
10	3	4	5	6	7	8	9	19	12	13	14	15	16	17	18

Inte: Creatures that are normally unable to speak do not gain that ability simply by virtue of a high Inte score. Any creature with a score at least 3 points higher than the normal value for its race can understand 1 or more languages. For example, a horse with an Inte score of 4 might know the common tongue and be able to give limited responses in the form of hoof taps, whinnies, and shakes of its head. Other than this limitation, Inte functions for creatures in the same way it does for PC's.

All monstrous PC's (not companions, familiars or followers) are considered exceptional for their race as well as sentient and therefore will always have an Inte score even if the standard of the race does not have a listed score.

Animal Inte is defined as an animal (as a type) with an Inte of 7 or less. Animals with an Inte of 8 or more are still animals but are considered sentient. Animals may use their Wis or Intu (which ever is greater) instead of their Inte, Lear or Kno for ability checks, class like abilities or NWP's. **Animals can not be PC's!!!**

Monster Str, Dex, Con, Wis and Cha Scores

Monster Ability Score										Monster Ability Score									
Die Roll	1	2	3	4	5	6	7	8	9	Die Roll	1	2	3	4	5	6	7	8	9
2	1	1	1	1	1	1	1	1	1	11	2	3	4	5	6	7	8	9	10
3	1	1	1	1	1	1	1	1	2	12	3	4	5	6	7	8	9	10	11
4	1	1	1	1	1	1	1	2	3	13	4	5	6	7	8	9	10	11	12
5	1	1	1	1	1	1	2	3	4	14	5	6	7	8	9	10	11	12	13
6	1	1	1	1	1	2	3	4	5	15	6	7	8	9	10	11	12	13	14
7	1	1	1	1	2	3	4	5	6	16	7	8	9	10	11	12	13	14	15
8	1	1	1	2	3	4	5	6	7	17	8	9	10	11	12	13	14	15	16
9	1	1	2	3	4	5	6	7	8	18	9	10	11	12	13	14	15	16	17
10	1	2	3	4	5	6	7	8	9	19	10	11	12	13	14	15	16	17	18

Str: Except as noted, all mod's apply to monsters in the same way they do for human or demihuman PC's. *Not all monstrous PC's have a Str score.*

Dmg Adj: The bonus or penalty applies to the monster's natural attacks. If the monster rolls multiple dice to determine dmg, the bonus or penalty applies to the total, not to each die.

Weight Allowance: A monster's weight allowance is multiplied by .25 if it is Fine, .5 if it is Diminutive, .75 if it is Tiny, 1.5 if it is Large, 2 if it is Huge, 2.5 if it is Gargantuan and 3 if it is Colossal. Use either listed carrying capacity or the modified weight allowance listed in Appendix A. Constructs, Undead, solid Elementals and dense Plant PC's may carry/pull 1.5 times normal weights.

Max Press: A monster's max press is multiplied by .3 if it is Fine, .6 if it is Diminutive, .8 if it is Tiny, 1.25 if it is Large, 1.5 if it is Huge, 1.75 if it is Gargantuan and 2 if it is Colossal.

Open Doors: Large and larger monsters can use this ability to batter down or smash holes in simple wooden, complex wooden, and simple stone walls respectively by size.

Bend Bars/Lift Gates: A monster that can bring its full bulk to bear on an object gains the following bonuses by size category: Fine; -15%, Diminutive; -10%, Tiny; -5%, Large; +5%, Huge; +10%, Gargantuan; +20% and Colossal; +40%. Exceptionally sturdy objects built to handle heavy loads or restrain large monsters negate the bonus. For example, a griffon would get the bonus when straining against a normal rope but not when pulling against a rope made to anchor a ship.

Dex: All mod's apply to monsters in the same way they apply to human or demihuman PC's. *Not all monstrous PC's have a Dex score.*

Con: All mod's apply to monsters in the same way they do for human or demihuman PC's. Monsters gain HP bonuses as a warrior. *Not all monstrous PC's have a Con score.*

Wis: All mod's apply to monsters in the same way they do for human or demihuman PC's. *All monstrous PC's (not companions, familiars or followers) are considered exceptional for their race as well as sentient and therefore will always have a Wis score even if the standard of the race does not have a listed score.*

Cha: Reaction and loyalty adj's apply only to monsters that are able to communicate with each other in meaningful ways. Otherwise, Cha functions for monsters in the same way it does for human or demihuman PC's. *Not all monstrous PC's have a Cha score.*

Perception: Animals with Inte of 3 or less use only their Intu for their perception check.

Monster Starting and Level Features

HD: The monstrous PC gains HD from race or class level increases. Monster PC's roll their first lvl/starting HD.

AC: Some monster and human/demihuman PC's possess a natural AC already superior to some of the armor types. However, they can still benefit from wearing armor of a quality worse than their natural AC. If the AC of armor is equal to or worse than the AC of the PC, the AC improves by 1. If the armor is better than the creatures AC then it is used instead.

Attack Bonus: The monstrous PC gains an increase in their attack bonus from race or class level increases.

Saving Throws: The monstrous PC gains an increase in their saving throws from race or class level increases. Monster PC's that add a class "1st" lvl receive the saving throw bonuses listed in parentheses as listed for 1st lvl and then add normal class bonuses for leveling up each lvl starting at 2nd lvl.

Racial Abilities: Monster PC's start play with any listed and converted abilities. Any other class-like abilities will possibly be increased as lvls increase to be determined by the DM. Monstrous PC's may add lvls to their race as a class.

Class Abilities: For purchased barbarian, fighter and monk class abilities (single classed only), monster PC's may count their racial lvls (HD) as class lvls for identified class abilities (retro-active in certain cases).

Spells: Those with spell casting abilities as a specific class use basic schools/spheres for the type of spell caster listed.

Kits: Monster PC's as a rule do not have the ability to gain a PC kit, unless for some odd reason it is listed for the particular type of monster PC. DM has final determination on what can and cannot be used.

Languages: Monstrous PC's start with listed languages or their racial language (if they have the ability to speak). They do benefit from high Inte for Inte CP's.

Non-Weapon Proficiencies: Listed NWP's are only gained for racial conversion. They do not gain starting NWP's at creation nor for their 1st class lvl added. They do benefit from high Inte for bonus NWP's. Monster PC's that do not have a class added to their basic race are considered to be basic fighters for the purposes of purchasing NWP's.

Traits & Disadvantages: Monster PC's start play with any listed traits or disadvantages (or like there of) without cost or benefit of cost (disadvantages/limitations), however they may purchase disadvantages/limitations at PC creation.

Weapon Proficiencies: Any weapons listed for race are gained for free (natural weapons may be substituted in lieu of listed weapons if not usable by race/class). They do not gain WP's for their 1st class lvl added. Monster PC's that do not have a class added to their basic race are considered to be basic fighters for the purposes of purchasing WP's. Monster PC's may count their racial lvls (HD or ECL) as class lvls for WP lvl determination.

Monster PC's that take lvls in the barbarian, fighter or monk class may use their claw attacks (if they have such) as their unarmed attack, however non-bludgeoning attacks do not have a chance to KO and none of the dmg is temporary. Pummeling skill mod's still may be applied to their attacks.

The monster may only specialize in 1 type of listed weapon (either normal weapon or natural weapon) for their race, they may purchase additional specialization under class for other weapons by purchasing the appropriate class abilities. Monster PC's may have specialization in a weapon for race and a weapon/s for class.

Monstrous PC's without class or those with fighter and/or monk class may advance beyond Mastery in a weapon/s. Monster PC's are bound by multiple (off-“hand”) attack mod's for natural attacks (claw, bite, gore...) as well as armed attacks, see Appendix A.

Once a PC class is purchased all future purchases will be at either that class cost or any future PC classes added.

Alignment: Monster PC's normally (DM determined) may be any alignment they wish. However templates may only be one step away on the alignment chart in Appendix A.

Level/EXP: When a monster PC gains enough EXP to add a lvl they may choose to either add a lvl to their race (off-setting ECL penalties as explained in the ECL section) or add a class lvl.

Monster Racial Attack Bonuses & Saving Throws*

Hit Dice**	Attack Bonus	Base Saving Throw & Bonuses	Hit Dice**	Attack Bonus	Base Saving Throw & Bonuses
Less than 1	0	12	16	16	+2
1	1	+3	17	17	+2
2	2	+3	18	18	+2
3	3	+3	19	19	+2
4	4	+3	20	20	+2
5	5	+3	21	21	+2
6	6	+3	22	22	+2
7	7	+3	23	23	+2
8	8	+3	24	24	+2
9	9	+3	25	25	+2
10	10	+3	26	26	+2
11	11	+2	27	27	+2
12	12	+2	28	28	+2
13	13	+2	29	29	+2
14	14	+2	30	30	+2
15	15	+2			

* Monster PC's taking a class level of barbarian, fighter or monk may take/transfer saving throw points to the respective Saving Throw table as it benefits the PC.

** Monster PC's with HD that have an additional number to add to the roll, such as 6d8+5, are considered 1 HD higher than listed (6d8+5 would equal a 7 HD monster). Monsters with ECL's higher than their HD, can use the ECL in lieu of the HD above.

HD vs. Immunity for All Creatures (No bonuses to hit or dmg, only with natural weapons)

HD*	Hits Creatures Requiring	HD*	Hits Creatures Requiring	HD*	Hits Creatures Requiring
1-3+	Normal weapon	7-9+	+2 weapon	13-14+	+4 weapon
4-6+	+1 weapon	10-12+	+3 weapon	15+	+5 weapon

* Monster PC's with HD that have an additional number to add to the roll, such as 6d8+5, are considered 1 HD higher than listed (6d8+5 would equal a 7 HD monster). Monsters with ECL's higher than it's HD, can use the ECL in lieu of the HD above.

Monster Starting Treasure

Monster PC's start with treasure equal to their PC lvl (most listed as *Standard*). Some monster PC's have special notes listing *double* or *triple standard* treasure and some even have listings for items within the entry, all of which are, to some degree, earned by the monster PC. Specific listed type of items refer to treasure left after purchases (no charge for conversion), specific items (+2 sword) are purchaseable at 1/2 cost, “Goods” are for the PC to determine. Monsters with “none” receive standard treasure without any other modifications (such as +25% from region). **The DM will finalize all monster treasure for each PC.** Those monster PC's using racial lvls from the Savage Species receive listed treasure from their standard entries found in the various Monster Manuals.

Winged PC's

Winged PC's (to include both monsters and demihumans) may carry a total weight (beyond body weight) equivalent to a quadruped (DM has info on multi-legged creature weight allowances) unless their race states otherwise. Movement modifiers also affect flying movement rates, just as land based movement. Winged creatures, based on their MC, suffer land combat mod's when fighting on land as listed in Appendix C.

Most winged creatures find that their wings are susceptible to fire, be it by feather or sheer thinness of skin-like membranes, and they burn quickly once set ablaze (As per burning of a web – see *web* spell). Most winged creatures have a total HP value for their wings as 1/8 total HP's. Recovering from burned wings takes a number of weeks equal to the HP value of dmg to their wings. If magical healing is used directly to heal the dmg done to the wings, the membrane and feathers will grow back, otherwise the wing frame gets healed with the body but the membrane and feathers would require the above normal healing time.

See Aerial Combat entry in Appendix B and Aerial MV entry in Appendix C.

In almost all cases winged creatures have a wingspan that is 1.75 to 3x the PC's height. To determine the wingspan, roll 1d6: 1=1.75, 2=2.0, 3=2.25, 4=2.5, 5=2.75, 6=3.0

All winged creatures have the Phobia Enclosed Spaces Disadvantage (Section: 8, no gain of CP's), unless they are immune to Fear.

Alternate ECL Penalty Effects

ECL's for monster PC's are endured as either lvl effecting (as listed at the beginning of this chapter or they are broken down to racial lvls in their respective source books, which are considered lvl effecting as well) or they may elect (with DM approval) to suffer a -1/-5% to all checks, natural AC, saving throws, HD (including HD bonuses such as 6d8+6 would be 5d8+5), attack and dmg and spell caster lvl (including effective) for each point of reduction to their ECL.

Spell-like abilities move 1 category further in use, at will becomes 3x/day use of the spell-like ability then 3x/week, then 3x/month, then 3x/year, then 3x/decade...or they can be reduced by the use such as 2x/day then 1x/day. Both ways can be coupled to reduce the ECL.

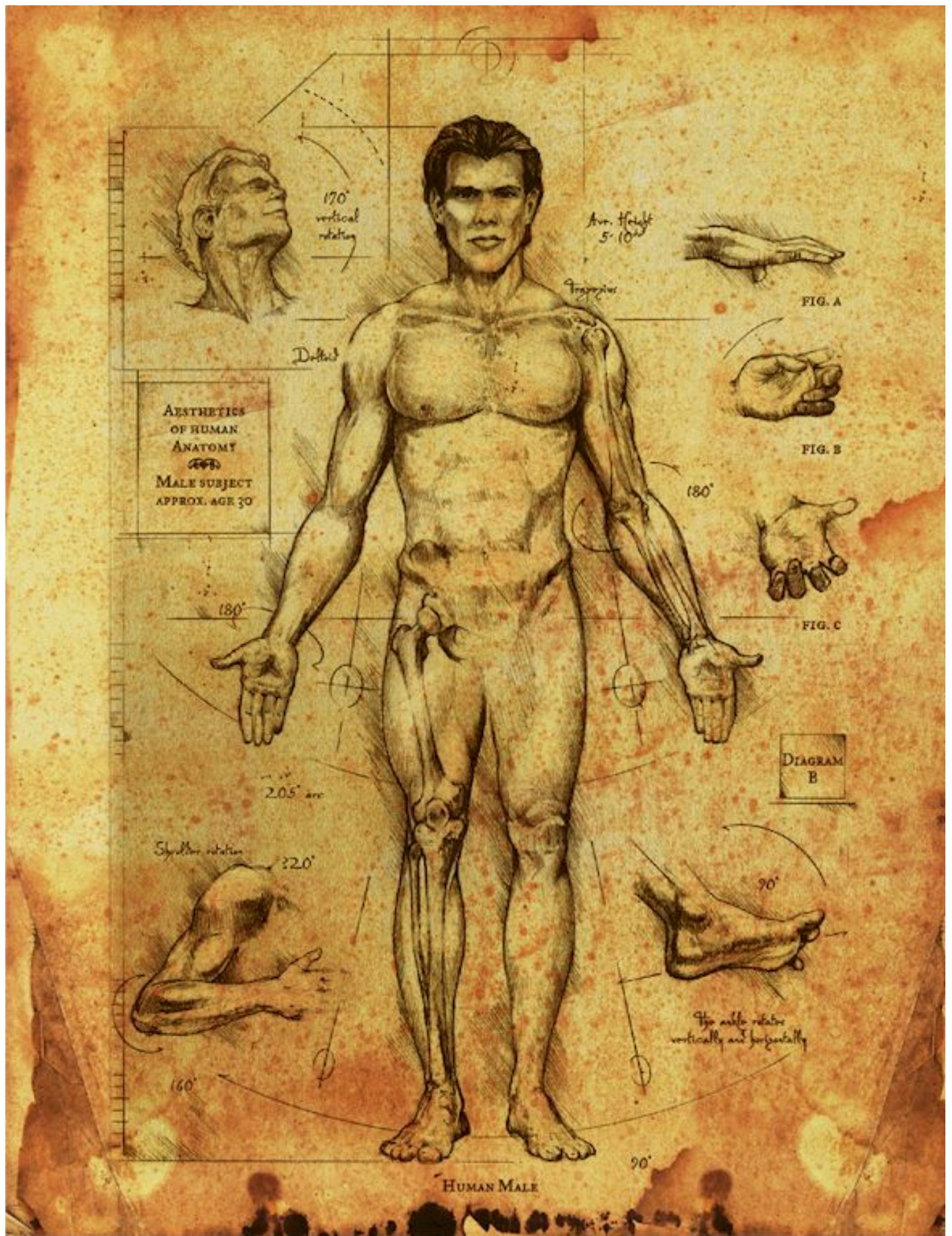
A troll PC could reduce its ECL of 11 by incurring a -4/-20% to above listed abilities and have a modified ECL of 7 requiring 28,000 EXP to gain their 1st class lvl or they may choose to gain a monster lvl which would reduce their -4/-20% to a -3/-15%.

Templates

- Templates taken at PC creation (as determined by the DM) require the PC to take:
 - The basic abilities of the race (basic package) if the template only affects race.
 - The basic abilities of the PC's class (basic package) if the template only affects class.
 - The basics of race and class if the template affects both.
- Templates gained or added after PC creation, when added to the PC cause the PC to gain listed abilities. However the PC then either contends with an alternate ECL penalty as listed above or must wait until the ECL in lvls is gained before advancing in any class. This reflects the PC becoming familiar to its "new" powers and abilities. A 26th lvl PC gaining a "Chosen" template would have to advance 4 lvls before it would see it's next class lvl gained (Chosen: ECL 4). The same templates, if taken at PC creation, would be added to the PC and treated as normal within either its monstrous race and/or within it's class.
- Humans with templates that change their type (including sub-type) or that make them a "Half-" variant do not gain the +2 CP/s per lvl nor EXP Bonus once the template is gained. They do not gain CP's for Class, NWP's/Traits or WP's once the template is gained. They are no longer able to purchase racial abilities at odd lvls, reverting to standard racial lvl purchases.
- Templates gained or added after PC creation that cause racial or class abilities to be lost/supressed are not useable while the template is in effect, but gained back if the template is removed with DM approval.
- After the template is gained, CP purchases may not offset template induced limitations/disadvantages. Template benefits do not stack with existing abilities, NWP, Traits, WP, or High/Epic Level Abilities.

The following races/templates are **not** allowed: Half-Golems, _____







Section 4: Ability Scores

To determine a PC's subabilities, simply double the score of the parent ability (Str, Wis, etc.) and divide that total between the subabilities. The scores for the 2 subabilities must be within 4 points of each other. Only whole numbers are allowed.

Strength (Str)

Score	Power (Pow)		Muscle (Mus)				Score	Power (Pow)		Muscle (Mus)			
	Att Adj	Wgt Allow	Dmg Adj	Max Press	Open Doors	Bend Bars/Lift Gates		Att Adj	Wgt Allow	Dmg Adj	Max Press	Open Doors	Bend Bars/Lift Gates
1	-4	4	-2	10	1	—	16	—	99	1	230	9	10%
2	-3	9	-1	20	2	—	17	1	112	1	260	10	13%
3	-3	13	-1	30	2	—	18	1	129	2	300	11	16%
4	-2	17	-1	40	3	—	19	1	151	3	350	12	20%
5	-2	22	-1	50	3	—	20	2	172	3	400	13	25%
6	-1	26	—	60	4	—	21	2	198	4	460	14	30%
7	-1	30	—	70	4	—	22	2	224	5	520	15 (3)	35%
8	—	34	—	80	5	1%	23	3	258	6	600	16 (6)	40%
9	—	39	—	90	5	1%	24	3	301	7	700	16 (8)	50%
10	—	43	—	100	6	2%	25	3	344	8	800	17 (10)	60%
11	—	49	—	115	6	2%	26	4	396	9	920	17 (12)	70%
12	—	56	—	130	7	4%	27	4	447	10	1,040	18 (14)	80%
13	—	65	—	150	7	4%	28	5	516	11	1,200	18 (16)	90%
14	—	75	—	175	8	7%	29	6	602	12	1,400	19 (17)	95%
15	—	86	—	200	8	7%	30	7	688	14	1,600	19 (18)	99%

Weight Allowance: This is the weight in pounds a PC can carry without being encumbered.

Open Doors: This indicates the chance (on a d20) a PC has to force open a heavy door (magical doors in parentheses) or 1 that is stuck closed.

Bend Bars/Lift Gates: This represents the PC's chance (on a d100) to bend iron bars, lift a vertical gate or portcullis, or perform a similar feat.

Dexterity (Dex)

Score	Agility (Agi)		Balance (Bal)		Score	Agility (Agi)		Balance (Bal)	
	Reaction/Missile Att Adj	Rod/Staff/Wand* & Paralyzation	Defense Adj	Breath Weapon* & Spell*		Reaction/Missile Att Adj	Rod/Staff/Wand* & Paralyzation	Defense Adj	Breath Weapon* & Spell*
1	-5	-4	-6	-4	16	1	2	2	2
2	-4	-3	-5	-4	17	2	3	3	2
3	-3	-3	-4	-3	18	2	3	4	3
4	-2	-2	-3	-3	19	3	4	4	3
5	-1	-2	-2	-2	20	3	4	4	4
6	—	-1	-1	-2	21	4	5	5	4
7	—	-1	—	-1	22	4	5	5	5
8	—	—	—	-1	23	5	5	6	5
9	—	—	—	—	24	5	6	6	5
10	—	—	—	—	25	5	6	6	6
11	—	—	—	—	26	6	6	7	6
12	—	—	—	—	27	6	7	7	6
13	—	1	—	—	28	6	7	7	7
14	—	1	—	1	29	6	7	7	7
15	—	2	1	1	30	7	8	8	7

Reaction/Missile Attack Adj: This bonus affects surprise, initiative (MV) and weapon speed/ spellcasting times, to a minimum of 1 each. However innate magical abilities and magical item power usage (rings, rods, staves etc.) are not affected by reaction adj's. This adj also applies towards making missile attacks.

Defensive Adj: This mod is applicable to the PC's AC, representing the PC's ability to dodge normal missile attacks and parry melee attacks. A negative adjust worsens (decreases) one's AC and a positive adjust better (increases) their AC when the adj's are added to the PC's base AC (10 for most races).

*These saving throw adj's are only applicable if the PC has the Dodge ability or has no restriction on Dex for the round of the effect. If the effect has an area affect (cloud, cone, explosion...) this saving throw only applies if the PC is 5' or less from the outer limit of the effect. It does not apply to automatic hit effects (lightning, certain rays...).

Constitution (Con)

Score	Regen	Toughness (Tou)			Fitness (Fit)			Score	Regen	Toughness (Tou)			Fitness (Fit)		
		System Shock	Death Poison	Magic	HP Adj	Resurrect Survival	Petrification Polymorph			System Shock	Death Poison	Magic	HP Adj	Resurrect Survival	Petrification Polymorph
1	—	25%	-1	-2	—	30%	-3	16	—	95%	2	2	1 (2)	96%	3
2	—	30%	-1	-2	—	35%	-2	17	—	97%	3	2	1 (3)	98%	3
3	—	35%	—	-1	—	40%	-2	18	—	99%	3	2	1 (4)	100%	4
4	—	40%	—	-1	—	45%	-1	19	—	99%	4	3	2 (4)	100%	4
5	—	45%	—	—	—	50%	-1	20	1/6 Trn	99%	4	3	2 (5)	100%	5
6	—	50%	—	—	—	55%	—	21	1/5 Trn	99%	5	3	2 (5)	100%	5
7	—	55%	—	—	—	60%	—	22	1/4 Trn	99%	5	4	2 (6)	100%	6
8	—	60%	—	—	—	65%	—	23	1/3 Trn	99%	6	4	3 (6)	100%	6
9	—	65%	—	—	—	70%	—	24	1/2 Trn	99%	6	4	3 (7)	100%	6
10	—	70%	—	—	—	75%	—	25	1/1 Trn	100%	6	4	3 (7)	100%	7
11	—	75%	—	—	—	80%	—	26	1/5 Rnd	100%	7	5	3 (8)	100%	7
12	—	80%	—	—	—	85%	1	27	1/4 Rnd	100%	7	5	4 (8)	100%	7
13	—	85%	1	1	—	90%	1	28	1/3 Rnd	100%	7	5	4 (9)	100%	8
14	—	88%	1	1	—	92%	2	29	1/2 Rnd	100%	8	5	4 (9)	100%	8
15	—	90%	2	1	1 (1)	94%	2	30	1/1 Rnd	100%	8	6	4 (10)	100%	8

System Shock: This is the percentage chance a PC has to survive magical effects that age his body (magical aging) as well as to see if the PC retains consciousness in particularly difficult situations. If subjected to a potential knockout blow the PC makes a system shock which is offset by the mod's (if any) from the individual/creature that is striking the PC.

PC's reduced to 0 HP's can retain consciousness for 1 round on a successful system shock roll, to complete a non-combat action (retrieve a potion from a pouch or backpack, stand, walk ½ move, enact a defensive magic from an item...at the DM's discretion). Each round after requires the same check unless the PC takes any further dmg and drops below 0 HP's.

HP Adj: 1 = all 1s rolled on HD are considered 2s. 2 = all 1s and 2s are 3s. 3 = all 1s, 2s, and 3s are 4s. 4 = all 1s, 2s, 3s and 4s are 5s (can't exceed base HD). The number in parentheses is the overnight healing bonus, the maximum overnight healing bonus is 10. Overnight healing does not apply if the PC has any form of regen, unless overnight healing is of greater benefit to the PC.

Resurrect Survival: This percentage is used to check if the PC survives a resurrection attempt.

Constitution HP Bonuses

Score	Warrior			Legend			Score	Warrior			Legend			Score	Warrior			Legend		
	1 st Lvl	2 nd Lvl+	Warrior	1 st Lvl	2 nd Lvl+	Warrior		1 st Lvl	2 nd Lvl+	Warrior	1 st Lvl	2 nd Lvl+	Warrior		1 st Lvl	2 nd Lvl+	Warrior	1 st Lvl	2 nd Lvl+	Warrior
1	1	1	1	1	—	1	16	16	4	8	8	—	4	17	17	5	9	9	—	5
2	2	1	1	1	—	1	18	18	5	9	9	—	5	19	19	5	10	10	—	5
3	3	1	2	2	—	1	20	20	5	10	10	—	5	21	21	6	11	11	—	6
4	4	1	2	2	—	1	22	22	6	11	11	—	6	23	23	6	12	12	—	6
5	5	2	3	3	—	2	24	24	6	12	12	—	6	25	25	7	13	13	—	7
6	6	2	3	3	—	2	26	26	7	13	13	—	7	27	27	7	14	14	—	7
7	7	2	4	4	—	2	28	28	7	14	14	—	7	29	29	8	15	15	—	8
8	8	2	4	4	—	2	30	30	8	15	15	—	8							
9	9	3	5	5	—	3														
10	10	3	5	5	—	3														
11	11	3	6	6	—	3														
12	12	3	6	6	—	3														
13	13	4	7	7	—	4														
14	14	4	7	7	—	4														
15	15	4	8	8	—	4														

Warriors at 1st lvl receive their Con as a HP bonus. From 2nd lvl on they receive 1/4 of their Con (rounded up) per lvl as bonus HP's, they may purchase class abilities to increase this bonus to 1/2 their Con (rounded up). Non-warriors at 1st lvl receive 1/2 their Con (rounded up) as a HP bonus. From 2nd lvl on they can possibly receive (if the appropriate class ability is purchased) 1/4 of their Con.

Monstrous PC's receive their HP bonus respectively for each HD (not bonuses) as a basic warrior. Templates that increase a PC's HD also qualify for HP bonus (as a monstrous PC), however once a non-warrior class is added (or if it already has one) to a monstrous PC or template it is followed as listed for non-warriors above.

Changes to this ability score or sub-ability scores are retro-active.

Intelligence (Inte)

Score	Spell Imm.	Learning (Lear)			Knowledge (Kno)		
		Intelect CP's	Spells/ Lvl	Learn Spell	Max Spell Lvl	# of Languages	Bonus NWP's
1	—	—	—	—	—	—	—
2	—	—	—	—	—	—	—
3	—	2	—	—	—	1	4
4	—	2	—	—	—	1	4
5	—	2	—	—	—	1	4
6	—	2	—	—	—	1	4
7	—	2	—	—	—	1	4
8	—	2	—	—	—	1	4
9	—	4	6	35%	4th	2	8
10	—	4	8	40%	5th	2	8
11	—	4	11	45%	5th	2	8
12	—	6	13	50%	6th	3	12
13	—	6	16	55%	6th	3	12
14	—	8	18	60%	7th	4	16
15	—	8	22	65%	7th	4	16

Score	Spell Imm.	Learning (Lear)			Knowledge (Kno)		
		Intelect CP's	Spells/ Lvl	Learn Spell	Max Spell Lvl	# of Languages	Bonus NWP's
16	—	10	26	70%	8th	5	20
17	—	12	28	75%	8th	6	24
18	—	14	32	85%	9th	7	28
19	1	16	37	95%	9th	8	32
20	2	18	43	96%	9th	9	36
21	3	20	48	97%	9th	10	40
22	4	22	53	98%	9th	11	44
23	5	24	58	99%	9th	12	48
24	6	26	64	100%	9th	13	52
25	7	28	69	100%	9th	14	56
26	7	30	75	100%	9th	15	60
27	8	32	80	100%	9th	16	64
28	8	34	86	100%	9th	17	68
29	8	36	91	100%	9th	18	72
30	9	38	All	100%	9th	19	76

Spell Immunity: This is the lvl of illusion/phantasm spells that a PC with that Inte score is immune to. All immunity are cumulative, so a PC with a 21 Inte score is immune to 1st-, 2nd-, and 3rd lvl illusion spells.

Intelect CP's: These CP's may be used to purchase languages (by way of the Modern Languages NWP), NWP's and WP's, it may not be used to purchase Traits.

Spells/lvl: This is the maximum number of spells per casting lvl an arcane spellcaster can learn.

Learn Spell: This is the percentage chance that an arcane spellcaster has to learn a new spell.

Changes to this ability score or sub-ability scores cause any unused CP's to be lost equal to the difference or gained accordingly.

Max Spell Lvl: This is the maximum lvl of spells an arcane spellcaster can access.

of Languages: This is the maximum number of additional languages a PC can learn (beyond their starting language).

Bonus NWP's: This is the bonus NWP CP's a PC gains.

Wisdom (Wis)

Score	Spell Imm	Intuition (Intu)							Willpower (Wil)	
		Bonus							Magical Defense	Divine Spell Failure
		Divine Spells (by Lvl)								
1	2	3	4	5	6	7	Adjust	Failure		
1	—	—	—	—	—	—	—	-5	60%	
2	—	—	—	—	—	—	—	-4	55%	
3	—	—	—	—	—	—	—	-3	50%	
4	—	—	—	—	—	—	—	-2	45%	
5	—	—	—	—	—	—	—	-1	40%	
6	—	—	—	—	—	—	—	-1	35%	
7	—	—	—	—	—	—	—	-1	30%	
8	—	—	—	—	—	—	—	—	25%	
9	—	—	—	—	—	—	—	—	20%	
10	—	—	—	—	—	—	—	—	15%	
11	—	—	—	—	—	—	—	—	10%	
12	—	—	—	—	—	—	—	—	5%	
13	—	1	—	—	—	—	—	—	—	
14	—	2	—	—	—	—	—	—	—	
15	—	2	1	—	—	—	—	1	—	

Score	Spell Imm	Intuition (Intu)							Willpower (Wil)	
		Bonus							Magical Defense	Divine Spell Failure
		Divine Spells (by Lvl)								
1	2	3	4	5	6	7	Adjust	Failure		
16	—	2	2	—	—	—	—	2	—	
17	—	2	2	1	—	—	—	3	—	
18	—	2	2	1	1	—	—	4	—	
19	1	3	2	2	1	—	—	4	—	
20	2	3	3	2	2	—	—	4	—	
21	3	3	3	3	2	1	—	4	—	
22	4	3	3	3	3	2	—	4	—	
23	5	4	3	3	3	2	1	4	—	
24	6	4	3	3	3	3	2	4	—	
25	7	4	3	3	3	3	3	4	—	
26	7	4	4	3	3	3	3	5	—	
27	7	5	4	4	4	3	3	5	—	
28	7	5	5	4	4	4	3	5	—	
29	7	5	5	5	5	5	4	5	—	
30	7	5	5	5	5	5	5	6	—	

Spell Immunity: This grants those PC's with extremely high Wis scores protection from the spells listed under each number below. These immunities are cumulative.

1. Cause fear, charm person or mammal, command, friends, and hypnotism spells.
2. Forget, hold person, ray of enfeeblement, and scare.
3. Fear.

4. Charm monster, confusion, emotion, fumble, and suggestion.

5. Chaos, feeblemind, hold monster, magic jar, and quest.
6. Geas, mass suggestion, and rods of rulership.
7. Antipathy/sympathy, death spell, and mass charm.

Bonus Divine Spells: This is the cumulative

Magical Defense Adj: This mod is used when a save vs a mind effecting spell or spell like ability is required.

Charisma (Cha)

Charisma (Cha)					Charisma (Cha)				
Score	Leadership (Lead)		Comeliness (Com)		Score	Leadership (Lead)		Comeliness (Com)	
	Loyalty Base	Max # of Cohorts, Followers/Henchmen	Reaction Adjust	Turning Adjust		Loyalty Base	Maximum # of Henchmen	Reaction Adjust	Turning Adjust
1	-8 (-4)	1	-7	-5	16	4 (2)	8	5	3
2	-7 (-4)	1	-6	-4	17	6 (3)	10	6	3
3	-6 (-3)	1	-5	-4	18	8 (4)	15	7	4
4	-5 (-3)	1	-4	-3	19	10 (5)	20	8	4
5	-4 (-2)	2	-3	-3	20	12 (6)	25	9	5
6	-3 (-2)	2	-2	-2	21	14 (7)	30	10	5
7	-2 (-1)	3	-1	-2	22	16 (8)	35	11	6
8	-1 (-1)	3	—	-1	23	18 (9)	40	12	6
9	—	4	—	-1	24	20 (10)	45	13	7
10	—	4	—	—	25	20 (10)	50	14	7
11	—	4	—	—	26	22 (11)	55	15	8
12	—	5	1	1	27	22 (11)	60	16	8
13	—	5	2	1	28	24 (12)	65	17	9
14	1 (1)	6	3	2	29	24 (12)	70	18	9
15	3 (2)	7	4	2	30	26 (13)	75	19	10

Loyalty Base: This mod is used to determine a henchman's loyalty to the PC (not used for cohorts). The number in parentheses is the att mod applied to henchmen (hired) and followers (due to the "Followers" class ability) from the PC's leadership. This does not apply to the special 3% - "detailed out" NPC's, nor to companions, familiars or mounts.

Max # of Cohorts, Followers/Henchmen: This number applies to all appropriate PC class/race abilities to determine the maximum # of Companions, Familiars and Mounts (Cohorts) the PC can lead. This same number multiplied by 10 is the maximum # of followers and/or henchmen that the PC can lead.

Alternate Sub-Ability Method

Rather than simply assigning numbers to the PC's sub-ability scores, they can determine the scores randomly. 1st, generate the basic ability score. 2nd, they assign the base score to 1 of the sub-ability scores. 3rd, roll a d8 and apply the indicated adj listed below to the remaining sub-ability;

Roll	Adj
1	= -1
2	= -2
3	= -3
4	= -4
5	= +1
6	= +2
7	= +3
8	= +4



Ensure that the rolls are made with the DM watching!!!





Section 5: PC Classes

PC Classes

The PC classes are divided into 4 groups according to general occupations. Within each group are several similar PC classes. Each player must select a group for their PC, then a specific class within that group. **Red Bold** is the Group, **Black Bold** is the basic class for a Group, Black Regular is a common sub-class for the Group, *Black Italic* is an uncommon sub-class for the Group.

Priest	Rogue	Warrior	Wizard
Cleric	Thief	Fighter	Mage
Druid	Bard	<i>Barbarian</i>	<i>Magi or Sorcerer</i>
Monk		Ranger	<i>Warlock or Witch</i>
Specialist		Paladin	Specialist

Prime Requisite: Any PC who has a score of 16 or more in **all** their prime requisites gains a 10% bonus to their EXP awards for the last class added to the PC.

EXP

Class and kit abilities as well as NWP, WP's, spells and base attack increases are automatically gained as a PC gains lvls. It is presumed, if not role-played out, that the PC's are practicing their skills unspoken of in the background during the course of the game. All PC's advance on 1 EXP Chart, and gain HP's up to lvl 30 as follows;

Lvl	EXP Required	Lvl	EXP Required	Lvl	EXP Required	Lvl	EXP Required	Lvl	EXP Required
1	0	7	21,000	13	78,000	19	171,000	25	300,000
2	1,000	8	28,000	14	91,000	20	190,000	26	325,000
3	3,000	9	36,000	15	105,000	21	210,000	27	351,000
4	6,000	10	45,000	16	120,000	22	231,000	28	378,000
5	10,000	11	55,000	17	136,000	23	253,000	29	406,000
6	15,000	12	66,000	18	153,000	24	276,000	30	435,000

PC Notes:

- PC's gain EXP, which goes toward the PC's "PC Level", this is separate from the PC's "Class Level", although they may be the same, depending if the PC is multi-classed or has an ECL.
- Single classed PC's can buy a single basic (**dark red** lettered) class ability from another class by paying 2x the listed amount, the purchase must be approved by DM. Abilities already purchasable (even if less powerful) in the original class can not be purchased.
- PC's receive rolled HP's up to 30th lvl. Starting at 31st lvl each PC group receives the following HP bonus each lvl up to 45th lvl: Rogues +2, Priests +2, Warriors +3 and Wizards +1. *After 30th lvl, PC's gain only 1/2 of HP bonuses for Con.*
- All PC's receive a +1 to add to any base ability upon reaching character lvls 4, 8, 12 and 16. PC's with ECL's gain the same bonus when gaining enough EXP to gain the next character lvl goal.

ECL	Increase(es) at lvl(s)	ECL	Increase(es) at lvl(s)
1-3	4, 8, 12, 16	8-11	12, 16
4-7	8, 12, 16	12-15	16

- Unspent CP's from class can be used to acquire NWP's, traits or saved to purchase class abilities at a future time.
- A single class ability can be purchased or changed (if an ability purchase was not made for the class, and may only be changed once) at every 3rd character lvl (3, 6, 9, 12 & 15) only with DM approval. Underlined abilities are standard abilities for the class (*these abilities can not be changed/purchased after 1st lvl*). *Class abilities that change HD are retro-active and rerolled, however the roll/s can not be any lower than originally rolled unless they are not annotated.*
- PC's who choose kits from their respective racial handbooks must take basic class abilities and may not take class limitations.
- All class abilities are based on class lvls unless the text of the ability states that it is based on character lvl.
- Monstrous PC's can use properly purchased "Healing" class abilities in opposition, if it benefits the PC. Otherwise, PC's use spontaneous casting guidelines from The Spell Handbook.
- A PC can remove a single selected class limitation after 1 lvl of enduring the limitation by spending 1 CP more than the CP's gained when the limitation was acquired.

Class Abilities: Further identified by the following sub-groups;

Extraordinary (Ex) or not labeled; Not affected by wild/dead magic areas, can't be dispelled, usually used as a free action.

Spell Ability (Sa); Affected by wild/dead magic areas, can be dispelled, can normally be counterspelled, affects can be nullified by MR. Normally uses caster lvl to determine effects. Initiative mod's listed in spell description. Can be a spell enhancing ability.

Spell-like (Sp); Affected by wild/dead magic areas, can be dispelled, can't be counterspelled, affects can be nullified by MR.

If caster lvl not stated, character lvl is used. Treated as innate spell ability for initiative mod's (3).

Supernatural (Su); Affected by wild/dead magic areas, can be dispelled, can't be counterspelled, affects can't normally be nullified by MR. If caster lvl not stated, character lvl is used. Treated as innate spell ability for initiative mod's (3).

Priest

A priest is a follower and advocate of a particular deity. The PC acts in a manner appropriate to their deity, and uses their powers and skills to help others advance the beliefs of their religion.

Priests who choose kits from the Barbarians Handbook receive no CP's for class. Crusader, Shaman and Mystic are detailed in the Faiths & Avatars. PC's that take these classes must purchase basic Cleric Abilities (may not be altered).

Priests normally roll a d8 for HP's. Monks roll a d6 for HP's.

Priests receive the Religion NWP for free (*This does not stack with Religion NWP gained for "pre-made" Specialty Priests*).

Priest Optional Limitations:

Armor Restriction (5+): The priest is limited in their choice of armor. As a 5 CP limitation, the priest is restricted to chain mail or lighter armor; for 10 CP's, the priest is limited to studded leather or lighter armor; and for 15 CP's, the priest may not wear any armor at all. If the priest can't use a shield, it is worth an additional 5 CP's.

Awkward Casting Method (5): Spells cast by the priest are unusually obvious - the priest may be surrounded by a glowing halo of divine light, they may have to invoke their deity's power with peals of thunder and tremors in the ground, or some sensation (fear, cold, elation) may be noticed by anyone nearby (60' radius). Any intelligent creature in earshot automatically notices the priest's spellcasting, even if they weren't paying attention to them before. Casting spells from ambush or without being observed is nearly impossible with this limitation.

Behavior/Taboo (2): The priest's religion has an unusual code of behavior or conduct that may hinder them in certain situations. For example, a priest may be required to speak a 10-minute prayer every time they cross a river, which could be very inconvenient if the priest was being pursued.

Another priest might be required to use cure spells on anyone in need, expending spells on strangers or NPC's instead of their companions. A priest who violates their behavior guideline loses access to their spells and must perform some appropriate penance for their failing.

Ceremony/Observance (5): The priest's faith demands the observance of a special event or ceremony every day, such as a prayer at sunrise, a small sacrifice or libation performed in a certain way, or a lengthy atonement for the day's thoughts and actions. The priest must drop whatever they are doing to perform the ceremony; there are no excuses for missing it. A priest who skips the ceremony may lose their memorized spells or suffer some other sign of their deity's disfavor until they find a way to atone.

Delayed Acquisition of Abilities: A priest can reduce the cost of a special ability by choosing to delay it to a higher lvl. An ability that is not acquired until 3rd lvl is 1 CP cheaper than the listed cost; an ability delayed to 5th lvl is 2 CP's cheaper; an ability delayed to 7th lvl is 3 CP's cheaper; an ability delayed to 9th lvl is 4 CP's cheaper than listed; and an ability delayed to 11th lvl is 5 CP's cheaper than normal. No ability can be reduced to zero or less CP's - everything costs at least 1 CP, no matter how long the priest waits for the power. Delayed lvl based abilities, when finally gained, are used as though the priest is 1st lvl even though the priest could be as high as 11th lvl. *These abilities can not be changed!!!*

Difficult Spell Acquisition (5): The priest's deity is particularly demanding about granting spells, and the priest can pray for spells only in very specific circumstances.

For example, the priest might only be able to gain spells in a temple of their deity, they might have to wait for certain celestial alignments or phases of the moon.

The priest might be required to fast and pray for a minimum of 3 days before gaining spells. In general, this limitation should make it hard for the priest to gain spells while traveling or adventuring.

Fanaticism (5): A priest with this limitation comes from an intolerant faith. Followers of other powers must convert or forfeit their lives. The priest absolutely refuses to accept any companion who does not worship the power they represent and suffers a -4 reaction adj with any NPC's not of their faith - the priest can't hide their contempt for nonbelievers.

Hazardous Spells (10): Channeling the power of a deity can be dangerous, and a priest with this limitation can sustain harmful side-effects from casting spells. The priest might suffer 1 point of dmg/spell lvl when they cast a spell, with a saving throw vs. breath weapon for 1/2 dmg. Another option would be a chance (5%/spell lvl, -2%/class lvl, minimum 1%) of losing all spells in memory and being feebleminded for 1d3 days.

Limited Magical Item Use (5+): For each category of magical items they cannot use, the priest gains 5 CP's. The categories are: potions & oils, scrolls, rings, rods, staves, wands, miscellaneous magic, weapons, armor.

Limited Spell Selection (5): The prayers required to petition the priest's deity for spells are extremely complex. In fact, they are as complex as a wizard's spells, and as a result the priest is required to build a "spell book" of priest spells. 1st, this limits the priest to a maximum number of spells/lvl, as indicated by their Inte score. Secondly, the priest must make a learn spells roll in order to add a new spell to their selection; if the priest fails to learn a spell, they may not try to learn it again until they gain another lvl.

Reduced HP's (5/10+): For 5 CP's, the priest uses a d6 for HP's; for 10 CP's, the priest uses a d4 for HP's. For +10 CP's the priest does not receive HP adjust for Con.



Cleric

Druid



Monk

Specialty Priest

Reduced Spell Progression (15): A priest with this restriction memorizes 1 less spell of each lvl than normal; a 1st lvl priest gains zero 1st lvl spells instead of 1, and so on. If the priest's spell allocation for any given lvl is reduced to 0 by this limitation (like the 1st lvl priest above), the priest does not gain bonus spells for an exceptional Wis score for that class lvl.

Slower Casting Times (5)2: The priest's spells are unusually long-winded; all casting times are increased by 3. A casting time of 1 round or longer is simply doubled.

Talisman/Symbol (8): The priest's spell powers are focused through 1 specific talisman or holy symbol. Without this symbol, the priest is incapable of casting spells. If their talisman is destroyed or stolen with no hope of recovery, the priest may create a new one with 1d4 weeks of prayer, meditation, and fasting in their home temple.

Weapon Restriction (5/15): Unless otherwise stated, a priest has access to the cleric's weapon selection of any Type B weapon. A priest with this limitation is further restricted to the staff, club, war hammer, horseman's mace, and horseman's flail. For 15 CP's, the priest is not allowed to gain proficiency in any weapon.

Cleric

Clerics are the most common type of priest. Clerics are sturdy soldiers in the service of their deity.

Prime Requisite: Wis

Clerics have 139 CP's to purchase class abilities, at least 1 standard ability and 12 spheres must be purchased. Clerics who choose kits or priesthoods from the Priests Handbook must purchase the basic Cleric Abilities for 146 CP's (may not be altered).

Clerics normally use only blunt, bludgeoning weapons. Clerics normally can wear any type of armor and use any shield.

Access to Spheres (Sa): The standard cleric selection costs 124 CP's, or the PC can purchase spheres individually.

Sphere Access

Sphere*	Minor	Major
Animal	5(m)	10(d,s)
Astral	3(m)	5(c)
Chaos	3	5(c^)
Charm	5	10(c)
Combat	5(m)	10(c)
Creation	5	10(c)
Divination	5(d^)	10(c,m)
Elemental	8(c)	15(d)
Air	2	5
Earth	3	5
Fire	3	5
Water	2	5
Guardian	3	5(c,m)
Healing	5(m,s)	10(c,d)

Sphere*	Minor	Major
Law	3(m)	5(c^)
Necromancy	5(cr,m)	10(c)
Numbers	5	10(m)
Plant	5(s)	10(d)
Protection	5(cr,m)	10(c)
Summoning	5(m)	10(c)
Sun	3	5(c,d^)
Thought	5	10(m)
Time	5(m)	10(d)
Travelers	3(c,d,m)	5(s)
War	3(c,m)	5(cr)
Wards	5(m)	10(c,d)
Weather	3	5(d)

Minor access is 4th lvl spells and lower, major is access to all lvls of spells. (c) is the standard cleric & mystic selection. (cr) & (c) is the standard crusader selection. (c^), the cleric, crusader, mystic and shaman gets to choose either Law or Chaos depending on alignment, neutral PC's choose 1. (d) is the standard druid selection, (d^), the optional druid selection. (m) is the standard monk selection.. (s) & (c) is the standard shaman selection. * Spells of the All sphere are accessible by all divine spellcasters, those with no access to major spheres may not have access to major spells of the All sphere.

Anchor of Stability (Su) (5): The PC's strong devotion to their god acts as an anchor for those near them, anyone within 10' of the PC is not affected by alignment changing or affects (magical or natural) as long as they are of the same general alignment (a lawful good PC would mean any lawful PC/NPC was safe or any good PC/NPC was safe within the 10' area).

Animal Empathy (Su) (10): This ability is similar to that of the ranger ability. If the PC carefully approaches a natural animal, they can modify the animal's reactions. Domestic or non-hostile animals are befriended automatically, while wild animals or those trained to attack must make a saving throw vs. rod, staff, or wand to resist the PC's overtures.

The PC imposes a saving throw penalty of -1 per 3 lvls (-1 at 1st to 3rd, -2 at 4th to 6th, and so on.). If the animal fails to save, its reaction is shifted 1 category as the PC chooses - for example, hostile to threatening, neutral to friendly.

AC Improvement (15): The PC is trained in avoiding blows through timing and deception. The PC's natural AC improves by 1 point at every even lvl (+1 at 2nd, +2 at 4th, +3 at 6th, and so on) to a maximum of +8.

However, this ability is useless if the PC wears any form of armor or magical devices which replace armor, like *bracers of defense*.

Casting Reduction (5)2: The PC's spell casting time is reduced by 1. All spells still retain a minimum casting time of 1.

Cold Resistance (5): The PC enjoys an unusual resistance to natural and magical cold, gaining a +2 bonus to saves versus the effects. Ice based attacks/effects are included in the resistance.

Combat Bonus (20): The PC's base attack advances at the warrior rate of 1/lvl instead of the normal PC rate of 2/3 lvls.

Communication (10): A PC with this ability learns 1 language/lvl from a related group of racial tongues. For example, a PC of a god of the sea might learn the languages of aquatic races instead, while a dwarven PC could learn the languages of mountain races or creatures of stone.

Detect Good/Evil (Sp) (10): PC's can detect good/evil 1x/day.

Detect Undead (Sp) (10): PC's can detect undead 1x/day.

Expert Healer (Sa) (5/10): This ability allows the cleric to cast 1 *cure light wounds* spell a day in addition to the number of spells the PC can normally cast. With the 10 CP option, the PC can cast a bonus *cure light wounds* 1x/day for every 3 lvls of EXP.

Extended Spell Duration (Sa) (10/15): The duration of any non-instantaneous spell cast by the PC is increased by 1 time unit/2 lvls. The unit of time varies, depending on how the spell's duration is normally measured; rounds for rounds, turns for turns, and so on. For 10 CP's, this applies to spells of 1 sphere and for 15 CP's to spells of all spheres.

Eyes of Truth (Sp) (15): The PC can use *true seeing* (priest version) 1x/week. At 7th lvl, the PC can use this ability 1x/day.

Faithful Fanatic (Su) (15): All spells cast by the PC function as if the PC were 1 lvl higher as a reward of their devotion to their power. The PC must take the Fanaticism Disadvantage (No CP gain).

Fire/Electrical Resistance (Su) (7): The PC gains a +2 bonus to saving throws vs. fire or electrical effects, including both natural phenomena and magical attacks.

Followers (5/10): By purchasing this skill, a cleric can gain followers if they establish a stronghold and are at least 8th lvl. For 10-CP's, the cleric can attract followers whenever they establish a stronghold, regardless of lvl.

HP Bonus (10): For 10 CP's, the PC rolls a d10 to determine HP's rather than a d8.

Identify Plants and Animals (Sp) (5/8): At 3rd lvl, the PC gains the ability to identify natural plants and animals, they may also identify pure water. For 8 CP's, the PC gains it at 1st lvl.

Immunity to Charm (Su) (5+): At 7th lvl, the PC becomes immune to *charm* effects or spells cast by a group of related creatures, such as woodland creatures, undead, plant monsters, extra-planar monsters (outsiders), or wizards.

The PC may gain this power at an earlier lvl for a cost of +1 CP/lvl (6 CP's at 6th lvl, 7 at 5th...) each class the PC is immune to costs an additional 5 CP's each.

Immunity to Magic (Su) (10): The PC enjoys partial immunity to 1 type of magic - alterations, invocations, necromancy, and so on. Both wizard and priest spells of this type are included. The PC gains a +4 bonus to saving throws against spells of the type chosen, or a normal, nonpenalized saving throw against spells that do not normally allow a save.

Immunity to Natural Disease (Su) (10): The PC is immune to normal diseases, although magical diseases such as lycanthropy and mummy rot still affect them. This is similar to the paladin's ability to resist disease.

Inspire/Enrage Allies (Su) (5/10): Through the PC's prayers and exhortations, the PC can inspire allies in battle, giving them a +1 bonus to their attack rolls and saving throws. The PC must do nothing but chant for at least 3 full rounds before allies gain bonuses, and the effects last for 1d3 rounds after the PC stops. All allies within 10' of the PC are affected.

As a 10 CP power, allies become enraged, increasing the bonuses to +2. The PC can do nothing else while using this power.

Know Alignment (Sp) (10/15): For 10 CP's PC's can *know alignment*, as per the spell, 1x/day. For 15 CP's PC's can *know alignment*, as per the spell, 1x/day/2 lvls.

Lay on Hands (Sp) (10): The PC has the power to lay on hands 1x/day, curing up to 2 points of dmg/lvl. This is identical to the paladin PC class ability.

Pass Without Trace (Sp) (5/7): At 3rd lvl, the PC gains the ability to *pass without trace* at their normal MV rate. For 7 CP's the PC may have this ability at 1st lvl.

Path of the Proxy (Sp) (5): 1x/day, the PC can *call upon faith* or *draw upon holy might*.

Proficiency Group Crossovers (5+): Normally, PC's may learn NWP's from the priest and general lists at no extra cost. Each additional crossover group costs 5 CP's and allows the PC to learn NWP's from another PC group's list with no penalty.

Purify Water (Sp) (5): 1x/day, the PC may make use of a *purify food and drink* spell, applying it to water or brine only. The power operates as a spell cast by the PC in respect to area of effect.

Resist Energy Drain (Su) (5/10/15): PC's with this ability gain a +1 to saving throws versus the *energy drain* spell and the level draining attacks of the undead. If the attack does not normally allow a saving throw, the power has no effect, but the saving throw mod does apply to PC's under a negative plane protection.

For 10 CP's, the bonus is +2. For 15 CP's, this ability allows a PC to attempt a saving throw vs. spell with a -4 penalty to avoid a level draining attack that normally allows no saving throw.

Resist Temptation (Su) (10): The PC gains +2 to all saves which might influence the PC's mind such as charm and enchantment spells and effects.

Revenance (Su) (10): The PC gains 2% MR/lvl when magically attacked by undead.

Secret Language (Su) (5): PC's with this ability share a secret form of communication that only they understand. This permits secure conversations in almost any setting.

Shapechange (Sp) (15+): Beginning at 7th lvl, the PC may change into a mammal, reptile, or bird (as a druid) 3 times/day - each form may be used once. Each transformation heals 10%-60% of any dmg the PC has sustained. The acquisition of this power may be accelerated for 2 CP's/lvl, so for 17 CP's the PC may shapechange at 6th lvl.

Spell Range Increase (Sa) (10/15): The reach of all ranged spells (spells with a range other than 0, self, or touch) from 1 sphere are increased by 25%. All spells in the sphere with a range of 0 or touch can be cast at 5' for every 5 lvls (1st-5th = 5' range, 6th-10th = 10' range, etc.), normal attack rolls apply for touch spells. For 15 CP's it applies to spells of all spheres.

Spell-Like Granted Power (Sp) (Special): Many PC's have unusual granted powers that simulate the effects of various spells. Unlike spells, these granted powers require no material components.

A spell-like granted power may be invoked 1x/week and has a base cost of 10 CP's, plus the following mod's:

- 1 CP/spell lvl for priest spells
- 2 CP's/spell lvl for wizard spells
- 5 CP's for a 1x/day use
- 1 CP/lvl for each additional daily use
- 10 CP's for a continuous or persistent power

For example, a PC who wishes to invoke *polymorph self* 1x/week would pay 10 CP's, plus 8 CP's (4th lvl wizard spell), for a total of 18 CP's. The ability to use the power 1x/day would cost an additional 5 CP's, for a total of 23 CP's. Using *flame blade* (2nd-lvl priest spell) 3 times/day would cost 10+2+5+2, for a total of 19 CP's.

The PC must give up 1 spell slot of the appropriate lvl, so a priest who wants to have *polymorph self* as a spell-like granted power must leave one 4th lvl spell slot empty.

Regardless of the amount of CP's paid, a PC may not have a spell-like granted power of 6th or higher lvl nor can it be in conflict with their god's portfolio. Spells of instantaneous or special duration, with a range of touch or whose effects are discharged cannot be considered, and the spell must be one that affects the caster. By concentrating, the PC may invoke the power and maintain it for as long as they continue to concentrate. Changing the spell-like granted power requires a full week of uninterrupted prayer.

The PC may pay the CP's for a 5th lvl spell at 1st lvl and change their persistent spell as they gain access to higher lvl spells or may add CP's to this ability to make the difference as they gain access to higher lvl spells or to change the frequency.

The frequency may never be "scaled back" to regain CP's. Once the type (priest or wizard) is chosen at 1st lvl it may not be changed.

If the PC is struck by or in the area of effect of a *dispel magic*, or if the PC goes to sleep or loses consciousness the spell-like effect automatically fails. The PC can invoke it again, just as if it were an innate ability (initiative mod of +3).

Note: When the PC invokes a power, factors such as range, dmg, duration, and other effects are determined as if the PC had actually cast the spell.

This ability may only be modified after 1st lvl, if it is not purchased at 1st lvl it may not be purchased at a later lvl.

Sphere Bonus (Sa) (6+): The PC can purchase either major or minor access to 1 sphere of priest spells that normally lies outside their god's portfolio. The cost is 2X the normal cost.

Sphere Focus (Sa) (10/15): Any spells in 1 sphere of the PC's choice are cast as if the PC were 2 lvls higher. This may be combined with the Faithful Fanatic option. For 15 CP's it applies to spells of all spheres.

Strengthened Faith (Su) (10): An extremely strong link between the PC and their god exists decreasing any effects that cause the PC to lose lvls and/or abilities by 1. This includes permanent and temporary lvl and/or ability losses.

Thief Ability (10+) (DM): For 10 CP's plus the cost of the ability, the PC may select 1 thieving skill ability (underlined). Each additional 5 CP's, plus the cost of the ability, allows the PC to select an additional ability, up to a maximum of 4 abilities. (*Note:* Sneak attack *is not* selectable.)

Use the Thief Average Ability Table in Appendix A. Only negative mod's for race, Dex, Inte and armor apply.

Turn Undead (Su) (10): The PC is granted power over undead, such as zombies, skeletons, vampires, and lichens. PC's can drive away these creatures, and as PC's advance in faith and lvls, they can destroy some forms of undead. PC's may also turn outsiders (non-native), that are not from the plane the turning is occurring on, with the same effects as normal for undead (evil PC's can turn good, good PC's can turn evil, neutral PC's can turn either). A "D" indicates banishment to the outsider's home plane.

Unarmed Combat Skills (15): The PC has the ability to specialize in unarmed combat (pummeling or wrestling), as described under the monk entry later in this Section. Cannot be used with Weapon Specialization.

Warrior-Cleric (10): From 2nd lvl on the PC receives 1/4 of its Con (rounded up) per lvl as bonus HP's.

Weapon Selection (5/10): For 5 CP's, the PC is allowed to include 1 edged weapon in their list of permissible weapons, or instead the PC may have access to a list of tribal or special weapons approved by the DM - for example, the druid or thief selections. For 10 CP's, the PC may wield any weapon they wish.

Weapon Specialization (15): This PC can specialize in a particular weapon. The CP cost must be met in addition.

Wizardly-Cleric (Sa) (10/15): These PC's gain access to 1 school of wizard spells and can cast them as if they were clerical spells. For 10 CP's, the PC gains minor access to that school. For 15 CP's, the PC gains major access. The PC's must continue to observe the number of various lvl spells they can cast each day, for 8-9th lvl spells use wizard chart for number of spells/day.

Wondrous Healer (Sa) (15): All "curative" spells cast by the PC heal to their maximum potential.

Druid

Druids are nature priests, protecting pristine woodlands from the depredations of monsters and civilization.

Prime Requisite: Wis, Cha

Optional Sphere Access

Druid Sphere Access (Sa): PC's have the option to choose if they lose access to the sphere of divination, gaining major access to the sphere of sun (listed on the Sphere Access listing under cleric).

Druids have 123 CP's to purchase class abilities, at least 4 standard abilities and 7 spheres must be purchased. A Druid may also purchase 1 Ranger Ability (not already offered as a Druid Ability) for 5 CP's more than listed. *Druids who choose kits or branches from the Druids Handbook must purchase the basic Druid Abilities for 128 CP's (may not be altered).*

Druids normally use the following weapons: club, sickle, dart, spear, dagger, natural made bows and arrows, scimitar, sling, and staff.

Druids normally use "natural" armors - padded, hide, or leather armor and wooden shields.

Access to Spheres (Sa): The standard druid selection (listed on the Sphere Access listing under cleric) costs 78 CP's. Or, the PC can purchase spheres individually just as clerics do.

Alignment Change (Su) (10): 1x/day, the PC can temporarily neutralize 1 being by changing its alignment to the least extreme alignment - neutral. On a failed save vs. spells (modified by the PC's lvl as a penalty), the being so affected has its alignment changed to neutral, for 2d6 hours +1 hour/ 3 lvls of the PC, and acts accordingly. This change can severely complicate the lives of 'extremists' such as paladins and monks, which is precisely what the PC wishes to accomplish.

Alter Beasts (Sp) (10): 1x/day at 7th lvl, the PC can cast *polymorph other* on another being (saving throw modified by the PC's lvl as a penalty), to turn them into a natural woodland creature.

Analyze Balance (Sp) (5): The PC can cast *analyze balance* 1x/day/lvl.

Animal Companion (Sp) (10) (DM): The PC gains the companionship of a *random* woodland creature (natural animals only). The PC may gain 1 additional animal companion for every 3 lvls gained. A PC's animal companion (as long as it is well treated) is loyal to the death.

All animal companions gain the equivalent of the Bonus Familiar Powers from the wizard section without the negatives (usually due to death) a *Find Familiar* spell causes.

If the animal is killed or lost, the PC can find another in the wilderness within 3 to 4 weeks.

Animal Friendship (Sp) (5): 1x/day, the PC can cast *animal friendship* (saving throw modified by the PC's lvl as a penalty).

Bonus Spell (Sa) (5): 1x/day the PC can cast an *animal friendship* spell (saving throw modified by the PC's lvl as a penalty). This is a bonus spell and does not count against the PC's spell total for the day.

Cold Resistance (Su) (5): +2 saving throw bonus vs. cold- or ice based attacks.

Communicate with Creatures (10): A PC can acquire the languages of prime material and elemental creatures, at the rate of 1 language/lvl. For example, a 4th lvl PC could have 4 such languages. Some languages include: auquan, auran, draconic, elven, giant, gnome, ignan, sylvan, terran and treants.

Elemental Spell Bonus (Sa) (5): When the PC casts spells from the elemental sphere; all lvl based variables (range, duration, etc.) are calculated as if the PC were 1 Lvl higher than the PC's actual lvl.

Fire/Electrical Resistance (Su) (5): A +2 bonus to all saving throws vs. fire and electrical attacks.

Followers (10): At 10th lvl, the druid attracts 1d8 followers as a ranger (use the ranger follower chart) however the druid must create or restore a druid circle or sanctuary.

Hide in Shadows (5) (DM): A PC can hide in shadows, as the ranger ability, in natural surroundings only.

HP Bonus (10): For 10 CP's, the PC rolls a d10 to determine their HP's rather than a d8.

Identify (Sp) (5): At 3rd lvl, a PC can accurately identify plants, animals, and clean water.

Immunity to Charm (Su) (5/10): Normally a 7th lvl a PC becomes immune to charm spells cast by woodland creatures for 5 CP's. However, by purchasing this ability for 10 CP's, the PC gains this immunity immediately.

Immunity to Disease (Su) (10): A PC with this ability is immune to natural diseases.

Keeper of the Balance (Su) (10): When fighting against creatures of extreme alignments (LG, CG, LE, & CE), the PC gains a +2 bonus to hit, dmg, and initiative as well as receiving a +2 to all saves from spell attacks by those beings.

Move Silently (5) (DM): A PC can move silently, as the ranger ability, in natural surroundings only.

Nature Protector (Sa) (5): The PC may select ranger specific spells as long as they are of the same spheres that the PC has access to.

Pass Without Trace (Sp) (5): At 3rd lvl, a PC with this ability can *pass without trace* at their normal MV rate.

Planar Native (Su) (10): The PC is able to attune their body to any outer plane they are on, providing them with special benefits. The PC's neutral alignment is masked and for purposes of divination appears to be the alignment of the plane the PC is on. The PC also does not drop in lvl if their power is on another plane. The PC gains a +1 to all saves vs. natural phenomena of the plane they are on.

Purify Water (Sp) (5): This ability allows the PC to cast 1 *purify food and drink* spell a day in addition to the number of spells the PC can normally cast.

Secret Language (Su) (5): PC's can speak a secret language only they know, and they use it to converse with each other.

Sense Planar Origin (Su) (5): When arriving on any plane the PC can determine exactly what plane of existence that they are on. Additionally, the PC is potentially aware of possible destinations of any type of exit from a plane (portals, gates or natural phenomena) the chance is equal to 25% + 2% per lvl of the PC.

Sense Portal (Sp) (10): The PC can *detect portal* (as *detect magic* except only magical portals and gates are detected) 1x/day.

Shapechange (Sp) (10/15): Normally at 7th lvl the PC gains the ability to *polymorph self* 3 times/day for 10 CP's, into a natural animal. However, by purchasing this ability for 15 CP's, the PC gains the following *polymorph self* abilities:

At 5th lvl, the PC can change into a bird 1x/day.

At 6th lvl, the PC can change into a reptile 1x/day.

At 7th lvl, the PC can change into a mammal 3 times/day.

The size and shape assumed by the PC can vary from that of a bullfrog or small bird to that of a black bear. The PC can assume the forms of normal creatures only. When assuming a new form (either natural form or animal form), a PC is healed of 10-60% of any dmg they have suffered (round down).

The PC also assumes the creature's physical characteristics (AC, MV mode and rate, etc.). They may retain the same form for 1 hour/lvl. The PC's clothing and 1 item held in each hand also become part of their new shape - these reappear when the PC resumes their normal form.

The acquisition of this power may be accelerated for 2 CP's/lvl.

Turn Undead (Su) (10/15): At 6th lvl, the PC can turn undead. For 15 CP's, the PC can turn undead at 3rd lvl.

Warrior-Druid (10): From 2nd lvl on the PC receives 1/4 of its Con (rounded up) per lvl as bonus HP's.

Weapon Specialization (15): This PC can specialize in a particular weapon. The CP cost must be met in addition.

Weave Sense (Su) (5): The PC is instantly aware of when they come within 10' of any natural or magical effect that restricts or alters magic use and exactly how it affects magic.

Wilderness Defender (Su) (10): On the plane of the PC's god or in the wild (the PC's selected terrain), the PC becomes an awesome defender receiving a +4 bonus to AC and doubling all MR and saving throw bonuses.

Druids, Archdruids, and the Great Druid

11th lvl or below - Initiate, no "underlings".

12th lvl - Druid, must take place of 1 of the 9 druids in a geographical area, gains 3 underlings depending on rank amongst the 9 (highest has 3 at 9th, second 3 at 8th and so on).

13th lvl - Archdruid, must take place of 1 of the 3 Archdruids in a geographical area, gains 3 underlings of 10th lvl. 3 Archdruids are chosen to serve the Grand Druid and they retain their underlings.

14th lvl - Great Druid, must take place of the 1 Great Druid in a geographical area, served by 3 underlings of 11th lvl.

The Grand Druid & Hierophant Druid

See the High Lvl Handbook.

Monk

Monks pursue personal perfection through action as well as contemplation and most importantly worship. They train themselves to be versatile warriors skilled at fighting without weapons or armor. Ready for battle even when barefoot and dressed in peasant clothes, monks are often able to travel unnoticed among the populace.

Prime Requisites: Dex, Con, Inte, Wis

Monks have 142 CP's to purchase class abilities, at least 5 standard abilities and 12 spheres must be purchased. Monks may not take kits or priesthoods from the Priests Handbook.

Monk hand and foot attacks cause dmg depending on their lvl (see dmg chart at the end of the monk abilities section), a kick can be supplemented for 1 hand attack/round. Monks are never penalized for using multiple limbs for attacking (such as a leg and both hands). Monks use Warrior number of attacks for unarmed combat.

Monks have the distinct ability to increase their AC due to parrying as a fighter of equal lvl.

Due to many of the monk abilities requiring unfettered movement they cannot wear anything heavier than normal gloves or shoes, or any kind of body armor, nor wield/use items of large size and still receive their unarmed combat bonuses. Monks may only wield blunt weapons.

Monk unarmed combat dmg is 3/4 temporary, like normal unarmed combat dmg. At 5th lvl, the monk can choose to deal out fully lethal dmg. At every odd lvl beyond 1st monks gain the ability to strike as a magic weapon with unarmed combat (5th lvl strikes as +2 weapon, 7th as +3...max +5), however they do not gain bonuses to attack, dmg or speed.

Monks making use of any Str or Dex enhancing magic items, or magic items that imitate armor of any sort (e.g. Bracers of Defense); lose the unarmed combat and AC bonuses from class abilities.

Monks may not own more than 10 magical items at 1 time but they may use magic weapons and any magic item usable by clerics. The monk also cannot keep more treasure than they can carry. All excess must be donated to the monastery or other worthy institution.

Skills marked with an asterisk (*) can be improved as a monk advances in lvl.

Access to Spheres (Sa): The standard monk selection costs 87 CP's, or the monk can purchase spheres individually. Monks may not have major access to spheres, except for the 5 listed.

Additional Dmg (5/10)^M: Starting at 1st lvl a PC can do 1 additional point of dmg while using unarmed combat. Furthermore the PC does an additional point of dmg for every 3 lvls the PC has earned (1st to 3rd lvl +1, 4th to 6th lvl +2, 7th to 9th lvl +3, etc.), to a max of +5 at 13th.

For 10 CP's the PC gains a +1 for every 2 lvls.

Animal Empathy (Sp) (10): This ability is similar to that of the ranger PC class. If the PC carefully approaches a natural animal, they can modify the animal's reactions. Domestic or non-hostile animals are befriended automatically, while wild animals or those trained to attack must make a saving throw vs. rod, staff, or wand to resist the PC's overtures. The PC imposes a saving throw penalty of -1/3 lvls (-1 at 1st to 3rd, -2 at 4th to 6th, and so on.).

If the animal fails to save, its reaction is shifted 1 category as the PC chooses - for example, from hostile to threatening or neutral to friendly.

AC Improvement (5/10): Starting at 1st lvl a PC is trained in avoiding blows through timing and deception. The PC's natural AC improves by 1 if unarmored and unencumbered.

Furthermore for every 3 lvls gained the PC's AC improves by 1 (1st to 3rd lvl +1, 4th to 6th lvl +2, 7th to 9th lvl +3, etc.) to a maximum of +8. However, this ability is useless if the PC wears any form of armor or magical devices that replace or simulate armor. This cannot be combined/used with Tumbling.

For 10 CP's the PC gains a +1 for every 2 lvls.

Athleticism (10): A PC with this talent is the physical epitome of the epic Greek athletes of ancient Athens. Robust and naturally fit, a PC with this skill is capable of heroic feats of bodily prowess and puissance. The PC epitomizes the animal grace of the human form.

As a result of their Str and Agi, they receive a +2/+10% bonus to all checks involving climbing, jumping, throwing, and tumbling. Furthermore, they can purchase the Endurance NWP for 1/2 the standard cost.

Climb Walls (5)^M: The PC has the Climb Walls ability similar to thieves.

Cold Resistance (Su) (5): The PC enjoys an unusual resistance to natural and magical cold, gaining a +2 bonus to saving throws versus these effects. Ice based attacks or effects are included in the PC's resistance.

Combat Bonus (15): The PC's base attack advances at the warrior rate of 1/lvl instead of the normal priest rate when using weapons.

Combat Sense (10): By selecting this skill, the PC enjoys an innate kinship with the pulse of battle, enabling them to act with more precision and accuracy than others who are less comfortable in melee situations. The PC receives a +1 bonus in 3 different combat situations:

- Fighting in the dark (reducing the penalty to -3 instead of the standard -4, or -1 if the PC also knows the Blind-fighting WP)
- Attacking opponents who are partially or wholly concealed (reducing all penalties by 1).
- Surprise (the PC's chances of being surprised are reduced by 1 in 10).

Detect Noise (5) (DM)^M: The PC has the Detect Noise ability similar to thieves.

Electrical Resistance (Su) (5): The PC gains a +2 bonus to saving throws vs. electrical effects, including both natural phenomena and magical attacks.

Enduring Monk (10): The PC remains conscious and battle-ready until their HP total reaches a negative equal to 1/2 of their "Death's Door" value rounded down. Once the PC's HP's drop below this number, they are rendered unconscious. If combined with the Iron Will WP the PC does not need to make checks until dropping below the "Death's Door" value.

Escape Bonds (10)^M: The PC has the Escape Bonds ability similar to thieves.

Fire Resistance (Su) (5): The PC gains a +2 bonus to saving throws vs. fire effects, including both natural phenomena and magical attacks.

Followers (5)^M: At 10th lvl a monk becomes a contemplative master. Such a master can build a monastery to use as their headquarters and can attract followers.

A 1st lvl monk arrives monthly to study with the master, regardless of whether the PC builds a monastery or not. The maximum number of followers is equal to the master's Cha/Lead score if they build a monastery, or 1/2 that number rounded down if they do not.

Freedom of Body (Su) (10): The PC gains a +4 bonus to save versus any type of MV (or attack) effect from spells or spell-like abilities or powers such as slow, hold person or monster. The PC's MV (or attacks) is not affected negatively in foreign environments (move or attacks in water...).

HP Bonus (5/10/15)^M: For 5 CP's, the PC rolls a d8 to determine their HP's rather than a d6. For 10 CP's, they roll a d10. For 15 CP's, they roll a d12.

Immunity to Natural Disease (Su) (10): The PC is immune to normal diseases, although magical diseases such as lycanthropy and mummy rot still affect them. This is similar to the paladin's ability to resist disease.

Increased Attack (5/10) ^M: Starting at 1st lvl a PC gains a bonus of 1 to attack while using unarmed combat.

Furthermore the PC gains an additional bonus of 1 to attack for every 3 lvls the PC has earned (1st to 3rd lvl +1, 4th to 6th lvl +2, 7th to 9th lvl +3, etc.), to a maximum of +5 at 13th.

For 10 CP's the PC gains a +1 for every 2 lvls.

Increased MV (5): A PC's base MV is 1/2 greater than normal (12 MV would be 18, 6 MV would be 9). The PC also benefits from 2x the normal MV gained from exceptional abilities (as outlined in Appendix: A).

Mettle (10): Like many legendary heroes, the PC with this natural gift possesses a nearly indestructible frame; indeed, they seem to be cast of iron.

With bones that are inherently resilient, this PC has a Herculean fortitude that allows them to resist the punishment of bludgeoning weapons and falling dmg. Any dmg from these attack forms is halved if the PC makes a successful Con/Tou check if less than 20.

Missile Catch (10): With Missile Catch, the PC can attempt to catch missiles thrown or fired at them. The base chance of success is equal to the PC's Dex/Agi score x 2%, plus an additional +4%/lvl. Thus, a 5th lvl PC with a Dex/Agi of 16 would have a 52% Missile Catch chance. To use this skill, the PC must be aware of the incoming attack and have at least 1 hand free. Missile catching counts as an attack but does not require an Initiative check. If the PC is free to use this skill, they make a percentile roll against any incoming missile attack. If they fail, the missile might hit them (assuming the attack roll succeeded). If they succeed, they have caught the missile in their hand, sustaining no dmg. The skill does not work against large missiles such as giant-hurled boulders or ballista bolts, nor does it work against missiles created by spells such as magic *missile* or *flame arrow*.

Move Silently (5) (DM) ^M: The PC has the Move Silently ability similar to thieves.

Poison Resistance (Su) (5): PC's with poison resistance gain a +2 bonus to all saving throws versus poison.

Proficiency Ease (5): By spending 5 CP's now, the PC can cut the cost of all WP's gained after 5th lvl (including certain forms of mastery) by 50%.

Saving Throw Bonus (Su) (5/10): Due to the PC's meditations and focus of their mind they receive a +1 bonus at 1st lvl and an additional +1 for every 3 lvls obtained (4th, 7th, 10th and 13th), to a maximum of +5, to their saving throws vs. spells and effects that affect the mind.

For 10 CP's the PC gains a +1 for every 2 lvls.

Specialization (5/8+) ^M: The PC has the ability to specialize in unarmed combat (punching or wrestling as a single classed fighter). The CP cost must be met (as per fighter) in addition to this cost. For 8 CP's the PC can specialize in both.

For 5 separate CP's the PC may specialize in a single blunt weapon (as a priest).

Tumbling (5): The PC receives the Tumbling NWP with double the effectiveness and a +4 to any required checks.

Turn Undead (Su) (10/15): At 8th lvl, the PC can turn undead. For 15 CP's, the PC can turn undead at 4th lvl.

Warrior-Monk (5/10) ^M: From 2nd lvl on the PC receives 1/4 of its Con (rounded up) per lvl as bonus HP's. For 10 CP's, they receive the same Con bonus as warriors.

War Cry (5): By uttering a withering battle cry seconds before striking, a PC with this skill receives a +1 bonus for every 3 lvls to dmg rolls for a single strike. This strike must always be the PC's 1st in any combat situation, used as they engage an enemy for the 1st time.

This skill may be used a number of times/day equal to the PC's lvl, but never more than once in any battle.

***Skill Points:** The PC's physical training gives them special skills similar to those of a thief. The base percentage for each skill is listed below. This percentage is adjusted for race, Dex, Inte and armor as given in the thief description (PC's do not receive the ability bonuses for not wearing armor).

After the adj's are made, the PC must distribute (however they choose) 25 additional percentage points to the various special abilities.

Thereafter, each time the PC advances a lvl, they receive an additional 15 points to distribute.

If the PC did not select any of those skills, the PC receives 5 CP's (one-time) to spend on NWP's or they may be saved for use during the game.

^M: These abilities are retro-active for Monstrous PC's who take a lvl of the Monk class. Monstrous PC's count their racial HD/ECL for lvl totals for these abilities.

Monk Skill Base Scores

Skill	Base Chance	Skill	Base Chance
Move Silently	10%	Climb Walls	50%
Detect Noise	10%	Escape bonds	20%

Monk Unarmed Dmg

Level	Dmg*	Level	Dmg*	Level	Dmg*
1-6	1d4	13-18	1d8	25-29	1d12
7-12	1d6	19-24	1d10	30	2d8

* Racial unarmed dmg is used until lvl dmg exceeds it.

Monk Optional Restrictions

Dependent (5): A monk laboring under this restriction is limited in their actions by a young child or elderly relative who depends upon the monk for at least a portion of their livelihood. The limitations placed upon a monk by such a dependent are obvious.

Perhaps the monk must support the dependent financially (anywhere from 10 to 100 GP/month, depending on the affluence of the campaign), or they have an obligation to stay close to home in case they are needed. In the worst-case scenario, the dependent becomes the victim of 1 of the monk's enemies.

Night Blindness (5): This restriction increases the monks penalties when fighting in near-dark or lightless environments.

Due to a physiological deficiency, the monk suffers a -4 attack penalty in twilight conditions and -8 in total darkness.

No Retreat (10): A monk with this restriction can never run from combat, regardless of the odds.

Driven by an unrelenting sense of honor, the monk must always fight as long as someone challenges them. Retreat is tantamount to death. Like the wolf, this monk wins every fight but 1, and in that 1 they die.

Qualm (5): Though the monk may be a fearless combatant, there is 1 thing that invariably causes the monk to hesitate. Due to some emotional unrest or moral code, the monk sometimes refuses to act, even in their own best interest. Potential qualms include the following:

- Refuses to strike a woman.
- Cannot attack an enemy from behind.
- Believes it is a disgrace to the monks honor to travel in disguise.

Only in extreme circumstances could a monk ever overcome their particular Qualm, such as in a situation where their inaction would result in the certain death of a friend. A successful Wis/Wil check is required to surmount their Qualm.

Specialty Priest

1st and foremost among the many obligations of specialty priests is the duty to work toward their deities' goals. 2nd, they must behave in a manner exemplary of their faiths' teachings. Even when conducting everyday business, the specialty priest must stand out as shining examples of the values their patron powers advocate and always look to expand the influence of their faiths.

All specialty priests must be approved & reviewed by the DM!!!

Prime Requisite: Special*

** Usually as a normal Specialty Priest of the god if it has them, otherwise the DM will determine.*

Specialty priests have 125 CP's to purchase class abilities, at least 1 standard cleric ability, 1 specialty priest ability and 12 spheres must be purchased. Specialty Priests may not take kits or priesthoods from the Priests Handbook.

Note: A specialty priest made from these abilities does not receive benefits from a pre-made specialty priest portfolio. A pre-made specialty priest gains basic cleric abilities for 139 CP's (as modified by the portfolio), with any profit of sphere CP's gained, and deficits not lost to the PC. Standard basic abilities cannot be modified except by the portfolio.

Specialty Priests are not always (but usually are) opposed to the shedding of blood as clerics are. Indeed, some faiths require their specialty priests to use swords, spears, or other specific weapons (see the DM for specifics). Specialty Priests normally can wear any type of armor and use any shield.

In addition to the powers presented here, specialty priests may choose any priest limitations, cleric abilities and the following druid abilities as a basic class ability at listed costs.

Druid Ability

Bonus Spell (Sa) (5)

Elemental Spell Bonus (Sa) (5)

Shapechange (Sp) (10) - 15 CP Shapechange not available

Battle Rage (Su) (15): Some PC's can inspire their companions to fight more fiercely. A PC with this ability can grant a +2 to hit and dmg to all allies in a 60' radius.

The PC may perform no other action during this time, and the ability takes 1 round to invoke.

The bonus lasts for 2 rounds/lvl of the PC and can be used 1x/day. This bonus is not cumulative with *bless*, *chant*, or *prayer* spells.

Calming Aura (Su) (20): PC's with this ability can *remove fear* with their touch as per spell. By their mere presence, these PC's can alter the moods of those around them, causing all hostile creatures within 15' to make a successful saving throw vs. spells each round or become non hostile.

Creatures immune to mind effects are immune to this effect. This power does not function if the PC themselves is performing hostile actions. Both aspects of this power function continuously, as long as the PC is conscious.

Cure/Cause Disease (Sp) (15): This is identical to the paladin ability and may be performed 1x/week/every 5 lvls. Evil PC's use the reverse of this ability.

Dead Zone/Wild Zone Immunity (Su) (8+): For 8 CP's the PC's spells and spell-like abilities can never go wild nor be affected by either dead or wild magic zones (PC choice). For 7 more CP's the PC is also immune to the other type.

This power does not allow a PC to cast spells if they are somehow cut off from their god, however.

Divine Recognition (Su) (15): A PC with this power can identify the name and history of an object, person, or event relevant to their field of worship. For every lvl up to 5th, the PC's chances are 10%/lvl. From 6th to 10th, an addition 5%/lvl is added, and from 11th to 15th, an extra 3%/lvl is added. This power may be used as often as the PC wishes, but it requires a full round. Only 1 attempt may be made per target, however.

Once the PC gains a lvl, they may make another attempt on a target if they failed the 1st time. A PC of war, for example, could identify the number and training of an opposing army within their sight. A PC who worships art can determine the value of a painting and the talent of the artist. Magic-worshipping PC's can identify an item's general function. A PC of truth/justice can tell if a person is lying or cheating.

Elemental Immunity (Su) (20): This power enables the PC to be unaffected by natural forms of a certain element for 1 round/lvl of the PC per day. Such elements could be fire, lightning, cold, or acid. This ability also grants automatic saves against the magical versions of these elements. If no save is allowed vs. these magical versions, this power has no effect.

Enhanced Spell Effect (Sa) (10/15): This ability allows spells to be cast with an enhanced bonus effect of +1 or +5% for every 5 lvls (1st-5th = +1, 6th-10th = +2, etc.), max +3/15%.

A *cure light wounds* cast by a 6th lvl PC heals 1d8+7 vs. 1d8+5, *bless* grants +3 vs. +1, *hold person* affects 1d4+2 vs. 1d4 NPC's and -2 to saves, *spell immunity* affects 6th vs. 4th lvl spells, *raise dead* raises PC's dead 3 days/lvl vs. 1 day/lvl, *focus* allows for 3 spells vs. 1 spell to be tied to a foci.

This ability can't affect duration, range or AoE.

For 10 CP's it applies to one sphere, for 15 CP's it applies to all spells the PC can cast.

Gift of Life (Sp) (25): At 5th lvl, a PC with this power may *resurrect* an individual who has died not later than 1 round/lvl greater than 4th (1 at 5th, 2 at 6th, 3 at 7th, etc.).

The resurrection attempt, if successful, bestows full HP's, and the revived PC does not lose a point of Con. (Resurrection counts against number of times PC may be resurrected.).

The PC permanently loses 1 HP each time this power is used, or they may use a willing (no compulsions forced or magical) donor (who must be in contact with the victim) to sacrifice the lost HP.

Hide in Shadows (5/15) (DM)*: The PC has the Hide in Shadows ability as a ranger in natural settings only, for 15 CP's as a thief, using the Thief Average Ability Table in Appendix A.

Immunity to Magic (Su) (5/10/15): The PC enjoys partial immunity to 1 type of magic - alterations, invocations, necromancy, and so on. Both wizard and priest spells of this type are included. For 5 CP's the PC gets a +2 to any saving throw, if allowed.

For 10 CP's the PC gets a +4 bonus to saving throws against spells of the type chosen, or a normal, nonpenalized saving throw against spells that do not normally allow a save. For 15 CP's the ability grants automatic success.

Inspire Fear (Sp) (10): The PC can inspire fear in others. For every 2 lvls, a PC with this ability can cast the *fear* spell 1x/day.

Languages (10): This ability allows a PC to gain 1 additional NWP /lvl after 3rd, to be spent on languages only.

The PC must still take the time to learn them as any other language.

Lay on Hands (Sp) (10): Just as a paladin, a good or neutral PC may heal 2 HP/lvl on themselves or another creature 1x/day. An evil PC with this ability can inflict 2 HP dmg/lvl 1x/day with the touch of their hands. There is no save against the draining effect; however it requires a successful touch attack.

Low-Light Vision (Sp) (10): This ability grants the PC with a special sight that allows them to see in darkness as if it were day.

Unlike normal low-light vision, this ability allows sight even deep underground, but this power does not penetrate magical darkness.

Move Silently (5/15) (DM)*: The PC has the Move Silently ability as a ranger in natural settings only, for 15 CP's as a thief, using the Thief Average Ability Table in Appendix A.

Sneak Attack (15): The PC has the Sneak Attack ability as a thief.

The PC may not wear armor heavier than chain mail, and can do so with any one-handed slashing/piercing melee weapon allowed to them. The PC does not get the sneak attack ability to inflict additional dmg while flanking.

Turn Lycanthrope (Su) (10): This ability allows a PC to turn any were-creature, whether natural or cursed, if they are in their non-human form, at the beast's HD. A "D" indicates the were-creature is knocked unconscious for the duration of the turning.

Turn Undead (Su) (15): The PC is granted power and understanding of undead, gaining the NWP Undead Lore. They can also turn undead as if they were 3 lvls higher. PC's may also attempt to try and turn outsiders (non-native) that are not from the plane the turning is occurring on with the same effects as normal for undead (evil can turn good, good can turn evil, neutral can turn either). A "D" indicates banishment to the outsider's home plane for 100 years or until a greater HD creature magically brings them back to the plane the PC is on.

* Note: Only studded leather or lighter can be worn to use the abilities regardless of ranger or thief versions. Only negative mod's for race, Dex, Inte and armor apply.

Specialty Priest Optional Limitations:

Codes of Ethics (5/code up to 20): Some gods impose certain restrictions upon their followers. Some restrictions may include not being able to marry, not being allowed to fight members of the opposite sex (this may not be taken if the specialty priest is already a pacifist), not being able to consume certain common foods like meat or alcohol, having to keep one's head shaved or to wear certain strange dress, or not being able to speak after sundown, except to cast spells.

Pacifist (15): A pacifist may never strike a blow against any intelligent creature or risk angering their god. Such a specialty priest is not always against others who use violence; they simply chooses not to take that route themself.

Self-Reliant (20): Some gods favor self-reliance among their clergy. Such gods grant only 1/2 the normal spells, rounded up.

Vow of Poverty (10): The specialty priest must only possess what money that they need to survive.

Such specialty priests may never own magical items unless they are plain looking, and they must donate all treasure and excess wealth to a worthy, NPC cause.

Priest Followers

A priest attracts 20d10 followers. After determining how many followers, roll percentile dice to determine each group of 10 followers on the following table.

Die Roll	Troops/Followers (all 0-lvl)
01-10	Cavalry with ring mail, shield, 3 javelins, long sword, hand axe
11-20	Infantry with scale mail, polearm, club
21-30	Infantry with splint mail, morning star, hand axe
31-40	Infantry with leather armor, pike, short sword.
41-50	Infantry with chain mail, heavy x-bow, short sword
51-60	Infantry with chain mail, light x-bow, military fork
61-70	Cavalry with banded mail, shield, lance, bastard sword, mace
71-80	Cavalry with scale mail, shield, lance, long sword, mace
81-90	Cavalry with studded leather armor, shield, lance, long sword
91-00	Gain an extra 10 followers (maximum of 230 total followers)

Priest Spell Chart

Priest Level	1	2	3	4	5	6	7
1	*	—	—	—	—	—	—
2	*	—	—	—	—	—	—
3	*	1	—	—	—	—	—
4	*	2	—	—	—	—	—
5	*	3	1	—	—	—	—
6	*	3	2	—	—	—	—
7	*	3	2	1	—	—	—
8	*	3	3	2	—	—	—
9	*	4	3	2	1	—	—
10	*	4	3	3	2	—	—

Priest Level	1	2	3	4	5	6	7
11	*	4	4	3	2	1	—
12	*	5	5	3	2	2	—
13	*	6	6	4	2	2	—
14	*	6	6	5	3	2	1
15	*	6	6	6	4	2	1
16	*	7	7	6	4	3	1
17	*	7	7	7	5	3	2
18	*	8	8	8	6	4	2
19	*	9	8	8	6	4	2
20	*	9	9	8	7	5	2

Priest Level	1	2	3	4	5	6	7
21	*	9	9	9	8	6	2
22	*	9	9	9	9	6	3
23	*	9	9	9	9	7	3
24	*	9	9	9	9	8	3
25	*	9	9	9	9	8	4
26	*	9	9	9	9	9	4
27	*	9	9	9	9	9	5
28	*	9	9	9	9	9	6
29	*	9	9	9	9	9	7
30	*	9	9	9	9	9	8

* Divine spell casters can cast a number of first lvl spells equivalent to twice their lvl, this also applies to Bonus Spells due to high Wis/Intu

Turning

Turning Undead

Base HD^ of Undead	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Less than 1	8	6	T	T	D	D	Dx2	Dx2	Dx2	Dx2	Dx2	Dx2	Dx2	Dx2	Dx2
1	10	8	6	T	T	D	D	Dx2	Dx2	Dx2	Dx2	Dx2	Dx2	Dx2	Dx2
2	12	10	8	6	T	T	D	D	Dx2	Dx2	Dx2	Dx2	Dx2	Dx2	Dx2
3	14	12	10	8	6	T	T	D	D	Dx2	Dx2	Dx2	Dx2	Dx2	Dx2
4	16	14	12	10	8	6	T	T	D	D	Dx2	Dx2	Dx2	Dx2	Dx2
5	18	16	14	12	10	8	6	T	T	D	D	Dx2	Dx2	Dx2	Dx2
6	20*	18	16	14	12	10	8	6	T	T	D	D	Dx2	Dx2	Dx2
7	22*	20*	18	16	14	12	10	8	6	T	T	D	D	Dx2	Dx2
8	24*	22*	20*	18	16	14	12	10	8	6	T	T	D	D	Dx2
9	26*	24*	22*	20*	18	16	14	12	10	8	6	T	T	D	D
10	28*	26*	24*	22*	20*	18	16	14	12	10	8	6	T	T	D
11	30+*	28*	26*	24*	22*	20*	18	16	14	12	10	8	6	T	T
12	—	30+*	28*	26*	24*	22*	20*	18	16	14	12	10	8	6	T
13	—	—	30+*	28*	26*	24*	22*	20*	18	16	14	12	10	8	6
14	—	—	—	30+*	28*	26*	24*	22*	20*	18	16	14	12	10	8
15	—	—	—	—	30+*	28*	26*	24*	22*	20*	18	16	14	12	10
16	—	—	—	—	—	30+*	28*	26*	24*	22*	20*	18	16	14	12
17	—	—	—	—	—	—	30+*	28*	26*	24*	22*	20*	18	16	14
18	—	—	—	—	—	—	—	30+*	28*	26*	24*	22*	20*	18	16
19	—	—	—	—	—	—	—	—	30+*	28*	26*	24*	22*	20*	18
20	—	—	—	—	—	—	—	—	—	30+*	28*	26*	24*	22*	20*
21	—	—	—	—	—	—	—	—	—	—	30+*	28*	26*	24*	22*
22	—	—	—	—	—	—	—	—	—	—	—	30+*	28*	26*	24*
23	—	—	—	—	—	—	—	—	—	—	—	—	30+*	28*	26*
24	—	—	—	—	—	—	—	—	—	—	—	—	—	30+*	28*
25	—	—	—	—	—	—	—	—	—	—	—	—	—	—	30+*

^ = Base HD does not include bonuses (8d12+78 is an 8HD undead). T = automatically turns that HD of undead, D = destroys that HD of undead. Dx2 = 2x the creatures destroyed. * = On a natural 20, Turn Resist or other modifiers do not apply; only creatures base HD applies. ** = A roll of 1 always fails a required turning attempt. Note: Turn Resist applies to the creatures HD when it applies.

Turning Undead

One important, and potentially life-saving, combat ability available to certain PC classes is the ability to turn undead. This is a supernatural power (**Su**) granted by the PC's deity, normally, to be invoked 3 times/day or equal to the PC's lvl (effective turning lvl for non-priests), whichever is higher, plus their Turning Adj mod for Cha/Com. Through the PC, the deity manifests a portion of its divinity turning or blasting undead right out of existence. However, since the power must be channeled through a mortal vessel, success is not always assured.

When encountering undead, the PC can attempt to turn the creatures in one of three ways:

- 1) A cone w/ 15' base with a range of 15'/class lvl (effective turning lvl for non-priests) plus turning mod, affecting those in the area of effect regardless of the undead facing.
- 2) A 180 degree facing with a range of 10'/class lvl (effective turning lvl for non-priests) plus turning mod, affecting those in the area of effect regardless of the undead facing.
- 3) All directions with a range of 5'/class lvl (effective turning lvl for non-priests) plus turning mod, affecting those in the area of effect regardless of the undead facing.

Attempting to turn counts as an action, occurring during the PC's turn. Turning requires a touch of drama, speech, gestures and the PC must have at least 1 hand free to present their holy symbol. Turning can not be interrupted if the PC is attacked during the attempt.

To resolve a turning attempt, roll 1d20 and cross-index the HD with the PC's lvl, ensuring that turning mod's for Cha are added. The highest number the roll bested is the most powerful undead possibly turned.

If the letter "T" (for "turned") appears, the attempt is automatically successful *without a die roll*. If the letter "D" (for "destroyed") appears, the turning utterly destroys the undead *without a die roll*. A dash (—) means that the PC cannot turn that type of undead.

A successful turn or destroy affects 2d6 undead plus the PC's turning mod. If the undead are a mixed group, the lowest HD creatures are turned or destroyed first.

If successful the PC may attempt to continue "Turning" in the following rnd (re-rolling – if required - for the continued attempt) and each successful rnd, up to a total of rnds equal to the PC's turning mod, without counting towards the PC's daily turning total.

Turned undead bound by a PC/NPC simply retreat and allow the turning PC to pass. Free-willed undead attempt to flee the area of the turning PC.

Both types of undead do nothing but retreat or flee for 10 rnds+1/turning mod (on their next possible action) from the last successful turning.

If unable to escape, undead circle at a distance no closer than 10' to the PC for the duration of the turning. Undead can not affect those within the 10' radius of the PC for the duration of the turning, even if the PC's companions are attacking the undead. If the PC forces the undead to come closer than 10' (by pressing them into a corner, for example) or if the turning PC attacks the undead, the turning is broken and the undead attack normally.

Evil PC's, and those allowed by their god, may command (permanently, or until another does the same) any destroyed (D) creature.

Priest Saving Throw Increases & Titles

Priest Level	Base Saving Throw & Bonuses	Priest Title*	Druid Title	Monk Title
1	22 (+2)	Novitiate	Aspirant	Novice
2	+3	Acolyte	Ovate	Initiate
3	+3	Adept	Initiate	Brother
4	+3	Priest	Initiate	Disciple
5	+3	Curate	Initiate of the 1st Circle	Immaculate
6	+2	Canon	Initiate of the 2nd circle	Master
7	+2	Canon	Initiate of the 3rd Circle	Superior Master
8	+2	Patriarch	Initiate of the 4th Circle	Master of Dragons
9	+2	High Priest	Initiate of the 5th circle	Master of the North Wind
10	+2	High Priest	Initiate of the 6th Circle	Master of the West Wind
11	+2	High Priest	Initiate of the 7th Circle	Master of the South Wind
12	+2	High Priest	Druid	Master of the East Wind
13	+2	High Priest	Archdruid	Master of Winter
14	+2	High Priest	Great Druid	Master of Autumn
15	+2	High Priest	Grand Druid	Master of Summer
16	+2	High Priest	Grand or Hierophant Druid	Master of Spring
17	+2	High Priest	Grand or Hierophant Druid	Grandmaster
18	+2	High Priest	Grand or Hierophant Druid	Grandmaster
19	+2	High Priest	Grand or Hierophant Druid	Grandmaster
20	+2	High Priest	Grand or Hierophant Druid	Grandmaster
21	+2	High Priest	Grand or Hierophant Druid	Grandmaster
22	+2	High Priest	Grand or Hierophant Druid	Grandmaster
23	+2	High Priest	Grand or Hierophant Druid	Grandmaster
24	+2	High Priest	Grand or Hierophant Druid	Grandmaster
25	+2	High Priest	Grand or Hierophant Druid	Grandmaster
26	+2	High Priest	Grand or Hierophant Druid	Grandmaster
27	+2	High Priest	Grand or Hierophant Druid	Grandmaster
28	+2	High Priest	Grand or Hierophant Druid	Grandmaster
29	+2	High Priest	Grand or Hierophant Druid	Grandmaster
30	+1	High Priest	Grand or Hierophant Druid	Grandmaster

*Specialty priests either use the general priest titles or they will have set titles within their specific order.

PC's with kits tend to only use their specific kit as their title. Those reaching the highest titled lvl in their base class may add the listed title prior to their kit tile if it is compatible; PC's with kits tend to scoff at others within their class using their specific title.

Rogue

Rogues are scoundrels, living by their wits day to day - often at the expense of others. Not all rogues are outright criminals, but many of them possess a shady past they'd rather not have made public.

Rogues normally roll a d6 for HP's.

Rogue Optional Limitations:

Bad Reputation (5): The rogue has a reputation that frightens or angers people. The mere mention of the Rogues name might inspire fear, hatred, or disgust in others, depending on the specific reputation. The rogue might have the reputation of being unlucky, petty; cruel or anything that the rogue and DM agree on.

The reputation may or may not be accurate, but word of the Rogues reputation always travels faster than the rogue. In game terms, the rogue with the bad reputation suffers a +2 penalty to all reaction rolls for 1st encounters.

If the reaction result is "cautious" or worse, the rogues react in a way that is appropriate to the reputation. It often includes both the name and description of the rogue, which may require the rogue to assume a false name and a disguise when traveling.

Black Sheep of the Family (5): The rogue is an outlaw to their house, and has been disowned by their family. The rogue and the DM should work out the reasons why this occurred and whether it is possible for the rogue to earn their way back into the fold (i.e., pay off the limitation).

As a result, the rogue cannot inherit anything from their family, and they cannot call on them for help or support. Earning forgiveness, if possible, is difficult and could take years of hard work.

Generally, the rogue committed relatively minor offenses and should be able to make amends. The rogue may have lost a minor heirloom, married the wrong person, or failed to follow in the proper profession.

Branded (5): The rogue has fled their homeland for a crime and wears a prominent brand as part of their punishment. The rogue might have been a slave, a rogue, or an accused criminal. The brand cannot easily be covered up, and a cursory search reveals the brand to anyone. The brand is most likely on the Rogues forehead, cheek, forearm or hand (DM's choice). Law enforcement agents who notice the brand attempt to arrest the rogue for extradition or imprisonment.

The DM and rogue should work out the crime, the brand, and the circumstances surrounding the Rogues escape. The DM chooses whether the rogue committed a crime or was falsely accused.

Dislike of Nobility (5): The rogue has a dim view of nobility. The rogue considers nobles to be cowardly bullies, little more than thieves with power and wealth. As a result, the rogue has trouble trusting or following nobles of any kind.

The rogue expects nobles to turn on them, steal from them, or just plain have them killed. Despite this dislike, the rogue does not necessarily make their displeasure known; along with a dislike of nobles comes fear of their power.

In game terms, the rogue must make a Wis/Wil check whenever a noble asks them to do something. If the roll fails, the rogue does their best to ignore or botch the request. If the check succeeds, the rogue overcomes their distrust for the time being.

Family Curse (5/10): The rogue carries the family curse, which has been with their ancestors for generations. For 5 CP's, the curse is minor. A minor curse could involve small (-1) penalties to a type of saving throw, a tendency to lose small objects, or a negative reaction from animals.

For 10 CP's, the curse is severe and could become life-threatening in time. A severe curse may impose penalties of -3 or -4 to specific types of saves and/or could be more abstract.

With either a minor or severe curse, removal of the malison requires a difficult, dangerous quest or pilgrimage, one not undertaken lightly (else the family would have already rid itself of the curse). A simple *remove curse* spell is not sufficient. The DM and rogue should work out the details of the curse. Whom did the family offend, when did it happen, and what is necessary to end the curse? What penalties does the curse impose? A family curse should not cripple the rogue with penalties, but it should make life difficult at specific times or under certain conditions.

Fool with Money (8): The rogue is an adventurer at heart and alternates between being disgustingly wealthy and totally broke. This is a classic limitation among adventurers, who seem to alternate between the 2 states of finance with amazing frequency when the rogue comes across money, the rogue spends most of it quickly, fulfilling any whims of the moment. The rogue spends their money on frivolous and extravagant things, and then the money is gone.

In game terms, whenever the rogue acquires any amount of wealth over 100 GP, the rogue must spend it as soon as possible. (If they are adventuring in the ruins of a castle, they must wait until they return to town for their spending spree.) The rogue may not put the money in savings, and they may not give the money to their fellow adventurers or friends (the rogue can, however, buy gifts).

The rogue can give to charity, buy things for themselves and friends (not all of their purchases should be utilitarian or useful), gamble, or do anything else that spends money creatively.

The rogue can buy things they need and can spend some of their wealth on equipment-but not all of it. It is best if the rogue adheres to the spirit of the limitation, not the letter, to make things entertaining. If the rogue is not following the spirit of the limitation, the DM may intervene to encourage the rogue to spend like an idiot for a while.

Harbinger of Ill Omen (5): The rogue seems cursed to forever bump into a specific person, time and time again. This person may be a greedy merchant, a blind seer, or a grizzled, old mercenary, for example. Every time this person shows up, bad things start to happen nearby. The Harbinger of ill Omen is bad luck; wherever the rogue goes, trouble follows (although it is rarely their fault). This person is not following the rogue on purpose; they just show up with alarming frequency. If the rogue goes to an inn for the night this person shows up a few hours later, or was there before the rogue arrived.

If the rogue lands in jail, guess who is in the cell next door? This person is not trying to annoy or bother the rogue. The NPC may find the circumstances just as annoying as the rogue does. The DM must create the NPC who "haunts" the rogue, making them eccentric enough to be annoying yet interesting and sporadically useful to the party. The NPC does not go on adventures, but the NPC's appearance is often a prelude to new ones. As the continuing wave of bad luck and weirdness follow this person, others might start to blame the rogue for the adversity.



Bard



Thief

The DM can use this person for plot devices, adventure hooks, foreshadowing, and the occasional red herring.

The harbinger should escape most adversity unscathed; although people might assume the NPC has been killed from time to time ("no one could have survived that fire!"). If someone manages to kill the person, the DM should create a new harbinger for the rogue. If the rogue kills the harbinger, the next one should make the rogues life miserable.

Hunted (10): The rogue has been accused of a crime (falsely or otherwise) and is being hunted by the authorities. The rogue might have fled before sentencing, or escaped after being imprisoned. The crime is important enough (politically, religiously, or otherwise) that the rogue can expect to be hunted down and captured if they are not clever and cautious. The hunters are organized and determined, and they use magic and other resources to locate the rogue. It takes time for the pursuers to catch up, so the DM might want to spring this as a surprise after they have forgotten about this limitation.

The hunters should be more powerful than the rogue (but not overwhelmingly so) and organized. The DM and the rogue must work out the details of the crime and those hunting the rogue. This limitation may be combined with a branding (see above) for greater effect.

Impious (10): Gods and religions do not interest the rogue, and they only pay lip service to them. The rogue swears oaths they should not, blasphemes without caring, and is disrespectful to Priests and devout worshippers. The rogue considers organized religion foolish or dangerous, and they make no attempt to hide their feelings. A rogue that is impious does not seek clerical healing or assistance.

To make matters worse, determined missionaries and vengeful Priests might doggedly pursue the rogue in hopes of converting such a "lost" individual. The rogue knows that gods exist, but they have no time to waste on them-the gods are uncaring of the troubles of mortals. In most kingdoms, people see the rogue as a heretic, blasphemer, or simply mad. The rogue may "buy off" this limitation after seeing for themselves how gods and religion can benefit mortals; battlefield conversions have also been known to occur. This limitation bears a -2 mod for "God Calls".

Jealous Lover (5): The rogue has left behind a jilted lover or former spouse. The old flame is now seeking the rogue, either to win them back or gain revenge. The lover is unusually persistent and exceptionally talented at pursuing the rogue and should have an annoying habit of turning up at the worst times in the worst places.

Limited Magical Item Use (5+): For each category of magical items they cannot use, the rogue gains 5 CP's. The categories are: potions & oils, scrolls, rings, rods, staves, wands, miscellaneous magic, weapons, armor.

No Armor (5): The rogue does not wear armor.

Reaction Penalty (5): The rogue rubs people the wrong way when they 1st meet them. People naturally distrust and dislike the rogue, often without obvious reason.

A rogue with this limitation suffers a -2 reaction penalty on a 1st encounter, along with any other penalties that might apply for low Cha/Com. After people get to know the rogue, the reaction penalty is only -1.

Reduced HP's (10/15+): For 10 CP's, the rogue uses a d4 for HP's; for 15 CP's, the rogue uses a d3 for HP's. For +5 CP's the rogue does not receive HP adj for Con.

Reckless (5): The rogue takes unusual risks, often just for effect or to make an entrance. Why attack the monster when you can swing from a tapestry and land on top of them?

Why simply leap the chasm when you can do it with a mid-air somersault? The rogue does not purposefully risk the lives of others, but their actions are performed with theatrics when possible. If there is more than 1 way of accomplishing a task, the reckless rogue always takes the hardest path.

LP's

Warriors depend on brute force, wizards call upon arcane magic, while priests have faith in their deities. Rogues, however, must rely on charm, wits, Agi, and most of all...luck. When charm and wits fail, the rogue turns to Agi. When all 3 fail, however, the rogue must fall back on luck to save their skin.

LP's are similar to CP's, except the rogue gains 1 LP for every Lvl gained plus a bonus for the following abilities (as listed below); Agi, Lear and Intu. 1st lvl Rogues gain 3 LP's plus the same bonus.

Score	Bonus	Score	Bonus
14-17	1	22-25	4
18-21	2	26+	5

Rogues may not purchase NWP's and abilities with LP's; they can only be used for die rerolls and bonuses to die rolls. LP's may be used to alter any die roll that the rogue makes, including attack rolls, saving throws, and initiative rolls.

If the rogue fails a die roll and has LP's remaining, they may ask the DM for a reroll. If the DM grants permission, they reroll the die. If the die roll still fails, the LP is not used. If the die roll succeeds, then the LP is used and is gone forever. As an alternative, they can spend a LP for a +2 bonus (+10% for percentile) on any die roll. Once the LP is used it is gone, regardless of failure or success. Only 1 LP can be used at a time; the rogue cannot use 2 LP's for a +4 bonus or for a +2 bonus and then another for a reroll if it fails. LP's cannot be used to affect someone else's die rolls. If a roll fails with LP's or CP's the other may not be used to reroll the same roll. *LP's can not be used for rerolling fumbled/critically failed rolls.*

Bard

A bard is a jack-of-all-trades but a master of none. All bards are skilled singers, vocalists, and musicians. A bard should be glib of tongue, light of heart, and fleet of foot.

Prime Requisite: Dex, Cha

Bards have 75 CP's to purchase class abilities, at least 5 standard abilities must be purchased. *Bards who choose kits from the Bards Handbook must purchase the basic Bard Abilities for 75 CP's (may not be altered).*

Additionally; Bards can spend CP's to gain extra arcane spells (see Wizard Signature Spell – costs as a mage, unless they have school specialization).

In addition to the powers presented here, bards may choose any mage limitations (which apply) that are not already covered by rogue limitations.

Bards normally can use any weapon. Bards normally can wear any armor (may limit spell use) up to, and including, chain mail, but cannot normally use a shield. When wearing any armor other than leather, certain bard skills are penalized.

Bards may start their campaigning careers knowing the following;

If they can cast arcane spells: *Cantrip, Comprehend Languages, Detect Magic, Identify and Read Magic.*

If they can cast divine spells: Chanting, Oratory, Reading/Writing and Religion NWP's.

Skills marked with an asterisk (*) can be improved as a bard advances in lvl. Bards use the same mod's for their "thieving" abilities as thieves do with their own base scores.

Bards receive a single 2 CP NWP from the bard list for free.

Accelerated Spell Progression (Sa) (15): The PC enters normal spell progression as if they were 1 lvl higher. A 1st lvl PC with this advantage has the spell power of a 2nd lvl PC; a 4th lvl PC is treated as a 5th lvl PC, and so on.

♣ **Alter Moods (Sp) (5):** When performing before a non-hostile group, the PC can alter the group's mood. This can be achieved via an inspiring poem, a tragic tale, a collection of jokes, or a lively tune. Everyone hearing the PC's performance must make a saving throw vs. paralyzation. For every 3 lvls of the PC apply a -1 mod to each roll. If the save fails, the group's attitude can be shifted 1 lvl in the direction chosen by the PC.

♣ **Animal Friendship (Sp) (10):** 1x/day, the PC can cast the equivalent of an *animal friendship* spell by singing a soothing song.

Armor and Spell Use (5/10): Normally, a PC cannot wear armor and cast spells. For 5 CP's, they may wear leather or lighter armor and still use spells; for 10 CP's, they may wear any kind of armor normally usable by a PC and still cast spells.

Bonus Spells (10): The PC gains an additional spell at each lvl to add to their song book. As listed on the spell chart the spell must be 1 that the PC can cast (exception at 1st lvl as listed).

♣ **Charm Person (Sp) (10):** 1x/day, the bard can cast a charm person by singing the spell. At 9th lvl, the bard can cast charm monster instead of charm person 1x/day.

Charm Resistance (Su) (5/10): PC's with this ability gain a +1 bonus to all saving throws versus charm-like spells and effects. For 10 CP's, the bonus is +2.

Climb Walls (5)*: The PC has the thieves Climb Walls ability.

♣ **Counter Effects (Sp) (10):** PC's are able to counter the effects of songs and music used as magical attacks by performing a counter song. All PC's within 30' of the PC are immune to such attacks. For example, the PC's adventuring party would be immune to the effects of a harpy's song. The PC can perform no actions other than a slow walk (1/4 move) while countering magic with their music. If they are struck in combat or fail any saving throw, the effect of their counter song ends.

Detect Lie (10) (DM): A PC learns to study people and is an excellent observer of the habits and nuances of body language and what they signify. The PC is adept at telling when someone is lying to them or being evasive. The PC does not know the specifics of any falsehoods - they only know if the speaker is lying to them.

If the speaker is an exceptionally good liar or actor, the DM may secretly roll a Wis/Intu check for the PC. If the check fails, the PC does not detect a lie or an evasion in a statement or answer. If, however, the check succeeds, the PC can sense the speaker is lying.

The DM may penalize the Intu check if the speaker is a rogue, unusually eloquent, or wary of what they say to the PC. The PC cannot verify the accuracy of what someone says only that they are intentionally lying or not.

Detect Magic (Sp) (10) (DM)*: The PC has the thieves Detect Magic ability.

Detect Noise (5) (DM)*: The PC has the thieves Detect Noise ability.

♣ **Fascinate (Sp) (5):** The PC has a magnetic personality that fascinates people. Their voice is hypnotic and their eyes are alluring. People meeting the PC seem to like them instantly when the PC speaks or sings people in the room fall silent to listen. When talking to a group of people, the PC receives a -1 bonus to reaction rolls, in addition to any other bonuses they might have.

When talking to 1 or 2 people, the PC receives a -2 bonus to reaction rolls. Furthermore, if the reaction of the listeners is "Friendly" they act as if under the influence of a *suggestion* spell

For the next round, they do their best to do what the PC asks, freely answering all their questions. As long as the PC does not abuse their influence or ask for anything out of normal from the listeners, they do not feel manipulated or tricked. Creatures of less than 5 Inte, undead, and animated or summoned monsters are immune to this power.

Followers (5/10): By purchasing this skill, a PC can gain followers as normal if they establish a stronghold and are at least 9th lvl. If this is purchased as a 10 CP ability, they can attract followers whenever they establish a stronghold, regardless of lvl.

Good Reputation (5): The PC has a popular reputation in the area, and people are familiar with their talents. The PC's name has become common knowledge and their abilities are in demand. With their reputation, the PC can travel from place to place, living off the goodwill their name generates. The PC can acquire free room and board, free drinks, and the occasional small gift. In game terms, the PC gains a -2 bonus to reaction rolls after they mention their name in conversation. If the reaction they receive is favorable, the PC can ask for free lodging, information, or food and expect to receive it.

If the reaction is unfavorable, they 1st must prove their namesake by entertaining the disbeliever's. After that, they may make another reaction check with a 4 bonus. Failure indicates the PC's name is unfamiliar to the listeners or that they just aren't impressed. In exchange for the goodwill and gifts, people expect the PC to entertain them wherever they go, often for hours at a time. If the PC refuses, it dmg's their reputation. If the PC continually turns down requests to entertain, their reputation suffers permanent harm.

History (Sp) (10) (DM): The PC has a 5% chance/lvl to identify the general purpose, function, and history of any magical item they come across. The PC need not touch the item, but they must examine it closely and must already know it is magical.

HP Bonus (10/15): For 10 CP's, the PC rolls a d8 when rolling HP's. For 15 CP's, they roll a d10.

🎵 **Instrumental Spell Casting (Sa) (10):** The PC has learned how to enhance their spells by casting them through a musical instrument with which they are proficient (CP's must be spent for this NWP as well). All spells cast through the instrument are treated as if 2 lvls higher with regard to effect, range, etc., and need no material components. Casting spells in this manner increases casting time by 1/lvl of the spell.

Invisibility (Sp) (5): The PC can activate *invisibility* 1x/day for a number of rounds equal to their class level.

Jack-of-All-Trades (Spec): PC's as "Jacks-of-All-Trades, Master of None" are allowed to make a single purchase of a class ability from another class by paying 1.5x (rounded down) the listed amount, the purchase must be approved by DM. Abilities already purchasable (even if less powerful) in the original class cannot be purchased.

Learning Bonus (5): The PC is adept at learning new things. This bonus allows them to purchase all NWP's at 1 CP under normal cost (minimum 1 point). For example, the NWP Ancient History normally costs 3 CP's. For a PC with Learning Bonus, the NWP only costs 2 CP's, and reduces training time.

When learning languages, the PC pays the full normal NWP cost, but receives 2x the amount of languages for the same price.

Magical Item Use (Su) (10): A PC with this ability may make use of magical items normally reserved for use by either wizards or priests (permanently determined at PC creation), including wands, rings, and miscellaneous magical items, but not rods or staves.

Missile Catch (10): With Missile Catch, the PC can attempt to catch missiles thrown or fired at them. The base chance of success is equal to the PC's Dex/Agi score x 1%, plus an additional +2%/lvl. Thus, a 5th lvl PC with a Dex/Agi of 16 would have a 26% Missile Catch chance.

To use this skill, the PC must be aware of the incoming attack and have at least 1 hand free. Missile catching counts as an action but does not require an Initiative check.

If the PC is free to use this skill, they make a percentile roll against any incoming missile attack. If they fail, the missile might hit them (assuming the attack roll succeeded). If the PC succeeds, they have caught the missile in their hand, sustaining no dmg. The skill does not work against large missiles (unless the PC is Large of size), nor does it work against missiles created by spells such as magic *missile* or *flame arrow*.

Patron (7): The PC has a wealthy noble or merchant patron to support their creativity. The patron provides room and board and a small monthly stipend (10 GP a month) to the PC as needed.

The patron may also be willing to help defray other expenses, such as instrument repair or travel accommodations. In return for this generosity, the patron expects the PC to entertain for the patron on a regular basis. The patron is quick to boast about the PC to others, who also want to see them perform.

The DM should create the NPC patron, including any subplots that may affect the PC during the campaign. If the PC fails to please their patron, the patron cuts off all support. A vindictive patron may tarnish the PC's reputation every chance they gets.

Pick Pockets (10) (DM)*: The PC has the thieves Pick Pockets ability. Use a 3 mod instead of 2 to determine if the attempt was noticed.

Priestly Spells (Sa) (5): If the PC has the Spell Ability option for divine spells, they receive bonus divine spells based on their high Wis identical to the way priests do.

🎵 **Rally Friends (Sp) (5):** The PC can inspire their compatriots who are about to enter battle. If the PC knows the nature of the threat they face, they can spend 3 full rounds rallying their friends with 1 of the following effects: a +1 bonus on attack rolls, a +1 bonus to saving throws, or a +2 bonus on morale rolls during the upcoming battle.

The range is 10'/lvl of the PC and the duration is 1 round/lvl of the PC.

Read Languages (5)*: The PC has the thieves Read Language ability.

School Specialization (Sa) (10): A PC with this power may select a school of magic in which to specialize. They may choose enchantment/charm, illusion, or song magic as their specialty.

PC specialists gain all the normal benefits and restrictions associated with school specialization, including opposition schools and penalties to learning all other spells outside their chosen school. However, they may not engage in spell research.

Scroll Use (5/10): At 10th lvl, the PC can use magical spell scrolls. By purchasing this skill as a 10 CP ability, they have a chance to read scrolls at any lvl. If they fail to accurately read the scroll, usually something detrimental occurs, such as the spell backfiring (the DM will determine the effect).

Bard Scroll Use

Bard Level	% Chance	Bard Level	% Chance
10 / 1	15%	16 / 7	45%
11 / 2	20%	17 / 8	55%
12 / 3	25%	18 / 9	65%
13 / 4	30%	19 / 10	75%
14 / 5	35%	20 / 11	85%
15 / 6	40%	21+ / 12+	95%

Secret Identity (5): The PC has an alter ego that they maintain on a regular basis. The alter ego is likely to be quite different from the PC's true personality; the alter ego is probably so different that no one would ever suspect they were the same person.

The PC decides the details of the Secret Identity, including race, gender, age, appearance, profession, and reputation. The alter ego is useful for escaping dangerous situations, spying on targets, gaming information, and infiltrating groups.

When the PC spends the 5 CP's, it is assumed their alter ego has already been established in the area and is well known by several people. A good Secret Identity usually involves a favorite place (or 2) where the PC puts in a regular appearance, such as a tavern or an inn.

Secret Spell Casting (5): A PC may cast spells through their musical instrument with no chance of being detected. To observers, it will appear as if the spell effect simply occurred. Extraordinary means of detecting spell casting such as divination magic have a normal chance of working against the PC.

🎵 **Song of Combat (Sp) (10):** 1x/day, the PC can play a song of combat which has the same effect as *unearthly choir* as if the PC were a trio of priests. At 6th lvl, the PC can sing as the quartet; at 9th lvl, as if a quintet; at 12th lvl, as an ensemble of 6 priests; and at 16th lvl, the PC sings as if they were an entire choir of 11 priests.

🎵 **Song of Discordance (Sp) (10):** 1x/day, a non-lawful PC can play a song of discordance, which has the same effect as *chaotic combat* except that all allied warriors within 10' of the PC are affected.

🎵 **Song of Harmony (Sp) (10):** 1x/day, a non-chaotic PC can play a song of harmony, which has the same effect as *defensive harmony*.

🎵 **Sound Resistance (Su) (5):** PC's gain a +2 bonus to saving throws vs. sound based magical attacks such as: harpy's song, dragonne roar, sphinx's roar, the shout spell, yeth hound howl, and sirine song.

🎵 **Sound Rest (Su) (5):** At 2nd level, the PC can use soothing music or oration for 1 hour to help revitalize wounded allies during normal rest. If any allies can hear your performance, they regain hit points at the end of uninterrupted (no combat) rest, each regains an extra 1d4 HP. The extra HP's increase to 1d6 at 4th, 1d8 at 8th, 2d4 at 12th, 1d10 at 16th and 1d12 at 20th.

🎵 **Spells (Sa) (10):** The PC may choose to cast arcane spells, divine spells or both (permanently determined at PC creation);

Arcane spells: the PC cannot normally specialize in a school of magic, and has access to the 8 basic wizard schools plus the school of song.

Divine spells: the PC has access to the 17 basic cleric spheres (14 Major – including Chaos & Law, 3 Minor) plus the arcane school of song.

Both Arcane & Divine spells: the PC may choose any 4 of the 8 basic wizard schools plus the school of song and they may choose any 7 of the 14 basic major and any 2 of the 3 minor cleric spheres.

The PC can cast spells once they reach 2nd lvl. A PC's spell-casting lvl is equal to their actual Class Level.

The PC may only cast up to 6th lvl spells using either arcane or divine spells (minor spheres usable only to 4th as normal).

The PC must study and learn all of their spells (as a wizard) and must have a bardic version of a spell book called a song book for all spells. PC making use of divine spells must select an appropriate deity, and receive a basic holy symbol at PC start.

Divine spells can be spontaneously cast as with other divine spellcasters (1st lvl arcane spells cannot be used).

Spell Bonus (Sa) (10): If the PC has the Spell Ability option, they gain an extra spell to cast/spell lvl. A 5th lvl PC would be able to cast 4 - 1st lvl spells and 2 - 2nd lvl spells.

Thief-Bard (Spec): The PC may buy a single thief ability, not already purchasable (even if less powerful) in their original class, at listed cost.

Warrior-Bard (5): From 2nd lvl on the PC receives 1/4 of their Con (rounded up) per lvl as bonus HP's.

Weapon Bonus (5): The PC gains +1 to att with a weapon of choice.

Weapon Specialization (10): The PC can specialize in a particular weapon. CP costs must be met.

🎵 These abilities rely upon the PC to sing, whistle, hum, chant, play a musical instrument or speak in a performance like manner.

Bard Skill Base Scores*

Climb Walls	Detect Noise	Pick Pockets	Read Languages	Detect Magic
50%	20%	10%	5%	10%

* No ability can be greater than 95%, including all mod's, if the PC is 14th Level or lower.

Skill points

After a PC's skills are selected, consult the Bard Skill Base Scores table to determine base scores. If the PC has skills from the table, record the appropriate scores. These skills can improve as the PC gains lvls.

Next, allocate 20 discretionary points among the PC's "scored" skills. If the PC possesses only 1 of those skills, all 20 points are allotted to it. If the PC did not select any of those skills, the 20 points can be spent on NWP's or saved for use during the game (this is a onetime benefit).

Each time a PC advances a lvl, they are awarded 15 discretionary points to divide among those abilities (not useable for NWP purchases).

Bard Optional Limitations:

Awkward Casting Method (5): The bard's spells require either loud singing or the strong playing of an instrument of some kind, making it impossible to cast spells quietly.

The bard will almost never be able to cast spells without revealing a place of concealment or tipping off an ambush.

Opposition School (5+): The bard may not make use of spells from 1 philosophical school of magic or make use of magical items that duplicate that school's effects. (Schools that are in opposition to any specialty schools of the bard can't be selected for this restriction.) For each opposing school of philosophy, the bard may take a 5 CP restriction.

Reduced Spell Power (10): For purposes of all lvl based characteristics (range, duration, area of effect, dmg, and so on). A bard of 2nd-5th lvl effective casting lvl is 1 lvl lower, a 6th-9th lvl bards effective casting lvl is 2 lvls lower, and a bard of 10th lvl or higher casts spells as if they were 3 lvls lower.

Reduced Spell Progression (15): The bard can cast 1 less spell at each lvl than normal. For example, a 4th lvl bard may normally memorize 2 - 1st lvl and 1 - 2nd lvl spell; with this restriction, they are reduced to memorizing only 1 - 1st lvl spell.

Unreliable Casting Method (5): The bard's unorthodox approach to magic results in occasional failures, with spells just fizzling instead of taking effect.

The chance for failure is 10%/spell lvl, less 2%/lvl. For example, a 6th lvl bard casting a 2nd lvl spell would have an 8% chance (20 minus 12) of failure.

Bard's Followers

D100	Follower	Level Range
01-20	Half-elf bard	1-6
21-40	Half-elf bard/fighter	1-4
41-60	Half-elf bard/fighter/mage	1-3
61-80	Human bard	1-8
81-90	Human dual-class bard/?	1-8/1-4
91-00	Other (DM selection)	—

Bard Spell Chart

Bard Level	1*	2	3	4	5	6***	Bonus Spells
1	—	—	—	—	—	—	1-1st (spell can't be cast)
2	1*/5	—	—	—	—	—	1-1st
3	2*/9	—	—	—	—	—	1-1st
4	2*/9	1/4	—	—	—	—	1-1st, or 2nd
5	3*/14	1/4	—	—	—	—	1-1st, or 2nd
6	3*/14	2/9	—	—	—	—	1-1st, or 2nd
7	3*/14	2/9	1/4	—	—	—	1-1st, 2nd or 3rd
8	3*/14	3/13	1/4	—	—	—	1-1st, 2nd or 3rd
9	3*/14	3/13	2/7	—	—	—	1-1st, 2nd or 3rd
10	3*/14	3/13	2/7	1/4	—	—	1-1st, 2nd, 3rd or 4th
11	3*/14	3/13	3/11	1/4	—	—	1-1st, 2nd, 3rd or 4th
12	3*/14	3/13	3/11	2/8	—	—	1-1st, 2nd, 3rd or 4th
13	3*/14	3/13	3/11	2/8	1/4	—	1-1st, 2nd, 3rd, 4th or 5th
14	3*/14	3/13	3/11	3/13	1/4	—	1-1st, 2nd, 3rd, 4th or 5th
15	3*/14	3/13	3/11	3/13	2/8	—	1-1st, 2nd, 3rd, 4th or 5th
16	4*/18	3/13	3/11	3/13	2/8	1/4	1-1st, 2nd, 3rd, 4th, 5th or 6th
17	4*/18	4/17	3/11	3/13	3/12	1/4	1-1st, 2nd, 3rd, 4th, 5th or 6th
18	4*/18	4/17	4/14	3/13	3/12	2/8	1-1st, 2nd, 3rd, 4th, 5th or 6th
19	4*/18	4/17	4/14	4/17	3/12	2/8	1-1st, 2nd, 3rd, 4th, 5th or 6th
20**	4*/18	4/17	4/14	4/17	4/16	3/12	1-1st, 2nd, 3rd, 4th, 5th or 6th

The Number listed prior to the / mark indicates # of spells/day, the number after is the guaranteed # of spells a bard of the listed lvl will gain.

* 1st lvl arcane spells can be cast at will (no memorization required); the number equals the total divine spells that can be cast/day. ** Maximum spell lvl ability *** Maximum divine spell lvl

Thief

The profession of thief is not a particularly honorable one. However, many famous folk heroes have been thieves, robbing from the corrupt and wealthy and giving to the poor and hungry. The thief can be a romantic figure, even a swashbuckling one.

Prime Requisite: Dex

Thieves have 80 CP's to purchase class abilities; at least 6 standard abilities must be purchased. Thieves who choose kits from the Thieves Handbook must purchase the basic Thief Abilities for 80 CP's (may not be altered).

Thieves normally use the following weapons: club, dagger, dart, hand x-bow, knife, lasso, short bow, sling, broad sword, long sword, short sword, and staff.

Thieves normally use the following armor: leather, studded leather, padded leather, or elven chain armor. When wearing any armor other than leather, certain thief's skills are penalized.

Skills marked with an asterisk (*) can be improved as a thief advances in lvl, see Skill Points after the abilities.

Thieves receive a single 2 CP NWP from the thief list for free.

Animal Companion (5): The PC has a trained animal that accompanies them on scouting missions. The uses for the animal depend on the kind of animal selected.

The most common *random* companions are dogs or falcons, although more esoteric *random* companions have been badgers, foxes, or wolves.

The animal companion may be trained to hunt small game for the party; as in the case of a falcon, or it may be trained to follow a scent or trail, as with a dog. The animal has been trained to obey several verbal commands (2/Language CP, min 2). It is exceptionally clever but does not possess magical abilities or greater than animal Inte.

There is no mystical bond between animal and master. The animal attacks on command, especially if its master is threatened. If the animal is killed or lost, the PC can replace it within 3 to 4 weeks for 200-300 GP. If the PC has the Animal Training NWP, they can train another animal companion on their own in the same amount of time, at 1/2 the cost.

Audible Glamer (Sp) (5): A PC often needs to cause a diversion when they have to slip past some annoying hardheads or the law.

The PC can cast an *audible glamer* 1x/day.

Bow Bonus (5/10): The PC gains a +1 bonus "to hit" when using a bow of any type. For 10 CP's the bonus is +2.

Bribe (5) (DM)*: A PC can bribe an official with gifts of money or merchandise. Only 1 bribe can be attempted/target. If the attempt fails, the DM should make a reaction roll for the target to determine how the NPC counters the bribe.

Bribing

NPC Social Status	Bribe Cost
Peasant/Slave	2d4 cp
Freeman/Soldier*	3d8 cp
Merchant/Officer*	5d10 cp
Noble/General*	5d100 cp
*Per NPC Lvl	

Called Shot Bonus (5): The PC gains a +2 bonus on all called shots. The bonus partially offsets the normal called shot penalties of -4 to -8 and applies to ranged or melee attacks.

Catlike Grace (10): The PC has catlike grace. Because of their exceptional agility, they gain an additional +5% to all thief skills affected by Dex-Pick Pockets, Open Locks, Find/Remove Traps, Climb Walls, Hide in Shadows, Move Silently, Tunneling, and Escape Bonds.

Charm Resistance (Su) (2/5): The PC is resistant to Enchantment/Charm magic. For 2 CP's, they receive a +1 bonus to saving throws vs. Enchantment/Charm spells or spell-like effects. For 5 CP's, they receive +2 to their saving throws.

Climb Walls (5)*: This skill lets PC's climb smooth or vertical surfaces at 1/4 their MV rate, a check is required for every 10' climbed.

Combat Bonus (10/20): A PC with this ability is superior in combat to most others. For 10 CP's, their base attack advances as a Priest of equal lvl. For 20 CP's, their base attack advances as a Warrior's.

Comeliness Bonus (7): The PC gains a +1 bonus to their Cha/Com score. The PC's Com score can be up to 5 points higher than their Cha/Lead score, instead of the maximum of 4 points.

Comprehend Languages (Sp) (5): 1x/day, the PC can cast *tongues*.

Criminal Connections (10): The PC is familiar with several established criminals in the region. These criminals know the PC and have some respect for them. They might be willing to provide minor information or assistance, as long as the PC does not ask too much and pays for what they get. Criminal connections are limited to a small area, such as a city or large town. This advantage is lost if the PC knows what to expect. These connections might ask the PC for information and assistance in return for their help. If they fail to meet their end of the bargain, their connections refuse to help them ever again.

Curse Detection (Su) (10): Every adventuring PC is aware of the horrible curses lurking in tombs and in long-lost magical items. A few PC's have developed a sixth-sense that allows them to discern a cursed item or place.

If the PC comes within 10' of a cursed item, location, or person, they have a 10% chance/lvl of sensing the baneful magic.

For every point of Wis/Intu over 13, the PC adds +2% to their chance. The PC does not know the details of a detected curse; they are only aware of its presence.

Defense Bonus (10/15): AC bonus of 2 when unarmored and unencumbered. For 15 CP's, the AC bonus is 3.

Detect Illusion (Sp) (10) (DM)*: PC's can detect illusions within their line of sight, up to 90' away. They perceive the illusion as a translucent image, seeing through it as though it were a light mist. A check is required each round of use.

Detect Magic (Sp) (10) (DM)*: PC's can spot magical radiations within their line of sight, up to 60' away. They can determine the intensity of the magic - dim, faint, moderate, strong, and overwhelming. A check is required each round of use.

Detect Noise (5) (DM)*: This is the ability to hear sounds others usually can't. Requires a full round of silent listening.

Dimension Door (Sp) (10): PC's about to get nabbed by the law usually wish they'd have planned some form of escape. Some PC's have learned a sure-fire way to escape. 1x/week, the PC can employ a dimension door. At 9th lvl, the PC can enact this ability 1x/day.

Escaping Bonds (10)*: There comes a time in every PC's career when their luck runs out and they are apprehended. The ability to escape bonds such as ropes, leather thongs, manacles, chains, and even strait jackets is a feat of contortion and determination.

The PC must roll to break every device binding them. If they are tied at the wrists and at the ankles, then they must make 2 successful rolls to free themselves.

This skill takes 5 rounds to use. A PC might hurry their efforts, but they suffer a -5% penalty for each round they try to shave. Locked items fall under pick locks, not escape bonds. A failure on any attempt means that the PC cannot loosen/escape the bond.

Evasion (10): With this skill the PC is adept at dodging attacks aimed at them. When purchased, the skill begins at a base score of 10%, modified by Dex. It can be improved through skill points, exactly like the other thief skills, but only by 5 points/lvl. The Evasion skill can never exceed 60%, modified by Dex. The PC receives a +2% bonus to their evasion score for every point of Dex over 14. Thus, a PC with a Dex of 17 would have a bonus of +6%. Elves, gnomes, and halflings receive a +5% racial bonus. Evasion allows the PC to avoid 1 melee, ranged or targeted spell attack or 1 small area of effect attack (such as a *burning hands* spell or a flask of flaming oil)/round. For Evasion to work, the PC cannot be surprised and must be aware of the incoming attack. An attack from behind, for example, cannot be evaded. To use this skill, the PC chooses which attack they are attempting to avoid. A PC using the Evasion ability is unable to take any action other than MV that round.

Before any Evasion rolls, the DM makes the necessary attack roll. If the attack misses, the PC does not roll for Evasion. If, however, the attack would normally hit, they must roll their Evasion score or less on percentile dice. If the roll fails, the attack hits the PC and normal dmg applies.

If the roll succeeds, however, the PC has dodged out of harm's way and avoids the attack.

Larger area effect spells such as *fireball* cannot be avoided. Likewise, Evasion does not protect against non-damaging, area-of-effect spells such as *sleep*.

Exquisite Attack (10): The PC is treated as if 2 lvls higher when applying the sneak attack dmg multiplier, 3 lvls higher if it is a successful surprise sneak attack.

Favors (5/10): For 5 CP's, a minor noble, warlord, thieves guild member, or city official owes the PC a large favor. For 10 CP's, 2 different NPC's each owe the PC a large favor.

As long as the PC maintains good relations with this person and does not abuse the relationship, the PC has their favor in reserve and can ask for small favors once in a while. The NPC fulfills reasonable requests.

The favor may involve a loan, an audience with a local ruler, a short-term bodyguard, a small tract of land, rescue, revenge, etc. The DM and the PC must work out the specifics of the favor and what might reasonably be granted. The favor is gone once used. If the person owing the favor dies, the advantage is lost. No one likes a large favor held over them for long time, so the PC should not wait too long before cashing in their favor.

Find/Remove Traps (10) (DM)*: Many people try to protect their important belongings from PC's with small mechanical traps or alarms. As a result, the PC has developed skills to find and disarm these traps. It takes 1d10 rounds to find or remove traps (2d10 if doing both) in a 10'x10'x10' area.

Followers (5/10): A PC can gain followers if they establish a stronghold or guild and are 10th lvl. If purchased as a 10 CP ability, the PC can attract followers whenever they establish a stronghold or guild, regardless of lvl.

Hide in Shadows (5) (DM)*: A PC can attempt to disappear in shadows, bushes, and crannies. A successful PC will be effectively invisible as long as they remain all but motionless. Slow, deliberate movements (up to 1/4 MV) are allowed.

History (Sp) (10) (DM): The PC has a 5% chance/lvl to identify the general purpose, function, and history of any magical item they come across. The PC need not touch the item, but they must examine it closely and must already know it is magical.

HP Bonus (10/15): For 10 CP's, the PC rolls a d8 when rolling HP's. For 15 CP's, they roll a d10.

Inconspicuous (5): The PC has a face and voice that are almost immediately forgettable, and they have a personality to match. When in a crowd, they blend in and are ignored. People often walk by without noticing them. People who talk to the PC find it difficult to remember any details of the encounter. Anyone trying to recall details about them must make an Inte/Kno check at a -4 penalty, with an additional -1 penalty for every day that has passed since the encounter. This ability is useful for spies and infiltrators, allowing them to move freely without attracting attention or being remembered afterward. Unfortunately, the PC cannot turn this ability on/off at will and they are always inconspicuous and easily ignored.

Invisibility (Sp) (5): The PC can activate *invisibility* 1x/day for a number of rounds equal to their class level.

Magic Thief (Sp) (10): At 7th lvl the PC may cast *steal enchantment* 1x/week implying a -5% base plus -15%/3 lvls (lvl 7-9 = -15%, lvls 10-12 = -30%...) to the item's save.

Mentor (10): The PC has an old friend, trainer, or teacher with whom they maintain a strong relationship. When the PC needs further training, advice, or just someone to talk to, the PC can approach their old friend for help.

The mentor may also be willing to lend money, provide room and board, or even help fight against a truly terrible foe. The relationship must be reciprocal.

The PC should be respectful and courteous to their mentor; repaying the favors they receive in short order.

The PC should not become a nuisance or ask for help so often the mentor becomes a crutch. If the PC abuses the relationship, betrays their mentor, steals from them, or breaks any ethical codes the mentor follows, the PC loses the benefits of the relationship.

The DM should design the mentor, providing both game statistics and personality for them. When the PC has gained a few lvls, the mentor may ask the PC for help, providing for further adventures.

The mentor does not become a full-time adventuring partner, but the PC might be willing to help against a foe that threatens the region (a dragon, for instance). The mentor can be of any lvl the DM desires, but 5 lvls greater than the PC is the minimum recommended. The mentor may be retired, or they may gain EXP as their former pupil does, at the DM's option.

Move Silently (5) (DM)*: This is the ability to move without making noise. The MV rate of a PC attempting this is reduced to 1/3 their normal rate.

Night Vision (Su) (5): The PC has excellent Night Vision, allowing them to operate in darkness with reduced penalties. With this ability the PC suffers no penalties in moonlight conditions. In starlight or similar lighting, the PC suffers a -1 to saving throws, -1 to attack rolls, and -1 to their AC. Under conditions near total darkness, the PC suffers only -2 penalties to saving throws, combat rolls, and AC. Although this ability has similarities to Blind-Fighting, Night Vision applies to both combat and non-combat situations.

Blind-fighting allows a PC to "sense" the enemy, while Night Vision allows them to actually "see" the enemy.

Night Vision provides no benefits if there is no light present, such as in a sealed room or magical darkness.

Noble Title (5): Rulers in need of cash have been known to sell noble titles to the highest bidder, or to give minor titles of nobility, as does the PC's immediate family. Most of these titles are nearly worthless but can still be used to an advantage. The noble patent grants the PC an extra 2d3x10 GP of starting wealth during PC creation. The PC may be able to get a minor government job if needed, and other lesser nobles are more likely to accept them as a social equal. Unfortunately, the PC might start the campaign with enemies among the nobles or peasants in the region who may be envious of their family. Nobles from other regions are unlikely to respect or acknowledge the PC's "noble" birth and many nobles consider the idea a crude joke at best. The title of "Lord" is the most common, holding little significance but nonetheless giving an air of authority.

Open Locks (10)*: A PC can try to pick all types of locks using skill, tools, finesse, and luck. If a PC fails to open a lock, they cannot attempt to open that lock again until advancing a lvl. It takes 1d10 rounds to open a lock.

Pick Pockets (10) (DM)*: A PC uses this skill to pilfer small items from the pouches, pockets, belts, sleeves, packs, etc. of others. A failed attempt means the PC did not come away with an item, but it does not indicate they were caught in the act. To determine if a PC's attempt was noticed, subtract twice the victim's Lvl from 100.

If the PC's roll was equal to or higher than this number, the attempt was noticed. For example, if the PC tried to pick the pocket of a 7th lvl wizard and failed, and the PC's roll was 86 or higher, the PC is noticed. (7x2 = 14. 100-14 = 86.)

Poison Resistance (Su) (2/5): The PC has a resistance to nonmagical poisons. For 2 CP's, the PC receives a +1 bonus to their saves vs. nonmagical poisons. For 5 CP's the bonus is +2.

Portal Lock (Sp) (5): If on the run, some PC's need to keep annoying marks or the law from following them. 1x/week, the PC can temporarily lock a portal (door, gate, etc.) by casting a temporary *wizard lock* (lasts for 2 rounds/lvl).

Protective Wards (Sp) (10/+5): The PC has knowledge of a minor protective ward, 1 of several that PC's use in their line of work. A protective ward is a combination of special words, phrases, and hand signals that have slight magical power. A ward can be used as often as necessary and has an initiative factor of 3. Use of a ward requires the PC have their hands and mouth free. 1 ward costs 10 CP while an additional ward costs 5 CP.

- **Ill Luck Ward:** This is perhaps the most common ward of all, used by PC's everywhere just before they attempt some-thing monumentally stupid or dangerous. 1st the PC announces they are attempting an action and performs the Ill Luck Ward. The DM must decide how harmful it would be if the PC were to fail. If failure would cause grievous injury or death, the DM can allow the PC to reroll the action.

- **Guardian Ward:** If a PC comes across someone's guardian beast, companion, construct, familiar or spirit, this ward gives them a chance to escape their fate. When the PC encounters such a guardian, they make a quick hand gesture and utter a phrase. The creature or spirit must make a save vs. petrification. If the save succeeds, the creature ignores the ward and can attack. If the creature fails its save, it stands unaware and motionless for 1 round. The ward functions against creatures ranging from a mundane animal like a guard dog to a magical creature such as a golem or ghost. The ward does not work against creatures not specifically assigned to protect a location, item or person.
- **Undead Ward:** This ward is used by PC's who tend to run across undead. It takes a round of gesturing and muttering the ward but it provides a +1 to saving throws versus lvl draining attacks of the undead for the encounter. If the attack does not normally allow a saving throw, the ability allows the PC to attempt a saving throw vs. spell with a -4 penalty to avoid a lvl draining attack.

Note: PC's apply a +1/4 lvls in their benefit for Ill Luck and Undead wards, and the same bonus as a penalty towards the guardian of the Guardian ward.

Read Languages (5)*: A PC needs every edge they can get, and the ability to read languages can help.

Scroll Use (5/10): At 10th lvl, a PC can use magical spell scrolls. For 10 CP's they have a chance to read scrolls at any lvl. If a PC fails to accurately read the scroll, usually something detrimental occurs, such as the spell backfiring.

Thief Scroll Use

Thief Level	% Chance	Thief Level	% Chance
10-11	10%	17	50%
12-13	20%	18	60%
14-15	30%	19	70%
16	40%	20+	80%

Scrounge (5) (DM): The PC has an uncanny knack for finding just what they need, when they need it. Given time, the PC can scrounge food, clothing, ropes spell components, or makeshift items of use (or a particular item), the DM decides if the item can be found in the area. If such an item is potentially available, the DM makes a Wis/Intu check for the PC. If the check fails, the PC has spent a turn scrounging without result, although they may make another attempt in the same area.

If either check succeeds, the PC has found what they need. If both rolls fail, the PC has spent 2 turns finding nothing of use. The PC may make further attempts in different areas as needed. The DM may apply mod's of anywhere from +2 to -2 based on the terrain and other factors-a crowded city (+2) is more likely to have items of interest than a barren desert (-2).

Sense Portal (Sp) (10): Always looking for a possible means to escape should the need arise, the PC can cast *detect portal* (same as *detect magic* except only magical portals and gates are detected) 1x/day.

Shadow Thief (Sp) (10): At 7th lvl, the PC can cast *Lorloveim's Shadowy Transformation* on themselves twice a week.

Silence (Sp) (5): 1x/day, the PC can cast *silence 15' radius*, except only the PC is affected.

Sneak Attack (10): PC's are practiced in the art of quietly eliminating guards and sentries as well as taking advantage of openings when an opponent is flanked. If a PC strikes a target from the rear or flank with surprise, the PC gains a +2 bonus on their attack roll (+4 total for rear, +3 total for flank), and the blow does additional dmg.

Ranged weapons may be used for sneak attacks if used within 30' of the target.

If the PC is attacking an opponent who is being flanked, the PC gets to utilize a single attack/round as a sneak attack for additional dmg with flanking attack bonuses (if applicable).

Sneak Attack Dmg Multiplier*

Thief's Level	Dmg Multiplier
1-4	x2
5-8	x3
9-12	x4
13+	x5

*Creatures immune to critical hits are immune to sneak attack damage multipliers, bonuses to attack still apply.

Sneak Attack Bonus (5): A PC who has chosen sneak attack now attacks with an additional +2 bonus (+6 rear, +5 flank) to surprised sneak attacks and +1 to all other sneak attacks.

Thieves' Cant (5): PC's use slang terms when referring to their illegal operations. This lets them converse about such dealings in the open without others knowing what they are talking about.

Tunneling (10) (DM)*: A PC might need to dig a tunnel to get to a cache of riches or escape captivity (especially the long types) and their success at tunneling depends on several factors. The tunneling table below shows the time required to dig through 10' of earth with adequate tools.

Every 10', the PC must make a skill check, failure meaning that the front of the tunnel collapses. It can be re-dug at the loose earth rate.

Tunneling

Type of Earth	Mod	Time
Sand/loose earth	10%	5 hours
Packed earth	—	10 hours
Rock	-10%	30 hours

Unusual Luck (Su) (10): The PC has exceptionally good luck. The PC has the Lucky Trait with a bonus +1/lvl. Only die rolls that directly affect the PC, that are not made by another PC or NPC may be rerolled. Thus saving throws, proficiency checks, and attack rolls can be rerolled, but group initiatives cannot.

Warrior-Thief (5): From 2nd lvl on the PC receives 1/4 of their Con (rounded up) per lvl as bonus HP's

Weapon Specialization (15): This PC can specialize in a particular weapon. The CP cost for gaining proficiency and specialization in the weapon must be met in addition.

Without a Trace (Su) (5): This option can be taken only if the PC also has Move Silently, Climb Walls and Hide in Shadows. The PC is a master at becoming scarce, surprisingly doing so even when in plain sight. Upon a successful check, the PC has found some unseen niche or shadowy location in which to hide quickly and unnoticed while bystanders are distracted (can not be used if being directly observed).

To this effect this trick, the PC must make successive Move Silently, Climb Walls and Hide in Shadows checks - any 1 failure indicates the trick fails. When successful, only magical means/abilities (*detect invisibility, darkvision, low-light vision...*) can reveal the PC's location. Once the PC moves or acts the effect is ended.

Skill points

After a PC's skills are selected, consult the thieving tables to determine base scores for certain abilities and how to modify those abilities based on race, Dex, Inte and armor or lack thereof.

Next, allocate 60 additional discretionary points among the PC's "scored" skills.

Each time a PC advances a lvl, they are awarded 30 discretionary points to divide among those abilities. Any unspent points due to maximized skills may be converted to LP's at a 10 skill points to 1 LP (round down) with the DM's approval.

Thieving Skill Base Scores*

Skill	Base Chance
Bribe	5%
Climb Walls	60%
Detect Illusion	10%
Detect Magic	5%
Detect Noise	15%
Escape Bonds	10%
Find/Remove Traps	5%
Hide in Shadows	5%
Move Silently	10%
Open Locks	10%
Pick Pockets	15%
Read Languages	0%
Tunneling	15%

*Thieving abilities purchased from outside of the Rogue Group *usually* use the Thieving Average Ability Table in Appendix A. No ability can be greater than 95%, including all mod's, if the PC is 14th lvl or lower.

All thieving skill checks are failed, regardless of how high the ability is, if a 96% or higher is rolled on a thieving ability skill check.

Thieving Skill Armor Adj's*

Type of Armor	Bribe	Climb Walls	Detect Noise	Escape Bonds	Find/Remove Traps	Hide in Shadows	Move Silently	Open Lock	Pick Pockets	Tunneling
No Armor	-10%	10%	—	5%	—	5%	10%	—	5%	10%
Banded Mail	25%	-75%	-30%	-35%	-20%	-50%	-60%	-20%	-50%	-35%
Brigandine	10%	-50%	-20%	-20%	-20%	-30%	-35%	-15%	-40%	-25%
Bronze Plate	35%	-85%	-45%	-45%	-40%	-70%	-70%	-40%	-70%	-45%
Chain Mail	25%	-40%	-20%	-35%	-15%	-30%	-40%	-15%	-40%	-40%
Cord	—	-15%	—	5%	—	-5%	-5%	—	-15%	5%
Coin / Scale Mail	—	-60%	-30%	-30%	-25%	-45%	-45%	-25%	-50%	-35%
Drow Chain Mail / Elven Chain Mail	5%	-20%	-5%	-5%	-5%	-10%	-10%	-5%	-20%	-5%
Dwarven Plate Mail	95%	-95%	-95%	-95%	-95%	-95%	-95%	-95%	-95%	-95%
Elven Plate Mail	25%	-75%	-35%	-25%	-30%	-55%	-50%	-30%	-55%	-25%
Field Plate	65%	-95%	-60%	-70%	-60%	-85%	-90%	-60%	-85%	-75%
Full Plate	80%	-95%	-70%	-85%	-80%	-95%	-95%	-80%	-95%	-90%
Gnomish Workman's Leather	—	-15%	-5%	—	-5%	-5%	-5%	-5%	-15%	—
Hide	10%	-50%	-10%	-20%	-20%	-20%	-30%	-20%	-45%	-25%
Improved Mail	40%	-90%	-50%	-50%	-45%	-75%	-75%	-45%	-75%	-55%
Leather	—	—	—	—	—	—	—	—	—	—
Light Scale / Padded / Studded Leather	-5%	-30%	-10%	-5%	-10%	-20%	-20%	-10%	-30%	-10%
Metal Lamellar	20%	-65%	-30%	-30%	-25%	-50%	-50%	-25%	-55%	-35%
Plate Mail	45%	-95%	-50%	-55%	-40%	-75%	-80%	-40%	-75%	-60%
Ring Mail	—	-35%	-15%	-10%	-15%	-25%	-25%	-15%	-35%	-15%
Sea Elf Scale Mail	—	-10%	—	—	—	—	—	—	-10%	—
Splint Mail	30%	-50%	-25%	-40%	-25%	-30%	-40%	-15	-40%	-45%
Wood/Bone	-10%	-25%	-5%	—	-5%	-15%	-15%	-5%	-25%	-5%

*Armors not listed may be worn but the PC may not utilize the listed abilities

Human & Demihuman Thieving Skill Racial Adj's*

Race	Bribe	Climb Walls	Detect Illusion	Detect Magic	Detect Noise	Escape Bonds	Find/Remove Traps	Hide in Shadows	Move Silently	Open Locks	Pick Pockets	Read Languages	Tunneling
Aasimar	—	—	—	—	5%	—	10%	10%	5%	—	—	—	—
Dwarf	-5%	-10%	5%	5%	—	—	15%	—	—	10%	—	-5%	10%
Arctic	-5%	-5%	5%	5%	—	—	5%	-5%	—	-5%	10%	-25%	10%
Grey	-5%	-10%	5%	5%	10%	—	10%	5%	10%	—	5%	-15%	10%
Urdunnir	-5%	-10%	5%	5%	—	—	10%	5%	—	—	5%	-15%	10%
Wild	-5%	—	5%	5%	—	10%	10%	5%	5%	5%	—	10%	—
Elf	15%	—	—	10%	5%	—	—	10%	5%	-5%	5%	—	-10%
Genasi (Water)	—	—	—	—	—	—	—	10%	5%	—	—	—	—
Gnome	5%	-15%	10%	5%	10%	—	10%	5%	5%	5%	—	—	5%
Half-elf	5%	—	5%	5%	—	—	—	5%	—	—	—	—	-5%
Half-ogre	—	-30%	—	—	—	—	—	5%	-5%	5%	-20%	-25%	—
Half-orc	10%	—	-5%	—	5%	—	5%	—	—	—	—	—	—
Halfling	—	-15%	—	5%	5%	10%	5%	15%	10%	5%	5%	-5%	5%
Human	—	—	—	—	—	—	—	—	—	—	—	—	—
Tiefling	—	—	—	—	—	—	5%	10%	10%	—	—	5%	—

* Half-breeds (Genasi – other than a Water Genasi, and certain monstrous PC's) may select thieving racial adj's that match one of their parents if listed above as a race, all other monstrous PC's do not receive racial adj's.

Thieving Skill Dex* & Inte** Adj's

Ability	1	2-3	4-5	6-7	8	9	10-13	14-16	17	18	19	20	21-22	23-24	25-26	27-28	29	30
Mod	-30	-25	-20	-15	-10	-5	0	5	10	15	20	25	30	35	40	45	50	55

* Includes Agi and Bal – Dex affects: Escape Bonds and Tunneling – Agi affects: Find/Remove Traps, Open Locks and Pick Pockets – Bal affects: Climb Walls, Hide in Shadows and Move Silently

** Includes Lear and Kno – Inte affects: Bribe – Lear affects: Detect Illusions, Detect Magic and Detect Noise – Kno affects: Read Languages

Note: Animal cohorts use their perception score in lieu of Inte or subabilities

Rogue Followers

A rogue attracts 4d6 followers. The followers rogue class will match that of the PC.

D100 Roll	Follower	Level Range
01-03	Dwarf fighter/rogue	1-4
04-08	Dwarf rogue	1-6
09-13	Elf rogue	1-6
14-15	Elf rogue/fighter/mage	1-3
16-18	Elf rogue/mage	1-4
19-24	Gnome rogue	1-6
25-27	Gnome rogue/fighter	1-4
28-30	Gnome rogue/illusionist	1-4
31-35	Half-elf rogue	1-6
36-38	Half-elf rogue/fighter	1-4
39-41	Half-elf rogue/fighter/mage	1-3
42-46	Halfling rogue	1-8
47-50	Halfling rogue/fighter	1-6
51-98	Human rogue	1-8
99	Human dual-class rogue/?	1-8/1-4
00	Other (DM selection)	—



Rogue Saving Throw Increases & Titles

Rogue Level	Base Saving Throw & Bonuses	Bard Title	Thief Title	Rogue Level	Base Saving Throw & Bonuses	Bard Title	Thief Title
1	20 (+2)	Rhymer	Apprentice	7	+2	Troubadour	Sharper
2	+2	Lyrst	Footpad	8	+2	Minstrel	Magsman
3	+2	Sonneteer	Cutpurse	9	+2	Muse	Thief
4	+2	Skald	Robber	10	+2	Lorist	Master Thief
5	+2	Racaraide	Burglar	11	+2	Bard	Master Thief
6	+2	Jongleur	Filcher	12	+2	Master Bard	Master Thief

Rogue Level	Base Saving Throw & Bonuses	Bard Title	Thief Title
13	+2	Master Bard	Master Thief
14	+2	Master Bard	Master Thief
15	+2	Master Bard	Master Thief
16	+2	Master Bard	Master Thief
17	+2	Master Bard	Master Thief
18	+2	Master Bard	Master Thief
19	+2	Master Bard	Master Thief
20	+1	Master Bard	Master Thief
21	+1	Master Bard	Master Thief

Rogue Level	Base Saving Throw & Bonuses	Bard Title	Thief Title
22	+1	Master Bard	Master Thief
23	+1	Master Bard	Master Thief
24	+1	Master Bard	Master Thief
25	+1	Master Bard	Master Thief
26	+1	Master Bard	Master Thief
27	+1	Master Bard	Master Thief
28	+1	Master Bard	Master Thief
29	+1	Master Bard	Master Thief
30	+1	Master Bard	Master Thief

PC's with kits tend to only use their specific kit as their title. Those reaching the highest titled lvl in their base class may add the listed title prior to their kit tile if it is compatible; PC's with kits tend to scoff at others within their class using their specific title.

Warrior

Warriors make their way in the world by the strength of their muscles and the swiftness of their swords.

Warriors normally roll a d10 for HP's.

Warriors receive a single 2 CP NWP from the warrior list for free.

Warrior Melee Attacks By Level

Level	Attacks/Round
1-6	1/round
7-12	3/2 rounds
13+	2/round

In addition to the powers presented for each warrior class, warriors may choose the following monk unarmed combat abilities at listed costs.

Monk Ability

Additional Dmg (5)^M - 10 CP ability not available

Increased Attack (5)^M - 10 CP ability not available

Warrior Optional Limitations:

Dependent (5): A warrior laboring under this restriction is limited in their actions by a young child or elderly relative who depends upon the warrior for at least a portion of the warrior's livelihood.

The limitations placed upon a warrior by such a dependent are obvious. Perhaps the warrior must support the dependent financially (anywhere from 10 to 100 GP/month, depending on the affluence of the campaign), or they have an obligation to stay close to home in case they are needed.

In the worst-case scenario, the dependent could become the victim of 1 of the warrior's enemies.

Fragility (10): Due to a serious vitamin deficiency during the warrior's youth, their bone structure is unnaturally weak.

Very much aware of their frail condition, the warrior stubbornly seeks to overcome their debilitating weakness.

The warrior suffers double dmg from all bludgeoning attacks, as well as from falls from any height.

Glass Jaw (5): Much like the Fragility limitation, this option manifests itself in the warrior's increased susceptibility to Bludgeoning dmg.

Prone to blackouts, a warrior with this restriction is twice as likely to be knocked unconscious as the result of an unarmed combat attack, as the punching and wrestling rules.

Furthermore, any severe head trauma also carries a greater risk of unconsciousness.

A fall from any height greater than 10' results in a 25% chance that the warrior is struck unconscious; any critical hit to the head knocks them out for 1d6 rounds.

Limited Armor (5+): A warrior with this restriction is limited in their selection of armor. If the warrior is restricted to chain mail or lighter armor, this restriction gives them 5 CP's.

If the warrior is limited to studded leather or lighter armor, they gain 10 CP's; and if they cannot wear any armor at all, this restriction is worth 15 CP's.

If the warrior can't use a shield, it is worth an additional 5 CP's.

Limited Magical Item Use (5+): For each category of magical items they cannot use, the warrior gains 5 CP's. The categories are: potions & oils, scrolls, rings, rods, staves, wands, miscellaneous magic, weapons, armor.

Limited Weapon Selection (5+): A warrior with this restriction is limited in their choice of weapons. They can choose to gain proficiency only in melee weapons (no missile weapons allowed); they can choose to learn only cleric weapons (bludgeoning weapons); or they can choose to learn only thief weapons (club, dagger, dart, hand x-bow, knife, lasso, short bow, sling, broadsword, long sword, short sword, and staff).

For 30 CP's, the warrior is not allowed to gain proficiency in any weapon (with exception to pummeling and wrestling or natural weapons – claws, bite...).

Night Blindness (5): This restriction increases the warrior's penalties when fighting in near-dark or lightless environments. The warrior suffers a -4 attack penalty in twilight conditions and a -8 in total darkness. If the warrior has Darkvision or Low-Light Vision it is at 1/2 power (including spells and magic items) and it is considered to be twilight conditions for penalties.

No Retreat (10): A warrior with this restriction can never run from combat, regardless of the odds. The warrior must always fight as long as someone challenges them. Retreat is tantamount to death. Like the wolf, this warrior wins every fight but 1, and in that 1 they die.



Barbarian

Fighter



Paladin

Ranger

Qualm (5): Though the warrior may be a fearless combatant, there is one thing that invariably causes the warrior to hesitate.

Due to some emotional unrest or moral code, the warrior sometimes refuses to act, even in their own best interest. Potential qualms include the following:

- Refuses to strike a woman.
- Cannot attack an enemy from behind.
- Will not fight an unarmed opponent.
- Believes it is a disgrace to their honor to travel in disguise.

Only in the most extreme circumstances could a warrior ever overcome their particular Qualm, such as in a situation where their inaction would result in the certain death of a friend.

Even then, a successful Wis/Wil check is required to surmount their Qualm.

Reduced HP's (10/20+): For 10 CP's, the warrior uses a d8 for HP's; for 20 CP's, the warrior uses a d6 for HP's. For +10 CP's the warrior does not receive HP adj for Con.

Short-Winded (5): The short-winded warrior is quickly exhausted by extensive demands on their respiratory system. Whenever a Con/Fit check is called for by the DM, the warrior suffers a -4 penalty to the roll.

This restriction also prohibits the warrior from purchasing the Endurance proficiency, as the 2 traits are mutually exclusive.

Weakness (5): Finding themselves irresistibly drawn to a petty vice, the warrior must make a successful Wis/Wil check to avoid succumbing to their instinctual urges whenever tempted by their particular weakness. Typical weaknesses include gold, alcohol, gambling, and members of the opposite sex.

Barbarian

Barbarians are tough and hardy fighters, hardened by the savage lands of their birth.

Prime Requisite: Str, Con

Barbarians have 65 CP's to purchase class abilities; at least 5 standard abilities must be purchased. Barbarians who choose kits from the Barbarians Handbook or the Fighters Handbook must purchase the basic Barbarian Abilities for 65 CP's (may not be altered).

Barbarians may only be chosen as a class at 1st lvl!!! They wield weapons made of stone, wood, bone or similarly crude materials. The barbarian is also limited to using natural (cord, hide, leather, padded, studded leather and wood/bone) armor.

Barbarians dislike/mistrust magic other than low-lvl (4th lvl and below), divine magic, as well as magic items that are made of the same materials listed above. They are especially repulsed by "dark" magic (true necromantic, darkness and undeath magic) Barbarians may use a single item they become accustomed to that deviates from normal equipment limitations for every 5 lvls gained as a barbarian (1 at 5th, 2 at 10th, 3 at 15th...).

Barbarians are not allowed to speak more than their racial language and the barbarian sign language at 1st lvl and are limited to learning 1 language for every 2 lvls gained. They may pick up reading and writing after 1st lvl for any language already spoken.

Animal Companion (5)^M: The PC has a trained a *random* animal from their homeland terrain that accompanies them on scouting missions (this class ability is very similar to the Thieves Animal Companion ability). If the animal is killed or lost, the PC can find another in the wilderness within 3 to 4 weeks. If the PC has the Animal Training NWP, they can train another animal companion in 1/2 the time.

Back Protection (5/10): The PC has a chance to detect surprised sneak attacks made against them. The PC's chances are equivalent to 2x the Detect Noise chance for the equivalent lvl listed in the Average Thieves Ability table in Appendix: A.

If detected the PC is allowed to automatically counter-attack the attacker even if all of the PC's attacks have already occurred in the round. For 10 CP's the PC cannot be flanked either leaving only rear attacks accessible for sneak attacks.

Battle Rage (Su) (10): The PC can inspire their companions to fight more fiercely. A PC with this ability grants a +2 to hit and dmg and saving throws to all allies in a 60' radius, the PC gains a +1 for every 5 levels (+1 at 1st-5th, +2 at 6th-10th, etc...) and an additional +1 for every 3 allies affected.

The PC must do nothing but chant loudly for at least 3 full rounds before they and their allies gain bonuses. The bonus lasts for 2 rounds/lvl of the PC and can be used 1x/day. The PC gains an extra "phantom" HD for every 5 lvls during the rage and delays death effects 'till the rage ends.

Bravery (Sp) (10): The PC is completely immune to the *fear* spell. Because the PC is so brave, they inspire others to courage, and so, while they are fighting, they actually radiate an *emotion* spell in a 10' radius. This *emotion* spell radiates courage (see the 4th lvl wizard spell *emotion*), but only to the extent that it negates *fear*; it does not bestow the berserk fury that the actual wizard spell provides.

The PC gains a +4 (at all times) to save vs. all magic which would affect their mind, such as the wizard spells; *charm person*, *friends*, *hypnotism*, *sleep*, *irritation*, *ray of enfeeblement*, *scare*, and *geas*, and the clerical spells *command*, *charm person or mammal*, *enthrall*, *cloak of bravery*, and *symbol*.

Climb Walls (5)^M: The PC has the thieves Climb Walls ability using the Thief Average Ability Table in Appendix A plus their Dex/Bal score.

Combat Sense (5): By selecting this skill, the PC enjoys an innate kinship with the pulse of battle, enabling them to act with more precision and accuracy than others who are less comfortable in melee situations. The PC receives a +1 bonus in 3 different combat situations:

- Fighting in the dark (reducing the penalty to -3 instead of the standard -4, or -1 if the PC also knows the Blind-fighting WP).
- Attacking opponents who are partially or wholly concealed (reducing all penalties by 1).
- Surprise (the PC's chances of being surprised are reduced by 1 in 10).

Deadly Strike (5/10)^M: Starting at 1st lvl a PC gains a natural bonus of 1 to dmg with 1 non-magical weapon of choice.

For 10 CP's the PC gains an additional bonus of 1 to attack for every 3 lvls the PC has earned (1st to 3rd lvl +1, 4th to 6th lvl +2, 7th to 9th lvl +3, etc.), to a maximum of +5 at 13th.

Defense Bonus (5/10): The PC gains an AC bonus of 1 if naturally armored and unencumbered at 1st lvl and gains an additional 1 every 2 lvls thereafter, to a maximum AC bonus of +10. For 10 CP's, the PC gains 1 every lvl, to a maximum AC bonus of +10.

Detect Lie (10) (DM): A PC learns to study people and is an excellent observer of the habits and nuances of body language and what they signify.

The PC is adept at telling when someone is lying to them or being evasive.

The PC does not know the specifics of any falsehoods, the PC only knows if the speaker is lying to them.

If the speaker is an exceptionally good liar or actor, the DM may secretly roll a Wis/Intu check for the PC with their lvl added as a bonus.

If the check fails, the PC does not detect a lie or an evasion in a statement or answer. If, however, the check succeeds, the PC can sense the speaker is lying. The DM may penalize the check if the speaker is a PC, unusually eloquent, or wary of what they say to the PC. The PC cannot verify the accuracy of what someone says only if they are intentionally lying or not.

Enduring Barbarian (5): The PC's "Death's Door" value is doubled. The PC also remains conscious and battle-ready until their HP total reaches the normal "Death's Door" value in negative HP's. Once the PC's HP's drop below this number, they are rendered unconscious.

If combined with the Iron Will WP the PC does not need to make checks until dropping below normal "Death's Door" value.

Favored Weapon (5/10) ^M: Starting at 1st lvl a PC gains a natural bonus of 1 to attack with 1 non-magical weapon of choice.

For 10 CP's the PC gains an additional bonus of 1 to attack for every 3 lvls the PC has earned (1st to 3rd lvl +1, 4th to 6th lvl +2, 7th to 9th lvl +3, etc.), to a maximum of +5 at 13th.

Followers (5/10) ^M: By purchasing this skill, a PC can gain followers if they settle in a bountiful area (3 days riding from civilization) and are at least 9th lvl. If purchased as a 10 CP ability, the PC can attract followers whenever they settle in a bountiful area, regardless of lvl.

Freedom Rage (Su) (5) ^M: The PC does not take well to being bound or imprisoned and will show uncommon feats of strength when such events occur just to gain freedom. The PC gets to double their normal chances of Bending Bars and Lifting Gates due to the primal rage that they build when bound or imprisoned. The rage takes 5 rounds to build.

Hide in Shadows (5) (DM) ^M: The PC has the thieves Hide in Shadows ability using the Thief Average Ability Table in Appendix A. This ability is usable in their chosen homeland terrain.

HP Bonus (10/15) ^M: For 10 CP's, the PC rolls a d12 when rolling HP's. For 15 CP's, they roll 2d8.

Identify Plants and Animals (Sp) (5/10): At 3rd lvl, the PC gains the ability to identify natural plants and animals. For 10 CP's, the PC has this ability at 1st lvl.

Ignore Dmg (Su) (10/15/20): At 3rd lvl, and every 3 lvls after (6,9,12...), the PC may ignore 1 point of dmg/attack (cumulative) up to a maximum of 10 at 30th lvl. For 15 CP's the bonus increases at 2nd lvl and increases every other lvl (4,6,8...). For 20 CP's they ignore 2 points of dmg/attack, up to a maximum of 20 at 20th lvl.

Increased MV (5): A PC's base MV is 1/4 greater than normal (12 MV would be 15, 6 MV would be 8).

The PC also benefits from 3x the normal MV gained from exceptional abilities (as outlined in Appendix: A)

Leaping & Jumping (5): The PC is proficient with the jumping NWP at +4 and has the added benefit of adding +10% to their distances/lvl.

MR (Su) (10) ^M: Gain 3% MR/barbarian lvl.

Mettle (Su) (10): Like many legendary heroes, the PC with this natural gift possesses a nearly indestructible frame; indeed, they seem to be cast of iron.

With bones that are inherently resilient, this PC has a Herculean fortitude that allows them to resist the punishment of bludgeoning weapons and falling dmg. Any dmg from these attack forms is halved if the PC makes a successful Con/Tou check.

Missile Catch (10): With Missile Catch, the PC can attempt to catch missiles thrown or fired at them. The base chance of success is equal to the PC's Dex/Agi score x 2%, plus an additional +3%/lvl.

Thus, a 5th lvl PC with a Dex/Agi of 16 would have a 47% Missile Catch chance. To use this skill, the PC must be aware of the incoming attack and have at least 1 hand free.

Missile catching counts as an action but does not require an initiative check. If the PC is free to use this skill, they make a percentile roll against any incoming missile attack.

If they fail, the missile might hit them (assuming the attack roll succeeded). If they succeed, they have caught the missile in their hand, sustaining no dmg.

The skill does not work against large missiles (unless the PC is a large creature), nor does it work against missiles created by spells such as magic *missile* or *flame arrow*.

Night Vision (Su) (5): The PC has excellent Night Vision, allowing them to operate in darkness with reduced penalties. With this ability the PC suffers no penalties in moonlight conditions. In starlight or similar lighting, the PC suffers a -1 to saving throws, -1 to attack rolls, and -1 to the PC's AC. Under conditions near total darkness, the PC suffers only -2 penalties to saving throws, combat rolls, and AC. Although this ability has similarities to Blind-Fighting, Night Vision applies to both combat and non-combat situations.

Blind-fighting allows a PC to "sense" where an opponent is, while Night Vision allows them to actually see where the enemy is. Night Vision provides no benefits if there is no light present, such as in a sealed room or magical darkness.

Saving Throw Bonus (Su) (10): PC's with this ability gain a +2 bonus to all saving throws. Cannot stack with Spell Resistance.

Sign Language (5): PC's utilize a silent sign language that allows them to communicate as well as if they were speaking. This lets them converse while hunting or when there are those about who are non-barbarians.

Special Enemy (10): PC's focus their efforts on 1 exceedingly bothersome type of creature. They must choose their special enemy before reaching 2nd lvl. Example enemies include orcs, trolls, and bugbears.

The DM must approve the PC's choice. From that point on, they gain a +4 bonus to their attack rolls when encountering that type of creature.

The PC cannot attempt to hide the enmity they feel for these creatures. Further, the PC should seek out such creatures over other foes in combat, unless there is some greater danger.

Spell Resistance (Su) (5): PC's with spell resistance gain a +2 bonus to all saving throws versus spells.

Stealth (5) ^M: Like elves and halflings, the PC gains a bonus to surprise opponents in their homeland terrain, but only if they are wearing natural or no armor. The PC can move so quietly that opponents suffer a -2 penalty to their surprise rolls.

Tolerance (5/10): The PC is tolerant and open minded in the use of magic and items not of natural make.

They may grow to accept/use items sooner and more often, resulting in gaining use of an item every 3 lvls gained (1 at 3rd, 2 at 6th, 3 at 9th...) instead of every 5. They still do not like magic or magic items but they are more tolerant of their use in their proximity. For 10 CP's it increases to every other lvl (1 at 2nd, 2 at 4th, 3 at 6th...).

Tracking Proficiency (5): The PC, just like the ranger, gains the tracking NWP in their homeland terrain.

Two-Weapon Style (10): A PC wearing natural or no armor can fight with 2 weapons of different lengths and suffer no penalties to their attacks rolls.

War Cry (5): By uttering a withering battle cry seconds before striking, the PC receives a +1 bonus to dmg rolls for a single strike. This strike must always be the PC's 1st in any combat situation, used as they engage an enemy for the 1st time.

This ability may be used a number of times/day equal to the PC's lvl, but never more than once in any battle.

Warrior of Legend (5) ^M: From 2nd lvl on the PC receives 1/2 of its Con (rounded up) per lvl as bonus HP's.

Weapon Specialization (5) ^M: This PC has the ability to specialize in a particular weapon. The CP cost for acquiring the specialization must also be met.

* Note: Barbarian versions of Thieving abilities are useable in natural settings. If used in non-natural settings the chance is halved and ability score base chance factors (Dex/Bal) are not applied. Only negative mod's apply for race, Dex & Inte, and armor apply. In all settings, only studded leather or lighter can be worn to use the abilities.

Fighter

Fighters are experts with weapons, and they are often masters of tactics and strategy.

Prime Requisite: Str

Fighters have 15 CP's to purchase class abilities; at least 1 standard ability must be purchased. *Fighters who choose kits from the Fighters Handbook must purchase the basic Fighter Abilities for 10 CP's (may not be altered).*

Fighters normally use any weapons or armor and shields.

Anomalous Intuition (Su) (10): Like many heroes of literature and myth, this PC maintains an unexplained connection with some mysterious power or magical entity. Perhaps the PC has divine parentage, as did Hercules, or maybe the PC's mother was years ago blessed by fairy folk, and the PC still-perhaps unknowingly-carries this blessing.

At the least the PC has a distant kinship with elves or a similar magical race, and retains an echo of their power.

Whether the PC is aware of its origins or not, the PC with Anomalous Intuition has the uncanny ability to detect things that are normally beyond the range of mortal perception. By simply passing within a few feet of a secret door, the PC has a 1-in-6 chance of sensing its existence, or a 1-in-3 chance if the PC is an elf.

Furthermore, the PC's hunches or their "gut" guides them when danger is afoot. The PC possesses the equivalent of the Trouble Sense WP.

Athleticism (10): A PC with this talent is the physical epitome of the epic Greek athletes of ancient Athens. Robust and naturally fit, a PC with this skill is capable of heroic feats of bodily prowess and puissance.

The PC epitomizes the animal grace of the humanoid form. As a result of their strength and agility, the PC receives a +2/+10% bonus to all checks involving jumping, throwing, and climbing. Furthermore, they can purchase the Endurance NWP for 1/2 the standard cost.

Blood Oath (5): Much like the Ranger's special racial enmity, this option allows the PC to select a certain type of creature as their blood enemy. Whenever they are faced with their chosen foe, they enjoy a +2 bonus to attack and dmg rolls.

However, the PC's hatred toward this enemy is so great that it requires an enormous effort of Wil to resist an opportunity to combat their foe.

If the PC wishes to avoid a confrontation, they must 1st make a Wis/Wil check to see if they have the force of will to turn around and walk away. If they fail, their Blood Oath gets the best of them, and they charge forward, teeth bared and weapons flashing.

Bravery (Sp) (15): The PC is completely immune to the *fear* spell. Because they are so brave, they inspire others to courage, and so, while they are fighting, they actually radiate an *emotion* spell in a 10' radius.

This *emotion* spell radiates courage (see the 4th lvl wizard spell *emotion*), but only to the extent that it negates *fear*; it does not bestow the berserk fury that the actual wizard spell provides.

The PC gains a +4 to save vs. all magic which would affect their mind, such as the wizard spells; *charm person*, *friends*, *hypnotism*, *sleep*, *irritation*, *ray of enfeeblement*, *scare*, and *geas*, and the clerical spells *command*, *charm person or mammal*, *enthrall*, *cloak of bravery*, and *symbol*.

Building (5): The knowledge to construct heavy war machines, siege engines, and siege towers.

Combat Sense (10): By selecting this skill, the PC enjoys an innate kinship with the pulse of battle, enabling them to act with more precision and accuracy than others who are less comfortable in melee situations. The PC receives a +1 bonus in 3 different combat situations:

- Fighting in the dark (reducing the penalty to -3 instead of the standard -4, or -1 if the PC also knows the Blind-fighting WP).
- Attacking opponents who are partially or wholly concealed (reducing all penalties by 1).
- Surprise (the PC's chances of being surprised are reduced by 1 in 10).

Comitatus (5): With comitatus the PC is essentially entering into a feudal contract. The exact interpretation of this pact is the domain of the DM, but the comitatus generally entitles the PC to a special favor or privilege from their liege lord or other powerful NPC.

On a greater scale, a PC in command of their own castle may be responsible for the housing and upkeep of several platoons of the king's army. In exchange, they are granted legal protection and privileges normally reserved for nobility.

Comitatus was the practice of swearing brotherhood between a lord and their subjects. Certain duties were expected of the subjects, but in return for their loyalty they could expect an occasional favor from their lord.

The PC is encouraged to develop a story behind this relationship and should manipulate the comitatus to be consistent with the campaign. Comitatus is not restricted to a lord and their subject; the PC is free to form the comitatus with any appropriate NPC: guildmaster, sage, city alderman, etc. As long as they are faithful to the relationship, they can expect an occasional petty favor from their benefactor, as governed by the DM.

Concentrated Strength (Su) (5): Though they might not be capable of sudden bursts of intense power, the PC choosing this option can apply a great deal of muscle to a single task requiring concentration and will.

In effect, this is the difference between the Open Doors check (which requires a quick application of motion and muscle) and the Bend Bars/Lift Gates percentage (which relies upon a deep inner focus and the steady increase of continuous pressure). By opting for this ability, the PC doubles their normal chances of success for both.

Coup de Gras (10): The coup de gras is the PC's signature strike that inspires bards to compose epic poetry. This translates into a considerable bonus on a successful critical strike.

Before rolling for the effect of the blow, the PC makes a Str/Mus check.

If successful, their weapon increases dmg by moving up to the next dmg die (see Appendix A), any bonuses continue on to the next dmg die (a 1d4+1 weapon would do 1d6+1). Once this has been done the resulting roll on a successful critical hit can be modified 1 category higher or lower (PC's choice).

Deadly Strike (5): The PC gains a +1 bonus to dmg with 1 weapon of choice.

Defense Bonus (5/10/15): AC bonus of 2 if unarmored and unencumbered. For 10 CP's, the AC bonus is 3. If the PC has Limited Armor (No Armor), for 15 CP's they gain an AC bonus of 1 at 1st lvl and gain an additional 1 every 2 lvls thereafter, to a max AC bonus of +10.

Enduring Warrior (10): The PC remains conscious and battle-ready until their HP total reaches a negative equal to 1/2 of their "Death's Door" value rounded down. Once their HP's drop below this number, they are rendered unconscious.

If combined with the Iron Will WP the PC does not need to make checks until dropping below the "Death's Door" value.

Fast-Draw (5): Fast-draw allows the PC to unsheathe their weapon with startling speed. A successful Dex/Bal check means that the PC suffers no delay in terms of game rounds when removing or returning their weapon from and to its scabbard (can only be used once/round).

Favored Weapon (5): The PC gains a +1 attack bonus with 1 weapon of choice.

Followers (5/10) ^M: By purchasing this skill, a PC can gain followers if they establish a stronghold and are at least 9th lvl. If purchased as a 10 CP ability, the PC can attract followers whenever they establish a stronghold, regardless of lvl.

Heroic Boast (5): Much like mythic Beowulf, a PC with this option has the ability to rouse the morale of their comrades.

By uttering a brief, passionate oration on their prowess in battle and the glory to be won, a PC can inspire friendly NPC's, granting them a +2 to morale for the duration of the upcoming struggle, so long as the PC is leading them.

This skill should be role played by the PC to be effective.

HP Bonus (5/10) ^M: For 5 CP's, the PC rolls a d12 when rolling HP's. For 10 CP's, they roll 2d8.

Improved Attack (10): The PC begins life better suited to fight than most by having an improved base attack.

The PC starts with a base attack of 2 at 1st lvl that improves normally by 1 for every lvl of advancement.

Increased Followers (5): A PC with the follower ability is allowed to roll a second time for determining followers.

Increased MV (5): A PC's base MV is 1/4 greater than normal (12 MV would be 15, 6 MV would be 8). The PC also benefits from 2x the normal MV gained from exceptional abilities (as outlined in Appendix: A)

Leadership (5): The ability to lead large numbers of troops into battle, the PC is able to take charge of up to 100 soldiers/lvl.

The PC knows how to use messengers and signals, is familiar with military terminology, and understands the mechanics of moving a large number of men.

Magetouched (Sp) (15) ^M: The PC can render wielded non-magical weapons into magical weapons (so long as the PC is proficient with and maintains physical contact with the weapon).

A non-magical weapon gains a magical +1 bonus to hit and dmg at 3rd lvl, a +2 at 6th, +3 at 8th, +4 at 12th and +5 at 18th lvl.

Note: This can't be used with Deadly Strike, Favored Weapon, Improved Attack or Weapon of Choice (WP) unless used with natural weapons that are the only weapons the PC is proficient with and the fighter is single classed.

MR (Su) (10) ^M: Gain 2% MR for each fighter lvl.

Mettle (Su) (10): Like many legendary heroes, the PC with this natural gift possesses a nearly indestructible frame; indeed, the PC seems to be cast of iron.

With inherently resilient bones, the PC has a fortitude that allows them to resist the punishment of bludgeoning weapons and falling dmg. Any dmg from these attacks is halved if the PC makes a successful Con/Tou check.

Move Silently (10) (DM) ^M: The PC has the thieves Move Silently ability using their Dex score plus their class lvl as their base chance. Normal mod's apply, can only be used with studded leather or lighter armor.

Mythic Lore (Su) (10) ^M: In their youth, this PC spent many sleepless nights listening to the tales of magnificent NPC's and their weapons. The PC now has a 5% chance/lvl of knowing the history of any magical or legendary weapon or piece of armor, as well as facts concerning the owners of those items.

Poison Resistance (Su) (5): PC's with poison resistance gain a +1 bonus to all saving throws versus poison.

Prejudiced (10): The PC despises humanoids and monstrous humanoids not of his own race receiving a +1 to att & dmg when fighting these races.

Proficiency Ease (5): By spending 5 CP's now, the PC can cut the cost of all warrior NWP's & WP's gained after 1st lvl by 50%, minimum of 1.

Spell Resistance (Su) (5): PC's with spell resistance gain a +1 bonus to all saving throws versus spells.

Supervisor (5): The authority to supervise the construction of defensive works such as ditches, pits, fields of stakes, and hastily built wooden and stone barricades. Time permitting; the PC can supervise building of semi-permanent fortifications.

War Cry (5): By uttering a withering battle cry seconds before striking, a PC with this skill receives a +1 bonus to dmg rolls for a single strike.

This strike must always be the PC's 1st in any combat situation, used as they engage an enemy for the 1st time. This skill may be used a number of times/day equal to the PC's lvl, but never more than once in any battle.

War Machines (5): The knowledge to operate heavy war machines and siege engines such as ballistae, catapults, rams, bores, and siege towers.

Warrior Privilege (5+): The PC may buy a single warrior ability, not already purchasable (even if less powerful) in their original class, for 5 CPs more than the cost listed.

Warrior of Legend (5)^M: From 2nd lvl on the PC receives 1/2 of their Con (rounded up) per lvl as bonus HP's.

Weapon Specialization (5/10)^M: The PC has the ability to specialize in a particular weapon. The CP cost for acquiring the specialization must also be met.

Barbarian & Fighter Followers

Roll percentile dice on each of the following sub tables, once for the leader of the troops, once for troops, and once for a bodyguard (guards) unit. These followers are barbarians or fighters (respectively) and receive 1.5x starting gold for equipment.

Die

Roll Leader (9% chance to be an exceptional cohort/s)

01-40	5th-lvl warrior with armor, shield and 1 +2 melee weapon
41-75	6th-lvl warrior with armor, +1 shield and 2 +1 melee weapons
76-95	6th-lvl warrior with +1 armor, shield and 2 +1 melee weapons, plus 3rd-lvl warrior with armor, shield and a <i>x-bow of distance</i>
96-99	7th-lvl warrior with +1 armor, +1 shield and +1 melee weapon with a heavy war horse with <i>horseshoes of speed</i>
00	DM's Option

Die

Roll Troops/Followers (all 0-lvl)

01-50	20 warriors with armor, shield and 4 melee weapons with light war horses; 100 warriors with armor and 2 melee weapons
51-75	80 warriors with armor and 2 melee weapons
76-90	40 warriors with armor, 1 melee weapon and 1 missile weapon; 20 warriors with armor and 2 melee weapons
91-99	30 warriors with armor, shield and 3 melee weapons with heavy war horses; 30 warriors with armor, shield and 2 melee weapons with light war horses
00	DM's Option

Paladin

The paladin is a noble and heroic warrior - often literally the knight in shining armor - a symbol of all that is right, good, and just in the world. Such a warrior has high ideals to maintain at all times.

Prime Requisite: Str, Cha

Paladins have 75 CP's to purchase class abilities; at least 5 standard abilities must be purchased. Paladins who choose kits from the Paladins Handbook or the Fighters Handbook must purchase the basic Paladin Abilities for 75 CP's (may not be altered).

Paladins normally use any weapons or armor and shields. A paladin's "Code" is determined by their god. Ask the DM about this "Code" as it will be utilized during the campaign.

Alternate Sphere Access (Sa) (5+): Paladins that have purchased Spell Ability have minor access to the spheres of combat, divination, healing, and protection. With this ability the paladin may choose to have minor access to any combination of alternate spheres totaling 20 CP's or less.

For 10 CP's the PC can specialize in as many weapons as desired. The CP cost must be met for each individual specialization.

However due to the single mindedness of melee training, only single classed PC's may purchase the 10 CP ability.

^M: These abilities are retro-active for Monstrous PC's who take a lvl of the Barbarian or Fighter class. Monsterus PC's count their racial HD/ECL for lvl totals for these abilities.

Die Elite Units/Guard (have 6% chance for all to be an exceptional cohorts)

01-10	10 1st-lvl warriors with armor, shield and 3 melee weapons with heavy war horses and barding
11-20	10 1st-lvl demihuman warrior/clerics or warrior/mages with armor, 2 melee weapons and 1 missile weapon
21-30	15 1st-lvl rangers with armor, shield and 2 melee weapons and 1 missile weapon
31-40	20 2nd-lvl berserker warriors with armor, shield and 3 melee weapons (receive +1 bonus to attack & dmg rolls)
41-65	20 1st-lvl archer warriors with armor and 1 +2 missile weapons
66-99	30 1st-lvl warriors with armor, shield and 2 melee weapons
00	DM's Option

If spheres are exchanged on a point-for-point basis, this optional ability has a base cost of only 5 CP's, but a paladin may choose extra spheres of access (minor access only) and add the costs listed in the Sphere Access chart.

Champion of the Lance (5/10): The PC receives a +1 to attack and dmg with a lance. For 10 CP's the bonus is +2.

Circle of Power (Sp) (5): If the PC has a *holy sword*, they can project a circle of power 10' in diameter. This circle dispels hostile magic at a lvl equal to the lvl of the PC.

Commanding Presence (Sp) (5): The PC may *command* 1/day.

Curative (Sp) (10): Cure disease of all types 1x/week for every 5 lvls. This ability is ineffective against lycanthropy.

Detect Evil (Sp) (5): The PC can *detect evil* creatures by concentrating at will. Each use takes and lasts 1 round.

Dispel Evil (Sp) (10): At 7th lvl, the PC can cast *dispel evil* 1x/day.

Divine Order (Sp) (5): The PC can cast *dictate* (as the 3rd lvl priest spell) 1x/day for every 3 lvls.

Divine Privilege (5+): The PC may buy a single priest ability, not already purchasable (even if less powerful) in their original class or against their faith, for 5 CPs more than listed cost.

Faithful Mount (Sp) (5): The PC can summon an exceptional special steed at 4th lvl. This faithful steed is usually a horse but might not be - it may be any creature the DM deems appropriate. This mount is bonded to the PC (like the *Find Familiar* spell). However, this mount does not simply appear when called. The PC likely must find their mount in a memorable way, such as on a quest.

The PC may purchase Bonus Familiar Powers from the wizard section. This mount has exceptional abilities (rolled) and is a "charger" as listed in The Equipment Handbook.

Fiend Slayer (Su) (10): The PC is the sworn enemy of all vile fiends and gains a +3 to hit and +3 to dmg against fiends.

Followers (5/10): By purchasing this skill, a paladin can gain followers as a cleric if they establish a stronghold and are at least 8th lvl. For 10-CP's, the paladin can attract followers whenever they establish a stronghold, regardless of lvl.

Gift of the Gods (15): The PC has been rewarded by their god with large pair of feathered wings from their back that allow flight (same benefits and disadvantages as other avian creatures). Any armor worn must be altered to accommodate the wings.

Health (Su) (5): Immunity to all forms of disease. PC's are not immune to lycanthropy and mummy rot.

High Wisdom Bonus (Sa) (5): If the PC has the Spell Ability option, they receive bonus spells based on their high Wis identical to the way priests do.

Holy Assistance (Sp) (10): 1x/week, the PC can gate in 1 Lantern Archon/lvl as long as they are employed solely to fight evil. The gated Lanterns remain for 1 turn plus 1 round/lvl.

Holy Defender (Su) (10): When on holy ground or the plane of their god the PC gains a bonus of 2x MR, saving throws and 2x for Dex & magic for AC, +4 for armor itself.

HP Bonus (10/15): For 10 CP's, the PC rolls a d12 when rolling HP's. For 15 CP's, they roll 2d8.

Increased Spell Power (Sa) (7): Normally, a 9th lvl PC casts spells as a 1st lvl priest, with this ability the 9th lvl PC casts spells with the power of a 5th lvl priest (4 lvls higher than their casting lvl). Spell progression is unaffected; only lvl based characteristics of an individual spell are affected by this ability.

Increased Spell Progression (Sa) (5/10): A PC with this power advances their spell ability. For 5 CP's, they advance a 2 lvl bonus; for 10 CP's, they advance a 5 lvl bonus.

Each lvl they gain from that point on advances them 1 lvl on the chart, so a 7th lvl PC with the 5 CP ability uses the 9th lvl entry and goes on to the 10th lvl entry when they rise to 8th lvl.

In all other respects, the PC's spell powers are unchanged, and they simply advance at the lvl indicated.

Lawful Order (Sp) (5): The PC can cast *compulsive order* (as the 4th lvl priest spell) 1x/day for every 4 lvls.

Lower Planar Vanquisher (Su) (10): The PC receives a +4 to all saves vs. any naturally occurring phenomena on any of the lower planes.

Lay on Hands (Sp) (5/10): The ability to heal themselves or another by the *laying on of hands* 1x/day. The PC can restore 2 HP's/class lvl. For 10 CP's they can restore 4 HP's/class lvl.

Poison Resistance (Su) (10): The PC gains a +1 bonus to all saving throws versus poison. Can't be stacked with Saving Throw Bonus.

Protection from Evil (Sp) (5): The PC has a natural aura with a 10' radius. Within this aura, summoned or evil creatures suffer a -1 penalty to all attack rolls. Creatures affected by this aura know the PC to be the source of their discomfort.

Resist Charm (Su) (10/15): PC's with this ability gain a +2 bonus to saving throws vs. charm like spells and abilities. For 15 CP's, the bonus is +4. Can't be stacked with Saving Throw Bonus.

Resist Fiendish Magics (Su) (10): The PC gains a 2%/lvl MR against any spells or spell-like abilities employed by fiends. This resistance can be added to any other MR (if it applies) the PC possesses.

Righteous Rider (10): The PC receives the jousting NWP and WP at double listed benefits. The PC also receives a riding NWP (select one, Air, Land or Sea based) at a +6.

Righteous Slayer (Su) (10): The PC gains a +3 to att & dmg vs. evil creatures, this does not enable the PC to know they are evil.

Saving Throw Bonus (Su) (10): PC's with this ability gain a +2 bonus to all saving throws.

Spell Ability (Sa) (10): Starting at 9th lvl, a PC can learn priest spells of the combat, divination, healing and protection spheres. The PC follows the normal rules for priest spells, though they do not gain extra spells for a high Wis/Intu score. The PC cannot use divine scrolls.

Turn Undead (Su) (10/15): At 6th lvl, the PC can turn undead. For 15 CP's, the PC can turn undead at 3rd lvl.

Warrior of Legend (5): From 2nd lvl on the PC receives 1/2 of their Con (rounded up) per lvl as bonus HP's.

Weapon Specialization (10): This PC can specialize in a single weapon. The CP cost must be met in addition.

Paladin Spell Chart

Paladin Level (ISPr 5/10)	Casting Level (ISPo)	Spell lvl			
		1	2	3	4
9 (7/4)	1 (5)	1	—	—	—
10 (8/5)	2 (6)	2	—	—	—
11 (9/6)	3 (7)	2	1	—	—
12 (10/7)	4 (8)	2	2	—	—
13 (11/8)	5 (9)	2	2	1	—
14 (12/9)	6 (10)	3	2	1	—
15 (13/10)	7 (11)	3	2	1	1
16 (14/11)	8 (12)	3	3	2	1
17 (15/12)	9* (13*)	3	3	3	1
18 (16/13)	9* (13*)	3	3	3	1
19 (17/14)	9* (13*)	3	3	3	2
20* (18/15)	9* (13*)	3	3	3	3

* Maximum lvl of spell ability

Ranger

The ranger is a hunter and an out-doorsman who lives in the wilderness.

Prime Requisite: Str, Dex, Wis

Rangers have 60 CP's to purchase class abilities, at least 4 standard abilities must be purchased. *Rangers who choose kits from the Rangers Handbook or the Fighters Handbook must purchase the basic Ranger Abilities for 60 CP's (may not be altered).*

Rangers normally use any weapons or armor and shields. When wearing any armor other than studded leather or leather, certain ranger skills are penalized and abilities are not usable.

A rangers “Code” is determined by their god. Ask the DM about this “Code” as it will be utilized during the campaign.

Alternate Sphere Access (Sa) (5+): Rangers that have purchased Spell Ability have minor access to the spheres of plant and animal. With this ability the ranger may choose to have minor access to any combination of alternate spheres totaling 10 CP’s or less.

If spheres are exchanged on a point-for-point basis, this optional ability has a base cost of only 5 CP’s, but a ranger may choose extra spheres of access (minor access only) and add the costs listed in the Sphere Access chart.

Animal Companion (Su) (10): The PC gains the companionship of a *random* natural woodland creature (similar to the Barbarian ability). The PC may gain 1 additional animal companion for every 5 lvls gained.

The PC may purchase the Bonus Familiar Powers from the wizard section (5 CP’s/animal), which creates a bond exactly like the *Find Familiar* spell plus the Bonus Familiar Powers.

Animal Master (Sp) (15): At 5th lvl, the PC has learned how to control the natural animals around them. 1x/week, the PC may cast *animal growth*, *anti-animal shell*, *conjure animals*, or *hold animal*. At 9th lvl, the PC can enact each of these abilities 1x/week.

Arcane Archer (Sp) (15): The PC can render non-magical missile weapons into magical weapons (so long as the PC fires or hurls the missile at a target). The missile losses it’s magical energy 1 segment after being released by the PC.

A non-magical missile weapon (fired or hurled) gains a magical +1 bonus to hit and dmg from 1st-3rd lvl, a +2 4th-6th, +3 7th-8th, +4 9th-12th and +5 13th+ lvl. Can’t be used with Bow Bonus or Weapon of Choice (WP).

Arctic Grace (Su) (5): At 5th level, the PC may ignore the dangerous effects of cold weather. The PC suffers no ill effects from the extremes of cold weather and may walk upon snow covered terrain with no penalty to movement rate. This option does not provide any protection against magical cold.

Bow Bonus (5+): The PC gains a +1 bonus on attack or dmg (select 1 type) when using any type of bow. For every 5 more CP’s the PC may add another +1 to either attack or dmg. This ability may be purchased 6 times, thrice for each, for a maximum of +3 for attack, +3 for dmg for 30 CP’s.

Climbing (10)*: The PC has the thieves Climb Walls ability using the Thief Average Ability Table in Appendix A, plus their Bal ability score as their base chance.

Combat Archer (10): The PC gains the ability to fire into or within melee without incurring the normal fumble penalties others using missile weapons (arrows or bolts) would incur for missing a target. The PC does incur a -2 for all missile attacks in the round when utilizing this ability. If attempting a called shot the PC only suffers a -2 to hit and no loss of initiative; however the called shot is the only attack still made in the round.

Detect Noise (10) (DM)*: The PC has the thieves Detect Noise ability using the Thief Average Ability Table in Appendix A, plus their Intu ability score for their base chance.

Druidic Bond (Su or Sp) (10): 1x/day, the PC can use any one basic druid ability (no Access to Spheres). The ability functions precisely as if the PC were a druid of the same lvl.

Empathy with Animals (Su) (10): When dealing with a domestic or non-hostile animal, the PC can approach and befriend it automatically. The PC also can discern the health and nature of such animals.

When approaching wild animals or those trained to attack, the animal must make a saving throw vs. rods to resist the PC’s friendly overtures.

There is a -1 penalty to the roll for every 3 lvls of the PC. If the animal fails the save, the PC can adjust the animal’s reaction by 1 category.

Find/Remove Wilderness Traps (10)*: The PC has the thieves Find/Remove Traps ability using the Thief Average Ability Table in Appendix A.

Followers (10): At 10th lvl, the ranger attracts followers and does not need to build a stronghold or fort.

Healing Touch (10): 1x/day, the PC can lay hands on themselves or any natural animal to heal 2 hp/lvl.

Hide in Shadows (5) (DM)*: The PC has the thieves Hide in Shadows ability using the Thief Average Ability Table in Appendix A.

High Wisdom Bonus (Sa) (5): If the PC has the Spell Ability option, they receive bonus spells based on their high Wis identical to the way priests do.

HP Bonus (10/15): For 10 CP’s, the PC rolls a d12 when rolling HP’s. For 15 CP’s, they roll 2d8.

Increased Spell Power (Sa) (7): Normally, an 8th lvl PC casts spells as a 1st lvl priest, with this ability the 8th lvl PC casts spells with the power of a 5th lvl priest (4 lvls higher than their casting lvl). Spell progression is unaffected; only lvl based characteristics of an individual spell are affected by this ability.

Increased Spell Progression (Sa) (5/10): A PC with this power advances their spell ability. For 5 CP’s, they advance a 2 lvl bonus; for 10 CP’s, they advance a 5 lvl bonus.

Each lvl they gain from that point on advances them 1 lvl on the chart, so a 6th lvl PC with the 5 CP ability uses the 8th lvl entry and goes on to the 9th lvl entry when they rise to 7th lvl.

In all other respects, the PC’s spell powers are unchanged, and they simply advance at the lvl indicated.

Move Silently (5) (DM)*: The PC has the thieves Move Silently ability using the Thief Average Ability Table in Appendix A.

Nature Defender (10): The PC gains a +1 bonus on attacks, dmg and initiative as well as a +1 bonus to AC when fighting evil creatures in the PC’s chosen type of terrain.

Nature Protector (Sa) (5): The PC may select druid specific spells as long as they are of the same spheres that the PC has access to.

Pass Without Trace (Sp) (10): By selecting this ability at PC creation, the PC gains the druid ability to *pass without trace* 1x/day.

Plant Master (Sp) (15): At 3rd lvl, the PC has learned how to effectively manipulate surrounding flora and may, 1x/week, cast *anti-plant shell*, *hold plant*, *plant growth*, or *wall of thorns*.

At 8th lvl, the PC can enact each ability 1x/week.

Resist Undead Attacks (Su) (10): The PC’s close tie with nature provides some protection against undead. The PC receives a +4 bonus to all saving throws vs. special attacks by undead such as a ghouls paralytic touch or a ghost’s fear aura. This bonus is not applied to spells cast by spell casting undead.

Savage Ranger (Sp) (10): 1x/week the PC can cast *Tenser’s Transformation* on themselves with the following differences: the PC uses their own base attack and may fight with their 1 weapon of choice.

Shape Change (Sp) (5/10): At 5th lvl, the PC can *polymorph self* 1x/day into any natural animal native to the PC's chosen type of terrain. For 10 CP's, the PC can polymorph into any natural creature they desire within the spell's limitations.

Sneak Attack (10): The PC has the thieves sneak attack ability. The PC may not wear armor heavier than studded leather or lighter armor during the sneak attack and can do so with any weapon allowed to them.

This ability is only usable in natural settings (natural caves, outdoors), if used in non-natural settings (dungeons, castles or cities) the dmg multiplier is reduced.

Sneak Attack Dmg Multiplier

Ranger's Level	Natural Settings Dmg Multiplier	Non-Natural Settings Dmg Multiplier
1-6	x2	x1.5
7-12	x3	x2
13+	x4	x3

Speak with Animals (Sp) (5/10): 1x/day the PC can *speak with animals*. For 10 CP's, the PC can employ this ability 1x/day for every 3 lvls possessed.

Speak with Plants (Sp) (5/10): 1x/day the PC can *speak with animals*. For 10 CP's, the PC can employ this ability 1x/day for every 3 lvls possessed.

Special Enemy (10): PC's focus their efforts on 1 exceedingly bothersome type of creature. The PC must choose their special enemy before reaching 2nd lvl. Sample enemies include orcs, trolls, bugbears, and lizard folk.

The DM must approve the PC's choice. The PC gains a +4 bonus to attack rolls when encountering that type of creature.

The PC can attempt to hide the enmity they feel for these creatures, but they suffer a -4 penalty on reaction rolls vs. that type of creature. The PC should seek out such creatures over other foes in combat, unless there is some greater danger.

Spell Ability (Sa) (5/10): Starting at 8th lvl, a PC can learn priest spells of the animal and plant spheres. For 10 CP's the PC can learn animal, guardian, plant and traveler spheres. The PC follows the normal rules for priest spells, though they do not gain extra spells for a high Wis/Intu score. The PC cannot use divine scrolls.

Tracking Proficiency (5): The PC gains the tracking NWP, and the PC's tracking skill automatically improves by +1 for every 3 lvls.

Turn Undead (Su) (10/15): At 8th lvl, the PC can turn undead. For 15 CP's, the PC can turn undead at 4th lvl.

Two-Weapon Style (5): Normally the PC can only wear studded leather or lighter armor and fight with 2 Weapon Style without penalty. This ability allows the PC to wear armor heavier than studded leather and fight with 2 weapons and suffer no penalties to their attack rolls.

Undead Enemy (5): The PC gains a +1 attack bonus against undead opponents.

Warrior of Legend (5): From 2nd lvl on the PC receives 1/2 of their Con (rounded up) per lvl as bonus HP's.

Weapon Bonus (5): The PC gains a +1 bonus to attack with any non-bow weapon of the PC's choice.

Weapon Specialization (10): This PC can specialize in a particular weapon. The CP cost must be met in addition.

* Note: Ranger versions of thieving abilities are useable in natural settings. If used in non-natural settings the chance is halved and ability score base chance factors (Dex/Inte...) are not applied, in addition, only negative mod's apply for race, Dex, Inte and armor apply. In all settings, only studded leather or lighter can be worn to use the abilities.

Ranger Followers

A ranger attracts 2d6 followers. After determining how many followers, roll percentile dice to determine each follower on the following table.

Die Roll	Follower
01-10	Bear, black
11-20	Bear, brown
21	Brownie*
22-26	Cleric (human)
27-38	Dog/wolf
39-40	Druid
41-50	Falcon
51-53	Fighter (elf)
54-55	Fighter (gnome)
56-57	Fighter (halfling)
58-65	Fighter (human)
66	Fighter/mage (elf)*
67-72	Great cat (tiger, lion, etc.)*

Die Roll	Follower
73	Hippogriff
74	Pegasus*
75	Pixie*
76-80	Ranger (half-elf)
81-90	Ranger (human)
91-94	Raven
95	Satyr*
96	Thief (halfling)
97	Thief (human)
98	Treant*
99	Werebear/weretiger*
00	Other wilderness creature (chosen by the DM)

*If the ranger already has this follower, ignore and roll again.

Ranger Spell Chart

Ranger Level (ISPr 5/10)	Casting Level (ISPo)	Spell lvl	1	2	3	4
8 (6/3)	1 (5)	1	—	—	—	—
9 (7/4)	2 (6)	2	—	—	—	—
10 (8/5)	3 (7)	2	1	—	—	—
11 (9/6)	4 (8)	2	2	—	—	—
12 (10/7)	5 (9)	2	2	1	—	—

Ranger Level (ISPr 5/10)	Casting Level (ISPo)	Spell lvl	1	2	3	4
13 (11/8)	6 (10)	3	2	1	—	—
14 (12/9)	7 (11)	3	2	1	1	—
15 (13/10)	8 (12)	3	3	2	1	—
16 (14/11)	9* (13*)	3	3	3	1	—

* Maximum spell ability

Warrior Saving Throw Increases & Titles

Warrior Level	Base Saving Throw & Bonuses	Fighter Title*	Paladin Title	Ranger Title
1	21 (+3)	Novice	Gallant	Runner
2	+4	Fighter	Keeper	Strider
3	+4	Veteran	Protector	Scout
4	+4	Warrior	Defender	Courser
5	+4	Swordsman (Axeman, etc.)	Warder	Tracker
6	+4	Hero	Guardian	Guide
7	+4	Champion	Chevalier	Pathfinder
8	+3	Superhero	Justicar	Ranger
9	+3	Lord	Paladin	Ranger Knight
10	+3	Lord	Paladin	Ranger Lord
11	+3	Lord	Paladin	Ranger Lord
12	+3	Lord	Paladin	Ranger Lord
13	+3	Lord	Paladin	Ranger Lord
14	+3	Lord	Paladin	Ranger Lord
15	+3	Lord	Paladin	Ranger Lord
16	+3	Lord	Paladin	Ranger Lord
17	+3	Lord	Paladin	Ranger Lord
18	+3	Lord	Paladin	Ranger Lord
19	+3	Lord	Paladin	Ranger Lord
20	+3	Lord	Paladin	Ranger Lord
21	+3	Lord	Paladin	Ranger Lord
22+	+3	Lord	Paladin	Ranger Lord

* Barbarians do not have class titles. Fighters may use their lvl of WP in their favored weapon as their title.

PC's with kits tend to only use their specific kit as their title. Those reaching the highest titled lvl in their base class may add the listed title prior to their kit tile if it is compatible; PC's with kits tend to scoff at others within their class using their specific title.

Wizard

Wizards command staggering energies and make dangerous opponents. The power to control magical energies comes from the mind, and as such, Inte is very important.

Wizards can spend CP's to gain extra spells. Only 1/lvl can be purchased, cost is 2 CP's plus 1 CP/lvl.

Wizards normally roll a d4 for HP's.

Magi are wizards with 6 exceptions; do not require spell books, can cast more spells/day, do not know as many spells, suffer a -10% EXP penalty (may be off-set by Prime Requisite bonuses), may not use scrolls (may not gain CP's for this limitation) and suffer a base -10% Learn Spell Penalty.

Sorcerers are wizards with 7 exceptions; do not require spell books, do not have to choose spells when preparing spell slots, can cast more spells/day, do not know as many spells, suffer a -10% EXP penalty (may not be off-set by Prime Requisite bonuses), may not use scrolls (may not gain CP's for this limitation) and suffer a base -20% Learn Spell Penalty.

Magi and Sorcerers learn spells by having observed them being cast, not from books or scrolls. However due to the increasing complexity and mechanics of spells, they suffer a cumulative -5% per spell lvl of any spell they attempt to learn (1st lvl would be -5%, while a 9th lvl would be a -45%).

Warlocks/Witches are wizards with 4 exceptions; can cast more spells/day, do not know as many spells, receive their knowledge of spells through pacts with a mysterious being/s of supernatural power and receive +10% Learn Spell Bonus.

Wizards receive the Reading/Writing NWP for free, while Sorcerers and Magi gain the Spellcraft NWP for free.

Wizard Optional Limitations:

Awkward Casting Method (5): The wizard's spells must be cast in an extremely obvious fashion, alerting anyone within earshot that the wizard is using magic.

The wizard might be surrounded by brilliant dancing motes of light, they might have to shout their vocal component at the top of their lungs, people nearby might feel waves of chilling cold wash over them - however it works, the wizard's spellcasting activity is immediately noticed.

Casting spells from ambush is nearly impossible, and casting spells discretely is right out, so a quiet ESP in a tavern will never be available to the wizard.

Behavior/Taboo (2): The wizard has a strong set of beliefs that require them to act strangely. For example, they may have to dress in certain colors, avoid physical contact with other people, avoid certain foods, and so on.

The behavior chosen is well-known by most NPC's as the behavior of a wizard, so it becomes difficult for the wizard to conceal their profession. The wizard's actions may also make it easier for enemies to find/harass them by exploiting their taboos.

Most importantly, a wizard who violates their beliefs loses all spells they have memorized; the wizard *believes* that they can't cast spells until they behave in the required manner again.

Delayed Acquisition of Abilities: A wizard can reduce the cost of a class ability by choosing to delay it to a higher lvl.

An ability that is not acquired until 3rd lvl is 1 CP cheaper than the listed cost; an ability delayed to 5th lvl is 2 CP's cheaper; an ability delayed to 7th lvl is 3 CP's cheaper; an ability delayed to 9th lvl is 4 CP's cheaper than listed; and an ability delayed to 11th lvl is 5 CP's cheaper than normal.



Mage

Sorcerer



Specialty Wizard

No ability can be reduced to zero or less CP's - everything costs at least 1 CP, no matter how long the wizard waits for the power. Delayed lvl based abilities, when finally gained, are used as though the wizard is 1st lvl even though the wizard could be as high as 11th lvl. *These abilities cannot be changed!!!*

Difficult Memorization (5): A wizard with this limitation can study and memorize spells only in very specific circumstances.

For example, the wizard must be in their lab to memorize spells, they must be in a temple of the god of magic, or they must perform a rite lasting 1 full day and using materials worth at least 250 GP/lvl in order to prepare themselves to memorize spells.

Environmental Condition (5+): The wizard requires certain conditions for spells to be effective; for example, a wizard may only be able to cast spells by day, while in contact with a favored element, or as long as no priests are nearby.

The DM should evaluate the proposed restriction to determine if it applies in everyday circumstances (20 CP's), common situations (15 CP's), rare circumstances (10 CP's), or only under very specific conditions (5 CP's).

For example, the wizard who can only cast spells in daylight hours has an everyday restriction—each night, their almost helpless. Another wizard who can't cast spells during the dark of the moon only has a 5 CP restriction, since this occurs for only a couple of days each month.

Hazardous Spells (10): A wizard with this limitation pays the price for their magic. Each time they cast a spell, they must attempt a saving throw vs. breath weapon (with a negative equal -1/lvl of spell) or suffer 1 point of dmg/lvl of spell.

Additionally, the wizard has a 1% chance/spell lvl, cumulative, of going insane. The madness lasts 3d4 days, during which the wizard may be catatonic, psychotic, paranoid, or generally disturbed in whatever fashion the DM deems appropriate, before the wizard can recover and reset the chance of madness to 0% again.

Learning Penalty (5/8): The wizard may learn spells of 1 school without penalty; for all other schools, they suffer a -15% penalty to their learn spells roll, or a -25% penalty for 8 CP's.

Limited Magical Item Use (5+): For each category of magical item they cannot use, the wizard gains 5 CP's. The categories are: potions & oils, scrolls, rings, rods, staves, wands, miscellaneous magic, weapons, armor.

Another way for this restriction to operate is by barring all magical items that simulate spells of a certain school (only standard mage schools can be selected) - for example, all items that have invocation/evocation effects, and so on. This is a 5 CP restriction for each barred school.

Reduced HP's (10/15+): For 10 CP's, the wizard uses a d3 for HP's; for 15 CP's, the wizard uses a d2 for HP's. For +5 CP's the wizard does not receive HP adjust for Con.

Reduced Spell Knowledge (7): The maximum number of spells of each lvl that the wizard may know is reduced to 1/2 normal, or 10 if their Inte is high enough to allow them to know all the available spells.

A wizard with an Inte of 16 may know up to 11 spells of each lvl, but with this limitation they may only know 6 spells of each lvl.

Reduced Spell Progression (15): This is the reverse of the bonus spells enjoyed by specialist wizards. A wizard with this restriction can memorize 1 less spell than normal at each lvl, so a 1st lvl wizard is reduced from 1 spell in memory to none at all - a serious limitation for lower lvl wizard's.

Slower Casting Time (2/5)8: Spells cast by the wizard are unusually complicated and require more time than normal to cast.

All spell casting times increase by 3. For 5 CP's, the wizard's spells automatically increase to the next greater time unit. This means that spells with casting times of 1 to 9 increase to 1 full round. Spells with casting times in rounds require a similar number of turns, turns go to hours, and hours go to days.

Supernatural Constraint (5+): The process by which the wizard gained access to their magical powers transformed them into a supernatural creature with unusual vulnerabilities. Unlike a belief or taboo, these constraints cannot be violated by any means.

Some examples: the wizard can't cross running water; the wizard can't enter a home or community without an invitation; the wizard can't set foot on hallowed ground; the wizard automatically becomes lost at crossroads; the wizard leaves footprints that can always be tracked; normal animals are terrified of the wizard and won't let them near... These constraints can be used by enemies to render the wizard powerless or severely restrict their movements.

The DM evaluates the proposed constraint and assigns a limitation of 5 to 15 CP's depending on how often it comes into play and how much it interferes with the wizard on a daily basis.

Talisman (8): The wizard's magical power is inextricably linked with a single object or talisman. They must have this object on their person in order to cast spells. Typically, a talisman might be a crystal, a staff, an amulet, a ring, or some similar item. If the wizard's talisman is destroyed, they can create a new 1 with 1d4 weeks of work in their laboratory or home base.

Weapons Restriction (3/5): As a 3 CP restriction, the wizard may never have WP in any weapon. As a 5 CP restriction, the wizard is not allowed to attempt to wield a weapon at all and may never try to injure another creature with a weapon. Doing so renders all spell use impossible for the wizard for at least 1 full month.

Mage

Mages are the classical, most common and the more versatile type of wizard. Mages generally attempt to control the universe through their use of magic.

Prime Requisite: Inte

Mages have 40 CP's to purchase class abilities, at least 6 schools must be purchased. *Mages who choose kits from the Wizards Handbook must purchase the basic Mage Abilities for 40 CP's (may not be altered).*

Mages normally use the following weapons: dagger, staff, darts, knives, and slings. Mages normally cannot wear any armor, elves that are wearing elven chain can cast spells without penalty.

All mages start with the following spells for free: *Cantrip, Comprehend Languages, Detect Magic, Identify and Read Magic (Magi and Sorcerers do not gain Read Magic)*

Access to Schools (Sa): It costs 3-5 CP's/school to which the mage has access. Normally, mages spend 40 CP's to cast spells from the 8 standard schools.

Mage Schools

School*	CP's	School*	CP's
Abjuration (m)	5	Force	5
Alchemy	5	Geometry	5
Alteration (m)	5	Illusion/Phantasm (m)	5
Artifice	5	Illusion	3
Conjuration/Summoning (m)	5	Phantasm	3
Conjuration	3	Invocation/Evocation (m)	5
Summoning	3	Evocation	3
Dimension	5	Invocation	3
Divination (m)	5	Mental	5
Elemental	5	Necromancy (m)	5
Enchantment/Charm (m)	5	Shadow	5
Charm	3	Song	5
Enchantment	3	Wild	5

(m) is standard mage selection. * Spells of the Universal school are learnable by all arcane spellcasters.

Armor (5/10/15): With this ability, the PC may ignore the normal restriction against using armor. As a 5 CP ability, the PC may wear padded armor; for 10 CP's, the PC may wear leather, studded leather, hide, or brigandine armor.

For 15 CP's the PC may wear any armor they choose. Note that the PC may not use any kind of shield.

***Automatic Spell Acquisition (5):** The PC may add a new spell (one of the guaranteed spells) of their choice to their spell book every time they gain a lvl, without having to pass a learn spells check. The PC need not have a copy of the spell but must have seen it used or reviewed the spell at least once.

***Bonus Spells (10):** The PC gains an additional spell at each lvl to add to their spell book. As listed on the spell chart the spell must be 1 that the PC can cast.

Casting Time Reduction (2/5)8: Spells cast by the PC are unusually swift and have a casting time of 1 less than normal. For 2 CP's, the PC may accelerate spells of only 1 school. For 5 CP's, all spells are faster.

Combat Bonus (10/15/20): The PC with this class ability is much better in combat than normal. For 10 CP's, the PC's base attack advances as if they were a rogue of equal lvl. For 15 CP's, the PC's base attack advances as a priest's. For 20 CP's, the PC's base attack advances as a warrior.

Dispel (Sp) (10/15): This power allows the PC to dispel (as *dispel magic*) 1 kind of effect or spell 1x/day for every 5 lvls possessed, or 2x/day for 15 CP's for every 5 lvls. The range of this power is 90', and it requires nothing more than 1 round of concentration.

The base chance of success is 50%, $\pm 5\%$ for each lvl difference between the dispeller and the creator of the effect to be dispelled.

The type of effect that may be dispelled must be a group of linked spells in the same school.

Enhanced Casting Level (Sa) (5/10/15/20): The PC with this ability may cast a spell as if they were 1 lvl higher than their actual lvl. All lvl based effects of the spell are altered, including dmg, range, and area of effect, but not duration.

This power may be invoked 1x/day/spell lvl. For 10 CP's they cast 2 lvls higher, 15 CP's 3 lvls higher and 20 CP's 4 lvls higher.

Ethos Focus (Su) (10): The PC's spells are more effective against creatures of a specific ethos, who suffer a -2 to saving throws vs. the PC's spells. Only creatures whose alignment falls into 1 of the following groups are affected: lawful, chaotic, or neutral.

Extended Spell Duration (Sa) (10/15): Non-instantaneous spells cast by the PC last an additional time unit (round, hour, day, etc.)/2 lvls. The exact time unit depends on the normal duration of the spell - if the duration is noted in hours, a 5th lvl PC's bonus would be an extra 3 hours. As a 10 CP power, extended duration applies to spells of 1 school. For 15 CP's, it applies to all spells cast by the PC.

Followers (10): The PC who selects this ability automatically attracts 20 to 200 0-lvl men-at-arms at 8th lvl if they establish a stronghold.

In addition, 1d6 low lvl mages (1st to 3rd lvl) will also appear and request permission to study beneath the PC.

These loyal apprentices can undertake minor errands or research on the PC's behalf, as long as they are treated well.

HP Bonus (10): For 10 CP's, the PC rolls a d6 when rolling HP's.

Immunity (Su) (10+): The PC with this power gains complete immunity to 1 particular spell, at a cost of 10 CP's plus 1 CP/spell lvl. The PC ignores the effects of the spell and cannot be directly dmg'd or harmed by the spell, although they could be indirectly harmed - a PC immune to *charm person* could be beaten senseless by a charmed fighter, for example.

The PC may gain immunity to a group of related spells by spending CP's to become immune to the highest lvl spell in that group, so a PC who wanted immunity to all charms would spend 18 CP's for immunity to *mass charm* - *charm person* and *charm monster* are included with immunity to *mass charm*.

The DM may disallow any immunity that is too powerful.

Increased Repertoire (Su) (10/15): The PC with this ability increases the number of spells of each lvl that they can memorize by 1. For example, a 3rd lvl PC may memorize 2 - 2nd lvl spells instead of just 1.

For 10 CP's, the PC may select spells of 1 school as bonus spells; for 15 CP's, the bonus spell can be any the PC can cast.

Intense Magic (Sa) (5): If the PC casts a spell from a chosen school, the targets of that spell suffer a -1 saving throw penalty.

***Learning Bonus (5/7+):** The PC gains a +15% bonus to their chance to learn spells of 1 school; for 7 CP's, this increases to +25%. The PC may apply the bonus to learning spells of all schools by doubling the CP cost.

MR (Su) (10): The mage receives MR equal to 2%/mage lvl against spells of a chosen school.

No Components (Sa) (5/8): With this talent, the PC may designate 1 spell of each lvl as a spell that requires no material components (up to 50 GP value).

For 5 CP's, the PC may select spells of 1 school only; for 8 CP's, the PC may select spells from any school. The PC may not choose spells from the school of alchemy.

Persistent Spell Effect (Sp) (15 +2/spell lvl): The PC may select 1 spell that they know (and can cast) to have a persistent, permanent effect.

The PC must give up 1 spell slot of the appropriate lvl, so the PC who wants to have *ESP* as a persistent power must leave 1 - 2nd lvl spell slot empty.

Regardless of the amount of CP's paid, the PC may not have a persistent spell effect of 6th or higher lvl. Spells of instantaneous or special duration, with a range of touch or whose effects are discharged cannot be considered, and the spell must be 1 which affects the caster. By concentrating, the PC may invoke the power and maintain it for as long as they continue to concentrate.

Changing the persistent spell requires a full week of uninterrupted work and the “old” effect ends when the week starts. A wizard may pay the CP’s for a 5th lvl spell at 1st lvl and change their persistent spell as they gain access to higher lvl spells or may add CP’s to this ability to make the difference as they gain access to higher lvl spells.

If the PC is struck by or in the area of effect of a *dispel magic*, or if the PC goes to sleep or loses consciousness the persistent effect automatically fails. The PC can invoke it again, just as if it were an innate ability (initiative mod of +3). Note that when the PC invokes a power, factors such as range, dmg, duration, and other effects are determined as if they had actually cast the spell.

This ability may only be modified after 1st lvl, if it is not purchased at 1st lvl it may not be purchased at a later lvl.

Planar Empowerment (Sa) (10): The PC is attuned to those outer planes with the same ethos as their own (either law, chaos, or neutrality). All spells cast by the PC are treated as if two lvls higher when cast on an outer plane of the same ethos.

Planar Safeguard (Su) (10): The PC has developed a magical resistance (2%/lvl) against spells cast by all beings originating from 1 plane of existence as chosen by the PC. This resistance can be added to any MR the PC already possesses.

Priestly Mage (Sa) (10/15): The PC with this talent may select 1 minor sphere of access for 10 CP’s or 1 major sphere for 15 CP’s. The PC must still use PC spell slots to memorize these spells (use priest spell chart for max # of castable 1st lvl spells/day); in effect, they’re translations or adaptations of priest spells the PC knows through special training. Priest spells must be learned normally and count against the PC’s maximum number of spells/lvl.

Proficiency Group Crossovers (5+): Normally, the PC may select NWP’s from the wizard and general groups, and must pay a penalty in CP’s for choosing NWP’s out of these groups.

At a cost of 5 CP’s each, the PC may select another PC group for a NWP crossover.

Range Increase (Sa) (5/7+): All ranged spells from 1 school known to the PC have their range increased by 25% for 5 CP’s or 50% for 7 CP’s. For example, the 1st lvl spell *hold person* has a range of 60’/lvl, but with this power the range could increase to 75 or 90’/lvl.

The PC can gain this bonus to all ranged spells regardless of school by doubling the CP cost.

Research Bonus (5+): When the PC is performing spell research, spells of 1 school are treated as if they are 1 lvl lower, just like the standard specialist PC ability. If the PC doubles the cost to 10, they may apply this bonus to all schools.

Resistance to Sleep and Charm (Su) (5): The PC gains a +1 bonus to all saving throws versus sleep and charm spells, if the spell or effect allows a saving throw.

School Knowledge (Sa) (5/8): This is a standard benefit normally reserved for a specialist PC. Due to the PC’s extensive knowledge of 1 school of magic, they gain a +1 bonus to saving throws versus spells of that school, and inflict a -1 penalty to the saving throws of their opponents when casting spells of the school. For 8 CP’s, the saving throw mod’s increase to +2/-2.

Spell Resistance (Su) (5): The PC receives a + 1 bonus to saving throws vs. spell from any 1 school of magic.

Stay Enchantment (Su) (5): Magical items used by the PC do not lose their enchantments when brought to other planes as the PC is able to sustain the magical enchantments. A magical item not in the PC’s grasp is unaffected.

Thief Ability (10+) (DM): For 10 CP’s plus the cost of the ability, the PC may select 1 thieving skill ability (underlined). Each additional 5 CP’s, plus the cost of the ability, allows the PC to select an additional ability, up to a maximum of 4 abilities. (Note: Sneak attack is not included as a thief ability.)

Use the Thief Average Ability Table in Appendix A. Only negative mod’s for race, Dex, Inte and armor apply.

Warrior-Mage (10): From 2nd lvl on the PC receives 1/4 of their Con (rounded up) per lvl as bonus HP’s.

Weapon Selection (10/15): For 10 CP’s, the PC may expand their selection of weapons to either the cleric or thief lists (PC’s choice). For 15 CP’s, the PC is completely unrestricted in their choice of weapons and may gain proficiency in any weapon they spend CP’s to learn.

Weapon Specialization (15): The PC can specialize in a particular weapon. The CP cost for gaining proficiency and then specialization must be met in addition to this cost.

*These options are not available to Magi or Sorcerers.

Specialty Wizard

Specialty Wizards, such as illusionists, are those who choose to concentrate their studies on 1 particular magic school. Specialty Wizards attempt to control the universe through the use of their chosen school of magic.

Specialty wizards have 65 CP’s to purchase class abilities, at least 3 standard abilities and 4 schools must be purchased. Specialty Wizards who choose kits from the Wizards Handbook must purchase the basic Specialty Wizard Abilities for 65 CP’s (may not be altered).

Specialty Wizards normally use the following weapons: dagger, staff, darts, knives, and slings. Specialty Wizards normally cannot wear any armor, elves that are wearing elven chain can cast spells without penalty.

All specialty wizards start with the following spells for free: *Cantrip, Comprehend Languages, Detect Magic, Identify and Read Magic* (Magi and Sorcerers do not gain Read Magic)

Access to Schools (Sa): A customized specialty wizard pays 5 CP’s for each school they may learn and cast spells from. A standard specialty wizard has access to 6 standard schools (30 CP’s) and is barred access to their opposition schools (usually 2 schools).

Armor (5/10/15): With this ability, The PC may ignore the normal restriction against using armor. As a 5 CP ability, the PC may wear padded armor; for 10 CP’s, the PC may wear leather, studded leather, hide, or brigandine armor; and for 15 CP’s, the PC may wear any armor they choose. (Note: The PC may not use any kind of shield.)

***Automatic Spell Acquisition (5/10):** The PC may add a new spell (one of the guaranteed spells) of their choice to their spell book every time they gain a lvl, without having to pass a learn spells check. The PC need not have a copy of the spell but must have seen it used or reviewed the spell at least once.

As a 5 CP ability, the PC can acquire spells from the specialty school only; as a 10 CP ability, they can choose from any school they have access to. The PC must be able to cast the spell they choose.

***Bonus Spells (10):** The PC gains an additional spell at each lvl to add to their spell book. As listed on the spell chart the spell must be 1 that the PC can cast.

Casting Reduction (5): The casting time of all the PC's spells from their chosen school is reduced by 2. All spells have a minimum casting time of 1.

Combat Bonus (10/15/20): The PC with this class ability is much better in combat than normal. For 10 CP's, the PC's base attack advances as if they were a rogue of equal lvl. For 15 CP's, the base attack advances as a priest's. For 20 CP's, the base attack advances as a warrior.

Dispel (Sp) (10): This power allows a PC to dispel (as *dispel magic*) 1 kind of effect or spell 1x/day for every 5 lvls possessed. The range of this power is 90', and it requires nothing more than 1 round of concentration.

The base chance of success is 50%, $\pm 5\%$ for each lvl difference between the dispeller and the creator of the effect to be dispelled. The type of effect that may be dispelled must be a group of linked spells in the same school.

Enhanced Casting Level (Sa) (3/5/8/10): A PC with this ability may cast a specialty spell as if they were 1 lvl higher than their actual lvl. All lvl based effects of the specialty spell are altered, including dmg, range, duration, and area of effect. This power may be invoked 1x/day/spell lvl. For 5 CP's the PC casts 2 lvls higher, 8 CP's 3 lvls higher and 10 CP's 4 lvls higher.

Extended Spell Duration (Sa) (10/15): Non-instantaneous spells cast from the PC's chosen school last an additional time unit (round, hour, day, etc.)/2 lvls. The exact time unit depends on the normal duration of the spell - if the duration is noted in hours, a 5th lvl PC's bonus would be an extra 3 hours. For 15 CP's, it lasts an additional time unit for every caster lvl.

***Extra Bonus Spell (10):** If the Automatic Spell Acquisition option was taken, the PC now receives a 2nd bonus spell/spell lvl provided that the spell belongs to the PC's chosen school.

Focused Magic (Sa) (10/15): The PC has enhanced their spellcasting to attempt to overcome MR. 1x/day, any being targeted by a spell cast from their chosen school is treated as if affected by a *lower resistance* spell for that spell only.

For 15 CP's, the PC may cast any single spell known.

Followers (10): The PC who selects this ability automatically attracts 20 to 200 0-lvl men-at-arms at 8th lvl if they establish a stronghold.

In addition, 1d6 low lvl mages (1st to 3rd lvl) will also appear and request permission to study beneath the PC.

These loyal apprentices can undertake minor errands or research on the PC's behalf, as long as they are treated well.

HP Bonus (10): For 10 CP's, the PC rolls a d6 when rolling HP's.

Immunity (Su) (10+): The PC with this power gains complete immunity to 1 particular specialty spell, at a cost of 10 CP's plus 1 CP/spell lvl.

The PC ignores the effects of the spell and cannot be directly dmg'd or harmed by the spell, although The PC could be indirectly harmed - the PC immune to *charm person* could be beaten senseless by a charmed fighter, for example.

The PC may gain immunity to a group of related spells by spending CP's to become immune to the highest lvl spell in that group, so a PC who wanted immunity to all charms would spend 18 CP's for immunity to *mass charm* - *charm person* and *charm monster* are included with immunity to *mass charm*. The DM may disallow any immunity that is too powerful.

Increased Repertoire (10): PC's gain 1 additional spell/spell lvl. The extra spell taken must belong to the PC's school of specialization. For example, a 1st lvl PC may memorize 2 - 1st lvl spells instead of just 1 - provided the added spells are from their chosen school.

Intense Magic (Sa) (5): If the PC casts a spell from their chosen school, the targets of that spell suffer a -1 saving throw penalty.

***Learning Bonus (5):** A +15% bonus when attempting to learn new spells belonging to the PC's school of specialization.

MR (Su) (10): The specialty wizard gains 10% MR against magic from their specialty school, which may be added to any other MR.

No Components (Sa) (10): The ability to designate 1 specialty-school spell/class lvl as a spell that does not require material components (up to 50 GP value).

For example, a 3rd lvl PC may have a total of 3 spells in their spellbook that do not require material components.

Planar Strength (Sa) (10): On a selected plane (other than the prime material), spells of the PC chosen school have their effects doubled.

Range Boost (Sa) (5): The reach of all ranged spells (spells with a range other than 0, self, or touch) from the PC's chosen school is increased by 25%. For example, the 1st lvl PC spell *charm person* has a range of 360'. That range is increased to 450'.

Research Bonus (5): When attempting to research and create a new spell of their specialized school, treat the spell as 1 lvl lower than its actual lvl.

Saving Throw Bonus (Su) (5): +1 bonus on saving throws vs. spells cast at them from their school of specialization. This bonus can be purchased several times with a cumulative effect.

Specialty Bonus (Sa) (10): All spells in the PC's chosen school are treated as if the PC were 2 lvls higher for purposes of dmg, duration, etc.

Specialty Sense (Su) (5): The PC is very much in tune with their specialty school and instinctively knows how the physical conditions on any plane will affect spells from their chosen school. This knowledge comes within d3 turns upon arrival on a plane.

Warrior-Specialty Wizard (10): From 2nd lvl on the PC receives 1/4 of its Con (rounded up) per lvl as bonus HP's.

*These options are not available to Magi or Sorcerers.

Note: Specialty Magi, Sorcerers, Warlocks and Witches can only specialize in one of the standard 8 schools of magic, unless they have a kit or similar class affecting package.

Specialty Wizards

School	Title	Prime Requisite	Opposition Schools
Abjuration	Abjurer	Wis	Alteration & Illusion/Phantasm
Alchemy	Alchemist	Inte, Dex	Illusion/Phantasm & Necromancy
Alteration	Transmuter	Dex	Abjuration & Necromancy
Artifice	Artificer	Inte, Con	Necromancy & Enchantment/Charm
Conjuration/Summoning	Conjurer	Con	Greater Divination & Invocation/Evocation
Dimension	Dimensionalist	Inte	Enchantment/Charm & Necromancy
Divination	Diviner	Wis	Conjuration/Summoning
Elemental	Elementalist	Inte	Special*
Enchantment/Charm	Enchanter	Cha	Invocation/Evocation & Necromancy
Force	Force Mage	Inte, Con	Alteration & Divination
Geometry	Geometrist	Inte, Wis	Enchantment/Charm & Illusion/Phantasm
Illusion/Phantasm	Illusionist	Dex	Necromancy, Invocation/Evocation, & Abjuration
Invocation/Evocation	Invoker	Con	Enchantment/Charm & Conjuration/Summoning
Mental	Mentalist	Inte, Wis	Invocation/Evocation & Necromancy
Necromancy	Necromancer	Wis	Illusion/Phantasm & Enchantment/Charm
Shadow	Shadow Mage	Inte, Wis	Abjuration & Invocation/Evocation
Song	Song Mage	Inte, Cha	Divination, Invocation/Evocation, Necromancy
Wild	Wild Mage	Inte	None

* An elemental is barred from casting spells of the element that opposes their particular specialty; fire mages cannot cast water spells, air mages can't use earth spells, and vice versa.

Specialty Wizard Benefits

Abjurer (Su): Level 1; the PC gains a +1 bonus to saving throws vs. paralyzation, poison, and death magic.
Level 4; the PC's base AC improves by 1 point.
Level 7; the PC gains immunity to all forms of *hold* spells.

Alchemist (Su): The PC gains the ability to create potions 2 lvls earlier than normally required. This is a special chemical process that doesn't involve magical materials or processes, but it tends to be longer and more tedious than normal potion brewing.

First, the PC must research the potion's formula, just like conducting spell research; consider the potion's lvl to be equal to the listed XP value in the Magic Item Handbook divided by 100 (rounded up).

It takes 1 week per potion lvl to research the formula. the PC must roll learn spells, with a -5%/potion lvl, to find out if they learned the formulae before they can be considered successful in their research.

The maximum number of potion formulae they can know is limited by the maximum number of spells per lvl score that is determined by their Inte.

Once a PC has successfully researched a potion's formula, they can produce one dose by investing 1/4 the normal cost of the potion and spending 1 uninterrupted week in their laboratory. Again, they must pass the learn spells check (as above) to see if they followed the directions correctly, with a +1% bonus per character lvl.

Artificer (Su): The PC gains the ability to create temporary magical items 2 lvls earlier than normally required. Any magical item in the Magic Item Handbook not specifically restricted to non-wizards is allowed, but the item will function only for the artificer.

First, the PC must research the item creation process, just like conducting spell research; consider the item's lvl to be equal to the listed XP value in the Magic Item Handbook divided by 500 (rounded up). It takes 1 week per item lvl to research the process.

The PC must roll learn spells, with a -5%/item lvl, to find out if they learned the process before they can be considered successful in their research.

The maximum number of item processes the PC can know is limited by the maximum number of spells per lvl score that is determined by their Inte. Once the PC has successfully researched an items process, they can produce/build the item by investing 1/4 the normal cost of the item and spending one uninterrupted week in their laboratory.

Again, they must pass the learn spells check (as above) to see if they followed the directions correctly, with a +1% bonus per character lvl. A temporary item lasts 1d6 days, plus 1 day per lvl of the artificer. Once the enchantment fades, the item can be re-enanted with 1 uninterrupted week of work, the expenditure of 1/4 the normal cost, and another learn spells check. If the temporary item normally possesses charges, the artificer automatically places 1 charge per lvl into the item when creating it.

Conjurer (Sp): Level 4; the PC gains the ability to cast conjuration/summoning spells without any material components. Level 7; the PC gains the power to instantly dispel (as *dispel magic*) creatures conjured by an opponent who has used monster summoning or an equivalent spell.

The PC can dispel up to 10 HD worth of creatures with this ability simply by pointing at the target and concentrating for one round. Only creatures with 5 HD or less are affected, so a conjurer could dispel three 3 HD creatures, two 5 HD creatures, or any combination that does not exceed 10 HD. The conjurer may use this ability up to 3 times per day.

Dimensionalist (Sp): Level 4; the PC gains the power to disappear by stepping into a pocket dimension once per day (similar to a *rope trick* spell). While in the pocket dimension, they are detectable only by spells that can discern dimensional openings and is immune to any attack, but they also has no way of knowing what's happening in the place they left until they choose to step back into the real world.

The PC may remain for up to 1 hour before they are forced to exit and can take any actions they desire (sleeping, reading, drinking a potion, or so on) while inside. Note that the pocket dimension's point of exit is always the exact same place the dimensionalist entered the dimension.

Also, no spells that would allow the dimensionalist to leave the pocket without first reentering the real world can function in the extradimensional place, including teleport, dimension door, shadow walk, and similar enchantments.

Level 7; the PC may bring 1 other human-sized creature or an object weighing less than 500 pounds with them. They may bring an additional creature or an object weighing an additional 500 lbs/lvl 'till 14th (5 creatures/an object weighing 2,500 pounds).

Diviner: Level 4 (Sp); the PC gains the ability to use *find traps* (a 2nd lvl priest spell) up to 3 times per day as per spell. Level 7 (Su); the PC becomes immune to all forms of scrying spells such as ESP, know alignment, or clairaudience; PC's trying to use these divinations against the PC simply get no response at all.

Elementalist (Sp): Level 4; the PC has the ability to cast 1 memorized spell of their specialty per day as if they were 1d4 lvls higher. This affects range, duration, area of effect, and dmg. Level 7; the PC does not need to concentrate to control an elemental of their specialty that was summoned through conjure elemental.

Level 10; there is no chance for a summoned elemental to turn on the PC.

Enchanter: Level 4 (Sp); the PC gains the ability to cast a special *free action* spell once per day on themselves or any creature they touch. The casting time is only 1, and no material components are required; the spell duplicates the effects of the 4th lvl priest spell *free action* and lasts for 1 hour. Level 7 (Su); the PC acquires immunity to all forms of the charm spell.

Force Mage (Su): Level 1; the PC gains a +1 bonus to saving throws vs. force spells (this is cumulative with any other class bonuses).

Level 4; the PC gains the ability to attempt a saving throw for half-effect against any force spell that causes dmg, whether or not it allows a save. For example, an 11th lvl force mage struck by a magic missile spell may attempt to save for half dmg, despite the fact that magic missile normally allows no saving throw.

Level 7; the PC's saving throw bonus increases to +3 against magical force.

Geometrist (Su): The PC gains the ability to create various forms of protection scrolls 2 lvls earlier than normally required.

This is a special geometric process that doesn't involve magical materials or processes, but it tends to be longer and more tedious than normal scroll scribing.

First, the PC must research the scroll's diagram, just like conducting spell research; consider the scroll's lvl to be equal to the listed XP value in the Magic Item Handbook divided by 500 (rounded up). It takes 1 week per scroll lvl to research the diagram. The PC must roll learn spells, with a -5%/scroll lvl, to find out if they learned the diagram before they can be considered successful in their research.

The maximum number of scroll diagrams the PC can know is limited by the maximum number of spells per lvl score that is determined by their Inte. Once a PC has successfully researched a scroll's diagram, they can produce 1 scroll by investing 1/4 the normal cost of the scroll and spending one uninterrupted week in their laboratory. Again, they must pass the learn spells check (as above) to see if they followed the diagram correctly, with a +1% bonus per character lvl.

Illusionist (Su): Level 1; the PC gains an additional +1 bonus to their saving throws against illusion spells cast by non-illusionists (this is cumulative with any other class bonuses). Level 4; the PC gains the ability to cast a special dispel phantasmal force or dispel improved phantasmal (as *dispel magic*) force up to 3 times per day. The base chance of success is 50%, $\pm 5\%$ per lvl difference between the PC and the caster of the phantasmal force; for example, if a 16th lvl PC is attempting to dispel an illusion cast by a 9th lvl wizard, their chance of success is 85%. The dispel has a range of 30 yards and a casting time of 1; the PC need only point at the PC and concentrate.

If the PC attempts to dispel something that turns out to be real, the attempt still counts against their daily limit.

Invoker (Su): Level 1; the PC gains a +1 bonus to saving throws vs. invocation/evocation spells (this is cumulative with any other class bonuses).

Level 4; the PC bonus increases to +3 and now applies to spells and similar spell-like effects.

Level 7; the PC acquires immunity to 1 invocation or evocation spell of 3rd lvl or lower; however, this immunity does not extend to similar magical items or breath weapons.

Mentalist: Level 1 (Su); the PC gains a +1 bonus to saving throws against mentalism spells cast by non-mentalists (this is cumulative with any other class bonuses).

Level 4 (Sp); the PC gains the ability to *detect charm* or mental influence (as *detect charm*) 3 times per day by pointing at the individual to be examined and concentrating one round. This power resembles the priest spell *detect charm*, but only 1 creature can be scanned per use.

Level 7 (Sp); the PC can dispel charm or mental influence (as *dispel magic*) once per day with a 50% chance of success. This is modified by $\pm 5\%$ per lvl/HD difference between the mentalist and the caster of the charm. The PC must be within 10 yards of the subject and must concentrate for 1 round in order to use this power.

Necromancer: Level 1 (Su); the PC gains a +1 bonus to saving throws against necromancy spells cast by non-necromancers (this is cumulative with any other class bonuses). Level 4 (Sp); the PC gains a special speak with dead spell-like ability that requires no verbal or material components; the PC need only point at the deceased person and concentrate for 1 round. This spell functions like the 3rd lvl priest spell *speak with dead*, except that the PC may converse for up to 1 turn and ask 4 questions of the spirit.

Level 7 (Su); the PC gains a partial resistance to the special effects of undead attacks; although they still suffer the normal dmg of any such attack, they gain a +2 to saving throws against ability drain, paralyzation, and other effects. The PC may attempt a saving throw vs. death magic with a -4 penalty to avoid the effects of any attack that normally does not allow a save, such as a wight or wraith's energy drain.

Shadow Mage (Sp): Level 1; the PC gains the ability to see in darkness due to their connection with the plane of gloom.

Level 4; the PC sees as well in moonlight as their base race does by broad daylight, and all darkness-based combat penalties are reduced by 1 point.

Level 7; the PC can see perfectly by starlight and reduces combat penalties for darkness by 2 points.

Level 10; the PC can see perfectly in total darkness, negating all combat penalties. Note that magical blindness or fog can still impair the PC's vision.

Song Mage: Level 1 (**Sa**); all spells in the school of song are considered to have neither somatic nor material components when cast by the PC —while the PC is extremely vulnerable to a silence spell, the PC is also capable of casting spells while securely bound or stripped of all possessions.

Level 4 (**Su**); the PC gains the ability to enhance the effectiveness of any musical or sound-based magical item by 50%; a PC wielding drums of panic increases the area of affect from 120-foot radius to a radius of 180 feet. If the magical item proves to be cursed, its effect is lessened by 50% (if possible). Level 7 (**Sp**); the PC gains the ability to counter magical song or sound attacks once per day, negating the effects of the attack in a 10-foot radius centered on the PC.

This allows the PC to protect those nearby from a harpy's song, a sphinx's roar, or a shout spell. The PC must stand still or walk slowly and sing for at least 1 full round to negate the effect, and may continue singing for up to 1 full turn per lvl to defeat pervasive or persistent attacks.

Transmuter (Su): Level 1; the PC gains a +1 bonus to saving throws vs. alteration like spells and spell-like effects (this is cumulative with any other class bonuses). Level 4; the PC bonus increases to +3.

Wild Mage (Sp): Level 1; the PC has a special ability to control certain magical items that normally behave randomly for other PC's.

The PC may select 1 of the following to try to control (an *unmodifiable* 50% chance, if failed the PC may select another until all have failed in which case the PC does not have use of this particular ability); amulet of the planes, bag of beans, bag of tricks, deck of illusions, deck of many things, and a wand of wonder (*The PC who successfully controls a wand of wonder does not control the wand like the other items, they may only use charges from the wand to cast any spell they already know, whether or not they have the spell memorized. The number of charges expended equals the lvl of the spell chosen*).

Every time the PC casts a wild magic spell, the effective casting lvl may vary, if they choose so, see following table;

Wild Mage Casting Level/Wild Surge Identifier

Mage Level	Die Roll (d20) – Rolled when a Wild Mage chooses to imbue a Wild Magic spell or when casting Nahal's Reckless Dweomer or Wildfire																			
	1*	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20**
1	<u>-1</u>	-1	-1	<u>-1</u>	-1	0	0	0	0	0	0	0	0	0	0	+1	+1	+1	+1	+1
2	<u>-1</u>	-1	-1	<u>-1</u>	<u>-1</u>	-1	0	0	0	0	0	0	0	0	+1	+1	+1	+1	+1	+1
3	<u>-2</u>	-1	-1	<u>-1</u>	-1	-1	-1	0	0	0	0	0	0	+1	+1	+1	+1	+1	+1	+2
4	<u>-2</u>	-2	-1	<u>-1</u>	-1	-1	-1	-1	0	0	0	0	+1	+1	+1	+1	+1	+1	+2	+2
5	<u>-3</u>	-2	-2	<u>-1</u>	-1	-1	-1	<u>-1</u>	-1	0	0	+1	+1	+1	+1	+1	+1	+2	+2	+3
6	<u>-3</u>	-3	-2	-2	<u>-1</u>	-1	-1	-1	<u>-1</u>	0	0	+1	+1	+1	+1	+1	+2	+2	+3	+3
7	<u>-4</u>	-3	-3	-2	<u>-2</u>	-1	-1	<u>-1</u>	-1	0	0	+1	+1	+1	+1	+2	+2	+3	+3	+4
8	<u>-4</u>	-4	<u>-3</u>	-3	-2	-2	<u>-1</u>	-1	-1	0	0	+1	+1	+1	+2	+2	+3	+3	+4	+4
9	<u>-5</u>	-4	-4	<u>-3</u>	-3	-2	-2	<u>-1</u>	-1	0	0	+1	+1	+2	+2	+3	+3	+4	+4	+5
10	<u>-5</u>	-5	-4	-4	<u>-3</u>	-3	-2	-2	<u>-1</u>	0	0	+1	+2	+2	+3	+3	+4	+4	+5	+5
11	<u>-6</u>	-5	-5	-4	<u>-4</u>	-3	-3	-2	<u>-1</u>	0	0	+1	+2	+3	+3	+4	+4	+5	+5	+6
12	<u>-6</u>	-6	-5	-5	-4	-4	<u>-3</u>	-2	<u>-1</u>	0	0	+1	+2	+3	+4	+4	+5	+5	+6	+6
13	<u>-7</u>	-6	-6	<u>-5</u>	-5	-4	-3	<u>-2</u>	-1	0	0	+1	+2	+3	+4	+5	+5	+6	+6	+7
14	<u>-7</u>	-7	-6	-6	<u>-5</u>	-4	<u>-3</u>	-2	<u>-1</u>	0	0	+1	+2	+3	+4	+5	+6	+6	+7	+7
15	<u>-8</u>	-7	<u>-7</u>	-6	<u>-5</u>	-4	<u>-3</u>	-2	<u>-1</u>	0	0	+1	+2	+3	+4	+5	+6	+7	+7	+8
16	<u>-8</u>	-8	<u>-7</u>	-6	<u>-5</u>	-4	<u>-3</u>	-2	<u>-1</u>	0	0	+1	+2	+3	+4	+5	+6	+7	+8	+8
17+	<u>-9</u>	-8	<u>-7</u>	-6	<u>-5</u>	-4	<u>-3</u>	-2	<u>-1</u>	0	0	+1	+2	+3	+4	+5	+6	+7	+8	+9

The die roll determines possible fumble or critical & by how much a spell is either increased/decreased. **Boldface** results indicate a basic **Wild Surge**, while underlined results indicate a detailed **Wild Surge**; consult DM for results. *Note:* Race, class & kit augmentations to spells have no effect on wild magic spells unless they specifically address wild magic spells. * Fumbles are automatic negative **Wild Surges**. ** Criticals are automatic positive **Wild Surges**.

Specialty Wizard Optional Limitations:

Learning Penalty (5/8): The specialty wizard with this restriction suffers a penalty of -15% to all learn spell rolls outside their own specialty or a -25% penalty for 8 CP's.

More Opposition Schools (5+): The specialty wizard with this restriction may choose to take additional opposing schools, gaining 5 CP's for each additional school in opposition to their specialty. Only standard schools can be selected as additional opposition schools.

Wizard Familiars*

A wizard can spend 5 extra CP's when summoning a familiar (*Find Familiar* spell) to gain the following Bonus Familiar Powers, in addition to the benefits granted by the spell. The wizard and familiar receive Alertness and Empathy traits for free.

* *Note:* A familiar may gain EXP and increase lvls, but it may not take class lvls. See the DM for more information.

Bonus Familiar Powers

Use the basic statistics for a creature of its type, but make the following changes:

Attacks: Use the wizard's base attack or use the familiar's Dex or Str mod, whichever is greater, to get the familiar's melee base attack with unarmed attacks.

Dmg equals that of a normal creature of that type.

Familiar Luck: If the familiar is subjected to an attack that normally allows a saving throw for 1/2 dmg, the familiar takes no dmg if it makes a successful saving throw and 1/2 dmg even if the saving throw fails. This over-rides the need for the familiar to be in contact with the wizard.

HD: Treat as the wizard's class lvl (for effects related to HD) or use the familiar's normal total if it is higher.

HP's: 1/2 the wizard's total, rounded down or use the familiar's normal total if it is higher. This over-rides the normal HP's afforded by the spell.

Intelligence: Familiars are as smart as people (though not necessarily as smart as smart people). The familiar learns through its wizard gaining an additional Inte point for every 5 lvls gained.

MR: The familiar gains MR equal to the wizard's lvl + 5. This MR adds to any that the familiar may have unless it is granted by an item.

Natural Armor: This number represents a familiar's preternatural toughness. It increases by 1 for every 3 lvls of the wizard. This over-rides the AC bonus granted by the spell.

Share Spells: At the wizard's option, they may have any spell they cast on themselves also affect their familiar. The familiar must be within 1 box at the time. If the spell has a duration other than instantaneous, the spell stops affecting the familiar if it moves farther than 5' away.

The spell's effect will not be restored even if the familiar returns to the wizard before the duration would otherwise have ended. Additionally, the wizard may cast a spell with a target of "The Caster" on their familiar instead of on themselves. The wizard and familiar can share spells even if the spells normally do not affect it.

Touch: If the wizard is 3rd lvl or higher, the familiar can deliver touch spells for the wizard. When the wizard casts a touch spell, they can designate their familiar as the "toucher." (The wizard and familiar have to be in contact at the time of casting.).

The familiar can then deliver the touch spell just as the wizard could. As normal, if the wizard casts another spell, the touch spell dissipates.

Saving Throws: The familiar uses the wizard's base saving throw bonuses if they're better than the familiar's.

Speak with Animals of Its Type: The familiar can communicate with animals of approximately the same type as itself (including dire variants): bats and rats with rodents, cats with felines, hawks and owls and ravens with birds, snakes with reptiles, toads with amphibians, weasels with creatures of the mustelidae family (weasels, minks, polecats, ermines, skunks, wolverines, and badgers).

The communication is limited by the Inte of the conversing creatures.

Speak with Wizard: The familiar and wizard can communicate verbally as if they were using a common language.

Other creatures do not understand the communication without magical help.

Scry: If the wizard is 11th lvl or higher, the wizard may scry on the familiar (as if casting the spell *scrying*) 1x/day. This is a spell-like ability.

A Wizard may also gain an additional Familiar at 5th and 10th lvl (not a normally allowed through basic use of the spell), but must pay the same 5CP's to do so.

The wizard does not gain any additional benefits from the Alertness and Empathy Traits

Arcane Signature Spells

An arcane spellcaster can spend CP's (NWP & WP) in order to specialize in a particular spell. This spell is known as a *signature spell*. Arcane spellcasters may have 1 signature spell/spell lvl, as long as they have the CP's available.

An arcane spellcaster with a signature spell may make use of the rest of their spell repertoire normally; they're not limited to the 1 spell.

Choosing a Signature Spell: The signature spell must be a spell that the arcane spellcaster already knows and is able to cast; a 1st lvl arcane spellcaster couldn't select *fireball* as a signature spell, although they could choose an appropriate 1st lvl spell from their repertoire. If the arcane spellcaster is a specialist, they may only select signature spells from the school of their specialty, all other arcane spellcasters may select signature spells from their entire repertoire.

The actual cost in slots or CP's varies with the lvl of the spell selected. Since specialists must select their signature spells from their own field of study, they find it easier to narrow their specialization down to a single spell.

Learning a Signature Spell: In order for an arcane spellcaster to gain the skill and practice necessary for a signature spell, they must spend a great deal of time and money, studying every aspect of the spell.

For all intents and purposes, this is the equivalent of spell research; the arcane spellcaster must spend a minimum of 2 weeks and 1d10 x 100 GP/spell lvl to master the signature spell and must succeed in any required learn spells check to succeed in their studies.

If the arcane spellcaster fails a required learn spells check, they still know how to cast the spell normally, but they can never use it as a signature spell. The arcane spellcaster's proficiency slots or CP's are not expended if they fail in a required attempt to learn the signature spell.

Specialty arcane spellcasters may apply any spell research bonuses to their required learn spells check to develop a signature spell.

Signature Spells in Play: Through hard work and extensive practice, the arcane spellcaster becomes quite skilled at casting their signature spell. 1st of all, the arcane spellcaster casts their signature spell as if they were 2 lvls higher for purposes of dmg, duration, area of effect, range, and all other lvl based characteristics.

If the spell has no lvl based characteristics (*charm person*, for instance), the arcane spellcaster can choose to inflict a saving throw penalty of -2 on the subject's saving throw when they cast the spell, or they can choose to reduce their casting time by 3.

Secondly, the arcane spellcaster may memorize 1 casting of their signature spell at no cost in spells available at that lvl. In other words, the arcane spellcaster gains the specialty wizard benefit of memorizing additional spells (in addition to any additional spells gained through class abilities).

Signature Spell CP Costs

Spell Level	Specialist Cost	Normal Cost
1st–3rd	2	4
4th–6th	4	6
7th–9th	6	8

☞ = Abilities marked with this symbol affect initiative instead of casting times if weapon speeds are not used.

Wizard Spell Chart

Wizard Level	Spell Level									Bonus Spells
	1*	2	3	4	5	6	7	8	9	
1	*/5	—	—	—	—	—	—	—	—	1-1st
2	*/9	—	—	—	—	—	—	—	—	1-1st
3	*/9	1/4	—	—	—	—	—	—	—	1-1st or 2nd
4	*/14	2/9	—	—	—	—	—	—	—	1-1st or 2nd
5	*/18	2/9	1/4	—	—	—	—	—	—	1-1st, 2nd or 3rd
6	*/18	2/9	2/7	—	—	—	—	—	—	1-1st, 2nd or 3rd
7	*/18	3/13	2/7	1/4	—	—	—	—	—	1-1st, 2nd, 3rd or 4th
8	*/18	3/13	3/11	2/8	—	—	—	—	—	1-1st, 2nd, 3rd or 4th
9	*/18	3/13	3/11	2/8	1/4	—	—	—	—	1-1st, 2nd, 3rd, 4th or 5th
10	*/18	4/17	3/11	2/8	2/8	—	—	—	—	1-1st, 2nd, 3rd, 4th or 5th
11	*/18	4/17	4/14	3/13	3/12	—	—	—	—	1-1st, 2nd, 3rd, 4th or 5th
12	*/18	4/17	4/14	4/17	4/16	1/4	—	—	—	1-1st, 2nd, 3rd, 4th, 5th or 6th
13	*/23	5/22	5/18	4/17	4/16	2/8	—	—	—	1-1st, 2nd, 3rd, 4th, 5th or 6th
14	*/23	5/22	5/18	4/17	4/16	2/8	1/3	—	—	1-1st, 2nd, 3rd, 4th, 5th, 6th or 7th
15	*/23	5/22	5/18	5/21	5/20	2/8	1/3	—	—	1-1st, 2nd, 3rd, 4th, 5th, 6th or 7th
16	*/23	5/22	5/18	5/21	5/20	3/12	2/5	1/2	—	1-1st, 2nd, 3rd, 4th, 5th, 6th, 7th or 8th
17	*/23	5/22	5/18	5/21	5/20	3/12	3/8	2/4	—	1-1st, 2nd, 3rd, 4th, 5th, 6th, 7th or 8th
18	*/23	5/22	5/18	5/21	5/20	3/12	3/8	2/4	1/2	1-1st, 2nd, 3rd, 4th, 5th, 6th, 7th, 8th or 9th
19	*/23	5/22	5/18	5/21	5/20	3/12	3/8	3/7	1/2	1-1st, 2nd, 3rd, 4th, 5th, 6th, 7th, 8th or 9th
20	*/23	5/22	5/18	5/21	5/20	4/16	3/8	3/7	2/4	1-1st, 2nd, 3rd, 4th, 5th, 6th, 7th, 8th or 9th
21	*/23	5/22	5/18	5/21	5/20	4/16	3/8	3/7	2/4	—
22	*/23	5/22	5/18	5/21	5/20	4/16	4/10	4/8	2/4	—
23	*/23	5/22	5/18	5/21	5/20	5/20	4/10	4/8	3/5	—
24	*/23	5/22	5/18	5/21	5/20	5/20	5/13	5/11	4/7	—
25	*/23	5/22	5/18	5/21	5/20	5/20	5/13	5/11	5/9	—
26	*/27	6/26	6/22	6/25	5/20	5/20	5/13	5/11	5/9	—
27	*/27	6/26	6/22	6/25	6/24	6/24	6/16	5/11	5/9	—
28	*/27	6/26	6/22	6/25	6/24	6/24	6/16	6/13	6/11	—
29	*/32	7/30	7/25	7/29	6/24	6/24	6/16	6/13	6/11	—
30	*/32	7/30	7/25	7/29	7/28	7/28	7/18	6/13	6/11	—

The Number listed prior to the / mark indicates # of spells/day, the number after is the guaranteed # of spells that a PC of the appropriate lvl will gain. Sorcerers & Magi have 2x the # of spells/day and 1/2 the guaranteed # of spells (rounded down) gained. * 1st lvl spells do not need to be memorized as they can be cast at will.

Wizard Saving Throw Increases & Titles

Wizard Level	Base Saving Throw & Bonuses	Mage Title*	Wizard Level	Base Saving Throw & Bonuses	Mage Title*
1	21 (+2)	<i>Prestidigitator</i>	16	+2	<i>Mage</i>
2	+2	<i>Evoker</i>	17	+2	<i>Mage</i>
3	+2	<i>Conjurer</i>	18	+2	<i>Mage</i>
4	+2	<i>Theurgist</i>	19	+2	<i>Arch-Mage</i>
5	+2	<i>Thaumaturgist</i>	20	+2	<i>Arch-Mage</i>
6	+2	<i>Magician</i>	21	+2	<i>Arch-Mage</i>
7	+2	<i>Enchanter</i>	22	+2	<i>Arch-Mage</i>
8	+2	<i>Warlock</i>	23	+2	<i>Arch-Mage</i>
9	+2	<i>Sorcerer</i>	24	+2	<i>Arch-Mage</i>
10	+2	<i>Necromancer</i>	25	+2	<i>Arch-Mage</i>
11	+2	<i>Wizard</i>	26	+2	<i>Arch-Mage</i>
12	+2	<i>Wizard</i>	27	+2	<i>Arch-Mage</i>
13	+2	<i>Wizard</i>	28	+2	<i>Arch-Mage</i>
14	+2	<i>Wizard</i>	29	+1	<i>Arch-Mage</i>
15	+2	<i>Wizard</i>	30	+1	<i>Arch-Mage</i>

*Sorcerers tend not to use titles and often scoff at the title of sorcerer used by mages. Specialty wizards tend to only use their specific school as their title until reaching lvl 19 in which they tend to add "Arch-" prior to their title, specialists also scoff at their specific title used by mages.

PC's with kits tend to only use their specific kit as their title. Those reaching the highest titled lvl in their base class may add the listed title prior to their kit tile if it is compatible; PC's with kits tend to scoff at others within their class using their specific title.

Multi-Classed PC's

As your PC advances in lvl, they may add new classes. Adding a new class gives the PC a broader range of abilities, but all advancement in the new class is at the expense of advancement in the PC's other class or classes. A wizard, for example, might become a combination wizard/fighter. Adding the fighter class would give them proficiency in more weapons, better saving throws, and so on, but it would also mean that they don't gain new wizard powers when they add their 2nd class and thus are not as powerful a wizard as they otherwise would have become if they had chosen to continue advancing as a wizard.

Adding A Class

When a PC gains a lvl, they may choose to increase the lvl of their current class or pick up a new class at 1st lvl. The PC gains the appropriate attack bonus, save bonuses, class abilities (for new classes added), new spells (if allowed), as well as a HD respective to the lvl of the class obtained.

Picking up a new class is not exactly the same as starting a PC in that class. Some of the benefits for a 1st lvl PC represent the advantage of training while young and fresh, with lots of time to practice. When picking up a new class, a PC does not receive the following starting bonuses given to PC's that begin their careers in that class:

- Maximum HP's from the 1st HD.
- Initial NWP and WP CP's.
- Initial Inte CP's & bonus NWP CP's.
- Initial Languages (unless the new class has language bonuses, such as druids)
- Starting equipment.
- Starting gold.

The listed single 2 CP NWP (Religion, Reading/Writing...etc.) for classes are only gained for the very first class.

Special Note: Single classed PC's that have purchased class abilities from other classes at PC creation cannot transition to a multi-classed PC, unless they drop whatever ability and/or proficiency benefits they have gained due to being a single classed PC (normally those abilities purchased outside their class), CP's are not regained when doing so. If abilities were purchased originally, as a single classed PC, from the gaining (2nd) class then the cost of the abilities is subtracted from the gaining class CP's and the ability is still usable. CP's available prior to adding the new class may be used for the new class.

Class & Alignment Features

Multi-class PC's can combine abilities from their different classes with the following general restrictions:

Warrior: A multi-classed warrior can normally use all of their abilities without restriction. The warrior abilities form the base for other PC classes.

Priest: Regardless of their other classes, a multi-classed priest must abide by the weapon restrictions of their mythos. Thus, a fighter/cleric can normally use only bludgeoning weapons (but they use the warrior combat value). The PC retains all their normal priest abilities.

Wizard: A multi-classed wizard can freely combine the powers of the wizard with any other class allowed, although normally the wearing of armor is restricted. Elves wearing elven chain can cast spells in armor, as magic is part of the nature of elves.

Thief: A multi-classed thief cannot use any thieving abilities other than open locks or detect noise if they are wearing armor that is normally not allowed to thieves. The PC must remove their gauntlets to open locks and their helmet to detect noise.

Alignment: All alignment restrictions for classes must be met, if there is a conflict the new class cannot be added.

Level Features

Level/EXP: "Character lvl" is the total lvl of the PC. It derives from overall XP earned and is used to determine when CP's are gained. "Class level" is the lvl of the PC in a particular class. For a single-class PC, character lvl equals class lvl unless the PC has an ECL.

Class EXP bonuses are gained only if all classes have the bonuses, negatives (E.g.: Sorcerers and Magi) over-ride all class bonuses and implies the negative to all EXP gained.

HD: The PC gains HD from each class, with the resulting HP's added together.

Attack Bonus: Add the attack bonuses for each class (according to the new lvl gained - see Appendix A) to get the PC's attack bonus.

Saving Throws: PC's that add a second or subsequent class "1st" lvl receive those bonuses listed in parentheses as listed for 1st lvl and then add normal class bonuses for leveling up each lvl starting at 2nd lvl. No Saving Throw base can be more than 18.

Class Abilities: The PC gets all class abilities of all classes but must also suffer the consequences of all special restrictions of all classes. Some class abilities don't work well with class abilities of other classes. For example, although rogues are proficient with light armor, a rogue/wizard wearing leather normally cannot cast spells.

Class limitations cannot duplicate those already gained from another class. Class abilities cannot offset disadvantages gained nor increase current abilities from a previous class.

Ability Increases: For all PC's, abilities are increased every 4 character lvls (see notes on page 65 for PC's with ECL's), regardless of individual class lvl.

Spells: The PC gains spells from all of their classes. Thus, a mage/cleric will have the spell ability of both classes. The PC must keep track of whether they are preparing and casting spells as a mage or as a priest.

Turning: The PC may only use the highest turning ability of any PC class, however they may add in their effective turning lvl from other classes to gain additional turning attempts/day.

Kits: PC's with kits that are multi-classed oriented are allowed if the PC has gained 1st lvl (maximum) in the required classes (such as a Vindicator from the Dwarfs Handbook, would require Fighter/Priest, both would have to be 1st lvl to gain the kit). Single classed PC's may only choose a PC kit at PC creation. Those who choose a kit (multi-classed or single classed) can no longer add additional classes to the PC unless they drop the kit.

Non-Weapon Proficiencies: Listed NWP's are only gained for the first class at first lvl. NWP's can be purchased from listed categories available to any of the PC's classes.

Traits & Disadvantages: A single Trait or Disadvantage can be purchased/gained (within listed limits) at 4th, 8th & 13th lvls.

Weapon Proficiencies: WP purchases are made by the most recent added class, purchase limits are determined by the most beneficial for any of the PC's classes. Specialization purchased in more than one class does not grant specialization in more than one weapon.

Specialization for each class allows the PC to total the number of lvls that affects increased number of attack per round (see Appendix A for multi-class specialization effects on number of attacks).

EXP for Multi-class PC's

Developing and maintaining skills and abilities in more than 1 class is demanding. Depending on the PC's race and class lvls, they might or might not suffer an XP penalty. Human's benefit by not being affected by lvl differences at all. Class XP penalties or bonuses are cumulative with any multi-class penalties.

Even Levels: If the PC's classes are nearly the same lvl (all within 1 lvl of each other), they can balance the needs of their classes and suffer no penalty. For instance, a 4th lvl wizard/3rd lvl thief suffers no penalty, nor does a 2nd lvl fighter/2nd lvl wizard/3rd lvl thief.

Uneven Levels: If any of the PC's classes are 2 or more lvls apart, the strain of developing and maintaining different skills at different lvls takes its toll. The PC suffers a cumulative -10% XP penalty for each class that is not within 1 lvl of their most experienced class. These penalties apply from the moment the PC adds a class or raises a class's lvl too high.

Multi-Class Requirements

Demihuman & Monster PC's

All PC's may choose to multi-class, however demihumans and monsters must have scores of 15 or more in the prime requisites of their 1st class and scores of 17 or more in the prime requisites of any classes they add.

Demihumans and monster PC's also receive no EXP bonuses for exceptionally high (16 or above) prime requisites once a 2nd class is added and they become multi-classed.

Multi-classed demihuman & monster PC's are limited to a single sub-class from the 4 class groups. E.g.: The Ranger sub-class is part of the warrior group and the Druid sub-class is part of the priest group, so the ranger PC's 2nd, 3rd or 4th class could not be a barbarian or paladin (the barbarian class may never be taken as a second class, it may only be the first class for a PC) or for the druid the 2nd, 3rd or 4th class could not be a monk or specialty priest.

Multi-classed demihuman and monster PC's that later lose their minimums in their prime requisites receive a -10% EXP penalty for any EXP handed out while or covering the period that their prime requisites are below minimum requirements.

Humans

Human PC's do not have ability requirements for multi-classing. Human PC's receive the average EXP bonuses for all of their classes for exceptionally high (16 or above) prime requisites.

Multi-classed human PC's are not limited to certain classes or sub-classes that they can take except by alignment.

Cohorts (Companions, Familiars, Followers and Mounts)

These friends or servants of PC's gain only 75% of the EXP of what the PC gains (divided by the number of cohorts).

All cohorts have basic racial abilities* (familiars have basic abilities with their Inte 2 to 3 points higher than normal) and do not receive bonus EXP for exceptionally high ability scores.

Animal cohorts add their Intu and Lear for their perception score.

Cohorts that have racial HD receive them regardless of their ECL (as listed) and benefit from HD based saves, attacks, etc., unless they are humanoids as listed in The Handbook. The benefits also are adjustable if the creature takes a class of barbarian, fighter or monk.

A 6 HD or ECL creature would be considered to be equivalent to a 6th lvl PC requiring enough EXP to gain lvl 7 before leveling up in their race (increasing its saving throws, HD/HP's as well as it's attack bonus) or leveling up as a basic fighter (no other class allowed unless they are humanoid).

Those who choose to lvl up are not allowed to have the Companion, Followers or Mount class abilities. Cohorts must purchase the basic class abilities unless class abilities are not useable - horse can't use climb walls, which allows the cohort to use the difference leftover to purchase class abilities.

They receive those bonuses listed in parentheses as listed for 1st lvl class saves and then add class mod's for each lvl starting at 2nd lvl (*Cohorts taking a class level of barbarian, fighter or monk may take/transfer saving throw points to the respective Saving Throw table as it benefits the PC*).

Humanoid followers also fall under the above rules, however humanoid followers with a listed class or classes use standard (basic) PC advancement rules for their respective class or classes.

Humanoid followers may not take any kind of cohort class ability. They may not take Class Limitations, Traits or Disadvantages.

* There is a 3% chance that a companion, familiar, follower or mount is exceptional and may have rolled ability scores (no benefits from "straights", "4-of-a-kind", no use of the pirate dice nor do they receive benefits of the "5-Rolls").
This roll must be made in front of the DM.





COMPARE & CONTRAST

A small question follows
and the focus returns
to the all images.

10

As regards the
the health of a
great many

A steel window may
suffer weather damage
in close quarters conditions.

It begins, as he usually at extreme ranges,
By inhaling a lighter's flame quartered and split.

A machine is compact,
easy to transport and
helped heavily around at
short ranges.





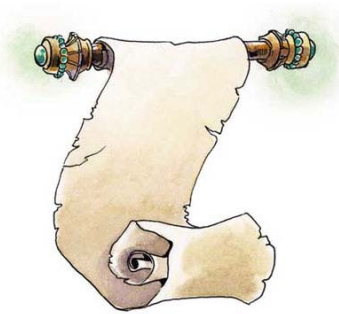
Section 6: Kits

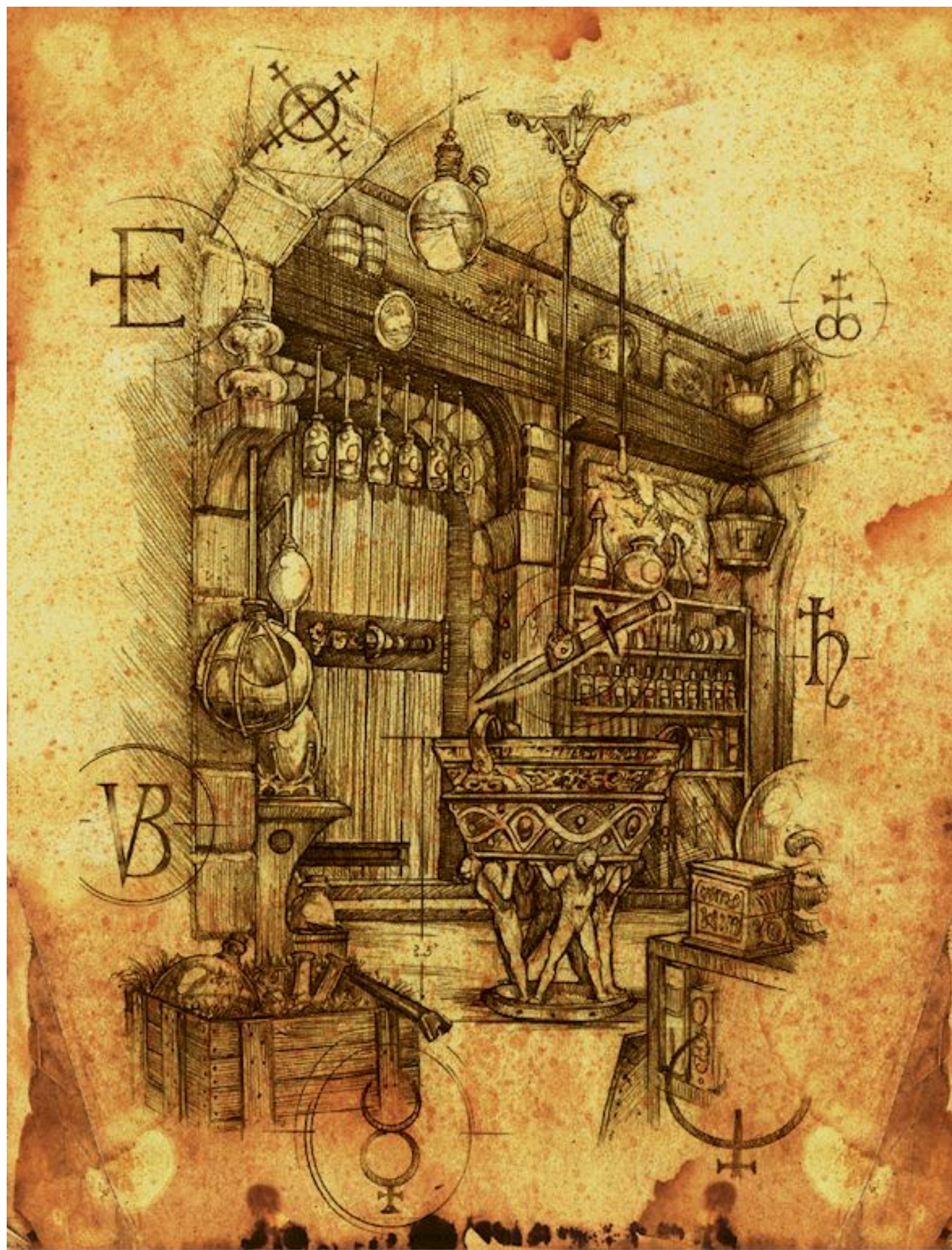
PC's may choose kits out of The Kit Handbook* (which compiles most kits from the 2E "Complete" series of handbooks) and those Forgotten Realms accessories** made for PC use. Any other sources have to be authorized through the DM. All recommended and required WP's and NWP's cost 1 CP less than listed (minimum of 1, includes specialty priest packages from Faiths and Avatars, Powers and Pantheons and Demihuman Deities). Kits from any source that are recommended or highly suggested for NPC use will only be considered if the DM is shown a lengthy background for the PC.

**Certain PC class kits from The Kit Handbook have special handling instructions listed at the beginning of the class description and due to multiclassing. Kits from the Skills & Powers section of The Kit Handbook do not have any special handling instructions other than what is listed for the particular kit.*

***Kits chosen out of these accessories must be approved by the DM prior to use.*

The following Kits are **not** allowed: Samurai from the Complete Fighters Handbook, Fighting-Monk from the Complete Priests Handbook, Wu Jen from the Complete Wizards Handbook, _____







Section 7: NWP's

In this step of the PC creation process, all PC's receive an allotment of CP's to purchase their initial NWP's. Any leftover NWP CP's can be saved to purchase Traits or for use during play. The number of CP's awarded to each type of PC in this step appears below. *NWP's can not be used to affect the PC prior to PC creation, regardless of level, unless stated in the NWP.*

Class	Initial NWP CP's
Priests& Wizards:	8
Rogues& Warriors:	6

NWP's from other sources cost 2 CP's/slot, but must be approved by the DM. NWP's purchased outside of a normally accessible group costs 2 CP's more than listed. Animal NWP's are those that Companions, Familiars and Mounts can purchase. Untrained NWP's can be attempted with a base of 1 + 1 per 10 points of the highest ability score and applying the mod (Min. of 1). *Untrained NWP's have a very limited use, usually to half the effect of normal but ultimately determined by the DM.*

NWP Group Crossovers

PC Class	NWP Groups
Priest/Specialty Priest	Priest, General
Druid	Priest, Warrior, General
Monk	Priest, General or* Warrior, General
Bard	Bard, Rogue, Warrior, Wizard and/or** Priest, General
Thief	Rogue, General
Barbarian or Fighter	Warrior, General
Paladin	Warrior, Priest, General
Ranger	Warrior, Wizard, General or* Warrior, Priest, General
Wizard/Specialist Wizard	Wizard, General

* Must be chosen at 1st lvl. ** Bards match Wizard and/or Priest to their Arcane and/or Divine Spell use.



NWP's

NWP	Group	Cost	Ability	Mod	Animal	Craft	Untrained	Training	Free Action	Race Bonus
Acting	B	2	Cha/Com	-1	—	—	—	3	Y	—
Administration	P	2	Inte/Lear	1	—	—	—	1	—	—
Agriculture	Ge	2	Inte/Kno	0	—	C	—	2	—	Ha
Alchemy	P/Wi	4	Inte/Lear	-3	—	—	—	6	—	—
Alms	P	2	Cha/Lead	0	—	—	—	2	—	—
Anatomy	P/Wi	4	Inte/Kno	-2	—	—	—	5	—	—
Ancient History	P/R/Wi	2	Wis/Intu, Inte/Kno	-1	—	—	—	3	—	D/E/G
Ancient Languages	P/Wi	2	Inte/Kno	0	—	—	—	2	—	E/G
Animal Handling	Ge	2	Wis/Wil	-1	—	C	—	3	Y/—	—
Animal Lore	Wa	2	Inte/Kno, Wis/Intu	0	—	—	—	2	—	E
Animal Noise	R	2	Wis/Intu	-1	—	—	—	3	—	—
Animal Rending	Ge	2	Inte/Kno, Dex/Agi	2	—	C	—	1	—	—
Animal Training	Ge	2	Wis/Wil, Cha/Lead	0	—	C	—	2	—	—
Appraising	R	2	Inte/Lear, Wis/Intu	0	—	—	Y	2	—	G
Arcanology	Wi	2	Inte/Kno	-3	—	—	—	4	—	—
Armorer	Wa	4	Inte/Kno, Str/Mus	-2	—	C	—	5	—	D
Armorer, Crude	Wa	2	Inte/Kno	-1	—	—	—	3	—	—
Artistic Ability	Ge	2	Wis/Wil	0	—	C	Y	2	—	E/D/G
Astrology	P/Wi	3	Wis/Intu, Inte/Kno	0	—	—	—	3	—	E
Astronomy	Wi	2	Inte/Kno	1	—	—	—	1	—	—
Begging	R	2	Cha/Com	Spec.	—	—	—	3	—	—
Blacksmithing	Ge	2	Str/Mus, Inte/Kno	0	—	C	—	2	—	D/G
Boat Piloting	Ge	2	Str/Mus, Inte/Lear	0	—	—	—	2	—	—
Boatwright	Ge	2	Inte/Kno	-2	—	C	—	3	—	—
Bookbinding	P/Wi	2	Inte/Kno	0	—	C	—	2	—	—
Bowyer/Fletcher	Wa	2	Inte/Kno, Dex/Agi	-1	—	C	—	3	—	E
Brewing	Ge	2	Inte/Kno	0	—	C	—	2	—	D/G/Ha
Bureaucracy	P/R	4	Inte/Lear	0	—	—	—	4	—	—
Burial Customs	P	2	Inte/Kno	0	—	—	—	2	—	—
Camouflage	R/Wa	2	Wis/Intu	0	A	—	—	2	—	—
Carpentry	Ge	2	Str/Pow, Inte/Kno	0	—	C	—	2	—	G/Ha

NWP	Group	Cost	Ability	Mod	Animal	Craft	Untrained	Training	Free Action	Race Bonus
Cartography	Ge	2	Inte/Kno	-2	—	—	—	3	—	—
Ceremony	P	2	Wis/Wil	0	—	—	—	2	—	—
Chanting	P/B	2	Cha/Com	2	—	—	—	1	—	—
Charioteering	Wa	2	Dex/Bal, Wis/Wil	2	—	—	—	1	—	—
Cobbling	Ge	2	Dex/Agi, Inte/Kno	0	—	C	—	2	—	G/Ha
Concentration	Wi	4	Wis/Wil	-2	—	—	—	5	Y	—
Cooking	Ge	2	Inte/Lear	0	—	C	Y	2	—	Ha
Courtly Intrigue	R	4	Wis/Intu, Inte/Kno	0	—	—	—	4	—	—
Craft Instrument	B	4	Dex/Agi	-2	—	C	—	5	—	—
Crowd Working	B	2	Cha/Com	0	—	—	—	2	Y	—
Cryptography	R/Wi	3	Inte/Lear, Wis/Intu	-1	—	—	—	4	—	—
Dancing	Ge	2	Dex/Bal, Cha/Com	0	A	—	Y	2	—	E
Deep Diving	Ge	2	Dex/Bal, Con/Tou	-2	A	—	—	3	—	—
Diagnostics	P	2	Wis/Intu	-1	—	—	—	3	—	—
Diplomacy	P	2	Cha/Lear	-1	—	—	—	3	—	—
Direction Sense	Ge	2	Wis/Intu	1	A	—	—	1	—	—
Disguise	R	2	Wis/Intu, Cha/Lear	-1	—	—	Y	3	—	—
Distance Sense	Ge	2	Wis/Intu	0	A	—	—	2	—	—
Dowsing	Wi	2	Wis/Intu	-3	—	—	—	4	—	—
Dwarf Runes	Ge	2	Inte/Kno	2	—	C	—	1	—	—
Endurance	Wa	2	Con/Fit	0	A	—	—	2	Y	—
Engineering	Ge	4	Inte/Lear, Wis/Intu	-3	—	C	—	6	—	D/G
Etiquette	Ge	2	Cha/Com, Wis/Intu	0	—	—	Y	2	—	E
Falconry	Ge	2	Wis/Wil	-1	—	C	—	3	—	—
Fast Talking	R	2	Cha/Com	Spec.	—	—	Y	3	—	—
Fire-building	Ge	2	Wis/Intu, Inte/Lear	-1	—	—	Y	3	—	—
Fishing	Ge	2	Wis/Intu, Inte/Kno	-1	A	—	Y	3	—	—
Folklore	Ge	2	Inte/Kno, Cha/Com	0	—	—	—	2	—	—
Foraging	R/Wa	2	Inte/Kno	-2	A	—	Y	3	—	—
Foreign Adaptation	Ge	4	Str/Pow, Dex/Bal, Con/Fit	-6	A	—	—	7	Y	—
Forgery	R	2	Dex/Agi, Wis/Wil	-1	—	—	Y	3	—	—
Fortune Telling	R	4	Cha/Com	2	—	—	—	3	—	—
Fungi Recognition	Ge	2	Inte/Kno	3	A	—	—	1	—	—
Gaming	Ge	2	Wis/Intu, Inte/Kno	0	—	—	—	2	—	E
Gem Cutting	R/Wi	3	Dex/Agi	-2	—	C	—	4	—	D
Glassblowing	Wi	2	Dex/Agi	0	—	C	—	2	—	—
Haggling	Ge	2	Str/Mus, Cha/Lead	0	—	—	—	2	—	—
Healing	P	4	Wis/Intu, Cha/Lead	-2	—	—	Y	5	—	E
Heraldry	Ge	2	Inte/Kno	0	—	—	Y	2	—	E
Herbalism	P/Wi	3	Inte/Kno, Wis/Intu	-2	—	C	Y	4	—	E/G/Ha
Hunting	Wa	2	Wis/Intu	-1	A	—	Y	3	—	E
Hypnotism	Wi	2	Cha/Lea	-2	—	—	—	3	—	—
Information Gathering	R	2	Inte/Lea	Spec.	—	—	Y	3	—	—
Inquisitor	P	4	Wis/Intu	0	—	—	—	4	—	—
Intimidation	R/Wa	2	Str/Mus, Cha/Lead	Spec.	A	—	Y	3	—	—
Investigation	P	2	Inte/Lear	-2	—	—	—	3	—	—
Jousting	Wa	2	Dex/Bal	2	—	—	—	1	—	—
Juggling	R	2	Dex/Agi	-1	—	—	—	3	—	—
Jumping	R	2	Str/Mus, Dex/Bal	0	—	—	Y	2	—	E
Law	P/Wa	2	Inte/Kno	0	—	—	—	2	—	—
Leadership	Wa	2	Cha/Lead	0	—	—	—	2	Y	—
Leather Working	Ge	2	Inte/Kno, Dex/Agi	0	—	C	—	2	—	E/Ha
Librarian	P/Wi	2	Inte/Lea, Wis/Intu	0	—	—	—	2	—	—
Local History	P/R	2	Inte/Kno, Cha/Com	0	—	—	—	2	—	E/G/Ha
Locksmithing	R	2	Dex/Agi	0	—	C	—	2	—	—
Looting	R	2	Dex/Bal	0	—	—	—	2	—	—
Meditation	P/Wi	2	Inte/Lear, Wis/Wil	N/A	—	—	—	2	—	—
Mental Resistance	Wi	2	Wis/Wil	-1	—	—	—	3	Y	—
Mining	Ge	4	Wis/Intu, Str/Pow	-3	—	C	—	6	—	D/G
Modern Languages	Ge	2	Inte/Kno	Spec.	A	—	—	2	—	E
Monster Lore	Ge	2	Inte/Kno	Spec.	—	—	—	3	—	—
Mountaineering	R/Wa	2	Str/Pow, Wis/Wil	0	—	—	Y	2	—	E
Musical Instrument	Ge	2	Cha/Lead	-1	—	—	—	3	—	E/Ha
Navigation	Ge	2	Inte/Kno, Wis/Intu	-2	A	—	—	3	—	—
Necrology	P/Wi	2	Wis/Intu	0	—	—	—	2	—	—
Netherworld Knowledge	P/Wi	2	Wis/Intu	-3	—	—	—	4	—	—
Observation	P	2	Inte/Lear	0	—	—	—	2	—	—
Omen Reading	P/Wi	2	Wis/Intu	-2	—	—	—	3	—	—

NWP	Group	Cost	Ability	Mod	Animal	Craft	Untrained	Training	Free Action	Race Bonus
Oratory	P/Wa	2	Cha/Com	-1	—	—	—	3	—	—
Orienteering	Ge	3	Inte/Kno, Wis/Intu	0	A	—	—	3	—	—
Painting	Ge	2	Dex/Agi, Wis/Intu	0	—	C	—	2	—	—
Papermaking	P/Wi	2	Inte/Kno	0	—	C	—	2	—	—
Persuasion	P/R/Wa	2	Cha/Com	-2	—	—	—	3	—	—
Pest Control	R	2	Wis/Intu	0	—	—	—	2	—	—
Poetry	Ge	2	Inte/Kno	-2	—	C	—	3	—	—
Pottery	Ge	2	Dex/Agi	-2	—	C	—	3	—	D/G/Ha
Prestidigitation	Wi	2	Dex/Agi	-1	—	—	—	3	—	—
Reading Lips	R	3	Inte/Kno, Wis/Intu	-2	—	—	—	4	—	—
Reading/Writing	P/Wi	2	Inte/Kno	1	—	—	—	1	—	E
Religion	P/Wi	2	Wis/Intu	0	—	—	Y	2	—	—
Research	Wi	2	Inte/Lear	0	—	—	—	2	—	—
Rested Napping	Wa	2	Con/Tou, Wis/Wil	-1	A	—	—	3	—	—
Riding, Airborne	Ge	4	Wis/Wil, Dex/Bal	-2	—	—	—	5	—	—
Riding, Land-based	Ge	2	Wis/Wil, Dex/Bal	3	—	—	Y	1	—	—
Riding, Sea-based	Ge	4	Dex/Bal	-2	—	—	—	5	—	—
Rope Use	Ge	2	Dex/Agi, Wis/Intu	0	—	—	Y	2	—	—
Running	R/Wa	2	Str/Pow, Con/Fit	-6	—	—	Y	5	—	—
Sage Knowledge	P/Wi	4	Inte/Kno	-2	—	—	—	5	—	—
Scribe	P/Wi	2	Dex/Agi	1	—	C	—	1	—	—
Sculpting	Ge	2	Dex/Agi, Wis/Intu	-2	—	C	—	3	—	—
Seamanship	Ge	2	Wis/Intu, Dex/Bal	1	—	—	—	1	—	—
Set Snares	R/Wa	2	Dex/Agi, Wis/Intu	-1	—	—	Y	3	—	—
Sign Language	Ge	2	Inte/Kno	Spec.	A	—	—	1	—	—
Signaling	Ge	2	Inte/Lear	-2	A	—	—	3	—	—
Signaling (Underground)	Ge	2	Inte/Lear	2	A	—	—	1	—	—
Singing	Ge	2	Cha/Lead	0	A	—	—	2	—	E
Skating	Ge	2	Dex/Bal, Dex/Agi	0	—	—	—	2	—	—
Skiing	Ge	2	Dex/Bal, Dex/Agi	0	—	—	—	2	—	—
Sleight of Hand	R	3	Dex/Agi	0	—	—	—	3	—/Y	—
Slow Respiration	Ge	2	N/A	N/A	A	—	—	2	—	—
Smelting	Ge	2	Inte/Kno	0	—	C	—	2	—	—
Soothsaying	P	4	Inte/Kno, Wis/Intu	0	—	—	—	4	—	—
Sound Analysis	Ge	2	Wis/Intu	0	A	—	—	2	—	—
Spellcraft	P/Wi	2	Inte/Lear	-2	—	—	—	3	Y	E
Spelunking	Wa	2	Inte/Lear	-2	A	—	—	4	—	—
Spirit Lore	P/Wi	4	Cha/Lead	-4	—	—	—	6	—	—
Stonemasonry	Ge	2	Str/Pow, Wis/Intu	-2	—	C	—	3	—	D/G
Street Wise	R	3	Wis/Intu, Cha/Lear	0	—	—	Y	3	—	—
Style Knowledge	Ge	2	Inte/Kno	-1	—	—	—	3	—	—
Survival	Wa	3	Inte/Kno, Wis/Wil	0	A	—	Y	3	—	D/E/G
Swimming	Ge	2	Str/Pow	0	A	—	Y	2	—	—
Tactics of Magic	Wi	2	Inte/Kno	-1	—	—	—	3	—	—
Tailoring (-e-h)	Ge	2	Dex/Agi, Inte/Lear	-1	—	C	—	3	—	E/Ha
Thaumaturgy	Wi	2	Inte/Kno	-2	—	—	—	3	—	—
Tightrope Walking	R	2	Dex/Bal	0	—	—	—	2	—	E
Tracking	Wa	4	Wis/Intu	0	A	—	—	4	—	E
Trail Marking	Wa	2	Wis/Intu	0	A	—	—	2	—	—
Trail Signs	R/Wa	2	Inte/Kno	-1	—	—	—	3	—	—
Trailing	R	2	Dex/Bal	Spec.	—	—	—	3	—	—
Tumbling	R	2	Dex/Bal, Str/Mus	0	—	—	—	2	Y	E
Undead Lore	P	2	Inte/Kno	-1	—	—	—	3	—	—
Underground Navigation	Ge	2	Inte/Lear	0	A	—	—	2	—	—
Venom Handling	P/R/Wi	2	Wis/Wil	-2	—	—	—	3	—	—
Ventriloquism	R	2	Inte/Kno, Cha/Lead	-2	—	—	—	3	—	—
Veterinary Healing	P	2	Wis/Intu	-3	—	—	—	4	—	—
Voice Mimicry	R	4	Cha/Com	Spec.	—	—	—	6	—	—
Weapon Improvisation	Wa	2	Inte/Lear, Wis/Intu	-1	—	—	Y	3	—	—
Weaponsmithing	Wa	5	Inte/Kno, Dex/Agi	-3	—	C	—	7	—	D
Weaponsmithing, Crude	Wa	2	Wis/Intu	-3	—	—	—	4	—	—
Weather Knowledge/Sense	Ge	2	Wis/Intu	-1	A	—	Y	3	—	—
Weaving	Ge	2	Inte/Lear, Dex/Agi	-1	—	C	—	3	—	E/Ha
Whistling/Humming	B	2	Dex/Agi	2	—	—	Y	1	—	—

B=Bard, D=Dwarf*, E=Elf*, G=Gnome*, Ge=General, Ha=Halfling*, P=Priest, R=Rogue, Wa=Warrior, Wi=Wizard

*=Receive a +1 to the respective ability mod, and take a week less to train for the listed NWP

Note: Halfbreed PC's (not half-elves or halflings) receive NWP bonuses for 1 parent or another, but not both.

Extra NWP's

PC's are allowed 2 CP's to spend on non-combat related NWP's if their starting age is greater than 50. A PC who's starting age is over 100 gains 4 CP's to spend. The NWP's that are available are those listed in the NWP listing that are marked for a bonus (D, E, G, Ha) if used by that race.

Those PC's (all races) who start play in a later age category (such as middle age) or reach the next age category gain 2 CP's to spend on non-combat related NWP's for every age category over starting age/base age. PC's who have templates or races that have no age categories or are not affected by aging (certain intelligent undead, some outsiders...) receive 2 NWP CP's for every 125 years beyond starting age or for every 125 years beyond when they are affected by "agelessness".

NWP Checks

NWP checks can be made more than once unless deemed otherwise (though successfully making the attempt more than once will not necessarily reveal more info). A PC's NWP success or failure is determined by rolling a d20 and getting equal to or less than their mod. A natural roll of 1 (if not required for success) gains a permanent +1 insight bonus to that PC's NWP, NWP's used untrained do not receive this benefit. PC's may increase their score by spending 1 CP for an increase of 1 for the score.

If 2 or more PC's attempt to make a NWP check using the same NWP the PC with the highest base score uses their check modified by the additional PC's additional bonuses (due to score increases as above) or a minimum of +1.

Craft & Terrain

Dwarves and Gnomes receive any single Craft free at no cost. They also may purchase any accessible craft at 1 less than normal. The listed terrain is selectable by the listed race which allows for the normal racial bonus.

Training

PC's learning NWP's after their starting lvl are required to take time out of campaigning to train to learn the rudimentary basics of their NWP's, as listed in weeks (*minimum of 1 week*). Any number of NWP's and WP's can be learned at the same time.

NWP's may be learned from other PC's at little to no monetary cost as long as both parties agree. NWP costs to learn from an NPC are the CP cost x 10 GP/week.

To find someone to train a PC in a village/small town take the base NWP listed CP cost multiplied by 10, then multiply by two and subtract from 100%. For large town or city take the base NWP listed multiplied by 10 and subtract from 100%.

NWP Descriptions

Acting: Acting enables a PC to skillfully portray various roles. Acting is most often used as a form of entertainment; it can also be useful in aiding a disguise. If both acting and disguise are known, the NWP check for either is made with a +1 bonus.

NWP checks are required if the actor must portray a particularly difficult PC or is attempting an "ad lib" role.

Administration: Many temples own substantial amounts of land and property, wielding power over vast areas. Those who can manage these lands and turn a tidy profit in the name of the church are always in demand.

A PC with this NWP is skilled in the management and accounting of enterprises ranging from the agriculture of an entire province to the vineyards of a single small monastery.

The PC knows how to account for money, plan work, and supervise collection of taxes or the sale of goods.

Agriculture: This skill includes automatic success at planting, harvesting, storing crops, using an existing irrigation system, tending animals, and butchering. Tasks that require NWP checks include designing or making an irrigation system, and weed and pest control.

The animal empathy and climate sense traits each provide +2 bonuses to relevant agriculture NWP checks.

Alchemy (DM): A PC with this skill is well versed in the physical aspects of magical research and the properties of various chemicals, reagents, and substances.

If they have access to a decent laboratory, they can use their knowledge to identify unknown elements or compounds, create small doses of acids, incendiaries, or pyrotechnical substances, or (if they are 9th lvl or higher) brew potions.

A PC may be able to defray some of the costs by sharing their facilities or striking some kind of deal with a local guild; the DM can come up with the details.

Identifying substances or samples of unknown material requires 1-4 days and a successful check. Simple materials, such as powdered metals or ores, provide the alchemist a +1 to +4 bonus on their check, at DM's discretion. Rare, complex, or dmg'd/incomplete samples impose a -1 to -4 penalty.

Creating dangerous substances such as acids or burning powders takes 1d3 days and 20-50 GP or (1d4+1) x 10/vial, or 2-5 days and 50-100 GP or (1d6+4) x 10/flask.

The alchemist must pass a NWP check in order to successfully manufacture the substance; failing the check with a natural roll of 20 results in an explosion or other mishap that exposes them to the effects of their work and damages the laboratory for 10%-60% or 1d6 x 10% of its construction value.

- *Acid* inflicts 1d3 points of dmg/vial, or 2d4 points of dmg/flask, and continues to injure the victim the next round; the vial inflicts 1 point of dmg in the 2nd round, and the flask causes 1d3 points of dmg. The flask is large enough to splash creatures near the target. Acid can also burn out a lock or clasp, forcing an item saving throw.
- *Incendiaries* ignite when exposed to air. A flask of incendiary liquid inflicts dmg as burning oil (2d6 points in the 1st round and 1d6 in the 2nd.). Incendiary powders or liquids can easily start fires if used on buildings, dry brush, or other such surfaces.
- *Pyrotechnic* materials resemble incendiaries, but create clouds of billowing smoke. A vial creates a cloud of smoke 5' high by 5' wide by 5' deep, obscuring vision. A flask creates a cloud of smoke 10' high by 10' wide by 10' deep. The clouds persist for 1d3 rounds, depending on the wind and other conditions.

Alchemy is an expensive hobby, to say the least, and it can be a dangerous one as well. If a PC is abusing this NWP, the DM can require item saving throws for all those beakers anytime they slip, fall, or struck by an opponent. PC's who specialize in the school of alchemy gain a +2 bonus to their NWP rating in this skill.

Alms: Some religious PC's rely on the charity of others for support and livelihood. A PC is able to find food, shelter, and clothing in return for the benefit of their wisdom and a blessing or two for their hosts.

The quality of the charity they find varies widely, depending on wealth and piety of their prospective hosts, and recognition of their deity and themselves.

Generally, if there's shelter to be had, they can make use of it, but obtaining food or clothing for their companions may require a NWP check at the DM's discretion.

Anatomy: This NWP reflects a PC's detailed knowledge of the structure and arrangement of the human body, including the location and function of bones, muscles, organs, and other soft tissues. This skill has 2 distinct uses for a PC; 1st, knowledge of anatomy provides them with a +2 bonus on any healing NWP checks they attempt.

2nd, they can use this skill to repair corpses that have been badly dm'g'd. With a successful NWP check, they can strengthen and reinforce a body, making it more suitable for animation as a mindless undead. This provides a HP bonus of +1/die for skeletal remains, or a bonus of +2 HP/die for a creature to be animated as a zombie.

Ancient History: PC's with this NWP are familiar with the legends, rulers, and writings of a specific historical period in the campaign world. They will recognize, without a NWP check, items, scrolls, artwork, etc. of that period.

They will know the main historical figures, such as kings and powerful villains, and the major circumstances of those individuals' lives and deaths. With a successful NWP check they will recall lesser figures, such as lords, knights, and heroes, and recall legendary tales, important sigils, and perhaps be able to decipher a small bit of text, symbols, or hieroglyphics. The obscure knowledge trait provides a +3 to this PC's NWP rating.

Ancient Languages: Adventurers with this NWP are familiar with at least 1 ancient language - i.e. they have the reading/writing NWP with the chosen languages. If confronted with an example of a historically related language, they can decipher about a paragraph of that tongue with a successful NWP check.

For each CP spent on this NWP (after initially acquiring it) add 1 additional ancient language to the list of languages a PC knows fluently. The precise memory trait provides a +2 to this NWP rating.

Animal Handling: This NWP allows PC's to automatically steer carts, plow horses, etc. With a successful NWP check, they can soothe domesticated animals and beasts of burden which become agitated or frightened.

The PC's receive a +1 bonus to NWP checks made with any of the animal riding NWP's, and they receive a +2 bonus to their NWP rating if they have the animal empathy trait.

Animal Lore: Adventurers with animal lore have a store of knowledge about animal behavior, and without any NWP check will know the basic feeding and social habits (i.e. herding, nesting, etc.) of animals with which they have past EXP.

With a NWP check, a PC can determine whether an observed animal is intending to attack or to flee, or predict that animals will come along a trail at a certain time of day. This PC gets a +2 bonus when using the set snares NWP.

The PC can imitate the calls of wild animals (except for very large creatures). A successful check means that the imitation is virtually perfect, and even fools animals of the same type.

A failed check might fool other PC's, but will not deceive the animals.

Animal Noise: A PC with this NWP is capable of imitating noises made by various animals. A successful NWP check means that only magic can distinguish the noise from that of the actual animal being imitated. A failed die roll means that the sound varies from the correct noise in some slight way.

If the die roll fails, this does not mean that all creatures hearing the noise know that the sound is fake. While creatures and humanoids that are very familiar with the noise know this automatically, other creatures or PC's in earshot may require Wis checks to determine if they detect the fake.

Bandits and Smugglers use this ability for communication on the job, almost as a variant dialect of thieves' cant.

Animal Rending (DM): This NWP confers expertise in skinning and butchering animal carcasses. It lets a PC derive the maximum amount of food from a carcass (See Hunting NWP). It also lets them harvest valuable products from the carcass without damaging them. Such products typically include furs, horns, teeth, hides, and organs. Use of this NWP requires access to the necessary tools.

No NWP checks are necessary to butcher most animals, but the DM may require checks in unusual situations. For instance, a check may be required to butcher an animal they have never seen before, or to successfully harvest a delicate body part (say, the eye of an immature beholder).

If the check fails, they are only able to obtain an average amount of food, or they dm'g the body part they were attempting to harvest.

Animal Training: When PC's choose this NWP, they must declare what type of creature their PC's will learn to train. Suggestions include dogs, falcons, parrots, horses, pigeons, elephants, and ferrets. More exotic animals can be chosen at the DM's option.

Monsters with animal Inte are another possibility, though they can be difficult to control - in effect, requiring more frequent NWP checks.

Training of an animal requires a rather lengthy period of time - a matter of weeks, at least, for even the most basic tasks. A PC who spends this amount of time will succeed at the training (no check necessary).

Such tasks include dogs being trained to stay, come when summoned, and guard a specific location; pigeons returning to the roost; falcons hunting and killing game; and horses bearing saddles and obeying simple riding commands.

More elaborate tasks also take time to teach, and these require NWP checks: dogs patrolling a circuit, or retrieving specific objects; and horses performing the maneuvers of a knightly charger are examples.

A PC with the animal empathy trait gains a +1 bonus to this NWP rating.

Appraising (DM): This skill allows the PC to make generally accurate (+ or -10%) assessments of common objects, including items made of precious metals and gemstones. The PC can also assess, to + or -25%, the value of objects of art, tapestries, furniture, weapons, etc. - provided a variety of these items are present in the game world. These assessments require no NWP checks, and the DM can roll (d20 or d100) to determine the accuracy of the appraisal.

A PC who passes a NWP check will be able to identify a forgery of a valuable object, to make a very accurate assessment of the value of a common item (within 5%), or to make a general assessment of the worth of an uncommon item, including artifacts.

The DM may wish to roll this check, and on a roll of 20 they make a wildly inaccurate assessment.

Arcanology (DM): The study of the history and development of magic is termed arcanology. A PC with expertise in this field is familiar with the works of past wizards. If there was a source of powerful magic in the campaign's past - such as, Netheril or Myth Drannor - the arcanologist has a good idea of who the great mages were and what they were able to accomplish. Special magical items, spells, or forms of magic wielded by these ancient sorcerers are familiar to the arcanologist.

With a successful NWP check, the arcanologist can identify the general purpose and function of an ancient magical item; the DM may apply a penalty of -1 to -4 if the item comes from a region outside the arcanologist's normal studies, or is especially rare or obscure. Note that this ability doesn't help a PC to identify items manufactured by the "modern" school or tradition of magic, whatever that may be.

Armorer: A PC with this NWP can make the types of armor typically available in the campaign world. The armorer requires the proper raw materials (plate metal, tough leather, etc.) and enough time to do the job properly. Time ranges from about 2 weeks for a shield to 20 weeks for a suit of plate mail armor. No NWP check is required generally, though if the armorer tries to rush the job or work with less than adequate materials a NWP check should be rolled to determine if they are successful.

The armorer can also make field repairs to armor that has been damaged through use. These repairs always require checks, and if the check fails the armor or shield is lost.

Dwarves are more adept at making armor than other races. Their armorers are the finest in any world and their special skills are carefully hidden from outsiders. They are capable of producing high quality armor very quickly. Instead of 2 weeks/lvl of AC above 10, a dwarf armorer requires only 1 1/2 weeks/point of AC above 10.

Armorer, Crude: With this NWP, a PC can make crude but effective armor from natural materials like hides, furs, and shells. The PC can't create armor better than AC 14.

It takes 1 week/lvl of AC above 10 to make crude armor (assuming the availability of the necessary materials). A PC can make hide armor in 4 weeks, a shield in 1 week.

Crude armor tends to be more flawed and less durable than standard armor. After crude armor is made make a NWP check; if the check fails by more than 4, the armor is unusable. If a failed check is within 4 of the amount needed for success, the armor is flawed and functions at an AC 2 worse than normal (but never worse than AC 10).

Flawed crude hide armor has an AC 12; a flawed crude shield offers no protection whatsoever. If flawed crude armor is struck in melee with a natural die-roll of 19 or 20, it falls apart. The wearer's AC immediately worsens by 4 (to a limit of AC 10).

Removing the useless armor takes 4d4 rounds; during that time, the wearer moves at 1/2 their normal rate and suffers a 4 penalty to all attack rolls.

Artistic Ability: PCs with artistic ability are naturally accomplished in various forms of the arts. They have an inherent understanding of color, form, space, flow, tone, pitch, and rhythm. PCs with artistic ability must select 1 art form (painting, sculpture, composition, etc.) to be proficient in.

Thereafter they can attempt to create art works or musical compositions in their given field. Although it is not necessary to make a NWP check, 1 can be made to determine the quality of the work. If a 1 is rolled on the check, the artist has created a work with some truly lasting value.

If the check fails, the artist has created something aesthetically unpleasing or just plain bad.

Artistic ability also confers a +1 bonus to all NWP checks requiring artistic skill - music or dance - and to attempts to appraise objects of art.

Astrology (DM): This PC has a general understanding of the movement of celestial bodies, and the influence of that movement upon the beings of the campaign world. The astrologer can identify numerous constellations, and knows many of the legends behind their naming. The PC can make limited predictions for the future, always in vague terms - whether these are accurate is up to the DM. A PC with this NWP gains +2 on all checks made using the navigation NWP, providing the stars can be seen. A PC with the trait of empathy gains a +1 bonus to the astrology NWP rating.

Astronomy: A PC proficient in this skill has a detailed knowledge of the relative movement of stars, moons, and planets. The PC can predict with complete accuracy the arrival of eclipses, comets, and other cosmic phenomena (evening and morning stars, full moons, etc.).

The astronomer can identify numerous stars and constellations, and gains a +3 bonus to all checks made using the navigation NWP, providing that the stars can be seen.

Begging (DM): This NWP serves 2 functions. 1st, it allows the PC to pose convincingly as a beggar; success is automatic, so no NWP check needs to be made. This function is used most by Assassins, Bounty Hunters and Spies in the pursuit of their assignments.

A PC can also use begging to procure a very minimal daily income. (Many Cutpurses are in fact beggars who aren't getting enough - and vice versa.) Success requires 1st that there be people to beg from - people with money to give.

A PC in an abandoned castle or a recently pillaged village are virtually assured of failure.

The following mod's are suggested to the DM as guidelines. They do not consider the wealth of a locale, just the population density. Impoverished regions might have greater negative mod's - but then, so might affluent areas with traditions of stinginess.

Suggested Begging Mod's

Locale	Mod
Uninhabited/Wilderness	Automatic Failure
Countryside	-7
Hamlet, Village	-5
Town	-2
City	0

If a NWP check is successful, then a PC is able to panhandle enough money, goods or services that day to meet their basic needs (a little food and drink, a place to sleep).

The DM may also use the NWP check for specific single actions - e.g., a PC in disguise as a beggar accosts a specific NPC.

The begging NWP may not be used to force PC's to give money away; PC's are always free to decide if and how generous they are in response to supplications.

Blacksmithing: A PC with the blacksmithing NWP can handle a forge, bellows, hammer and tongs, to create tools and other objects out of iron. The PC cannot make weapons or armor, but can make - without a NWP check - simple items such as horseshoes, nails, brackets and buckles. By making a successful NWP check, they can create intricate objects such as wire cages and locks. A blacksmith can make an iron hoop for a wheel that has been made by a carpenter; this combination of NWP's is required for a strong wheel.

Boat Piloting (DM): This NWP is useful for negotiating challenging waters with a rowboat, canoe, or small dory. When shooting rapids, trying to stay afloat in a storm, or trying to row upstream against a strong current, the PC will succeed without a NWP check - unless the water conditions are very extreme.

In this case, the DM will require an appropriately modified roll; a successful roll means that they negotiate the challenge and no further checks are necessary (until the next set of rapids, etc.).

Failure does not necessarily mean that the boat sinks, but it gets swept away by the current, or turned about, or moderately swamped - with everything and everyone inside getting wet. If the rough water continues, they must make additional NWP checks (every 1-6 rounds).

The PC's NWP rating suffers a -1 mod for each failed check, indicating the difficulty of steering a boat that is slowly filling with water.

The PC also knows the basics of sailing, and can effectively maneuver a single mast sailboat. As above, challenges will require NWP checks, with failed checks leading to increasingly dire straits.

A successful proficiency check, while using a navigation chart, reduces the chance of becoming lost by 30%.

Boatwright: The boatwright NWP allows a PC to construct all kinds of watercraft up to a maximum length of 60'. Larger vessels cannot be built.

The time required to build a boat depends on size. As a general guide, a boat requires 1 week of construction time/foot of length. 2 PC's with the boatwright NWP cut this time by 1/2; 3 reduce it to 1/3. A maximum of 1 boatwright/5' of length can work on the same vessel.

The basic boat includes hull, masts (if applicable), deck, and benches as required. Features such as a cabin or a sealed hold add about a week apiece to complete. PC's without the boatwright NWP can aid the boatwright in construction, but 2 such PC's equal the time savings that 1 additional skilled boatwright could provide.

Bookbinding: A PC with this skill is familiar with the process of assembling a book. Bookbinding is a demanding task; the pages must be glued or sewn to a common backing of some kind, protected by various kinds of varnishes or treatments, and then fastened to a strong and durable cover. Additional chemicals or compounds to ward off mildew and deter moths and bookworms are a necessary precaution.

Bookbinding is especially helpful for a PC assembling a spell book. Normally, a PC must pay a bookbinder 50 GP/page for a standard spell book, or 100 GP/page for a traveling spell book.

A PC who does this work themselves reduces these costs by 50%, although the process takes at least 2 weeks, plus 1 day/5 pages.

If they pass a NWP check, their spell book gains a +2 bonus to item saving throws due to the quality and craftsmanship of the work. In addition, they must succeed a NWP check if dealing with unusual or unsuitable materials (metal sheets for pages or dragon scales for a cover).

Bowyer/Fletcher: This PC can make bows and arrows (but not arrowheads) of the types available in the campaign world. Given appropriate materials, they can successfully make a bow or 2-12 arrows in a day. (Note that finding the right branch for the bow, or the proper shafts and feathers for the arrows might take several days of searching!)

Weaponsmith's are required to make good steel arrowheads. If none are available, they can fire harden the wooden tips of their arrows, but these weapons suffer a -1 penalty on all dmg rolls, and any arrow that misses its target is 50% likely to be broken.

Brewing: This category includes the brewing of malt beverages, the making of wine, and the distilling of stronger drink. A PC can perform all the basic functions of the brewer's art without requiring a NWP check. If the brewer chooses to make the check, failure means that a batch has been wasted, but success means that a particularly fine vintage has been created.

Bureaucracy: This NWP encompasses a working knowledge of temple or government organization and protocol, and the skills necessary to navigate through bureaucracies.

The PC knows which officials to approach and when to approach them, where records are kept and how to gain access to them, and how to circumvent unfriendly or sluggish bureaucrats.

Unless there are extenuating circumstances, they can get permits or documents completed in 1/2 the normal time.

In addition to these skills, they can attempt to turn the system against someone else.

With a successful NWP check, the amount of time required to make a decision doubles - permits are misplaced or filled out incorrectly, or important documents are held up on the wrong desk. For example, a PC could keep a shady wizard from gaining permission to build a tower in the town, or they might obstruct a thief's request for bond or parole.

Burial Customs: The PC understands a range of methods for preparing, preserving, and burying the dead. It allows PC to actually assume the role of a mortician

This skill is limited to burial methods of the race and religion of the PC; in other words, a human worshiper of Selûne from Thentia knows how Thentian humans bury their dead and how Selûne's faithful perform funerals and inter the dead, but this skill doesn't tell them how Amnites or dwarves bury their dead.

This NWP is relatively broad however, and many cultures share similarities. Therefore, with a -3 mod, they can try a NWP check to understand and properly perform the burial rituals of either another race/culture or another religion.

Camouflage (DM): By using this NWP, the PC can attempt to conceal themselves, their companions, and inanimate objects by using natural or man-made materials. Successful use assumes the availability of all necessary materials. In forests and jungles, they can use shrubbery, mud, and other readily available resources.

Arctic or similarly barren terrain usually requires special clothing, paints, or other artificial materials (although “digging in” is an old trick which may be applicable in such terrain, depending on local conditions).

It takes a PC a 1/2-hour to camouflage themselves or another person, 2 or 3 hours to conceal a cart or inanimate object of comparable size, and a 1/2-day to hide a small building.

Neither human, demihuman, monster, nor animal passersby will be able to see a camouflaged PC, presuming they make a successful NWP check. Camouflaged companions will also go unnoticed; only 1 NWP check is required for the entire group.

Objects may also be camouflaged. Objects the size of a person require no penalty to the check; cart-sized objects require a -1 penalty, while building-sized objects require a -3 penalty. The DM may adjust penalties based on these guidelines.

Camouflaging has no effect on predators that locate prey by scent or other keen senses; a hungry wolf can still sniff out a camouflaged human. A camouflaged person has no protection against a passerby who accidentally brushes against or bumps into them. Likewise, a camouflaged person may reveal themselves if they sneeze, cry out from the sting of a bee, or make any other sound.

Note that camouflaging is only necessary for persons or objects that would otherwise be partially or entirely exposed. A person hiding behind a stone wall wouldn’t need to be camouflaged to avoid detection, nor would a buried object.

Carpentry: This PC knows the basics of working with wood and can create - with no check required - small structures, fences, platforms, cabinets, carts and wagons.

The carpenter can make wooden wheels, but a blacksmith must form the iron rim or the wheel will have a very short life expectancy.

A carpenter might build a short footbridge, a wooden clock, or a dumbwaiter system—these tasks will require a NWP check.

Larger projects such as major bridges, boats, or catapults, require the aid of a PC with the engineering NWP.

Cartography (DM): This NWP grants skill at map making. A PC can draw maps to scale, complete with complex land formations, coastal outlines, and other geographic features. The PC must be reasonably familiar with the area being mapped (1 round of study/familiarization per 10’x10’x10’).

The DM makes a NWP check in secret to determine the accuracy of the map. A successful NWP check means that the map is correct in all significant details. If the roll fails, the map contains a few errors, possibly a significant one. A roll of exactly 20 means the map contains serious errors, making it useless.

A successful proficiency check, while using a map, reduces the chance of becoming lost by 30%.

Ceremony: A PC with this NWP is well versed in the various rites, observances, and ceremonies of their temple. The PC is qualified to oversee normal worship or devotions, but conducting the rites in difficult or unusual situations may require a NWP check. This NWP also includes familiarity with ceremonies such as weddings, namings, and funerals, and they can perform these services appropriately.

Chanting (DM): The PC is an accomplished chanter and can use this ability to help fellow workers or soldiers keep pace. NWP checks are used to determine the effectiveness of the chanting.

On a successful NWP check, those who can hear the chanter become slightly hypnotized by the rhythmic sound, causing the time spent on arduous, repetitive tasks to pass quickly.

The DM can, at the PC’s option, adjust results for forced marching, rowing, digging, and other such tasks accordingly.

Charioteering: A PC with this skill can move a chariot at its normal speed, and effectively drive it over a smooth, wide road. The proficient PC requires no check to drive or steer the chariot, including traveling across relatively flat, open countryside, charging into battle, and performing the turns, stops, and starts that might be required on the battlefield.

By making a NWP check, they can guide the chariot through obstacles such as deep fords, steeply climbing terrain, ditches, and rough or rocky ground. Also, with a successful check, they can add 1/3 to a chariot’s MV rate for the duration of a charge or a march. However, failure of this check means that the chariot moves at its normal rate, but that the horses fatigue in 1/2 the normal time.

PC’s with the animal empathy trait gain a +1 bonus to their ratings with this NWP.

Note that certain obstacles are simply impassable to chariots, including walls, water too deep (or too muddy on the bottom) to ford, thick forests, and mountainous terrain.

Cobbling: A PC with this skill can make shoes, boots, and sandals. No checks are normally required, but if they attempt a field repair of damaged footwear, or tries to fashion shoes from wood or leather that has been scrounged up, a successful check is needed.

Concentration: A PC with this NWP has rigorously trained themselves to ignore distractions of all kinds, deadening their mind to pain/sensation. The PC can ignore annoyances or disturbances that might otherwise interfere with spell casting. The PC must state, at the beginning of the round, they are concentrating in attempt to spell cast.

If struck by an attack that causes 2/lvl or less points of damage, they are permitted to attempt a NWP check to ignore the distraction and continue to spell cast.

The PC can try to ignore grappling or restraining attacks, that cause no damage, but suffer a -4 penalty to their check. Spells that incapacitate without damaging (*hold person, command*) still interrupt if they fail their save. Use of this NWP avoids wild surges for interrupted spells.

The PC must focus on spell casting to the exclusion of all other activity, even direct attacks from the beginning of the round until the spell is cast. Any Dex bonuses to AC are lost, in addition flank/side attacks are treated as rear attacks, with a +2 bonus to hit instead of a +1.

Cooking: This PC knows the basics of food preparation, and they can generally cook, bake, fry, and so forth without a NWP check. Checks are required if they attempt to prepare truly gourmet meals, or tries to make a palatable dinner out of unpalatable ingredients - grubs, roots, and bark, for example.

Courtly Intrigue (DM): A PC with this NWP is well versed in the intricacies of court life and the affairs of nobility. The PC knows all the gossip, has heard all the rumors, and has a good idea of who does what and to whom. The PC does not know the accuracy of the information-it is all hearsay (If a PC with this NWP attempts to do something they shouldn't do in a court setting, the DM tells them of the *faux pas* they are about to commit).

A NWP check is required if a PC wants to learn new information or uncover the latest rumor. Success means they found out a few bits of information. Failure means either no information or wild rumors. Courtly Intrigue is especially useful when combined with the Etiquette.

A PC with both NWP's receives a +1 to the NWP scores of each.

Craft Instrument: Those who take this NWP must specify whether they are skilled at crafting wind, stringed, percussion, or keyboard instruments. It takes an additional NWP slot to gain 1 of the other skills. 3 additional slots allow them to take the title "master craftsman" as they are able to craft instruments of all forms.

A craftsman must buy materials equal to a quarter of the instrument's sale value. It then takes 1d6 days to craft a wind or percussion instrument, 2d8 days to form a stringed instrument, and 3d10 days to create a keyboard instrument.

These times assume that the craftsman is spending 10 hours a day working on the instrument. If craftsman tools (cost 25 GP, weight 5 pounds) are not available, all times are doubled.

The quality of an instrument is determined by a final NWP check. Failure results in an instrument of poor quality, while success indicates good quality. A natural 20 indicates that the instrument is nonfunctional, while a natural 1 results in a masterpiece worth twice the normal value.

Simple repairs take only 1d4 hours and require no NWP check unless the proper tools are not available. However, repairing severe dmg requires 1d8 hours and a check is mandatory for success.

Crowd Working: Almost every bard is familiar with the ways of a crowd. However, those who take crowd working learn all the tricks of the trade. Such bards are skilled at observing crowds and adjusting their performances accordingly.

Any bard who is using a special ability to adjust the encounter reactions of a crowd (*e.g.*, influence reactions) can make a crowd working NWP check. If this check is successful, the bard can alter the reactions of the crowd by 2 lvls instead of the typical 1.

If the bard or their group is soliciting money from a crowd, a successful NWP check indicates that the bard is particularly appealing and the crowd willingly donates twice as much money as it normally would (or conditions improve 1 category).

Cryptography (DM): The PC with this NWP has some training and skill in deciphering hidden messages and codes. In its basic form, they are allowed to make a NWP check when confronted with a coded message. If successful, the DM can reveal a general overview of the secret missive.

This NWP is more fun when used as an aid to role-playing. Ideally, the use of the cryptography NWP requires a great deal of involvement from the PC - and a certain amount of puzzle design by the DM - instead of simply passing a check and demanding that a coded message be explained by the DM.

Rather, a PC with the cryptography NWP should have the chance of recognizing a code concealed within a written or spoken message, or perhaps hidden by some other medium—an intricately woven tapestry or sculpted piece of heraldry, for example. The DM will usually roll this check secretly, announcing that they observe something unusual.

If they notice the encoded sigil, the DM should describe it in considerable detail - word for word, if it is a written message. The PC can make an additional NWP check during the course of the decoding; if successful, the DM can provide a significant clue - a name, place, or date that is mentioned, for example. The bulk of the decoding should still be performed by the PC.

Dancing: The PC knows and can perform the moves of many types of dances, including some that involve precise and detailed steps.

All dances common to their society will be familiar. Rare, archaic, or unusual dances will be known with a NWP check.

Also, PC's who have had a chance to observe an unknown dance can perform it (-2 mod, +1 for each time after the 1st that it is seen performed).

Truly spectacular dances - the kind that win PC's campaign wide acclaim - combine elements of dance NWP with skills of tumbling, tightrope walking, and jumping.

Deep Diving: A PC with this NWP can add 10'/round to their speed of descent when diving into the water, or from the surface. Thus, a PC with the deep diving NWP can descend 30'/round, plus mod's for encumbrance, running start, and height.

Likewise, a PC with the deep diving NWP can surface at a rate of 30' (not 20')/round.

This NWP provides PC's with the ability to hold their breath for 2/3 their Con scores in rounds, not the 1/3 allowed to most PC's. Effects of exceeding the allotted time are the same, regardless of NWP ratings.

PC's who make a successful NWP check do not suffer dmg from high dives unless the dive is from greater than 120'. They also may attempt a shallow dive with a successful NWP check reducing their dive depth to 1/4 of normal depth.

Diagnostics: Both the Healing and Diagnostics NWP's aid victims of trauma and disease. But while the Healing NWP can be used to restore lost HP's, Diagnostics is mainly concerned with determining the cause of the dmg and the prognosis; Diagnostics alone will *not* heal dmg.

With a successful NWP check, a PC becomes aware all of the following information applicable to a particular patient:

- If the patient has suffered physical dmg, they can determine the extent of the dmg, though they may not be able to ascertain the exact cause (if a victim was attacked by a tiger, they will know that the victim was clawed by a large animal, but not necessarily the species). The PC can recommend treatments and offer prognoses, as with victims of diseases.
- If the patient has been poisoned, they know the antidote (if one exists) and how to prepare it. Note that even if they know how to prepare an antidote, they may not have access to the necessary ingredients.

- The PC knows the name of the disease, its cause, how long the patient has had it, and the optimum treatment. If the patient is treated as specified, they suffer the mildest form of the disease and its shortest duration. If the patient declines treatment, or the treatment doesn't work, they can determine the patient's prognosis with reasonable accuracy. ("The patient will recover by the end of the month." "The patient will become permanently blind if not treated within a year.") The PC may diagnose both natural and magical diseases.
- When examining a corpse, they can determine how the victim died and approximately how long it's been dead. If the victim died of unnatural causes, they will only be able to determine the general circumstances of the death.

A PC with this NWP may diagnose themselves or any other PC, or animals, except for supernatural creatures (such as a ghost or skeleton) and creatures from another plane of existence (like a xorn or aerial servant). The PC may attempt to diagnose an individual or creature only once.

If a PC also has the Healing NWP, they may modify all Diagnostic checks by +1.

Diplomacy (DM): This is the grand art of high diplomacy between states or organizations. A PC skilled in diplomacy knows the correct procedures and unwritten rules of negotiations between states or large organizations. The PC is capable of discerning the true intent of the various declarations, statements, and gifts or exchanges that make up a diplomatic encounter, and they are able to take their own wishes and couch them in proper diplomatic terms.

Normally, they need only make NWP checks if the negotiations are particularly delicate or difficult.

However, if there is a specific goal or compromise they are working towards, they may attempt a check to see if they can win the other side over to their point.

Naturally, the DM can apply a mod of -8 to +8 depending on what the diplomat's offer means for the parties involved. Requesting the surrender of a vastly superior enemy is next to impossible, unless they can convince them that they stand to gain something of great value by giving up.

In any event, the DM shouldn't use this ability as a substitute for good role-playing by the PC's.

Direction Sense (DM): A PC with this NWP has an innate sense of direction. By concentrating for 1d6 rounds, they can try to determine the direction the party is headed. If the check fails but is less than 20, they error by 90 degrees. If a 20 is rolled, the direction chosen is exactly opposite the true heading. (The DM rolls the check.)

Furthermore, when traveling in the wilderness or on open sea, a PC with direction sense has the chance of becoming lost reduced by 5%. Dwarves receive a +2 bonus to their mod when using their direction sense underground. They may use it above ground, but at a -2 penalty. Surface races suffer a -2 to attempt to use this ability underground.

A successful proficiency check, while using a map, reduces the chance of becoming lost by 30%.

Disguise: PC's trained in this NWP can conceal their appearance through makeup and costuming. If they seek simply to alter their appearance without concealing size, sex, or race—for example, to go out in a city without anyone discovering what they look like - they can succeed without a NWP check.

If the task is more difficult - the PC in disguise meets and talks with an acquaintance, for example - a successful NWP check is required. PC's who try to alter the appearance of their sex, race, or size, must make successful NWP checks with a -2 penalty for each category.

PC's who attempt to disguise themselves as specific persons must make NWP checks when they encounter and speak with someone who knows the other individuals. All of these checks suffer an inherent -2 penalty.

Note that the talent of impersonation (see traits) can improve a PC's success with the disguise NWP.

Distance Sense: This NWP enables a PC to estimate the total distance they have traveled in any given day, part of a day, or a number of consecutive days equal to their lvl. For instance, a 7th lvl PC can estimate the distance they have traveled in the previous week. The estimate will be 90% accurate.

A successful proficiency check, while using a map or navigation charts, reduces the chance of becoming lost by 30%.

Dowsing (DM): This is the skill of finding lost or hidden items by seeking a disturbance in the subtle natural energies that permeate the earth.

A dowser is attuned to the invisible, intangible eddies and currents of the world around them; by careful and methodical searching, they can detect particular emanations or anomalies.

Dowsing has 2 general uses. 1st, the PC can attempt to detect natural deposits or minerals in the ground, such as water, gold, or other ores. Secondly, they can attempt to find a specific man-made item that has been lost or hidden, such as a friend's dagger, a buried treasure chest, or the entrance to a barrow mound. The search must be very precise - the dowser will have no luck if they set out to find 'the most valuable thing in this field' or 'the nearest magical weapon,' but 'Aunt Claire's missing brooch' or 'the gold buried by the pirate Raserid' are suitable searches.

Unlike the spell *locate object*, the dowser isn't led or directed to the item they seek; they have to actually pass within 10' of the item, or walk over the place where it is buried, and succeed in a NWP check to detect the item. (The DM should keep this check hidden from the them so that they don't give away the location with a failed check.) Dowsing can take a long time; quartering the dirt floor of a cellar 20' sq might take 1d3 turns, while checking a field or courtyard might take 1d3 hours.

Searching an area larger than 300' sq is impractical—the dowser gets tired of concentrating.

A dowser can detect items or substances within 100' of the surface, although very strong or powerful sources may be detected slightly deeper. They can guess the approximate depth of what they are seeking within ±10% when they stumble across it.

Dwarf Runes: Dwarf runes are the basic dwarven alphabet and are taught to all young dwarves as a part of their basic education. Depending on the campaign background, runes may have been a gift from the gods, a creation of the dwarves themselves, or an altered form of some other written language. Dwarves will still claim runes to be an intrinsic part of their cultural heritage, and they may take offence if accused of having copied runes!

Dwarven runes are found engraved in stone and only rarely written on such transitory materials as parchment, cloth or paper. They are used to denote ownership, give warnings of nearby dangers and to record history. The tombs of dwarves who have been properly interred, as opposed to hasty burial during battle, are engraved with runes that tell the occupant's clan, parentage, children, and the deeds of life. In the absence of proper interment, dwarves erect stone monoliths or engrave entire cavern walls depicting the deeds of their dead. These list the clans, the names of those who died and the nature of their deaths. The numbers of slain enemies are greatly detailed.

Dwarven runes are not a phonetic form of writing, but a conceptual one, with each rune delineating an idea or implying a range of ideas depending on placement. A single rune might convey pages of human or elf writing or be as simple as a sign saying "stairs." It's a matter of knowing what the rune means and how it is to be interpreted in context. Dwarven runes do not contain conjunctions or pronouns, but proper names are represented by altering an existing rune.

This makes runes difficult for other races to understand, and dwarves consider themselves superior to races who cannot read even the most simple of them. All dwarves know them at no cost.

Endurance: A PC with this NWP can perform continual strenuous physical activity for twice as long as a normal PC before becoming exhausted.

If they are ever required to make a Str/Pow check or a Con/Tou check, they can add their endurance mod to their success number.

Engineering: This NWP is required for the design and construction of objects and installations of all sizes. Note that carpentry, stonemasonry, blacksmithing, or other NWP's also might be necessary for the actual building. PC's can design and supervise the building of houses, boats, small bridges, palisades, and towers - of up to about 30' high without NWP checks.

PC's with this skill can try to design large bridges, fortresses, ships, war machines, locks and dams, and other more complicated projects.

Plans for these types of objects generally require at least a week - more if an exceptionally large project is being attempted. Complicated tasks require successful NWP checks before a workable design can be made. If a check fails on a roll of less than 20, however, the engineer will be aware of the failure and can seek to create a new design - go back to the drawing board, so to speak. On a roll of 20, the design is flawed but the danger will not be discovered until after the object is built.

Etiquette: PC's with this skill are familiar with the typical manners of formal interaction - at least as they relate to the culture in the campaign world. They know what fanfares are required to greet royal visitors, how to seat the lords and ladies at a table, how to organize the reception line, and how everyone is to be addressed. None of these tasks require a NWP check.

When dealing with a foreign or completely unknown culture, they must pass NWP checks to correctly gauge the required etiquette. The check should be modified, +2 if the foreigners are the same race as the PC, +1 or more if they have had some time to observe the foreigners.

PC's with the empathy trait gain a +2 bonus to their rating with this NWP.

Falconry: This is most properly the Animal Training (Falcon) NWP. A PC with this NWP is an expert in training and handling falcons, enabling them to teach them tricks and tasks (This NWP also allows the training of hawks at a -1 penalty. Owls are a separate NWP and can be trained at a -2).

A PC can teach a falcon 2d4 (2-8) tricks or tasks in any combination. It takes 2d6 weeks to teach the falcon a trick, 3 months for a task. At the end of a training period, they make a NWP check. If the check succeeds, the falcon has learned the trick or task. If the check fails, the falcon is incapable of learning more.

If not using falconry training equipment, the success roll required for training is penalized by -2.

Fast-Talking (DM): Fast-talk is the art of distraction and conning. If a successful NWP check is made, the fast-talker is able to get away with whatever scam they are attempting. Mod's are based on the Inte and Wis of the target, as shown below. The DM may also introduce mod's according to the difficulty or plausibility of what they are attempting.

Fast-Talking Mod's					
Targets	Inte or Wis	Mod	Targets	Inte or Wis	Mod
3 or less		N/A	16-17		+2
4-5		-3	18		+3
6-8		-1	19		+5
9-12		0	20+		N/A
13-15		+1			

Mod's are cumulative. Targets of Inte or a Wis of 3 or less are so dim that attempts fail. Targets with Inte or Wis of 20 or more are impervious to fast-talking.

Fire-Building: A PC with this NWP can build a fire in 1d20 minutes, as long as there is dry wood and some small bits of tinder. Add another d20 minutes for each of these factors: the wood (or tinder) is wet, it's raining or foggy, or the winds are strong. A NWP check is required if conditions are bad and they are forced to work without shelter.

Fishing: A PC with this NWP knows how to catch fish with hook and line, net, spear and if really lucky, with their bare hands (-4 to the check). If fish are present in a body of water, a successful NWP check means they have caught something.

To determine the amount of fish caught subtract the die roll from their Wis and multiply that by the factor listed below.

Quality of Fishing Spot	Multiplier
Poor	1/2
Average	1
Good	2

Poor: Swamp, bog or shallow creek.
Average: Slow-running stream or river; moderately deep pond or lake; shore of body of water (as opposed to the center); sunny area in warm weather, shaded area in cool weather.
Good: Rapid-running stream or river; deep pond or lake, center of body of water (as opposed to shore), shaded area in warm weather, sunny area in cool weather.

Folk Lore: PC's with this NWP are well versed in the fables, myths, rumors, and legends of 1 geographic area (Sword Coast, Moonsea, Dalelands, Cormyr, etc.) unlike the local history NWP, which only deals with facts. Folklore can be true, or not.

Folklore can be used also to deduce very vague information about the inhabitants (both civilized and monstrous) of the chosen area in terms of history (what tales are told, what is remembered), religion (what the folklore explains or which god is responsible), and culture (how the tale is told, who are the foes in folk tales)

If they also have local history for the same geographic area, both NWP's gain a +1 mod when attempting to gain information in that area.

Foraging (DM): By using this NWP, a PC can search a wilderness area to locate a small amount of a desired material, such as a branch suitable for carving into a bow, enough kindling to start a fire, a medicinal herb, or a component required for a spell. The PC must spend 2-8 (2d4) hours searching, and the material must theoretically be available in the area being searched (for instance an icicle isn't available in the desert, nor dry kindling on the ocean floor).

The DM doesn't confirm if the material sought is actually available until after they have searched for the designated period. If the DM decides the material isn't in the area, no NWP check is necessary; they merely reveal that the search was in vain.

If the DM decides the material is indeed available, a successful NWP check means they have found what they have been looking for. As a rule of thumb, they locate no more than a handful of the desired material, though the DM may make exceptions (if searching for a few leaves of a particular herb, they may instead find an entire field).

If the check fails, the material isn't found. The PC may search a different area, requiring another 2-8 hours and a new NWP check.

Forgery (DM): This NWP indicates a skill at creating false documents, mimicking the handwriting of others, and detecting forgeries. No check is required if they are simply trying to duplicate a style of writing - the issuing of an anonymous military decree, for example.

PC's trying to duplicate the signatures of specific individuals must see those signatures; the DM rolls the NWP checks secretly to see if the forgeries are successful.

If a PC writes a longer message in a specific hand, the DM rolls the check with a -2 mod. The DM should also roll the check if a PC seeks to determine if another document is a forgery. On a 20, they make the wrong assumption; whereas a failure with less than 20 means that they are not sure of the truth or falsehood of the sample.

Foreign Adaptation: After gaining at least 1 lvl while influenced by a foreign environment (and purchasing this NWP), who PC has become adept at moving and functioning within it. Any other types of listed MV override this one (such as swimming).

Additionally they have regained use of basic abilities, sub-abilities and NWP's. Any other types of listed MV override this one (such as swimming). Racial, class and combat abilities are not affected by this NWP. This ability may be taken multiple times for each type of environment.

Fortune Telling (DM): This NWP covers knowledge of a variety of methods of divination - all of them fake. The PC with Fortune Telling is familiar with numerous devices and methods, such as tarot cards, palm reading, interpreting the flight of sparrows or the arrangement of a sacrificed animal's entrails, and so forth - or at least they are familiar enough with these practices to make it appear that they are an authentic soothsayer. (If fortune telling can make accurate predictions in the DM's campaign, this NWP does not necessarily enable them to do so; it confers no magical powers.) The PC makes up the prediction they wish to tell.

A successful NWP check indicates that their customer or client believes the fortune they told to be authentic. If the check fails, the sham is discovered in some way, or the prediction is simply not believed.

The same mod's described for fast-talking are applied. If the number, secretly chosen by the DM before the die is rolled, comes up, the event that they predicted actually comes true!

Fungi Recognition: Although they prefer not to, PC's sometimes have to survive on a diet of fungi. They would rather use these as supplements to their regular diet, but when times are hard, or when involved in an extended underground expedition, it is useful to be able to tell edible fungi from the poisonous or unwholesome varieties.

Approximately 50% of underground fungi are poisonous. They may cause an upset stomach or be so poisonous they cause death. It is impossible to harvest edible fungi without the fungi identification NWP.

If they have plenty of light and an opportunity to study the fungus in question closely for 10 minutes, no NWP check is required. If they are unable to see the fungus properly, often the case when using darkvision, or have to make a hasty decision about edibility, a NWP check must be made.

Gaming: A PC with this NWP is familiar with all manner of gambling games. A successful NWP check means they will win a given game being played with NPC's - although cumulative negative mod's should be assigned for each NPC with the gaming NWP.

Subtract 1 for each proficient NPC, with -2 for those with higher than basic gaming expertise.

The PC might try to cheat, which confers a +3 to the gaming NWP score and requires a check.

If the NWP check rolled is a 20, they get caught cheating, even if no NPC's have the gaming NWP. Add 1 to this spread for each NPC with gaming NWP - i.e., if 2 others have this skill, the cheater will be caught on an 18-20.

Gem-Cutting: A PC with this NWP each day can work 1d10 uncut stones into finished gems. The worker needs good light and an assortment of chisels, hammers, and hard cutting blades.

The gem cutter can do decent work without a NWP check; the stones cut will be valued in the typical range for that type of gem. However, if the cutter seeks to do a unique and very high quality job, a NWP check is called for. Failure means the stone is destroyed, but success results in a gem of double the usual value.

A dwarf with this NWP may cut 2d8 gems/day instead of 1d10. The PC also has a greater chance of increasing the value of a gem. If a PC rolls a 1 during cutting (1 & 2 for dwarves), they increase the value of the gem to the next most valuable class.

Glassblowing: A PC skilled at this trade can manufacture all kinds of glass containers, jars, or bottles. Creating symmetrical or precise pieces requires a NWP check, but if a PC is making items for usefulness instead of decoration, they can produce about 10 small containers, 5 medium containers, or 2 large ones in a day's work. The PC must have access to a specialized glazier's workshop and furnace in order to make use of this skill.

Haggling: A successful roll allows the PC to buy an item at 10% less than its asked price (or 10% over the base price if selling); a roll of 4 or less means a 25% change. A roll of 19 or 20 means the other party is outraged by the last offer and refuses to negotiate further.

DM's might require that this be role-played; naturally charming PC's should have an edge, while PC's who are arrogant or simply demand the 'right' price may blow it on any die roll. May be used for a single item/object purchase at PC creation.

Healing: PC's with this NWP can perform first aid on fresh wounds and can supervise the recovery of themselves and others.

If they tend a wound on the round immediately after it is inflicted, a successful NWP check means that 1d3 points of dmg have been restored (up to max dmg inflicted the previous round). If they tend a wound within 1 hour of its infliction, they can heal 1 point with a successful check. No PC can benefit from this NWP more than 1x/day.

This NWP can also help with long-term healing, granting a +1 HP to over-night healing rates, +3 for those who are being treated with bed rest, up to 4 individuals.

This NWP coupled with herbalism also helps with resisting poison and disease.

Heraldry: These PC's are familiar with the heraldic symbols of their own lands, and those of neighboring lands. The PC's can make NWP checks when confronted with unusual or rare symbols; success means that they can identify the symbols. A PC with the obscure knowledge trait gains a +2 bonus to the use of this NWP.

Herbalism (DM): This skill indicates that a PC is familiar with the uses of natural plant products for good and ill. If a PC spends a day searching the woods, and makes a successful NWP check, enough herbs, fungi, roots, leaves, pollen, and pulp has been gleaned for 2d6 doses.

The most common use of these herbs is as an aid to healing; 1 dose of herbs can be used in conjunction with the healing NWP (by the herbalist or another healer).

This dose adds +1 point to the wounds cured by a successful healing NWP check. Even if the healing check fails, the herbs still restore the 1 HP. With no healing NWP, the herbs can still be used, but the herbalist needs to roll a successful check to restore the 1 HP.

The herbs also can be used to create a poison, either ingested or injected. A single use of poison requires 2 doses of herbs. The lethality/effects of the poison (paralysis, unconsciousness, delusions, etc.) must be worked out with the DM.

This NWP coupled with healing helps with resisting poison and disease by granting a 2nd saving throw.

Hunting: The hunting NWP allows a PC to find game and get reasonably close to it. The actual kill is handled using rolls to hit and for dmg. Hunting is a NWP that always requires a successful NWP check when it is used.

If the check is successful, the hunter will reach a position within $1d100 \times 3 + 300'$ of the quarry. Generally it will take about 2-12 daylight hours to reach this position, though an abundance or scarcity of game can decrease or increase this time at the DM's option. Night hunting might be possible for PC's with darkvision.

The hunter also possesses a basic skill at removing skin from an animal, and butchering the carcass into usable meat. These tasks require no checks.

The following table indicates the number of rations provided by various sizes of game animals. The number before the slash is the normal amount gained, the number following is the amount gained if they also make a successful Animal Rending NWP check.

Size of Animal	# of Rations*
Small	1-2 / 2-3
Medium	3-4 / 4-6
Large	5-8 / 8-12
Huge	9-15 / 15-25

*A ration feeds an average small adult for 2 days, medium for 1 day, large for 1/2 a day and an average huge adult for 1/4 a day.

Hypnotism: With this NWP, the PC can hypnotize another PC, placing them into a relaxed state in which they are susceptible to suggestions. The subject must be willing and must know they are being hypnotized.

Only human, demihuman, and humanoid PC's may be hypnotized, and the hypnotist and subject must be able to understand one another's language.

It takes about 5 minutes to hypnotize someone in a reasonably calm or peaceful environment. Once hypnotized, the subject is willing to do almost anything that isn't very dangerous or against their alignment. However, a hypnotized subject can be fooled into thinking their doing one thing when they actually doing something else. Hypnotism can have the following effects:

- A PC can be induced to remember things they have forgotten by reliving a frightening or distant event.
- A PC can be made calm and unafraid in the face of a specific situation that they have been prepared for, gaining a +2 bonus to saving throws versus fear effects or morale checks or gain a +2 for phobia checks.
- A PC can be cured of a bad habit or addiction (but not of curses, physical diseases, or magical afflictions.)



Intrigues at the Gala

Hypnotism can't increase a PC's attributes, give them skills they do not normally possess, let them do things that are beyond their capabilities, or give them information they couldn't possibly know. As a guideline for adjudicating effects, the hypnotism NWP is substantially weaker than magical commands or directions, such as *charm person*, *command*, or *hypnotism*. Spells magically compel a person to obey the caster's will; a well-phrased hypnotic command is nothing more than a strong suggestion.

Information Gathering (DM): This NWP represents the ability to gather information from the underworld, most commonly about roguish "jobs" and PC's.

A PC with this NWP, in appropriate circumstances, will be aware of any major rumors circulating among the lowlife of an area; and with a successful NWP check, specific information about a person or place can be gathered. (The DM must decide how specific the information is.)

The following mod's may adjust the NWP check:

- PC's' reaction adj's (based on Cha) should benefit or penalize the roll, assuming contact with people is involved in the search.
- Thieves' guild members receive a bonus of +2, because they are assumed to have more and better-informed contacts than freelancers. Also, their "territory" (below) is considered to be that of the guild, not just their own area of operation.
- This NWP depends on a network of informants and contacts, they will be at a disadvantage trying to use it in an area other than their own territory. "Territory" refers to their regular base of operations—a town, a neighborhood in a city, or a whole province or countryside. Outside this territory they do not hear rumors automatically (a normal check is required), and gathering specific information suffers a penalty of at least -3. The DM may make it greater in truly foreign areas, due to greater differences in language, culture or race.

Inquisitor: Inquisitors are experts in arguing the canon of their faith with others. They are well-versed in every doctrine of their faith, and know every rule and observance by heart.

A PC with this NWP can cross-examine subject who claims to follow their religion, to see if it is truly so.

Whereas the religion NWP grants knowledge of other religions, the inquisitor NWP focuses on 1 religion only, and all of its tenets, history, and legends.

This includes an understanding, though not an acceptance, of any splinter faiths of that religion.

Intimidation: This is a talent for bending people to your will by scaring the living daylights out of them. NPC's who are intimidated are quite likely to do what they're told, out of fear.

On the negative side, they are also very likely to harbor much resentment against them that intimidates them. The NPC's will keep their resentment hidden - until the 1st chance to avenge their pride arises.

Intimidation may be attempted with 1 of 2 abilities: Str or Cha. If Str is used, they are threatening immediate, personal bodily harm. If Cha is used, the intimidation consists of more subtle threats, which need not be physical. If successful, the NPC is convinced that they are ready and capable of making their life miserable - if not immediately, then in the near future.

PC's are never forced to submit to intimidation, as this would detract from their freedom to role-play.

Investigation (DM): This is the art of discovering the truth through careful examination of a problem or situation. A PC with this skill is familiar with the process of interviewing or interrogating witnesses, searching scenes for clues or information, and the general execution of a logical and thorough investigation. PC's who are associated with the local government may be called upon to solve common crimes against the state, while other PC's may be inquisitors or theological investigators.

The DM may allow them to attempt a NWP check when they are missing an obvious line of inquiry or step of deductive reasoning, although this should be a rare use of this ability.

An investigation NWP check can also be used to discover clues at the scene of a crime or to extract information from a witness or suspect.

Jousting: This NWP includes the manners, behavior, rules and flair needed to impress an audience.

Should a PC win a match, their stylish performance favorably impresses the audience.

Audience members with a special interest in the match (such as royalty, gamblers, or potential paramours) who later encounter the joust modify their reaction rolls by +2. If they win several matches in a tournament, the bonus doesn't rise above +2.

If they later lose a match or two in the same tournament, they still earn the bonus. However, if the joust has an especially disastrous day - say, if they follow a winning joust with a long string of losses - the audience may dismiss the win as a fluke, and the bonus may be lost.

Juggling (DM): A PC with this NWP can juggle up to 3 small objects without a NWP check. Additional objects can be added, but a check is required; use a -1 mod for each item beyond the 4th.

Checks are also required for spectacular feats, such as juggling lighted torches or whirling scimitars, with failure meaning that 1d4 items are dropped. The potential for dmg or disaster is left to the DM.

This skill is primarily useful for entertainment or diversions, though PC's with the juggling NWP have a chance to catch small objects - such as darts or daggers - that are thrown at them.

They must be facing the source of the attack to make such an attempt, and must make a NWP check with a -2 mod. Failure means they are automatically hit by the thrown objects.

Jumping*: The PC has unusual abilities to jump across distances, leap incredible heights, and vault with a pole. PC's, with a MV of 12 or more, using the jumping NWP can perform a running broad jump of 20' without a NWP check; a jump of more than 20' requires a check, with a -1 mod for each 1' beyond 20. The PC can do a standing broad jump of 8' without a check; longer jumps require NWP checks with the same penalties.

The PC can high jump 4' without a check, higher obstacles require a check, with a -1 mod forever" 6" of additional height. If jumping from a standing start, the beginning height is 3', not 4'.

PC's, with a MV of less than 12, are limited in their jumping ability. For these PC's, the basic distances in each category are reduced to 75% of the listed amount—e.g. 15' instead of 20 for the broad jump.

A vaulting pole must be at least as tall as the PC using it, but no more than 2X as tall. The PC can vault over obstacles up to the height of the pole. If the obstacles are within 2' of the pole's length, however, they must make a NWP check.

The vaulter can also jump across a space no more than 1 1/2 the width of the pole's length. If the gap is greater than the length of the pole, a NWP check is required.

PC's without jumping can only do 1/4 as well. Each Size category beyond Medium adds 2.5' to maximum distances.

Law: A PC with this NWP is thoroughly familiar with the legal system of their homeland and is skilled in representing cases before judges, officers, nobles, and magistrates. This is a working knowledge of the law, as opposed to the theoretical knowledge of the sage area of study.

With a successful NWP check, they can build a strong defense for a person accused of a crime; if the judge or jury are fair-minded and honest, they stand an excellent chance of winning their client's case. Of course, corrupt or intimidated officials can still deliver unjust verdicts despite their best efforts.

Leadership: A PC with this NWP has a commanding manner that makes others of their own kind inclined to respond favorably. The PC adds their lvl to their Cha score when determining reaction adj's.

This reaction bonus is only in effect when they deal with people from their Homeland/Region.

Leather Working: The PC with this skill can skin animals, tan leather, and work that leather into clothing, armor, backpacks and saddlebags, harnesses, etc. These tasks are automatic successes, but the leather worker will have to make a NWP check when attempting unusual jobs - making a leather patch for a boat hull, for example, or making a usable tent of scraps of hide.

Librarian: This NWP allows much knowledge on the proper handling, care, and filing of tomes. If a Librarian wishes to find a tome in a filing system they are familiar with, no roll is required.

An unfamiliar filing system requires a NWP check, while a library that has no standardized classification system calls for a check at -3.

The handling of brittle tomes is best left to a Librarian. A NWP check allows them to handle brittle pages without further dmg to rare, ancient tomes.

In addition, Librarians are experts at quick research, and can skim any book they could normally read at 2-4 (1d3+1) times the speed it would take the average person to read the tome. Because one is actually only looking for key words and ideas, one cannot skim one's spells to decrease memorization time, but it does not reduce spell research time.

The skill assumes that the Librarian speaks the language that the books are written in, or has some similar method to discern the contents of the book or piece of information they are looking for.

Local History: The PC knows all about the background of a specific area in the campaign world and can use this knowledge to entertain and enlighten others, gaining a +2 bonus to the reaction rolls of NPC's from that area. If a specific question comes up - the identity of a knight's banner seen in the distance, for example - they can make a NWP check, with success indicating the correct tidbit of information. A PC with the obscure knowledge trait gains a +3 bonus to the NWP rating.

Locksmithing: This is the specialized skill of making locks. It is treated like other "craft" NWP's when checking for success. Also, thieves with this NWP gain a 10% bonus to their lockpicking skill, because they are intimately familiar with the internal structure and working of so many locks.

Besides troubleshooters, dwarf and gnome thieves of any kit can take the locksmithing NWP to fill 1 slot, because of the tradition of craftsmanship and mechanical things in their culture.

Looting (DM): This NWP represents a knack for grabbing the best loot in the shortest time. For instance, a cat burglar breaks into a room in a wealthy mansion. The PC has about 2 minutes to fill their backpack, so that they can escape before guards are summoned by magical alarms.

If their NWP check succeeds, they are able to recognize and stuff into their pack the most valuable combination of items that is feasible, given their limitations of time and space.

Meditation (DM): The meditation NWP allows a bonus +1 to Inte or Wis checks (PC's choice) for a single task if the task follows an hour of meditation.

The method of meditating varies from person to person, but it cannot be performed if involved in any action or MV and cannot be done if sleeping. For some, it involves measured breathing while in lotus position - for others, it means puffing silently on a pipe while watching the clouds.

It is up to the PC and DM to come up with an appropriate meditation method.

Mental Resistance: Through lengthy training and iron discipline, a PC with this NWP prepares themselves to resist magical assaults on their mind. The PC receives a +1 bonus to their saving throws against attacks of this nature, if the attack normally allows a saving throw.

Generally, this includes any attack form that a PC's magical attack adj bonus for their Wis score might affect, including mind affecting spells, *charm* or *fear* powers of monsters that allow the subject a saving throw.

Mining (DM): A PC with the mining NWP can select the site of a mine and supervise its excavation and operation. Mining NWP checks are best made for a PC by the DM, since they will not learn for some time whether their suppositions about a potential mine were accurate.

A NWP is needed to site and supervise the operations of any mine. 1st, they can attempt to determine what types of ores or gems can be found in a given area.

To do this, they must spend at least a week searching a 4-square-mile area. The DM may rule that more area must be searched to find anything of value and may thus increase the amount of time required. At the end of the search, they can say what is likely to be found in this area. After this, they can site the mine.

On a successful NWP check (made secretly by the DM), they have found a good site to begin mining for any minerals that may be in the area. The check does not guarantee a successful mine, only that a particular site is the best choice in a given area. The DM must determine what minerals, if any, are to be found in the region of the mine. On a failed check, they only think they have found a good site. Much effort is spent before they are proved wrong, of course.

Once the mine is in operation, a PC with mining NWP must remain on site to supervise all work. Although this is a steady job, most PC's will find it better to hire an NPC for this purpose.

Modern Languages: The PC has learned 1 or more languages, other than their native tongue, that are contemporary to the campaign world. For each additional CP spent on modern Languages, they can speak 1 additional language.

Known languages are:

Language	Typical Speakers
Aboleth	Aboleth's
Abyssal (Infernal)	Teifling's, Demons, Devils
Aquan (Undersea Common)	Water-based creatures
Armandish	Armandi
Auran (Avian Common)	Air-based creatures
Avolakias	Avolakia
Beholder	Beholders
Blink Dog	Blink Dog's
Boggle	Boggles
Celestial	Aasimar's, celestial outsiders
Clockwork	Automons
Common	Humans, halflings, half-elves, half-orcs
Dark one	Dark ones
Demodand	Demodands
Desmodu	Desmodu
Draconic	Kobolds, troglodytes, lizard folk, dragons
Druidic	Druids (only)
Dwarven*	Dwarves
Elven*	Elves

Language	Typical Speakers
Giant	Ogres, giants, trolls, ettin's
Githyanki/Githzerai	Githyanki, Githzerai
Gnomish*	Gnomes
Goblin	Goblins, hobgoblins, bugbears
Gnoll	Gnolls
Grimlock	Grimlock's
Halfling	Halflings
Ibixian	Ibixian's
Ignan	Fire-based creatures
Illumian	Illumians
Kaortis	Kaorti
Kenku	Kenku's
Khen-zai (Soundprint)	Ethergaunts, joystealers
Kuo-toan	Kuo-toan's
Loxo	Loxo's
Lumi	Lumi
Malaugrym	Malaugrym
Mongrel (Pidgin)	Mongrelfolk
Nerras	Nerra
Nishruu	Nishruus
Nycter	Nycter
Odopis	Odopis
Orcish	Orcs
Runehounds	Runehounds
Sahuagin	Sahuagin's
Slaad	Slaadi
Sporebats	Sporebats
Stonesingers	Stonesingers
Susurrus	Susurrus'
Sylvan	Dryads, brownies, leprechauns, centaurs, satyr's, pixies
Terran	Xorns and other earth-based creatures
Thri-kreen	Thri-kreen
Treant	Treant's
Undercommon	Drow, Deep Dwarves, Deep Gnomes
Varrangoins	Varrangoin
Windsong	Windblades
Worg	Worg's
Yuan-ti	Yuan-ti
Zern	Zern's

* Various sub-races and regions have their own dialects but their basis of language is common enough that it is still understandable to make basic communication possible, with a successful NWP check using mod's listed below, within the context of the language

Situation	Mod
Different Region (Near/close)	-1
Different Region (Distant – Medium)	-2
Different Region (Distant – Far)	-3
Different Sub-race (Same Topography)	-1
Different Sub-race (Different Topography)	-2

Monster Lore (DM): The PC has learned the legends, lore and history of monsters. The knowledge is vague and possibly incorrect. However, the knowledge acquired possibly gives them a helpful clue to a newly encountered monster. The clue could be the name of the creature, special ability of the creature, way of defeating the creature, or other interesting tidbit of information. The check mod is based on the frequency of the monster (i.e. the likelihood the creature is encountered).

Frequency (Typical CR)	Mod
Common (<1-10)	-1
Uncommon (11-20)	-2
Rare (21-25)	-3
Very rare (26-30)	-4
Unique (31+)	Requires a roll of a 1 or 2

Because the knowledge is based on legends and lore's, the information may be exaggerated or even incorrect.

Mountaineering (DM): A PC with this NWP is skilled in the use of hammer and pitons (spikes) to secure a route up a mountainside. The PC also knows how to use the rope and brackets that can link a party of climbers.

A proficient PC can make a route across a steep section of rocks, and by the use of ropes allow other, non-proficient PC's to follow.

No NWP check is required unless the DM declares that a route is very perilous - steeply pitched, with few hand- and foot-holds, and those that exist are tiny or loose.

If a PC connected to the mountaineer by rope falls, the mountaineering PC can make a NWP check; success means that the other's fall has been arrested.

Failure means that the other PC's continue to fall, and failure by a roll of 20 means that the mountaineer is pulled down, too.

PC's with the mountaineering NWP add their NWP rating to their percentage chance of climbing any surface; this includes thieves using climb walls special ability.

Musical Instrument: The PC can play a specific type of musical instrument, adding an extra instrument for every CP expended on this NWP after its initial purchase. The skill enables them to play the instrument very well, though a NWP check might be required when attempting a very difficult piece.

Bards know how to play 1 portable instrument automatically. When purchasing this NWP and for each additional CP a bard spends, 2 (not 1) additional instruments can be learned.

Navigation (DM): PC's with the navigation NWP know how to fix their locations on the seas and oceans of the campaign world by observing celestial clues. PC's with a sextant (not necessarily available in all campaigns) and a compass, and who can see the stars or observe a sunrise or sunset, will know where they are - no NWP check is necessary. Such a skilled PC can navigate across entire oceans without becoming lost, though bad weather can obscure the celestial clues and blow a vessel far off course.

If a PC does not have the proper tools (or Direction Sense), or is forced to work with only a general idea of direction, fog obscures the sunset, the DM should secretly make the NWP check. Success means they are reasonably accurate in plotting the day's course.

Failure means an off course error that varies by the extent of the failure - a roll of 20 has them going practically the exact opposite direction!

Necrology (DM): A PC with this skill is well versed in the lore of undead creatures. This NWP may be used to help determine the probable lairs, dining habits, and history of such creatures (no ability check needed). Whenever a PC with this skill confronts an undead, they may be able to specifically identify the creature (discerning between a ghast and a common ghoul, for instance). In addition, providing the PC makes another successful ability check, they recall the creature's specific weaknesses and natural defenses or immunity.

At the DM's discretion, a failed ability check (in either of these cases) will reveal misleading or even completely erroneous information which may actually strengthen or otherwise benefit the undead.

Netherworld Knowledge (DM): With this NWP, a PC learns about the cosmology and organization of the multiverse, focusing primarily on the ultimate destination of spirits after death: the Outer Planes.

In addition, the PC learns about behavior of the dangerous creatures that inhabit the nether regions, including such fiends as the tanar'ri and the baatezu.

As with necrology (which applies exclusively to undead), netherworld knowledge can reveal the specific weaknesses and natural immunity of beings from the Outer Planes. The NWP can also be used to classify the exact type of extraplanar creature encountered. Both of these abilities require an ability check, however.

Observation (DM): PC's with this NWP have cultivated exceptional powers of observation. The DM may ask for a NWP check anytime there is something subtly wrong or unusual in their environment.

For example, they may note the fact that the tools of a potter's shop are caked with a different kind of clay than that present in the workshop, or they might notice telltale marks of traffic that indicate the presence of a secret door.

The DM shouldn't let this become a substitute for alertness and good thinking on the part of the PC; if their picking up more than 1 or 2 clues a game session with this NWP, it's probably too many.

Observation grants a +1 to perception checks, and offsets all mods to the checks by half (0 if mod is a 1).

Omen Reading (DM): There are hundreds of myths and superstitions about the art of divination, or predicting the future through the reading of signs or indications. A PC with this NWP is skilled in a form of divination and knows the proper ceremonies and observances to use in order to obtain a valid reading.

The PC is also familiar with the various messages or indications that characterize a form of divination.

Omen readers use dozens of different methods for their auguries, including astrology, numerology, reading palms, examining animal entrails, casting bones, dice, or runes, and burning incense to observe the smoke, just to name a few. The exact nature of their expertise is up to them.

To use this NWP, the omen reader phrases a general question about a course of action, such as "Is this a good day to start our journey?," "Should we try to track the orcs to their lair, or wait for their next raid?," or "When will the dragon return?"

The DM then makes a NWP check in secret; if they fail, the DM can tell them that the signs were inconclusive, or make up a false answer for a spectacular failure (a natural 20 on the check, for instance).

If the omen reader succeeds, the DM can give them a vague answer based on their assessment of the situation. An omen is usually good, bad, or inconclusive, although an answer of "a day or 2" or "proceed, but with caution" is acceptable as well.

Omens aren't guaranteed; if a party ignores a bad omen, they might succeed in their task anyway. An omen is nothing more than the DM's best guess about a course of action.

Performing the ceremony of reading an omen requires an hour or more. Special tools or supplies, such as rune sticks, may be necessary depending on their favored form of omen reading.

Some superstitious or primitive cultures may place a great deal of weight on omen reading, and a skilled diviner may be held in high regard by these people.

Oratory (DM): This is the power to move other people with words and emotion. By captivating an audience, the PC can convince them of the rightness of their words through force of will and dramatic speaking.

PC's with this skill can attempt to proselytize (seek converts) among small audiences by proclaiming the glories of their faith and the dangers of nonbelief, but they must pass their check by a margin of 4 or more to win any long-lasting converts.

A convert will listen to their suggestions or ideas, but won't necessarily become a follower or hireling of the PC.

The DM can decide how any group of listeners is likely to be affected by their exhortations. If they're inclined to be hostile or are preparing to attack them, there's very little they can say to change their minds.

However, if they pass a NWP check, they may be able to modify an encounter reaction check by 1 category—hostile to indifferent, or indifferent to friendly, for example. Optionally, they may be able to encourage the crowd to take a specific action that they're inclined to perform anyway.

If an angry crowd wants to see an important prisoner freed because it's rumored they were convicted wrongly, a PC with oratory may be able to push them into storming the jail or convince them to give up and go home.

If they present an especially moving argument or speech, the NWP check is made with a +1 to +4 bonus.

Orienteering: This is the ability to keep one's bearings on roadless, trackless land. Proficient PC's will not get lost as long as they can either see the sky or have the use of a compass. This means that they can maintain track of a given direction, keeping themselves and their companions traveling in a straight line.

PC's that possess a map and sky/compass can track their direction of travel can arrive at specific points - towns, ferry crossings, bridges, monuments, wells, springs, etc. - without NWP checks.

If the map is slightly erroneous, or lacking in crucial details, or they do not have a compass (or Direction Sense) they will have to make successful NWP checks to accurately arrive at a specific point.

This check can be modified for increased difficulty based on poor weather or major problems with the map.

Painting: A PC with this NWP is skilled at rendering images with oil, brush, and canvas.

The artist can create reasonable portrayals of people, landscapes, and monsters, and they possesses a knowledge of perspective, shading, and composition. If this NWP is coupled with the artistic talent trait, they receive +2 to their base painting score and can create stunningly realistic works, capable of stirring reactions in observers—and perhaps worth gold to wealthy NPC's.

Papermaking: A PC with this skill knows how to manufacture paper. This can be an invaluable skill for a PC, since paper may be fairly rare in many campaign settings. Rag pulp, bark, linen, hemp, and wood were all used to make paper in medieval times.

The material is pounded or pressed flat and treated with various chemical compounds to bind and strengthen it. At the DM's option, they may also be familiar with the manufacture of parchment and vellum.

Parchment is finely scraped animal skin, treated with lime and other chemicals; vellum is unusually supple and smooth parchment taken from very young animals.

A PC that makes their own paper can reduce the costs of manufacturing a spell book by 50%, although this requires 1 to 2 weeks of time and a suitable work area. Normally, a traveling spell book costs 100 GP/page, and a standard spell book costs 50 GP/page.

If they have the bookbinding NWP and bind the book themselves, the cost of the book is reduced by 75% altogether.

Persuasion: Unlike oratory, which relies on emotion and rhetoric, the art of persuasion is built around intelligent arguments and personal charm.

A PC with this NWP is able to present especially cogent arguments and explanations in conversation with an individual or small group.

With a successful NWP check, they can convince them to take moderate actions they may be considering already; for example, they may convince city guards to leave without making arrests if a brawl's already finished by the time they get there, or they may convince a court official that they need an audience with the king. If their thoughts and arguments are eloquent and acute, the check is made with a +1 to +4 bonus.

Pest Control (DM): This NWP is used to maintain a keep, stronghold, dungeon, etc.; free of pests like rats, carrion crawlers, jermalaines, kobolds, and other small creatures. Similar to the set snares NWP, it is concerned with catching underground pests and does not use snares.

Traps are set to trigger metal cages, drop nets, or iron doors that shut off individual tunnel sections. Spring traps or small deadfalls may be rigged (dmg 1d6 maximum) using this NWP. There is no -4 mod when using pest control to trap larger creatures.

Only thief PC's may use this NWP to rig larger traps suitable for human or orc sized creatures. These traps may include x-bows, larger deadfalls, and spiked springboards.

A PC with this NWP does not have the ability to make the items required for these devices, they can only set the traps and their triggers.

A NWP check must be rolled when the trap is set. A failed NWP check means that the trap will fail to operate. It may not have been set properly, was poorly concealed, or it was too small or too large for the creature to trigger.

Setting a trap takes 1 hour and they must have the proper equipment and materials with them.

PC's with the animal lore NWP gain a +2 bonus when attempting to set traps to catch animal pests.

Poetry: NWP in poetry includes the skills of reciting poetry and judging its quality. It also indicates that the PC has a repertoire of poems memorized for recital at any time. No NWP check is required for a normal recital.

If they can read and write, original poems can be written. A successful NWP check indicates that the poem is of above average quality.

Pottery: The PC can create ceramic vessels - jars, bottles, plates, bowls, etc. - of whatever type are in use in the campaign world. A serviceable piece of crockery can be made without a NWP check. If they attempt to make a fine quality piece, it will take about 3 days for an average sized object - and a successful NWP check. Failure means the object is useless; success indicates the degree of excellence, with a roll of 1 indicating that they have created a work of unique value.

A PC with the artistic talent trait gains a +2 to the pottery NWP rating. Masterpieces of pottery are sculpted by these talented PC's.

Prestidigitation: This is the art of street magic or sleight of hand, the trade of the magician. The PC is skilled at concealing or manipulating small items and familiar with such tricks as pulling a coin from a child's ear, separating 2 joined rings, or causing a pigeon or rabbit to vanish. For the most part, nothing more than manual dexterity and showmanship are required, and any kind of PC may learn prestidigitation.

While true spellcasters have little time for these parlor tricks, many apprentices practice with their *cantrips* by duplicating these feats. A PC with a *cantrip* spell handy can really manipulate a small object by briefly *levitating* it, *teleport* something small from 1 hand to the other, or use a tiny dimensional pocket to make an object disappear or seem to contain something it shouldn't.

There is no particular game effect for prestidigitation, although it is a form of entertainment and can earn a them dinner with a good performance, or possibly distract or fool an NPC under very limited circumstances.

For example, a PC trying to conceal a wand or precious gem from a robber searching them at knifepoint might be able to hide the item with a successful NWP check.

Reading/Writing: The PC is literate in a language that is contemporary to the campaign world, provided that they can speak it (see the modern languages NWP), for each additional CP spent on reading/writing, they are literate in 1 additional recommended racial language all others cost normal price unless detailed otherwise.

Reading Lips: PC's possessing this NWP have a chance to understand the speech of those they can see but not hear. The speaker must be clearly visible, less than 30' away, and well illuminated - PC's cannot lip-read with darkvision.

If the speaker is addressing the lip reader and intends to be understood, no NWP check is necessary. If lip readers attempt to "overhear" speech not directed to them, NWP checks are required. Success means the gist of the words come through. The trait of empathy adds +2 to checks using this skill.

Religion: A PC with this NWP is familiar with the basic tenets of the major and minor faiths practiced in the campaign world.

Observing an act of religious significance - a blessing of warriors before battle, for example - means they understand the importance of the ritual without a NWP check. Checks are required to understand the activities of unique or foreign religions. Additional CP's spent on this NWP can expand a PC's knowledge to include other religions, or can increase the lvl of detailed knowledge about the faiths already studied.

Research: A PC with this skill is well versed in the theory and application of spell research. The PC is familiar with the use of libraries, laboratories, and other resources, and also has a good grasp of the fundamental processes of experimentation and problem solving. With a successful NWP check, they gain a +5% bonus to their success roll when researching a new spell and only requires 1/2 the usual amount of time to perform spell research or determine the process necessary to manufacture a particular magical item. However, the amount of money spent on research remains the same because they are expending the same amount of books and supplies.

Rested Napping: This NWP lets the PC receive the benefits of a full night's rest from 1 hour nap. The PC must make a NWP check before going to sleep.

If the check succeeds, they awaken in an hour, fully refreshed; they recover the same amount of lost HP's as if they had rested for 8 hours. If the check fails, they remain asleep, awakening as usual. The PC may use this NWP only 1x/week, regardless whether it fails or succeeds.

This NWP is not effective for purposes of spell memorization.

Riding, Airborne and Riding, Land-based: Those skilled in land-based riding are proficient in the art of riding and handling horses or other types of ground mounts. When the NWP slot is filled, the PC must declare which type of mount they are proficient in. Possibilities include griffons, unicorns, dire wolves, and virtually any creatures used as mounts by humans, demihumans, or humanoids.

A PC with riding NWP can perform all of the following feats. Some of them are automatic, while others require a NWP check for success.

- The PC can vault onto a saddle whenever the horse or other mount is standing still, even when they are wearing armor. This does not require a NWP check. The PC must make a check, however, if they wish to get the mount moving during the same round in which they land in its saddle. The PC must also make a NWP check if they attempt to vault onto the saddle of a moving mount. Failure indicates that they fall to the ground - presumably quite embarrassed.
- The PC can spur their steed on to great speeds, adding 6'/round to the animal's MV rate for up to 4 turns. This requires a NWP check each turn to see if the mount can be pushed this hard. If the initial check fails, no further attempts may be made, but the mount can move normally. If the 2nd or subsequent check fails, the mount immediately slows to a walk, and they must dismount and lead the animal for a turn. In any event, after 4 turns of racing, the steed must be walked by its dismounted rider for 1 turn.
- The PC can urge the mount to jump tall obstacles or leap across gaps. No check is required if the obstacle is less than 3' tall or the gap is less than 12' wide. If they want to roll a NWP check, the mount can be urged to leap obstacles up to 7' high, or jump across gaps up to 30' wide. Success means that the mount has made the jump. Failure indicates that it balks, and they must make another NWP check to see whether they retain their seat or fall to the ground.
- The PC can guide their mount with their knees, enabling them to use weapons that require 2 hands (such as bows and two-handed swords) while mounted. This feat does not require a NWP check unless they take dmg while so riding. In this case, a check is required and failure means that they fall to the ground and sustain an additional 1d6 points of dmg.
- The PC can drop down and hang alongside the steed, using it as a shield against attack. The PC cannot make an attack or wear armor while performing this feat. The PC's AC is increased by 6 while this maneuver is performed. Any attacks that would have struck their normal AC are considered to have struck the mount instead. No NWP check is required.

- The PC can leap from the back of their steed to the ground and make a melee attack against any PC or creature within 10' or they may dismount within 10' of the mount as a 1 space move equivalent in lieu of the normal two space move required to dismount for untrained riders. For the leaping attack, the PC must roll a successful NWP check with a -4 penalty to succeed. On a failed roll, they fail to land on their feet, falling clumsily to the ground, and suffers 1d3 points of dmg.

Additionally PC's can add +2 to their NWP score in either category of riding if they possess the trait of animal empathy, and +1 if they have the additional NWP in animal training. These mod's are cumulative.

Riding, Sea-Based: This NWP allows the PC to handle a particular species of sea-based mount. The type of mount must be specified when the NWP is acquired. The PC may spend additional slots to handle other species.

In addition to riding the mount, the NWP enables them to do the following:

- When the mount is on the surface of the water, the PC can leap onto its back and spur it to move in the same round. No NWP check is required.
- The PC can spur the mount to great speeds. If an initial NWP check fails, the mount resists moving faster than normal. Otherwise, the mount begins to move up to 2d6'/round beyond its normal rate. NWP checks must be made every 5 rounds. So long as the checks succeed, the mount continues to move at the faster rate for up to 2 turns. After the mount moves at this accelerated rate for 2 turns, its rate then drops to 2/3 of its normal rate. It can move no faster than 2/3 of its normal rate until allowed to rest for a full hour. If the 2nd or any subsequent check fails, the mount's MV drops to 1/2 its normal rate. It continues to move at this 1/2-speed rate until allowed to rest for an hour.
- The PC can urge the mount to leap over obstacles in the water that are less than 3' high and 5' across (in the direction of the jump). No NWP check is required. Greater jumps require a NWP check, with bonuses or penalties assigned by the DM according to the height and breadth of the obstacle and the type and size of mount. Failure means the mount balks; an immediate 2nd check determines if they stay on the mount or fall off.
- If a sea-based mount on the surface of the water is attacked, it will normally submerge unless it makes a successful morale roll. If the morale roll fails, the rider can command the mount to re-surface by making a successful NWP check. If the check fails, the rider can attempt another check each round thereafter, so long as they are physically able. While submerged with the mount and attempting to force it to surface, the rider risks drowning. Because their exerting themselves, the number of rounds the rider can hold their breath is equal to 1/2 their Con score.

Rope Use (DM): A PC with this NWP can tie knots of all kinds without a NWP check. The PC adds +2 to all mountaineering NWP checks and also gains +10% to climbing chances if the climb involves a rope.

If they are tied up with ropes, or seeks to untie a permanent knot, a NWP check is required. Success means that the bonds or knots come undone in 2d6 minutes.

Running: PC's can add 1/3 their normal top speed to their MV rates for up to 1 turn. After this, they must spend a turn resting, or 6 turns engaged in normal activity before they can sprint again.

Also, PC's can jog steadily, moving at twice their normal MV rates over the course of a day (not for the full day, they still are limited to normal running rules). 8 hours of rest is mandatory after such a day.

Following rest, they can make NWP checks. Success means they can run normally during the upcoming day; failure indicates they cannot use the running ability that day (they can still run as normal though).

Sage Knowledge (DM): This NWP represents a specialized area of knowledge or learning. A PC with this skill is a fully qualified sage in the area of study chosen and is capable of answering questions concerning the topic after some time spent researching.

A sage requires an excellent library as a resource—at least 50 to 100 books, costing no less than 10,000 GP altogether. Naturally, a PC may be able to strike a deal with a university, monastery, or wizard's guild hall in order to gain access to their library.

In addition to their ability to perform sage research, their high lvl of learning allows them to make field observations or attempt to come up with knowledge off the top of their head. For example, a sage who studies botany may attempt a NWP check in order to identify a particular plant, while one who studies toxicology may be able to identify a poison by its symptoms in a victim.

These on-the-spot observations should be limited to information any expert could reasonably come up with in the field—identifying a common gemstone is one thing for a geologist, but making a guess about the electrical conductivity of quartz crystal or the enchantments of a magical gem is a different matter entirely.

Purchasing this NWP at its base cost of 4 CP's gives the sage a broad overview of the area of study in question, allowing them to answer general or specific questions in the field.

For 2 CP's they may add another area of study or become an expert in 1 particular aspect of the topic. For example, a botanist may spend another slot to specialize in moss and lichens, ferns, or all plants found in a particular climate or ecosystem.

This detailed knowledge allows them to attempt to answer exacting questions in the field. The fields of study available to a sage include:

- **Alchemy:** This is the study of magical chemistry, especially as it applies to elemental transmutations and potions, oils, and magical compounds or solvents. Unlike the NWP of alchemy, the sage knowledge of alchemy concentrates on theories and principals, not on the practical day-to-day manufacture of specific compounds and substances. A PC with the alchemy NWP gains a +2 bonus to their NWP rating in this area of sage knowledge.
- **Architecture:** This is the study of the development, theories and styles of architecture. (The architecture NWP, on the other hand, represents the practical execution of workable building plans.) A PC with this field of study can attempt to identify the age, origins, and general purpose of ruined buildings or structures.



Haggling for that Special Something

- **Art:** The PC is familiar with the great works of the past as well as the works of the best contemporary artists. If they specialize in 1 particular art form (sculpture, paintings, ornamental pottery, etc.) they are able to identify works of the masters, spot fakes, and appraise pieces for sale value.
- **Astrology:** This is the history and theoretical background of astrology, not the actual art of prediction. Someone with the astrology NWP knows that Planet X passing in front of Constellation Y means trouble, but a PC knows why that's a sign of ill fortune. In addition, the PC has the ability to perform historical astrology by working backwards to determine the stars' and planet's alignments for thousands of years in the past. An expert in this field may be familiar with the constellations and beliefs of vanished or dead cultures.
- **Astronomy:** For the astrologer, planets and constellations are representations of greater powers. The astronomer, on the other hand, assigns no characteristics or indications to these heavenly bodies, and instead concentrates on studying their movements in the skies. The PC can predict eclipses, anticipate the return of comets or meteor showers, and answer questions about the locations or predicted locations of various planets or other bodies in the skies.
- **Botany:** This is the study of plants, ranging from simple cataloguing and observation to detailed studies of life-cycles and ecologies. Areas of specialization include simple plants, water plants, grasses and brush, flowering plants, domesticated plants, plant diseases, and ecological systems such as rain forest, tundra, prairie, etc.
- **Cartography:** Cartography is the art of map-making. A PC who specializes in this field knows where to find maps for any given region or area, knows how to interpret maps using various forms of notation, and can attempt to solve or complete encrypted or partial maps. A successful proficiency check, while using a map, reduces the chance of becoming lost by 30%.
- **Chemistry:** While alchemy focuses on the study of magical substances, chemistry concentrates on the study of the properties of mundane substances. Note that a PC with the alchemy NWP is assumed to use a fair amount of mundane chemistry to produce acids, solvents, and pyrotechnic substances.
- **Cryptography:** This is the study of codes, ciphers, and puzzles. A PC with skill in cryptography can attempt to break codes or solve written puzzles with time and study.
- **Engineering:** The PC is familiar with the science of building devices, engines, and structures. Sage knowledge of engineering provides a +2 bonus to their NWP score in engineering, if they have both NWP's. The PC can specialize in small machines, large machines (water wheels, etc.), siege engineering, fortifications, bridges and roads, or buildings.
- **Folklore:** The PC studies legends and folk tales. By spending another NWP slot, they can specialize in the folklore of a particular culture or region.

- **Genealogy:** This is the study of lines of descent. A PC with this skill knows research techniques and sources for tracing family trees and is also familiar with the histories of the important royal and noble families.
- **Geography:** A PC with this knowledge has learned about lands and cultures of the world. The PC knows principles of cartography, topography, climatology, sociology & can identify individuals/artifacts from other lands. A successful proficiency check, while using a map, reduces the chance of becoming lost by 30%.
- **Geology:** Geology is the study of landforms, rock, and the physical makeup of the earth. A PC with knowledge in this area can add a +2 bonus to their rating in the mining NWP and can attempt a NWP check to identify various sorts of gemstones or precious minerals.
- **Heraldry:** Coats of arms, banners, flags, and standards are all emblazoned with heraldic designs. A PC with this skill is familiar with the evolution of heraldry and the significance of various symbols and colors. The PC can identify common coats of arms on sight and knows where to research obscure or unknown devices. This area of knowledge adds a +2 bonus to a PC's heraldry NWP score.
- **History:** A PC with this skill has an excellent grasp of history and the historical methods. Unlike a PC with the ancient or local history NWP's, a PC with this skill is a generalist, but they can be considered an expert on a particular era or culture by spending an additional slot to specialize. Whether or not the historian knows something off the top of their head doesn't matter—they know exactly where to look when they need to find out the details of a person's life or an important event. Skill in this field of knowledge provides a +2 bonus to their NWP score in ancient history or local history.
- **Languages:** A PC with a modern language NWP knows how to speak a 2nd language, and a PC with an ancient languages NWP knows how to read a 2nd language, but a PC who specializes in languages is concerned with the study of the language itself—grammar, syntax and constructs, and vocabulary and word origin. The PC's expertise is limited to 1 particular tongue, but for each additional slot the linguist may add another language to their field of expertise. This knowledge adds a +2 bonus to the linguist's rating in any modern or ancient language NWP's they possesses.
- **Law:** A PC with this field of study is an expert on matters of law. The PC is familiar with any national constitutions or charters, the origin and history of the law, and important matters of precedent. The PC can examine contracts, warrants, orders, or decrees and determine if there is a way to enforce or avoid them.
- **Mathematics:** The study of abstract or theoretical mathematics may seem unusual in a fantasy setting, but it dates back thousands of years in our own world; the ancient Greeks laid the groundwork for geometry, while algebra was a pastime of Islamic scholars and nobles before the European Renaissance. A dimensionalist gains a +2 bonus on their NWP rating in this area of study.
- **Medicine:** A PC with this skill studies both the history and development of medicine, as well as current methods and treatments. This provides them with a +2 bonus to their healing NWP score. In addition, they may be able to come up with treatments for nonmagical diseases or injuries.
- **Meteorology:** This is the study of weather and weather patterns. A PC with this skill knows historical records and prediction methods. In the field, their knowledge of weather provides a +2 bonus to any weather sense NWP checks they make.
- **Music:** The PC knows the theory and notation systems of music and has studied the works of the great masters. The PC can attempt to identify unknown pieces or decipher musical puzzles.
- **Myconology:** Myconology is the study of fungi. A myconologist can identify samples of fungus, mold, or spores. The PC is familiar with dangerous or monstrous varieties as well and may be able to spot these in the wild before they or their companions come to harm. The PC's knowledge of mushrooms and molds gives them a +2 bonus to herbalism NWP checks.
- **Oceanography:** A PC with this skill studies the ocean, including weather, marine biology, navigation and charting, and undersea topography. An oceanographer may be able to explain unusual phenomena at sea or discover the location of wrecks or other sites of interest. A successful proficiency check, while using a navigation chart, reduces the chance of becoming lost by 30%.
- **Philosophy:** The study of philosophy is the study of logic, ethics, aesthetics, and metaphysics (for game purposes, anyway), a PC with expertise in this field is conversant with the great thinkers and arguments of their race or culture.
- **Physics:** In most campaigns, the study of physics centers around mechanics and thermodynamics; some of the more advanced fields of study simply haven't been invented yet.
- **Planes, Inner:** Most individuals in a campaign have little to no knowledge of worlds beyond the one in which they live, but a PC with expertise in this field is familiar with the characteristics and properties of the Ethereal Plane and the various Elemental Planes beyond that. The PC understands how the Inner Planes are aligned and how the multiverse is put together. If they spend an additional slot to specialize, they can be an expert on a particular plane, capable of answering exacting questions on the topic.
- **Planes, Outer:** The great religions of a campaign tend to disseminate a very limited view of the multiverse, centering on the home of their deity and that of their deity's principal foes. A PC who studies this field has a general understanding with the general arrangement of all the Outer Planes and the characteristics of the Astral Plane. For an additional slot, they can specialize in a particular plane, learning the general properties of its layers, its chief inhabitants and domains, and other important details.
- **School of Magic:** A PC with expertise in a school of magic is familiar with the important theories, works, and great mages of that field. By engaging in research and passing a NWP check, the PC could identify spells or magical items belonging to the school by the item's general effects or appearance. For example, if they was a student of the school of force, they could identify a *wand of force* or *beads of force* as if they were trying to answer a specific question. If the PC is also a wizard, they gain a +5% bonus to their chance to learn spells from the school in question. A specialist wizard gains a +2 to their score in this NWP if the school of magic is their own specialty.

- **Sociology:** This is the study of social structures, customs, mores, and ways of life. The PC is also acquainted with past societies and their customs.
- **Theology:** A PC with expertise in this area is conversant with the tenets and beliefs of most major religions, gaining a +2 bonus to their religion NWP check. In addition, they study the theory and lore surrounding the powers and boundaries of the gods themselves. With research, a theologian can determine what a particular god might or might not be capable of doing.
- **Toxicology:** This is the study of poisons, both natural and artificial. A PC with expertise in toxicology can identify poisons both from samples and from examining the symptoms of a poisoned victim. A PC gains a +1 to any healing NWP check dealing with poisons.
- **Zoology:** Zoology is the study of animals. A PC who acquires knowledge in this area has a good overall grasp of the science of zoology, and in addition, they are considered a specialist in 1 general class of animals or monsters. Each additional slot they spend on this NWP adds 1 more type or class to their expertise. Classes of animals available include birds, reptiles, mammals, fish, amphibians, insects, amorphous monsters (slimes, jellies, and molds), aquatic monsters, insectile monsters, reptilian monsters, mammalian monsters, hybrid monsters (griffins, perytons, etc.), and any other reasonable class or grouping the DM allows. A zoologist can identify common species in the field with a successful NWP check and may be able to predict behavior or capabilities based on their knowledge of the creature in question.

Scribe: Before printing came into common use, professional scribes created books by copying manuscripts. Even after printing presses were in widespread use, scribes were in demand for their calligraphy and the quality of their illuminated (or illustrated) pages. A PC with this NWP is familiar with a scribe's techniques for preparing pages and working both swiftly and accurately. This is an invaluable skill for a wizard; with a successful NWP check, they gain a +5% bonus to any rolls they must make in order to copy or transcribe a spell into their spell book or onto a scroll.

Sculpting: The PC with this NWP can render realistic objects out of stone and clay. A high lvl of sculpting NWP, coupled with the artistic talent trait, means they can create statues, statuettes, busts, and objects of rare/valuable beauty.

Seamanship: These PC's are trained to help operate galleys and sailing ships. They can row, hang rigging, steer a helm, patch canvas, and repair hulls (with tar or pitch). This NWP does not allow PC's to navigate.

The captain of a vessel, who presumably possesses this skill at a high lvl, must make NWP checks to avoid certain hazards of the sea. Such a seaman might take the ship into a reef lined bay with no difficulty if a local pilot is there to act as a guide. But if the captain has to pick a path through coastal breakers, a failed check might mean a bump on the bottom of the hull, or that the ship has run aground. Bad weather and treacherous currents can penalize these NWP checks, while fair breezes and superb visibility should convey positive mod's.

Set Snares (DM): A PC with this skill can place small traps and snares along a game trail - a useful aid to gaining food in a non-civilized setting.

Given proper materials - supple branches, bowstring or heavy thread - they can make 2 snares in an hour without a NWP check. The PC can check the snares after 8 hours, rolling a NWP check for each.

These checks can be modified by +2 if they have the animal lore NWP, and an additional +2 for the animal empathy trait.

Success means that a small animal, such as a rabbit or partridge, has been snared. The checks can be modified up or down by the DM, to reflect the population of animals in the area.

The PC can create a larger snare, such as a pit trap, by making a NWP check. A '8' deep '6' square pit requires at least 8 hours to make if the ground is soft and a decent shovel is available.

Rocky ground, larger pits, and makeshift equipment can increase this time dramatically. Whether anything falls into the large pit is a matter of the DM's interpretation and generosity.

Sign Language: Sign language permits silent communication with anyone who sees and understands the signals. The maximum range is usually line of sight in a lit area, or the extent of the receiver's darkvision. Sign may be an extensive language capable of handling long conversations, or simply a means of communicating a few easy to understand phrases such as "attack," "orcs behind the rock," or "you three move left." A NWP check is made when speaking or interpreting sign.

The +2 bonus should only be used when giving short, easily recognized commands. More detailed signals require a -1 mod (cumulative with mod's identified below).

Dwarves, elves, gnomes and halflings each have individual sign language that is common to their respective sub-races and are affected by the same mod's listed for Modern Language. Drow have their own exclusive sign language that is not taught to any other race that is only affected by regional mod's under Modern Language, drow sign language is as detailed and expressive as spoken language, always implying a -1 mod.

Signaling (DM): This NWP gives the PC the ability to send messages over long distances. The PC must designate their preferred method for signaling. Typical methods include smoke signals, whistling, waving flags, drums, or reflecting mirrors.

For each additional slot spent, they may choose an additional method.

Because signaling is essentially a language, messages of reasonable complexity can be communicated. A practiced signaler can transmit as many as 10 words/combat round.

To interpret the signal, the recipient must be able to see or hear it. The PC must also have the signaling NWP and know the same signaling method as the sender.

To send a message and have it understood, both the signaler and the recipient must make successful NWP checks. If they fail their roll, the message is distorted; the message can be sent again in the following round, and NWP checks may be attempted again. If both checks fail, or if either PC rolls a natural 20, an incorrect message was sent and received; the message has the opposite of the intended meaning. PC's without the signaling NWP, and PC's that have the NWP but use different signaling methods, can't understand the signals.

Signaling (Underground) (DM): This signaling NWP allows a PC to send messages underground using sound. To send a signal, tap on a section of wall with a rock, hammer, or a piece of metal. The sound will echo through rock to a distance of 1d4 miles.

The sound transmitted by this NWP resembles Morse code and it may be used to send extensive messages or short commands and instructions.

To send a message, roll a NWP check. If successful, the message transmits as desired. If not, the message may be only partially understood or complete nonsense. It may even convey a meaning contrary to the message sent.

Successful transmission of a message is no guarantee that it will be understood by the receiving end and NWP checks are required to correctly interpret the message. It is possible to fail to understand an incorrectly sent signal, yet still infer a message from it, one very different from what was intended.

Singing: The PC knows and can perform the many types of songs, including some that involve complex or difficult notes. All songs common to their society will be familiar. Rare, archaic, or unusual songs will be known with a NWP check. Also, PC's who have had a chance to hear an unknown song can perform it (-2 mod, +1 for each time after the 1st that it is heard).

The PC can compose their own songs, including choral works, with a successful NWP check. If they also have the Music/Singing Talent, they can add +2 to their base score.

Skating: This NWP allows the PC to move up to twice normal land speed on open ice (such as a large frozen lake) or normal speeds on other-than open ice. Those not proficient with skating can only move 1/4 their speed and must make a Dex check at 1/2 each round to keep from falling (a natural roll of 20 indicates a critical type injury).

Skiing: This NWP allows the PC to move up to twice normal land speed on open slopes or normal speeds on object (trees or rocks) covered or mogul laced slopes. Those not proficient with skiing can only move 1/2 their speed and must make a Dex check at 1/2 each round to keep from falling (a natural roll of 20 indicates a critical type injury).

Slow Respiration: A PC with this NWP has the ability to enter a deep trance and reduce the amount of air they need to stay alive. To induce the trance, they must be in a restful position, either sitting or lying down. After concentrating for 1 turn, pulse and breathing drop well below normal, so that breathing requires only 10% of the rate when resting.

The PC emerges from their trance at will, fully aware of anything that has occurred nearby.

Sleight of Hand: This NWP involves the art of legerdemain-tricking the eye and mind with the hand. The PC can do simple hand tricks, including making small items vanish, pulling flowers from a sleeve, and so forth. A PC may perform these simple tricks without a NWP check.

If they want to impress an audience with their skills, or if they are performing for a less than hospitable group, a NWP check is required. Additionally, this NWP adds +5% to the Thief's Pick Pockets score.

Smelting: The smelting NWP is closely tied to the Mining NWP. With this NWP a smelter can be used.

Soothsaying (DM): This NWP gives the PC a limited ability to see into the future. When they acquire the NWP, they must select a soothsaying technique. Possibilities include casting pebbles on the ground, snapping a branch and checking the splintered wood, studying the wrinkles on a subject's face, examining the entrails of an animal, or gazing at the stars. Once they select a technique, they can't change it. To use this NWP, they must employ their technique; for instance, if their technique involves gazing at the stars, they can't make a soothsaying attempt during the day.

If they can employ their technique, they may pose a single yes-or-no question. The question must relate to an event occurring within the next 30 days. Among the acceptable questions: "Will we find treasure in the dragon's cave?" "Will our leader survive until the next full moon?" "Are these mushrooms safe to eat?"

The DM makes a NWP check in secret. If the check fails, they receive no information. If the check succeeds, the DM answers the question honestly; if the DM isn't sure of the correct answer, they may say that the outcome is uncertain.

If they asked a question that the DM wishes to remain unanswered-for instance, they may not want them to know that the dragon's cave contains treasure-they may decline to give them any information, even if the check succeeds.

On a natural roll of 20, the DM gives them a horribly incorrect answer. A PC may use this NWP 1x/week, regardless of whether the check succeeds or fails.

Sound Analysis: This NWP allows a PC to gauge the size of underground areas by generating noise and analyzing the echoes that return. Using this skill, they can calculate distances up to 1 mile, and determine sound direction.

To use sound analysis, they must work in absolute silence. The sound created must have a sharp, staccato quality. A howl or wail is ineffective, but a clicking sound, or loud "hey" works well.

The PC must make a NWP check. If the check is successful, they have correctly analyzed the size of the area in question to within plus or minus 25% of its height, width, and length. If the check fails, the echo has become garbled in its reverberations. No further attempts by them to analyze that area will succeed, though others with the NWP may try.

A NWP check of 5 or less means they have learned not only the size of the analyzed area, but other details as well: the number of branching side passages, whether there is a straight or wandering corridor, and whether or not water exists.

The disadvantage of this ability is that, while it is useful for learning about a completely unknown area, it announces them to all creatures in hearing range. They will certainly be prepared, and may go looking for the intruders.

Spellcraft: A PC with this NWP possesses significant knowledge about spellcasting. Observing or overhearing a spell being cast, or a getting a good look at the spell components, lets them make a NWP check. Success means the spell is recognized. Modify the check by +2 if they can both see and hear, and add another +2 if the spell components are spotted.

Wizards using this NWP gain +2 to checks made if the spell being studied is 1 from their own specialty or school. If the check is successful and the spellcaster has not cast a spell that round, they may attempt to counterspell or dispel the spell being cast. PC's with this NWP can also make checks to determine if an item is enchanted.

Magi and Sorcerers gain this NWP for free, and may use it as a free action with a successful Perception check.

Spelunking: A PC with this NWP has a thorough understanding of caves and underground passages, including their geology, formation, and hazards. The PC generally knows what natural hazards are possible and what general equipment a spelunking party should outfit itself with. A successful NWP check can reveal the following information:

- Determine, by studying cracks in the walls and pebbles on the floor, sniffing the air, etc., the likelihood of a cave-in, flash flood, or other natural hazard. This only works with respect to natural formations, and is negated if the natural formations have been shored up, bricked in, or otherwise tampered with.
- Estimate the time required to excavate a passage blocked with rubble.
- While exploring extensive underground caverns, a successful check reduces the chance of getting hopelessly lost when confronted by multiple unmarked passages, sinkholes, etc. to a maximum of 30%, assuming good lighting.

Spirit Lore (DM): A PC with the spirit lore NWP knows methods to contact spirits, deities, and extraplanar powers.

They can more easily communicate with these beings, gaining a +5% chance of success (no ability check necessary) when attempting divinatory spells such as augury, contact other plane, commune, divination, speak with dead, summon spirits, and so on.

This ability may also be used to contact the dead without resorting to magic (handy for low lvl PC's and individuals who do not know magic). Using pyromancy (divination by candles), tarot cards, and other mystical rites, the PC can ask questions of these powers as if using a summon spirit or speak with dead spell (no body required, and there is no applicable time limit).

Before beginning the contact, the PC must prepare for half an hour, making sure that the area has no spirits around to confuse readings. Contact with the dead is established if a successful check is made. A failed roll reveals nothing. If the roll is 10 more under the number needed, a specific spirit can be contacted.

A roll of four or more above the needed number (or a 20) reveals incorrect information, perhaps from an evil spirit.

The summoner can ask questions of these spirits, but the spirits are not obliged to answer. If annoyed, the spirits can sever the link at will. The questioner can ask 1d3 questions, plus one for every 2 CP's above the purchase for this NWP.

Contact may not be made more than once per day and is inadvisable more than once per week. The dead do not appreciate being disturbed and may take revenge. The DM can refer to the new 4th lvl spell summon spirits for more details about interacting with the dead.

Stonemasonry: A PC with this skill knows how to excavate stone from quarries, cut that stone into blocks, make bricks, mix mortar, lay stone or brick, and carve simple designs and symbols into stone. The mason can lay cobblestones or bricks for roads and courtyards, and the work can include small arches and cantilevered platforms.

None of these tasks require NWP checks. The PC's tools include hammers, chisels, trowels, block and tackle, plumb lines, shovels, and wedges. If fully equipped, a typical mason can build a wall, 10' long, 5' high and 1' thick, in 1 day - if the stone is already cut. The PC can erect walls, buildings, pillars, stone abutments for bridges, etc.

The PC can step up the work by making a NWP check. Also, if the stonemason doesn't have the benefit of the engineering NWP, checks must be made for wall sections higher than 10', and for structures involving arches or elaborate corners.

A dwarven PC receives a +2 bonus when taking this NWP.

Streetwise: A PC with Streetwise can survive on the streets of any town or city they quickly learn the good (and not so good) places to sleep and eat. The PC finds out about the dangerous alleys, the people to meet, and the people to avoid. Given a few hours on their own, they can gain bits and pieces of gossip and rumors, some of which may even be true.

Any time a PC is in a new city or town, they must make a NWP check to become streetwise, a process that usually takes 2 to 3 days. A NWP check is required for a PC to dig up a specific fact. If they are of a different race from the populace (e.g., a dwarf in a human city), there is a -2 penalty to the NWP checks.

Style Knowledge: A PC who has knowledge of this NWP can automatically identify a fighting style used by any person simply by watching them fight for 1 round or more. On a successful NWP check, they may identify the lvl of NWP of the style and weapon usage.

Survival (DM): A PC with this NWP has a basic knowledge of the dangers and challenges in a selected terrain: arctic, aquatic, desert, plains, swamp (glades & marsh), tropical or woodland (forest & jungle). Mountains are not usually a separate terrain type - a mountain range may be arctic, tropical, wooded, etc.

Survival skill means they have a good chance of finding food or water in that environment - if there is any to be found. The PC can roll a NWP check 1x/day for each category. Success means food, water, or shelter is found. Typically it will take 1d6 hours to find water, and 2d6 turns to forage enough food for 1 person.

A PC with this skill also understands the perils inherent in sudden storms and dangerous terrain features - avalanches, quicksand, sandstorms, and landslides, for example. The DM might allow a PC to roll a NWP check when 1 of these dangers appears on the horizon - success means they have noticed the menace.

Swimming: This useful NWP allows PC's to swim. PC's without this NWP are considered untrained swimmers, and they can do little more than hold their breath and float.

Proficient PC's can perform most swimming tasks without any checks (see Appendix: C).

For each CP added to this NWP after its initial purchase, swimmers can add 1 to their MV rates.

Tactics of Magic (DM): For many spellcasters, the principal use of their art is on the battlefield. Knowing which spell to employ at any given time and creating the greatest effect for one's effort is a skill that can be learned with practice and EXP.

A PC with the tactics of magic NWP can attempt a NWP check to gauge the range to a target, estimate how many enemies will be caught in a given area of effect, or determine whether or not they may be in danger of a rebounding *lightning bolt* or a *fireball* cast in too small a space.

In addition, a PC with this skill may recall subtle effects or interactions that are not immediately apparent.

For example, if they are about to cast *magic missile* at an enemy protected by a *shield* spell, the DM may allow them a NWP check to see if they suddenly recall that the *magic missile* will fail - especially if they also know *shield*, but have just forgotten about the special effects of the spell. However, if there's no way they could know of a special immunity or property of a monster, spell, or magical item, this NWP will not be of any help.

Tailoring: A PC with this NWP can sew garments out of all types of cloth - wool, cotton, silk, and well tanned leather being the most common in the typical campaign world.

The amount of time required for a job naturally varies by its complexity, but NWP checks are only required if the tailor is attempting to make something truly unique and spectacular - a coronation gown for the queen, perhaps.

The tailor can also make field repairs on clothing that has been dmg'd by the vagaries of adventuring. These repairs typically require NWP checks, with failure indicating that the patch will hold for only a very short time. A Halfling PC gains a +1 to this NWP rating.

Thaumaturgy: This is the art of the casting of magic, the study of the interaction of verbal, somatic, and material components in order to produce a desired effect. While all wizards have some degree of familiarity with this field of knowledge, a PC who becomes proficient in thaumaturgy has spent time studying the forms and practices of magic. This depth of knowledge gives the wizard a +5% bonus on their learn spell rolls after a successful NWP check has been made.

Tightrope Walking*: The PC with this NWP can balance on ropes, wires, slender beams, and other narrow, perilous surfaces. A typical MV rate is 60' a round, though an upward angle will slow this.

Ascents and descents of 45 degrees or more are not possible.

The PC does not require a NWP check if the surface is at least 4" wide. Narrower surfaces require checks, with failure indicating a fall. If walking on a flat surface more than an inch wide, they receive a +3 mod to the check. A balance pole adds another +2 mod, though high winds or a moving surface can contribute significant negatives.

If they make an attack or suffers dmg while balanced on a rope, a NWP check is required. Failure signals a fall. Subtract the number of points of dmg they suffered from the NWP rating when this check is made. Attacks made while on the rope suffer -5 penalties on attack rolls.

A PC walking on a tightrope has limited maneuverability and therefore does not gain an AC bonus for Dex.

Tracking (DM): PC's with tracking NWP are able to follow the trail of creatures and PC's across most types of terrain. Rangers gain a +5 bonus to their tracking rating.

PC's with the animal empathy trait gain +2 to their NWP score when tracking non-domesticated animals. PC's with the animal lore NWP gain +2 to their NWP rating when tracking animals-either wild or domesticated. In addition, other mod's are also applied to the attempt;

Tracking Mod's

Terrain	Mod
Soft or muddy ground	4
Thick brush, vines, or reeds	3
Occasional signs of passage, dust	2
Normal ground, wood floor	0
Rocky ground or shallow water	-10
Every 2 creatures in the group	1
Every 12 hours since trail was made	-1
Every hour of rain, snow, or sleet	-5
Poor lighting (moon or starlight)	-6
Tracked party attempts to hide trail	-5

The mod's are cumulative-total the mod's for all conditions that apply and combine that with the tracker's Wis score to get the modified chance to track.

For tracking to succeed, the creature tracked must leave some type of trail. Thus, it is virtually impossible to track flying or noncorporeal creatures. The DM may allow this in rare instances, but they should also assign substantial penalties to the attempt.

To track a creature, they must 1st find the trail. Indoors, the tracker must either have seen the creature, have eyewitness reports of its recent MV, or must have obvious evidence that the creature is in the area. If these conditions are met, a NWP check is rolled.

Success means a trail has been found. Failure means no trail has been found. Another attempt cannot be made until the above conditions are met again under different circumstances.

Once the trail is found, additional NWP checks are rolled for the following situations:

- The chance to track decreases (terrain, rain, creatures leaving the group, darkness, etc.).
- A 2nd track crosses the 1st.
- The party resumes tracking after a halt (to rest, eat, fight, etc.).

Once the tracker fails a NWP check, another check can be rolled after spending at least 1 hour searching the area for new signs. If this check is failed, no further attempts can be made. If several trackers are following a trail, a +1 bonus is added to the ability score of the most adept tracker for each additional tracker. Once they lose the trail, it is lost to all.

If the mod's lower the chance to track below 0 (for example, the mod's are -11 and their Wis is 10), the trail is totally lost to that PC and further tracking is impossible (even if the chance later improves).

Other PC's may be able to continue tracking, but that PC cannot. A tracking PC can also attempt to identify the type of creatures being followed and the approximate number by rolling a NWP check. All the normal tracking mod's apply.

One identifying check can be rolled each time a check is rolled to follow the trail.

A successful check identifies the creatures (provided they have some knowledge of that type of creature) and gives a rough estimate of their numbers. Just how accurate this estimate is depends on the DM.

When following a trail, the PC (and those with them) must slow down, the speed depending on their modified chance to track as follows;

MV While Tracking

Chance to Track	MV Rate
1-6	1/4 normal
7-14	1/2 normal
15 or greater	3/4 normal

Trailing (DM): Trailing resembles tracking, except tracking is associated chiefly with the wilderness, and trailing typically is used in major urban centers (i.e., cities and large towns). It is the talent of tailing someone - of keeping a certain distance or even catching up to them, though they may be attempting to blend into a crowd, or at least get lost in the confusion of a street full of people.

A NWP check is 1st made to see if they are able to trail without being noticed. If the person followed has the alertness NWP, then the PC suffers a -5 penalty.

If they are noticed, the person being followed may attempt to evade. To keep from losing the trail, the PC must make another NWP check. A mod from -3 to +3 (varying from 1st time in a foreign city to their home neighborhood) may be used, if the DM so chooses, to reflect how well the PC knows the area.

Warn the PC beforehand if you will apply mod's (though you needn't tell exactly what they are).

The DM should feel free to use situational mod's on these rolls. For example, if a street is relatively clear, the PC should get -1 or -2 on an attempt to follow unnoticed, but +1 or +2 if they have been seen and is chasing after their subject. The opposite numbers could be used for exceptionally crowded situations, or at night.

For any Trailing NWP roll, a -3 penalty applies if the person followed has the Trailing NWP as well (and, presumably, knows better how to foil the tricks of their own trade).

Trail Marking (DM): By notching trees, scattering pebbles, piling stones, and clipping weeds, the PC can mark a trail across most types of terrain. Providing they move at 2/3 their normal MV rate, they can mark a continuous trail as long as they like; however, the longer the trail, the less likely they will be able to follow it back.

A successful NWP check enables a backtracking PC to follow their own trail for a distance equal to their lvl in miles. If they fail a check, they lose the trail. For instance, assume a 3rd lvl PC marked a 12 mile trail. Their 1st successful NWP check enables them to follow this trail back 3 miles. A 2nd successful NWP check means they can follow the trail another 3 miles. The 3rd check fails, and they lose the trail; they have only been able to follow their trail for a total of 6 miles.

The tracking NWP isn't necessary to use the trail marking NWP. However, when a PC loses their own marked trail, they may still attempt to follow it using their tracking NWP.

Any other PC's with the tracking NWP may also attempt to follow a PC's marked trail, using the rules applicable to the tracking NWP.

A marked trail lasts unless it is obscured by precipitation, a forest fire, or the passage of time (an undisturbed trail marked in a forest should last for weeks, while an arctic trail may last less than a day during periods of heavy precipitation; the DM decides). A PC with the tracking NWP may still attempt to follow an obscured trail using the tracking rules.

Trail Signs: A PC with this NWP can read symbolic messages indicated by an arrangement of stones or other physical objects. The PC must designate the method of leaving messages preferred by their family, tribe, or culture. Typical methods include piling rocks, stacking branches, or building snow sculptures.

When they encounter such a message, they understand the meaning if they make a successful NWP check. ("A dragon dwells in these woods." "Eat the green berries for restored health.") The message is meaningless to PC's without the trail signs NWP. A PC with the trail signs NWP who uses methods other than the 1 encountered can try to read it at 1/2 the normal chance for success. This NWP can also be used to identify the cultural group or tribe that has left a specific trail sign.

Tumbling*: PC's with this NWP can roll, somersault, stand on their hands, flip forward and backward, and otherwise perform feats of acrobatics.

They can only perform tumbling feats if unencumbered or lightly encumbered, and armed with items no larger than the PC's size (i.e.: medium sized human or demihuman with a medium shield or medium weapon) and armor that provides no more of an AC bonus than Leather (if greater, no more bonus than the PC has for defense bonus for Dex).

Tumbling PC's can improve their AC by 4 on a given round if: they avoid attacks directed against them, win initiative, and elect not to attack that round. A tumbling PC can move up to 20', or remain in 1 place, during the course of this evasion.

In unarmed combat a PC with tumbling ability improves their attack rolls by +2.

The PC can attempt to dodge through obstacles or escape through narrow apertures, but successful NWP checks are required. If they topple from a height of 60' or less, a successful NWP check results in suffering only 1/2 dmg from the fall.

Undead Lore: A PC with this NWP is trained in the identification, powers, and vulnerabilities of undead monsters with a NWP check.

With a separate NWP check, they can recall specific tactics or weaknesses of a monster; for example, if confronted by a vampire, they may recall that a mirror, garlic, or holy symbol strongly presented can drive the monster away for a short time. How they use this information is up to them.

Underground Navigation (DM): A PC with this NWP can determine direction underground and the shortest route to the surface. By careful analysis of air currents and contents, a PC can even determine whether there are any pockets of poisonous gas in the air. A successful NWP check is required to use the NWP.

A PC with underground navigation has the chance of becoming lost reduced by 5%. Dwarves receive a +2 bonus to their mod, while surface races suffer a -2 to attempt to use this ability. A successful proficiency check, while using a map, reduces the chance of becoming lost by 30%..

Venom Handling (DM): A PC learns how to safely use both magical and mundane poisons. There is no danger of such a PC accidentally stabbing someone with a poisoned weapon.

Also, the PC can identify a poison and a possible antidote by visual inspection of the venom or its symptoms in a victim (with an ability check). In addition, a PC can identify naturally occurring animals, plants, or monsters that are poisonous (with an ability check). Any roll which fails by 4 or more results in a misidentification of both the poison and its antidote.

PC's with the animal handling, herbalism, and brewing NWP's may be able to manufacture poisons, with the type and cost determined by the DM. Time required, providing all of the components are personally harvested by the PC, is determined by the DM (base of 1d6 days for one dose of poison).

Magical poisons cannot be manufactured using this ability.

Ventriloquism: PC's using this skill can make others believe that sounds and voices are coming from somewhere else. Such a PC must pass a NWP check to deceive an audience.

This roll might be modified by some of these factors: the Inte of the listeners (+/-3); the distance from the ventriloquist to the apparent source of the sound (not more than 20'); the believability of the ventriloquist's words and sounds; whether the audience can observe the proficient PC; and the length of the ventriloquism display.

Veterinary Healing: The PC can attempt to heal all types of normal animals, following the same procedures described in the description of the healing NWP (returns 1-3 HP's if done within 1 round of wounding, once/creature/day; continued care can restore 1 HP/day during non-strenuous traveling for up to 6 creatures; gives a +2 to save vs. poison if treated for 5 rounds within a round after poisoning; diagnose disease, magical origins identified, natural diseases take mildest form and shortest duration).

Supernatural creatures (such as skeletons or ghouls) or creatures from another plane (such as aerial servants or xorn) cannot be treated with this NWP.

This NWP is not cumulative with the healing NWP - the 1st used will take precedence. The veterinary NWP can be used on humans, demihumans, and humanoids at 1/2 the normal chance for success, and the healing NWP works at 1/2 the normal chance for success on animals.

Voice Mimicry: Voice mimicry is the art of convincingly imitating the voices of other people. It is a very demanding skill, needing intense training of and practice with the vocal cords. For this reason it requires 2 NWP slots.

A PC with voice mimicry is able to imitate any accent they have heard. Success is automatic unless people who themselves speak in that accent are their listeners; in such a case, a NWP roll is required (with a +2 mod).

More difficult is the imitation of a specific person's voice. To do this, they must, of course, be familiar with the voice. A NWP check is needed to determine if the imitation is detected; mod's depend on how well the listeners know the voice that is being mimicked.

Success is of course certain if the listener is a stranger, someone who has never heard the original voice.

To fool an acquaintance, there is no mod; while fooling a friend of the subject is at -2, a close friend -5, and someone extremely close (e.g., parent or spouse - someone who has had close contact with the person for years) is at -7.

This ability is often used in conjunction with the disguise NWP. Which NWP must be checked 1st depends on whether they are seen or heard.

If the disguise 1st is successful, there is a +5 mod to the voice mimicry—the listeners have already accepted the appearance, so they are less likely to doubt the voice. If the disguise fails, it doesn't matter how good the voice imitation is. If the voice is successfully mimicked 1st, it gives a +1 mod to the disguise check.

Weaponsmithing (DM): This NWP allows a PC to create metal weapons. The DM has the time and material cost requirements for various types of weapons.

A PC who seeks to create a truly exceptional weapon, can make a NWP check after the item is completed. If the check fails, the weapon is useless, melted down for its bare metal; if the check succeeds, they have created a weapon that is worth 50% more than the typical example. These are the kinds of weapons selected for enchantment.

A dwarf weaponsmith is not only more skilled than a human one (Inte -1, instead of -3), but capable of producing weapons at a faster rate (produce the same quality at 3/4 the normal time). The costs remain the same.

Weaponsmithing, Crude (DM): This NWP allows the making simple weapons out of natural materials. This skill is found in those from a primitive, tribal, or savage background.

The crude weapons are limited to natural materials: stone, wood, bone, sinew, reed, and the like. Crude weapons take a certain amount of time to make. The DM may add additional primitive weapons to the basic list.

The chance for success is based on their Wis, with a -3 penalty. Any PC with the hunting NWP has a +3 bonus. The fashioner must be proficient in the use of the weapon.

If successful, the weapon can be used normally. If failed, the weapon is so badly flawed as to be useless. On a roll of 20, the weapon seems sound, but will break upon 1st use. On a roll of 1, the weapon has no chance of breaking except against a harder material.

Crude weapons check for breaking upon inflicting dmg; roll 1d6. Bone weapons break on a roll of 1 or 2, stone weapons break on a roll of 1.

Crude Weapon	Construction Time
Arrows	7/day
Axe, Battle	4 days
Axe, Hand	1 day
Axe, Throwing	6 days
Bow, Long*	15 days
Bow, Short	12 days
Dagger	2 days
Dart	3 day
Javelin	1 day
Knife	2 days
Quarterstaff	1 day
Spear	2 days
Staff Sling	3 days

* Seasoning the wood takes 1 year.

Weapon Improvisation (DM): With this NWP, the PC can improvise a weapon from natural materials. The PC must search the area for 1d6 rounds, then make a NWP check.

If the check fails, they find nothing useful; they may try again in a different area. If the check succeeds, they find an object that can be wielded as a club, such as a branch, a bone, or an icicle.

The improvised weapon inflicts 1d6+1 dmg. On a natural roll of 1 or 2, the object has jagged projections or is sufficiently heavy to cause an additional +2 points of dmg.

On a natural roll of 20, the improvised weapons shatters or splinters on its 1st use, causing no dmg; it's useless thereafter.

The DM may veto the use of this NWP in inappropriate environments, such as a barren plain or a snow-filled valley.

Likewise, they may impose penalties or bonuses to the check in areas where improvised weapons are exceptionally difficult or easy to find.

For example, a hill covered with stones might merit a +1 bonus; an empty plain might merit a -2 penalty.

Barbarians and rangers receive a +2 bonus when searching for improvised weapons.

Weather Knowledge/Sense (DM): A PC with this NWP has a knowledge of winds, humidity, clouds, and seasons and can accurately predict the immediate weather simply by looking at the sky. With a NWP check they can predict what will happen during the next 12 hours. Modify the check up to +/-6, with a 0 mod to predictions for the weather 6 hours ahead.

Weaving: A PC with this skill can weave yarn into cloth, and they can create tapestries, cloaks, and other large swaths from thread. The PC can spin wool into yarn with a spinning wheel, and they need a loom to artfully weave that yarn.

A PC with the artistic talent trait can use this skill to create exceptionally beautiful cloth. Halflings get a +1 bonus to their rating with this NWP.

Whistling/Humming: Almost anyone can whistle or hum. Those who take this NWP are exceptional whistlers and hummers. They can produce tunes as captivating as most songs. A person with this NWP is a true master whistler and hummer.

It is so easy to learn a new tune to whistle or hum that PC's

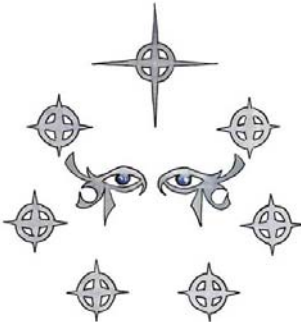
with this NWP can learn numerous tunes. In fact, if a NWP check is made, a whistler or hummer knows any particular tune in question. In addition, a PC with both this NWP and the animal lore NWP can mimic any bird call they have heard.

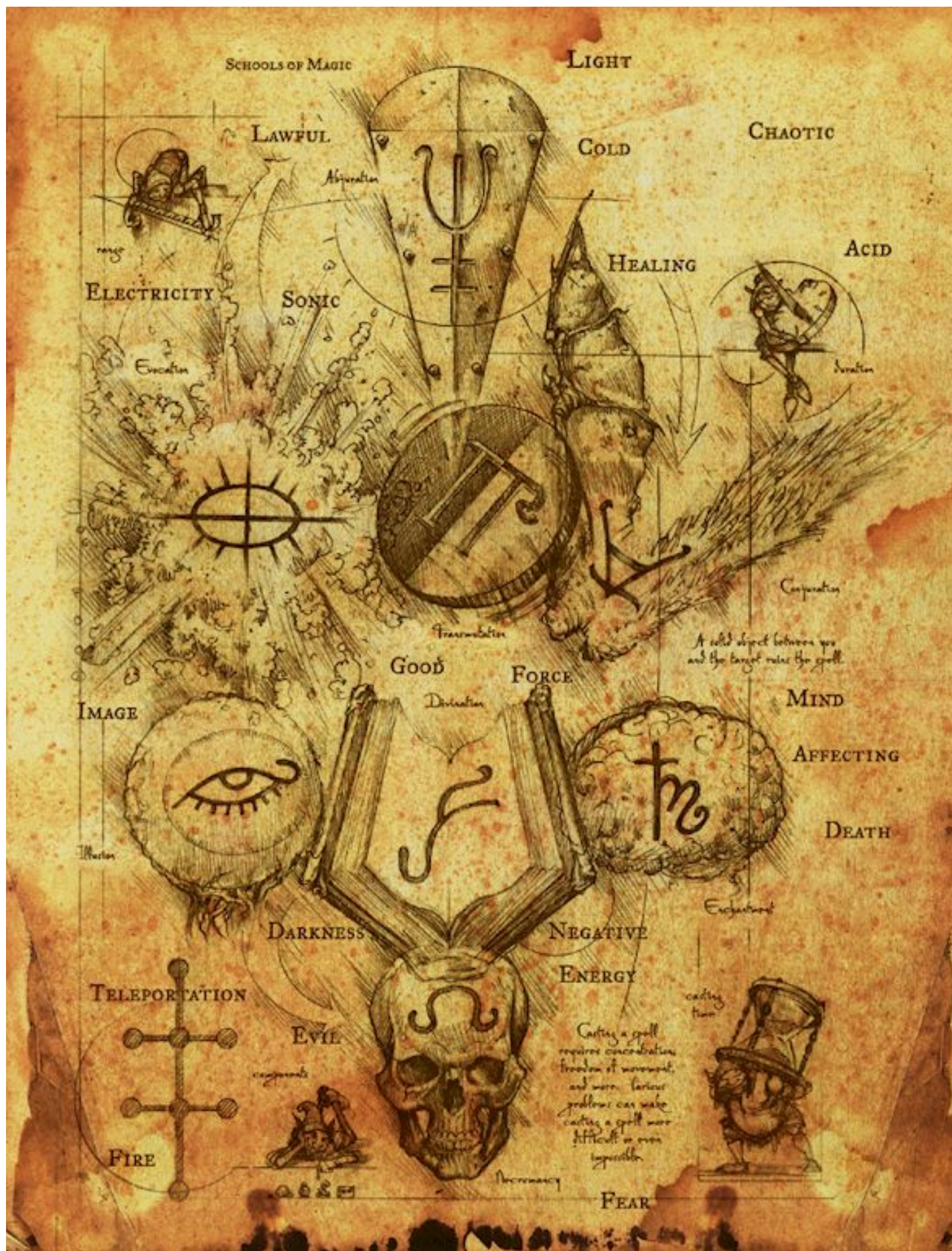
However, most adventurers do not take whistling just for the entertainment value. Instead, they are looking for its uses in communication. This communication is possible only among those who know this NWP. If both PC's succeed with their NWP checks, a single concept can be communicated. Some examples are "Go around to the side door," "I hear them coming," "Slowly reach out now, the guard doesn't see you."

(DM): Requires the DM to determine some aspect of the NWP
 (DM): Requires the DM to make the NWP check.

***Effects Of Armor On Acrobatic NWP's**

Skill	No Armor	Elfin Chain	Studded or Padded	Hide	Ring or Chain	Brigandine or Splint	Scale or Banded	Plate Mail	Full Plate
Broad jump, Running	+1'	—	-1/2'	-3'	-5'	-7'	-10'	-15'	-20'
High jump, Running	+1'	-1/2'	-1'	-2'	-4'	-8'	-10'	-20'	-18'
Broad jump, Standing	+1/2'	—	-1/2'	-2'	-3'	-4'	-5'	-7'	-10'
High jump, Standing	+1/4'	—	-1/2'	-1'	-2'	-2 1/2'	-2 1/2'	-3'	-3'
Pole vaulting	—	-1'	-1'	-3'	-5'	-8'	-10'	-12'	-15'
Tightrope Walking	—	-1	-1	-3	-5	-6	-8	-10	-12
Tumbling									
Defensive	+4	+4	+3	+1	+2	+1	0	0	0
Attack	+2	+2	+2	0	+1	+1	0	0	0
Falling	—	-1	—	-3	-5	-6	-8	-10	-12







Section 8: Traits & Disadvantages

Traits

Traits can be purchased at PC creation and in place of a racial ability purchase.

Trait	Cost	Ability
Allure	4	-
Alertness	2	Wis/Intu
Ambidexterity	2	-
Animal Empathy	4	Wis/Wil
Climate Sense	4	-
Double-Jointed	4	-
Empathy	4	-
Fast Healer	6	-
Glibness	4	Wis/Intu
Impersonation	5	-
Inherent Immunity/Cold	4	-
Inherent Immunity/Disease	5	-
Inherent Immunity/Electricity	4	-

Trait	Cost	Ability
Inherent Immunity/Heat	5	-
Inherent Immunity/Poison	6	-
Internal Compass	5	Wis/Intu
Keen Eyesight	5	Inte/Lea
Keen Hearing	5	-
Keen Smell	6	Wis/Intu
Keen Taste	4	-
Keen Touch	4	-
Light Sleeper	5	-
Lucky	6	-
Obscure Knowledge	4	-
Precise Memory	4	-

Trait Descriptions

Allure: This trait allows a PC to attract romantic attention from NPC's, at their option. The PC can conceal the trait any time, but when it is in effect it can modify the reaction rolls of NPC's who might be affected - perhaps by as much as +3. The trait is only effective if there is a reasonable chance of them drawing romantic attention from the NPC - at the very least the NPC must be of the opposite sex and of at least young adult age.

A PC with the allure trait can receive 1 henchman above the normal maximum - if at least 1 of the henchmen has a romantic interest, however unrequited and hopeless, with them. Elves can purchase this trait for 1 less CP than the listed amount.

Alertness: These PC's are blessed with a combination of peripheral vision, good hearing, and mental stamina that makes them very resistant to surprise. Such PC's receive a +1 bonus when the DM determines if the alert PC's and their party must roll for surprise.

Ambidexterity: This PC is equally skilled with the use of either hand. This trait carries over into training, so that they can use weapons, bear a shield, and perform acts of strength equally well with the right or left hand. The PC is good at the 2 weapon fighting style, reducing offhand mod's by 2.

Animal Empathy: The PC possesses an inherent ability to relate to animals. The PC will generally receive a positive reaction from domesticated animals, and can soothe the fears of captive wild animals with remarkable consistency. For example, with a successful Wis/Wil check, they can encourage a domesticated animal to approach, or silence a barking watchdog. The PC, as a rule, cannot persuade wild animals to lose their fear of humans. Also, the trait is useless if they attempt to deceive an animal into approaching for the cause of harming it - i.e. the cow won't be persuaded to walk over to the fence so that they can butcher it.

Climate Sense: This trait provides a PC with an innate sense of impending (within 1 hour) changes in the weather. The DM might require a Wis/Intu check before they can make the determination. Other circumstances may be obvious enough that they will know with certainty that the temperature will fall drastically, or that a tremendous rainstorm is about to begin.

Double-Jointed: The PC has a unique ability to wriggle out of ropes, manacles, brackets, chains, and other bonds. The bound PC can make a Dex/Agi check when attempting to twist free of the bonds. Such an escape requires 1d6 rounds for each limb that is bound. If they are secured by metal brackets or chains, the check is made at 1/2 (rounded up) of the Agi score. Halflings add a +1 bonus to their modified Agi score when using this NWP.

Empathy: The PC with this trait has an innate ability to sense the motivations, emotions, and possibly the intentions, of others. If they can observe a group of NPC's for 1d6 rounds, the DM can allow a Wis/Intu Check. Success means that they have understood something significant about the discussion or plans of those NPC's. The empathetic PC does not have to speak the language of the NPC's (though the DM can allow a +2 mod if the tongue is known).

If the NPC's are of a very different race (such as monsters), the check can be modified to 1/2 their Wis/Intu score. However, the DM can also add positive or negative mod's if they have an extra long or short time to observe, or watches from an especially advantageous or disadvantageous position.

Fast Healer: This highly useful trait allows a PC to recover 1 HP of dmg within 2-12 turns of receiving a wound. Also, they naturally heal at twice normal rates (does not apply to regen).

Glibness: The PC has the knack of dissuading the suspicions of NPC's. The PC must speak the same language as those they are trying to impress, and they are encouraged to role-play the glibness attempt.

Situations where this might arise include PC's trying to talk their way past the guards at a city gate, turning aside the hostility of a bullying thug, or disarming the suspicions of a merchant who suspects them of thievery. PC's can make Wis/Intu checks to see if their glibness is successful.

Of course, if the guards are looking for a smuggler that fits one of their descriptions, or the bully really wants to beat up, say, a blond elven rogue, or the merchant saw the fellow steal a bracelet, no glibness attempt is possible.

Halflings can purchase this trait for 1 less CP than the listed amount.

Impersonation: This trait represents the acting talent in the modern world - they have a natural ability to fall into a role, and to project that role believably to others. A PC with the impersonation trait gains a +2 bonus to all rolls made using the disguise NWP.

Additionally, they can assume a disguise immediately, without benefit of costume or makeup. Such an impromptu disguise cannot alter them to assume a specific identity, nor can it alter the appearance of their race or, except under unusual circumstances, sex.

Inherent Immunity/Cold: This PC is able to remain comfortable in temperatures that most find chilling and they can sometimes avoid the worst effects of cold based attacks such as white dragon breath. In game terms, they gain a +2 bonus to saving throws against cold attacks (but only physical cold; not, for example, against the chilling touch of a wight).

Additionally, they can reduce their lvl of encumbrance caused by winter garments. In those cases where the DM might require some penalty for a party that must bundle up in furs, parkas, mittens, and boots, the PC can dress 1 lvl of encumbrance lighter and still avoid the effects of the weather.

Inherent Immunity/Disease: The PC with this trait has a strong resistance to diseases of all types. When a saving throw is allowed against a possible infection, they gain a +3 bonus. If there is an infection, the duration of the disease is reduced by 1 day, week, etc., - for each die rolled to determine this time period. This immunity does not apply to magical enchantments and curses, such as lycanthropy.

Inherent Immunity/Electricity: This PC is able to sometimes avoid the worst effects of electricity based attacks such as blue dragon breath. In game terms, they gain a +3 bonus to saving throws against electricity based attacks.

Inherent Immunity/Heat: Like the immunity to cold, this trait confers an advantage on the PC in certain types of climates, and improves saving throw chances against fire- and heat based attack forms. The saving throw bonus is a +1, and applies to saving throws against such magical infernos as red dragon breath and against the effects of lava or normal fire.

The DM can determine the benefits conferred by this trait against environmental heat, such as deserts and tropical weather. In general, under these types of conditions, a PC with this type of immunity can travel twice as far as their companions without suffering fatigue.

Inherent Immunity/Poison: This trait enhances the PC's natural resistance to poisons - inhaled, ingested, and injected. The PC receives a +1 bonus to all saving throws versus any kind of toxin. Additionally, the dmg done by virulent poisons is reduced by -1 point/die (to a minimum of 1), and the duration of paralytic and other temporary poisons is reduced by 1 round (or turn)/die rolled.

Dwarves can purchase this trait for 1 less CP than the listed amount.

Internal Compass: PC's with this trait have a general idea of where they are, and in which direction they are facing when out of doors. In the wilderness, this means that their chance of becoming lost is reduced by 5%. When using the navigation NWP, PC's with this trait receive a +1 bonus to their NWP score.

Keen Eyesight: These PC's have "eagle eyes." That is, they can perceive details at about twice the range of PC's with normal vision. Keen eyesight does not improve a PC's ability to see in the dark, nor does it convey unique peripheral vision. However, if a group of companions make out a party in the distance, the keen eyed PC might be able to tell whether the party consists of humans or goblins. When the others can discern the race of the distant party, this PC can tell how they're armed and how they're dressed.

A PC with the keen eyesight trait receives a +1 bonus on all rolls to hit with a missile weapon at long range.

Elves can purchase this trait for 1 less CP than the listed amount.

Keen Hearing: This trait means that the PC possesses excellent aural acuity—able to hear the proverbial pin drop. In cases where hearing can be a factor in avoiding surprise, this PC receives a +1 bonus. This applies whenever they approach an ambush, unless background noise (a waterfall, bustling marketplace, windstorm, etc.) could be expected to drown out the inadvertent sounds of the ambushers.

This trait adds +10% to every attempt to *detect noise/hear noise*. Halflings can purchase this trait for 1 less CP than the listed amount.

Keen Smell: This valuable trait elevates the PC's sense of smell to an uncanny lvl. In any case where they might detect an approaching encounter by smelling the other party, this PC gets a +1 bonus on chances of being surprised. In addition, this trait gives them a +2 bonus when using the hunting NWP. At the DM's discretion, they can make a Wis/Intu check to determine whether food or drink has been poisoned or otherwise tainted.

Keen Taste: This trait allows PC's to detect foreign substances and unnatural alterations in anything they taste. PC's can make Wis/Intu checks with a +3 mod. Success means they realize some sort of alteration has been done to the food or drink. Halflings can purchase this trait for 1 less CP than the listed amount.

Keen Touch: A PC with this trait has unusually sensitive tactile senses, able to feel the difference between a silver and GP, for example. If the PC with this trait is a thief, this inherent advantage gives a +5% bonus to pick pockets and open locks attempts. Gnomes can purchase this trait for 1 less CP than the listed amount.

Light Sleeper: This PC will awaken at the slightest disturbance - a significant advantage to a small party on the trail where companions would quickly fatigue from alternating watch duty through the night.

The PC will awaken if they hear any unusual noise, such as the unmuffled footsteps of someone approaching the camp.

This includes the approach of anyone wearing metal armor, or creatures carrying weapons or conversing.

If the sleeping PC is approached by someone who is working very hard at being stealthy, the DM can allow the light sleepers to make Wis/Intu checks; success means they become aware of the intruder, while failure means they continue to sleep. This latter category includes NPC's in leather armor, and monsters with natural stealth and which are not encumbered by weapons and armor.

If a light sleeper is approached by a thief who is successful at a *move silently* attempt, then the sleeping PC is not allowed the Intu check, since there is no sound to alert the sleeper.

Waking time for a light sleeper is 1 round compared to a normal sleeper 1d3 rounds.

Lucky: The PC seems to be blessed with luck. In game terms, they get to choose any 2 single rolls/day to add a +1 bonus (or +5%) to, such as attack, dmg, initiative, saving throw, NWP, etc. Rolls may be split up between two abilities such as +1 to attack, then +1 to a saving throw later on, or they may be both combined into a +2 for initiative for 1 roll. Unlike LP's these are used if successful or not.

Obscure Knowledge: The PC with this trait is the fantasy version of the trivia buff. The PC has a mind that grasps, permanently, little bits of information from here and there - items that, at 1st blush, might not have any useful application.

The typical procedure for the PC using this trait would require an Inte/Lear check.

If the check is successful, they have stored away some trivial bit of information about a topic at hand.

The use of this trait is up to the DM, though the PC can make requests when an opportunity arises. For example, as they approach Castle Dunleven, they might ask the DM if they remember anything about the castle or its occupants. If the Inte/Lear check is successful, the DM can inform them that Lord Dunleven is an elderly widower, who has a beautiful daughter whom they jealously guard against any potential suitors. Or, just as likely, they might remember that Dunleven is known for its fine wines or cheeses, and that the vintage of 5 years back is particularly prized. Gnomes can purchase this Trait for 1 CP less than the listed amount.

Precise Memory: This trait indicates a PC who has a "photographic memory." For example, once seeing a piece of heraldry, they will remember what house or noble that symbol represents. If this PC looks at a map, and has the time to study it in detail, they can be expected to remember that map with a great deal of accuracy. In most circumstances this memory is fairly automatic. But in cases of intricate detail, or if a long time lapses since they 1st observed something, the DM can require an Inte/Lear check before providing them with the information.

This trait refers primarily to the recollection of things that they have seen written down or rendered in artwork. If they have the reading/writing NWP, it applies also to things that they have read.

Disadvantages

A PC can never gain more than 15 CP's by acquiring disadvantages. Any gained points from disadvantages can be used to acquire only NWP's, traits or saved for use during the game. Disadvantages cannot be purchased after PC creation.

Disadvantage	CP Bonus
Bad Tempered	6
Bruise Easily	8
Clumsy	4
Colorblind	3
Compulsive Honesty	8
Deep Sleeper	7
Fanaticism	8
Generic	7
Phobia: Crowds	4
Phobia: Darkness	5
Phobia: Enclosed Spaces	5

Disadvantage	CP Bonus
Phobia: Generic	6
Phobia: Heights	5
Phobia: Magic	8
Phobia: Monster (specific)	4
Phobia: Snakes	5
Phobia: Spiders	5
Phobia: Undead	8
Phobia: Water	6
Powerful Enemy	5
Tongue-tied	6
Unlucky	8

Disadvantage Descriptions

Bad Tempered: This PC has difficulties with the niceties of social interaction, and is quick to take insult at any number of slights - real or imagined. The DM should require them to make Wis/Wil checks when they are given some cause to be insulted. If the check fails, they are likely to shoot off their mouth in a rude fashion. (Usually, the bad temper will not cause them to attack others, and certainly not with weapons).

However, it is not inconceivable that their remarks will insult the NPC to the point where combat results. More often, however, their bad temper will cause a non-violent situation - negotiations with a merchant are broken off, a nobleman who was thinking of hiring them changes their mind, or a guardsman denies the party entrance to a city or castle. Dwarves receive 1 extra CP when they choose this disadvantage.

Bruise Easily: This disadvantage can be a real drawback for a PC who spends a lot of time in harm's way. Every time they suffer dmg from a blunt weapon, or a mishap such as a fall, they suffer 1 extra point of dmg for each die of dmg rolled. This dmg is not as long-lasting as normal dmg, recovering at a rate of 1 HP/turn after the fight. However, if a PC's HP's are reduced to zero, and some of the points of dmg are bruise dmg, they are rendered unconscious but not dead - much like the dmg inflicted by punching.

Clumsy: The PC with this disadvantage has the unfortunate habit of dropping things, tripping, or knocking things over at inopportune times. The DM will occasionally require the PC to make a Dex check. Failure means they lose their grip, stumbles, or trips. The check can be required as often as the DM desires, though as a general rule 2 or 3 times a gaming session probably will be adequate.

Colorblind: This relatively innocuous disadvantage means that the PC cannot distinguish colors. For game purposes, they see things in black, white, and shades of gray.

Compulsive Honesty: The PC with this disadvantage cannot tell a lie and cannot behave in a deceitful fashion. The PC tends to be blunt rather than tactful, even if this means insulting someone who they and their companions are trying to impress.

The PC could participate in a deception - but only if it is a matter of life and death. Even then, they must make a Wis/Wil check every time they are called upon to speak a falsehood or to act out a role in front of witnesses. Failure of the role means that they shrug and come clean.

Deep Sleeper: The PC with this disadvantage will only awaken when disturbed by a very loud noise, or by physical prodding, shaking, etc. When they do wake up, it will take 1d6 rounds before they are capable of any action other than groggily sitting up and trying to figure out what's going on.

Fanaticism: This can be a substantial disadvantage for a PC, though it requires a significant role-playing commitment on their part. The fanaticism can be dedication to a particular cult, religion, or god, or it can be more worldly based, in the sense of overwhelming loyalty to a state, a military presence, or a leader.

Whatever their sources, the different types of fanaticism have several things in common. If a certain code of behavior is called for by the belief, then they must conform to that behavior - even if it conflicts with the immediate goals of them and their companions. While fanaticism is not necessarily evil, it may become tiresome to those who do not share their beliefs.

Generic: This disadvantage is an average disadvantage to cover all other disadvantages not listed. This disadvantage must be talked over with the DM for final approval.

Phobias: A PC who is consistently afraid of 1 particular thing (or category of things) can have a real problem while adventuring.

If they are threatened by a violent encounter with the object of the phobia, they must roll a Wis/Wil check.

If successful, they can function normally, but if the check fails they must flee or otherwise seek to avoid the encounter for 1-6 rounds. After this time, check again, and continue to do so each 1-6 rounds until a check succeeds.

The DM can modify the Wil checks for phobic PC's. Someone who hates enclosed places but is being pursued by a dragon, for example, might overcome the phobia in favor of saving their life - perhaps gaining a +5 mod to the phobia check.

Phobia-Crowds: The PC becomes panicked when surrounded by people, demihumans, humanoids, etc. Shopping in marketplaces, dining at massive feasts, and celebrating at festivals are all problems. The PC must make a successful Wis/Wil check to enter such a setting. If a crowd gathers, they must check as soon as the DM judges that they are in the midst of a throng. If they fail the check, they will seek a private nook or cranny to get out of sight, or try to leave the premises altogether. Even if they pass, the success only lasts 2-12 turns - then they must make another check.

Phobia-Darkness: A real drawback for a dungeon crawler, this disadvantage compels a PC find or create some source of light when surrounded by utter darkness. The PC will be reluctant to enter darkened settings, only doing so after a successful Wis/Wil check. The PC can repeat the check every 1-6 turns, if necessary, perhaps modified by persuasion or cajolery by comrades.

The check is not necessary if some light is present, though they still will be nervous/uncomfortable in a role-playing sense.

If they pass the check, they can force themselves to enter the darkness. The PC also must check if suddenly immersed in darkness - for example, if the party's torches are suddenly doused within the dungeon. Failure of this check can result in them fleeing headlong down a corridor or freezing, terrified, in place (clinging to a subterranean cliff, perhaps). If circumstances do not dictate 1 or the other, flip a coin to determine which reaction they suffer.

Phobia-Enclosed Spaces: This has effects similar to the darkness phobia, though of course the presence of light is immaterial—this phobia can strike in a lighted room or in a narrow, winding tunnel.

In general, when the ceiling is no more than 2' overhead, and the walls are within 2' of their outstretched hands, they will have trouble.

As with the fear of darkness, they must check Wis/Wil before entering an enclosed area.

Phobia-Generic: This phobia is an average phobia to cover all other phobias not listed. This phobia must be talked over with the DM for final approval.

Phobia-Heights: This PC has difficulty climbing ladders and ropes, perching on walls, and negotiating steep, cliff side trails. The PC will be eager to look for another way around if such a climb is called for, but if they make a successful Wis/Wil check they can overcome their fear. If the check fails, however, they will do everything possible to avoid the climb. Another check is allowed 2-12 turns later.

Phobia-Magic: The PC with this fear is nervous about all things magical - spells, creatures, and items. Although they may wear and use magical items that do not have visible effects (including magical weapons and armor, rings of protection, and the like), they will not ingest potions, wear a ring of invisibility, or learn or cast spells.

If attacked by a magic wielder using a spell with visible effects, they must make a Wis/Wil check or flee as described in the introduction to the phobia section.

The appearance of a magical creature, such as a genie, lycanthrope, or undead, will also force this check.

Phobia-Monster: The PC and DM must agree upon a specific monster they fear. It must be a commonly encountered creature in the campaign world - perhaps goblins, orcs, ogres, trolls, giants, etc. When they encounter the feared monster, a check as described above is required.

Phobia-Snakes: This is similar to the monster phobia, except that it relates to all sorts of snakes and worms. It includes creatures, such as medusae, which have snakelike parts.

Phobia-Spiders: Like the monster phobia, this PC has a problem with arachnids of all shapes and sizes, naturally including the monstrous varieties. Additionally, this PC must make a Wis/Wil check with a -4 mod if ensnared in a web spell. Failure means they panic to such an extent that they enwrap themselves in the web for the maximum duration of the spell's effect.

Phobia-Undead: As with the other specific creature phobias, this fear requires a Wis/Wil check at the beginning of an encounter. Further, they must pass a check before they can enter a location where they reasonably expect undead to be. This latter check can be repeated at 2-12 turn intervals, if necessary.

Phobia-Water: This PC cannot have a swimming proficiency. The PC fears boats and narrow footbridges, and will not be compelled to enter water that is deeper than their waist.

Powerful Enemy: A powerful enemy is a disadvantage that must be incorporated into the background and story of a campaign - obviously, with a lot of input from the DM. A PC with a powerful enemy acquired that bitter foe before the start of the campaign. The enemy can be a monster, or perhaps a high lvl wizard or cleric, or it can be a nobleman, demihuman ruler, or perhaps a bandit chieftain. The reason for this vendetta should be defined by the DM, and can go back even to before their birth - a family feud...or a need to remove the last heir to a line.

Whatever the enemy's nature, it must be powerful and pervasive enough to affect them wherever they go in the campaign. While this does not mean that their life is 1 long chase scene, they will need to keep a wary eye over their shoulder.

The enemy will routinely send agents after them. Also, the enemy should have good conduits of information, being able to keep general tabs on them in city, town, and perhaps even wilderness environments.

Tongue-Tied: This disadvantage crops up when the PC tries to discuss important topics with companions and NPC's. They have the tendency to incorrectly state facts, forget names, and just generally say the wrong thing.

The main effect of the disadvantage is to enhance role-playing, though the DM should modify NPC reaction rolls, typically by -2.

Unlucky: The PC with this disadvantage suffers penalties on their die rolls. In game terms...the 1st encounter of their day is made at a -1 penalty to all rolls (or -5%). *If the PC "conveniently" forgets to "add in" their unluckiness then the DM will determine a random critical hit, severe penalty or horribly unlucky encounter for them at a later time in the campaign!!!*

Disadvantage Checks

A PC with a disadvantage checks against ability or sub-ability scores as required and as determined in the description. For example, a PC with a Wis/Wil score of 17 would need to roll a 17 or less to resist the effects of the disadvantage.

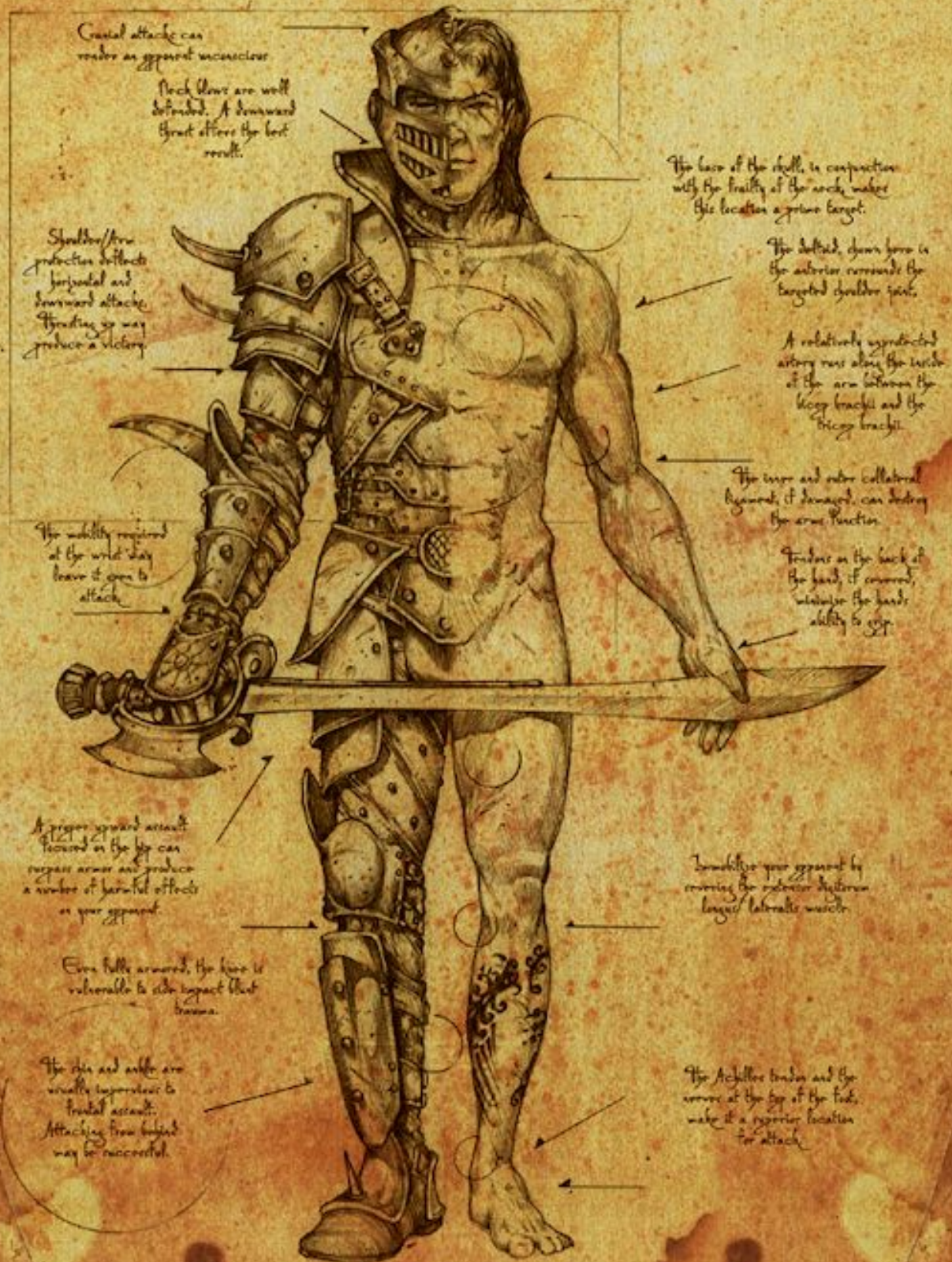
Removing Disadvantages

If the DM is agreeable, a PC can remove their disadvantage by spending CP's. The cost to remove a disadvantage is 1 CP more than the CP's gained when the disadvantage is 1st acquired. For example, the colorblind disadvantage gains 3 CP's. Removing this disadvantage costs 4 CP's.



VULNERABLE AREAS

WITHIN HUMANOID ANATOMY





Section 9: WP's

In this step of the PC creation process, all PC's receive a final allotment of CP's to purchase their initial WP's. Any leftover WP CP's can be saved for use during play or to acquire abilities later in the PC's career. The number of CP's awarded to each type of PC in this step appears below.

Initial WP's

Class	CP's
Priests & Warriors	8
Rogues	6
Wizards	3

PC Class Restrictions

A rogue can acquire a WP for a weapon that is normally restricted to a warrior's use. 1 additional CP must be spent when the WP is purchased—the WP will cost 4 CP's, instead of the 3 rogues usually pay.

Certain other classes may purchase WP for weapons not normally allowed to their class but must purchase the ability to do so when creating the PC's class.

Proficiency and Weapon Familiarity

A PC using a weapon with which they are not proficient cannot perform any special combat maneuvers, such as disarms or parries, with that weapon. The PC is limited to basic attacks, with the die roll penalties shown below. If they hit, however, they make a normal roll for dmg.

A WP slot must be purchased to acquire proficiency in a specific type of weapon. Such WP means that the PC can wield that weapon normally, without penalties on their rolls to hit. Any PC may purchase a WP in a weapon (providing they do not have a very specific limitation). WP must be purchased to be able to purchase Weapon of Choice, Weapon Expertise, Weapon Specialization or greater proficiency.

WP Slot-CP Costs

Class	CP Cost	Class	CP Cost
Priest/Rogue/Wizard	3	Warrior	2

Non-Proficiency Attack Penalties

Class	Nonproficiency	Familiarity
Priest/Rogue	-3	-2
Warrior	-2	-1
Wizard	-5	-3

☛ **Weapon of Choice:** A PC can designate a specific weapon as their favorite. The PC must be proficient with that weapon already, even if the WP they possess applies to an entire tight or broad group, the weapon of choice must be designated. Natural weapons (bites, claws, fists) can be designated.

PC's of all classes can designate a weapon of choice. Warriors can do so for a cost of 2 CP's, rogues and priests for 3 CP's, and wizards must spend 4 CP's.

A PC receives a +1 bonus on all attack rolls when using their weapon of choice.

☛ **Weapon Expertise:** Weapon expertise is a more limited version of weapon specialization. Unlike specialization, however, it is available to non-warriors. Before gaining weapon expertise, they must be proficient in the use of the selected weapon. It may or may not already be their weapon of choice (see above). Expertise and specialization are not stackable.

Weapon expertise costs a ranger, paladin, or multiclassed warrior 2 CP's (or 1 if the weapon is already their weapon of choice). Rogues and priests must spend 4 CP's (or 3, if the weapon is already the weapon of choice).

Wizards can purchase weapon expertise for a cost of 5 CP's (or 4, if the weapon is already the weapon of choice).

Weapon expertise allows a PC to gain extra attacks as if a warrior weapon specialist. At 1st lvl, an expert with a long sword can attack 3 times every 2 rounds. Weapon expertise does not confer extra attack or dmg bonuses, though they may receive an attack benefit if they have weapon expertise in the use of their weapon of choice.

☛ **Weapon Specialization:** A PC receives extra bonuses for using a specific weapon by spending CP's on specialization. Single classed fighters can become weapon specialists at any point in their careers simply by spending a 2nd WP slot (2 CP's) on a weapon with which they are already proficient.

All other PC's can specialize in weapon use, though at an increased cost in CP's. In addition, they must achieve certain minimum lvls before they can attain a weapon specialization.

All PC's must purchase weapon specialization from their respective class abilities list to be able to purchase weapon specialization.

Gaining Weapon Specialization

PC Class	CP Cost	Min. Level*
Priest	6	6
Rogues	8	5
Fighter	2	1
Multi-class Fighter/Barbarian	4	2
Ranger/Paladin	4	3
Wizards	10	7

* Multi-class PC's that purchase specialization in each class may total their class lvls to meet the lowest Min Level requirement. If the PC purchased specialization in less than all classes, only those classes that made the purchase can be used to meet the lowest Min Level requirement.

- 1) **Melee Weapons:** The PC gets a +1 bonus to attack rolls and +2 to dmg rolls when using the weapon. The PC increases their number of attacks/round as they gain lvls. Warriors immediately gain an increase in their number of attacks (see Appendix A).
- 2) **Missile Weapons:** This category includes slings and thrown weapons. The PC gains a +1 attack bonus at all range categories. The PC increases their number of attacks/round as they gain lvls. Warriors immediately gain an increase in their number of attacks (as above).

A PC who specializes in any type of bow or x-bow gains a benefit for a new range category: point blank.

Point blank shots inflict +2 points of dmg. Point blank ranges are 30' for bows, and 60' for x-bows. In addition, if they have a missile loaded and aimed, they can shoot at the beginning of a melee round—even before initiative is determined.

☛ **Weapon Mastery:** The minimum lvl for weapon mastery in every PC class is 4 higher than the minimum for specialization. A PC must possess weapon specialization in the weapon they will attempt to master. In addition, they must find an existing master to be trained in weapon mastery.

A master's attack and dmg bonuses with a melee weapon are +3. With a missile weapon, the attack bonus becomes a +2 at all ranges beyond point blank. At point blank range the attack and dmg bonuses are each +3.

Gaining Weapon Mastery

PC Class	CP Cost	Min. Level*
Priest	12	10
Rogues	14	9
Fighter	2	5
Multi-class Fighter/Barbarian	8	6
Ranger/Paladin	8	7
Wizards	20	11

* Min Level requirements for Mastery use the same note/rule as Specialization..

☛ **High Mastery:** Only single classed fighters can become high masters. The minimum lvl for high mastery is 7th. A PC must possess weapon mastery in the weapon they will attempt to gain high mastery with. In addition, they must find an existing high master to be trained in weapon high mastery.

High masters decrease the speed factor of their chosen weapon by 1 category (3 segments). High masters also score critical hits on rolls of 18 or higher rather than a 20.

High masters who specialize in bows, x-bows, slings, or firearms gain a new range category: extreme range. For all weapons, extreme range is 1/3 farther than long range. For example, if a weapon has a normal maximum range of 18 squares, in the hands of a master it can shoot $24 (1/3 \times 18 = 6, 18 + 6 = 24)$ squares. Extreme range shots have a -10 penalty to hit before adj's are made for the effects of mastery.

Gaining High Mastery

PC Class	CP Cost	Min. Level
Fighter	2	7

☛ **Grand Mastery:** The minimum lvl for grand mastery is 9th. A PC must possess high mastery in the weapon they will attempt to gain grand mastery with. In addition, they must find an existing grand master to be trained in grand mastery.

Grand masters PC increase their number of attacks/round above and beyond a specialist's rate of attacks for their lvl.

Grand masters also increase the amount of dmg inflicted when they employ their chosen weapon. The weapon increases dmg by moving up to the next dmg die (see Appendix A), any bonuses continue on to the next dmg die (a 1d4+1 weapon would do 1d6+1). A long sword inflicts 2d4 while a great axe inflicts 2d6 and a claymore inflicts 1d10 points of dmg in the hands of a grand master.

Gaining Grand Mastery

PC Class	CP Cost	Min. Level
Fighter	4	9

Special Note on Multiple Attacks: A PC that has access to a form, *via shapechanging, magical spells or spell-like abilities*, with multiple natural attacks can't specialize in the forms natural attacks. If the form has multiple attacks or appendages (that may wield weapons) the PC can only benefit from the normal double-weapon or two-weapon style specializations. Each additional attack performed after the 1st set of 2 (natural or weapon) suffers a penalty of -8 for the 3rd, -16 for the 4th (penalties can be offset by ambidexterity and/or Dex at 1/2 normal effectiveness) and -32 for the fifth (can't offset this penalty).

Monstrous PC's are not affected by the above specialization restriction (see Section 3: Races), however they are affected by the penalty mod's beyond the 1st set of 2 natural weapon attacks or melee weapon attacks.

The only exception to the penalties is if the monster entry is similar to the following; claw/claw or bite or 2 claws or bite then penalties listed above do not apply, however they may only choose which attack form to attack with and if that attack form is a multiple attack (claw/claw for example) the penalties above then apply.

Monstrous creatures with more than 1 type of attack with "and" listed between indicating they attack with both forms receive Ambidexterity as a free Trait.

Weapon Group Proficiencies

By spending 2 slots, a PC can gain a WP in all the weapons in a specific tight group. If that tight group is part of a broad group, then the PC also possesses weapon familiarity with all weapons in the broad group.

By spending 3 slots, a PC can learn a broad group WP. The PC is assumed to be fully proficient in every weapon in that broad group. A PC may increase from weapon to tight or broad group proficiency by paying the CP difference.

Weapon Groups

In the listing below, broad groups are noted in bold type, and tight groups are in italics. If a weapon does not appear in the listings, it belongs to no weapon group.

Axes, Picks, and Hammers:

Axes: Battle axe, hand/throwing axe, hatchet, great axe, sword-axe, mace-axe

Picks: Horseman's pick, footman's pick, pick

Hammers: Warhammer, maul, sledge

Bows: Short bow, composite short bow, long bow, composite long bow

Clubs, Maces, and Flails:

Maces: Footman's mace, horseman's mace, mace-axe

Clubs: Club, great club, war club, ankus, morning star

Flails: Horseman's flail, footman's flail

X-bows: Hand x-bow, light x-bow, heavy x-bow

Lances: Light, medium, heavy, jousting

Polearms:

Spear-like polearms: Awl pike, partisan, ranseur, spetum

Poleaxes: Bardiche, halberd, voulge

Bills: Bill, bill-guisarme, glaive-guisarme, guisarme-voulge, hook fauchard

Glaives: Glaive, fauchard, fauchard-fork

Beaked: Bec de corbin, lucern hammer

Spears & Javelins:

Spears: Spear, long spear, awl pike

Javelins: Javelin, pilum, dart

Unrelated: Harpoon, trident, brandistock

Swords:

Ancient: Broadsword, sapara, khopesh, sword-axe, short sword

Roman: Broadsword, drusus, gladius, spatha

Middle Eastern: Short sword, scimitar, great scimitar, tulwar

Short: Short sword, gladius, drusus, sapara, dagger, tulwar

Medium: Broadsword, long sword, cutlass, sabre, falchion, estoc

Large: Bastard sword, claymore, two-handed sword, great scimitar

Fencing weapons: Rapier, sabre, main-gauche, parrying dagger

Daggers & Knives: Dagger, stiletto, jambiya, main-gauche, parrying dagger, knife, katar

Fighting Style Specialization

A PC can spend an additional CP when they purchase a fighting style specialization that is not normally provided to their class.

Fighting Styles by PC Class

Fighting Style	Eligible Classes
Double Weapon	Varies
Horse Archer	Rogues, Warriors
Local Fighting Styles	Varies
Missile	Rogues, Warriors
One-handed Weapon	All
Thrown Weapon/Sling	All
Two-handed Weapon	Priests, Warriors, Wizards
Two-Weapon	Rogues, Warriors
Weapon and Shield	Priests, Warriors

A PC can spend 2 CP's to specialize in the use of 1 of these fighting styles, as long as they already know that style. Warriors can specialize in as many styles as they wish to purchase. Priests and rogues can specialize in 2 styles. Wizards can specialize in a single fighting style.

A PC can spend an additional CP when they purchase a WP to learn a style that is not normally provided to their class. Each of the styles has specific benefits when acquired as a specialization. These are described below:

Double Weapon:

A PC who specializes in the double weapon style counters some of the penalties inherent in using double weapons. Normally, a PC suffers a -2 to attacks with the primary weapon, and -4 to attacks with the secondary weapon; this specialization reduces the penalty by 2 for the primary, and for the secondary.

The PC's Reaction Adj (based on their Dex, Bal score) modifies this penalty. A low Dex score will worsen their chance to hit with each attack. A high Dex can negate this particular penalty, although it *cannot* result in a positive mod on the attack rolls for either weapon.

The secondary weapon must be 1 size smaller than the primary weapon—unless the primary weapon is size S or a staff. If a PC spends an additional 2 CP's on this specialization, however, they can learn to use double weapons of equal size.

Additionally all classes can purchase this WP for the use of staves (without this WP a staff can be used for a single strike each round without penalty depending on proficiency in the weapon), however only Warriors and Rogues can normally purchase this style for any other Double Weapon.

The use of double weapons enables them to make an additional attack each round.

Horse Archery: A PC who specializes in the horse archery fighting style can shoot with accuracy even while mounted. The normal penalties for an archer shooting from the saddle are eliminated if the horse is moving at up to 1/2 its normal speed, and they suffer only a -2 penalty if the horse is moving full or greater. The archer also may fire their full complement of missiles even moving up to full MV.

Local Fighting Styles: There are numerous types of fighting styles that originated and were perfected in different historical and geographical areas. A PC can spend 2 CP's to specialize in 1 of these types, though the DM is the final arbiter of what types of fighting styles might be allowed. PC's are encouraged to do a little research before they try to build a case for a specific fighting style.

Some suggested benefits for the use of 1 of these styles include:

- AC bonus of 1 or weapon speed reduction of 1.
- +1 bonus to hit or dmg rolls.
- They can ignore penalties for fighting with 2 weapons.
- They get a free kick or punch as well as their weapon attack.

Missile: A PC who specializes in the missile fighting style gains significant bonuses. The PC can move up to their normal MV rate and still make all of their allowed missile attacks during a turn. They also benefit by a speed reduction of 2 (min1).

Additionally, a PC who has specialized in this fighting style gains an AC bonus of 1 when attacked by missile fire.

One-Handed Weapon: The PC can use their empty hand as a secondary weapon, using it to punch, grab, throw, etc. while they are wielding their one-handed weapon. Normal penalties for using 2 weapons apply.

A PC who specializes in the one-handed weapon style of battle gains an AC bonus of 1 when they fight with a weapon in 1 hand, and no shield or weapon in their other hand. By spending 2 additional CP's, they can improve this AC bonus to a maximum of 2.

Thrown Weapon/Sling: A PC who specializes in this fighting style gains the same bonuses as a PC who specializes in the missile fighting style. Additionally the PC gains similar benefits as two-weapon style in the ability to use a second hand to throw a weapon for an additional attack each round with the same penalties listed in two-weapon style. The PC may spend additional CP's to offset penalties as with the two-weapon style. All classes may choose this style.

Two-Handed Weapon: A PC who specializes in the two-handed weapon style improves (lowers) the speed factor of a weapon by 3 - if that weapon is wielded with 2 hands. In addition, if they are using a one-handed weapon with 2 hands, the weapon gains a +1 bonus to all dmg rolls.

Two-Weapon: A PC who specializes in the two-weapon style counters some of the penalties inherent in using 2 weapons. Normally, a PC suffers a -2 to attacks with the primary hand, and -4 to attacks with the secondary hand; this specialization reduces the penalty by 2 for the primary hand, and for the secondary hand (this applies to natural attacks as well).

The PC's Reaction Adj (based on their Dex, Agi score) modifies this penalty. A low Dex score will worsen their chance to hit with each attack. A high Dex can negate this particular penalty, although it *cannot* result in a positive mod on the attack rolls for either weapon.

The secondary weapon must be 1 size smaller than the primary weapon—unless the primary weapon is size S (for natural weapons – bite, claw, fist - use the PC's base size to determine weapon size). If a PC spends an additional 2 CP's on this specialization, however, they can learn to use 2 weapons of equal size, so long as each of the weapons can be wielded in 1 hand.

Rangers receive both portions of this style specialization for free, if the ranger wears armor heavier than studded leather, the standard penalties for two-weapon fighting apply. Rangers do not get a bonus to attack rolls if they devote a WP slot to two-weapon style.

The use of 2 weapons enables them to make an additional attack each round with the secondary weapon.

Weapon and Shield: A PC who specializes in this style can gain 1 of the following effects by choice and can change from 1 to another every round;

- AC bonus of 1 (in addition to their regular shield effects).
- +1 on their attack roll during any melee round when they hold a shield and wields a weapon, or +1 to parry attempts (individual attacks).
- Can choose to make 1 of the following secondary attacks every round without losing the AC benefit for carrying a shield; shield-punch, parry (individual attacks) or trap as if it were a secondary weapon, with the normal penalties for attacking with 2 weapons.

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Avalanche Style (2 CP's for Warriors, 3 CP's for others):

This style is used with two-handed weapons and allows for an additional, risky attack with the back, pommel, or handle of the weapon. A fighter using the avalanche style may make 1 attack over their normal allotment at the end of a round for 1d3 points of dmg (plus Str bonuses, but no bonuses for a magical weapon or specialization). Using this option means they must approach closer to the enemy than their weapon comfortably allows, and they automatically loses initiative the next round as they maneuvers to regain a favorable position. This style applies only when using a weapon with both hands.

Bladesong Fighting Style (4 CP's+, Groups: Warrior, Priest, Rogue): Dedicated elf warriors take their craft seriously enough to have created a uniquely elven fighting style, also known as the *bladesong* (*rumors persist of related versions of this style among the various sub-races of elves – ask the DM*).

The bladesong is so named for several reasons. The 1st and most obvious is because of the whistling of the blade as it slices through the air when this style of fighting is used. The 2nd is for the haunting, wordless tune its practitioners sing as they fight.

Those who practice the bladesong appear as if they are dancing when they fight. Their movements seem misleadingly slow and elegant, deflecting opponents' blades while lazily drifting back to score hits themselves.

Bladesinging can be done with any Small or Medium sized melee weapon, although the majority of practitioners practice their art with the sword. Due to the awkwardness of polearms, two-handed weapons and wielding 2 weapons, there are no students of bladesinging proficient in these weapons or styles (*exception*; specialty priests “Tethryls” of Tethrin Valade).

To take advantage of the bladesinging technical benefits, the PC (who must be a member of the warrior, priest, rogue, or warrior/mage classes) must devote at least 4 CP’s to the style. Otherwise, they can gain no benefits from the technique. This cost does not include the initial CP’s devoted to learning rudimentary use of the weapon (proficiency).

Rogues and priests cannot pick up this technique until they reach 4th lvl or higher. (single classed mages cannot learn this style at all) Even if rogues and priests devote enough CP’s to a weapon and the 1st portion of the bladesong WP, they must take a significant amount of time away from adventuring to learn the second portion.

Only the most fiercely devoted will spend the decades required for this fighting style. Thus, the style is usually practiced only by warriors and warrior/mages.

Note: Elves *never* teach this style to non-elves, including half-elves and drow (drow have their own version). Elves make no exceptions to this rule, even for those who have proven themselves eternal friends to the elves or even those who have married into the elven life.

Those elves willing to devote 4 CP’s to learning the rudiments of bladesinging gain the use of the following benefits:

- They may gain an AC bonus of 1 or, if they wish to spend an extra 2 CP’s, may boost this AC bonus to 2. That is the highest bonus those who choose bladesinging as an additional skill can attain. or
- They may gain a +1 to hit or, if they wish to spend an extra 2 CP’s, may boost this to a +2 to attack. As with the AC bonus, +2 is the best they can hope for. or
- They may attack and parry in that same round, without wasting any additional attacks.

These 3 benefits are not cumulative; that is, practitioners cannot use all 3 at once. However, they do have the option of varying between these 3 options during the combat.

The most obvious disadvantage to acquiring the bladesinging weapon style is that a PC cannot carry a shield and practice the style at the same time.

An elf must spend 1 decade (10 years)/CP spent to learn any aspect of the bladesong (including Evanero). This age mod is added to their base/starting age and cannot be reduced.

See DM for variants of the style for most sub-races of elf.

Changing Seasons Style (2 CP’s for Warriors, 3 CP’s for others): PC’s proficient in this sword style may change from 1 melee fighting style to another without penalty, once/round at the very end of the round (free action). Thus, a PC using two-weapon style drops their secondary weapon at the end of the round to use two-handed style. Next round they ready a shield to use weapon & shield style. Next round they drop the shield to use one-handed weapon style. Next round they ready another sword to use two-weapon style.

This style may only be used with swords (as listed in the broad & tight weapon groups) medium shields or smaller, or when dropping an item to transition to an allowed fighting style.

It can be used to transition between local, one-handed, two-handed, two weapon and weapon & shield fighting styles. Only a single item drop or ready (shield/weapon) can be used per round.

Oak Roots Style (2 CP’s for Warriors, 3 CP’s for others): This style allows the javalin, spear or staff user to add +1 to dmg when they are on firm ground. Thus, the benefit does not apply to fighting from the edge of a cliff, in water, or when mounted.

One Shot, One Kill Style (2 CP’s for Warriors, 3 CP’s for others): Students who master this missile weapon style may make a called shot for double dmg with a missile weapon at any target within short range. The multiple applies only to weapon dmg, not mod’s for Str or magic. As with other called shots, the attack suffers a +1 initiative penalty and -4 attack roll penalty. The PC may perform this action in place of a normal called shot any time it applies.

Small Staff Style (2 CP’s for Warriors, 3 CP’s for others): When a student first begins using the javalin, spear or staff it seems to be a huge, clumsy weapon. As the student becomes more familiar with their weapon, it becomes easier to use, feeling steadily less bulky and clumsy. The style emphasizes getting inside an opponent’s defenses, where they cannot block the weapon. Grants +1 to all attack rolls against armed and/or armored opponents.

Striking Falcon Style (2 CP’s for Warriors, 3 CP’s for others): This style can only be used by PC’s 6th lvl or higher. The style gives them a -1 bonus on weapon speed in melee combat due to the theory of “conservation of movement” and rigorous speed drills with a melee weapon.

Urban Fighting Style (5 CP’s+ for Rogues & Fighters, 7 CP’s+ for others): This style relies on speed and deceit and is interlaced with feints and special parries, with the idea of delaying the enemy while the PC tries to escape. To purchase this combat style, a PC must fulfill 2 prerequisites.

1st, they must have Two-Weapon Fighting Style specialization. 2nd, they must have Rapier (or similar light fencing weapon) and Main Gauche (or similar parrying weapon) WP’s.

If both of these requirements have been met then they can purchase this style for 5 CP’s. The style provides several benefits, in addition to those already gained by the 2 prerequisites. The PC gains an AC bonus of 1 from a single frontal melee attack/round. If they choose to parry the same attack, they receive either an additional AC bonus equal to 1/2 their lvl, or a bonus of +2 to block the attack (both bonuses are in addition to any other bonuses received).

Finally, they may attempt to use feints to create an AoO against a foe.

To make a feint, an *opposed* Dex/Bal check is required. If the check fails, then they suffer an AC penalty of 2 for the next attack-as they have left themselves exposed. If the Dex check succeeds, however, the feint has tricked the enemy, and they make an AoO in addition to their normal action for the round.

The benefits and advantages of this fighting style may be applied only if they are fighting living opponents of at least animal Inte or better. The bonuses depend on them being able to read the body and eye movements of the foe. Undead and animated creatures do not give off such subtle clues, and mindless creatures are too stupid to fall for any tricks.

If they are disarmed in a fight, they cannot use the benefits of this package until the weapon is recovered.

If they spend an additional 2 CP’s (3 CP’s for “others”), they receive a +2 bonus on all disarming attempts.

Wilderness Fighting Style (5 CP's for Thieves & Rangers, 7 CP's for others): The wilderness is dangerous, and scouts often run across orcs, ogres, and even giants in their travels. The intelligent PC would never attack such creatures by themselves.

To purchase the Wilderness Fighting Style, they must fulfill 2 prerequisites. 1st they must be proficient in a melee weapon of medium to large size. 2nd, they must have either the One-Handed Weapon or Two-Weapon Fighting Style specialization. When both prerequisites have been met, they may purchase this style for 5 CP's.

The wilderness style provides 2 benefits. 1st it allows them to make 1 AoO/round, but only if they can strike from behind/flank or if an ally is fighting the creature at the same time. Basically, they leap in, make their attack, and then get out of the way before they can be attacked. The PC may make the AoO their sneak attack for the round (if they have the sneak attack ability).

2nd, they can locate a vulnerability on a creature and strike that location for added dmg. To locate a weak spot in a creature requires them to spend a round studying the opponent without attacking. Then, a Wis/Intu check is made. If the check fails, they cannot locate a weakness. If the check succeeds, they have found a vulnerable spot.

Hitting the vulnerable spot requires a called shot with a -4 attack penalty. If a called shot hits a vulnerable location, the attack inflicts an additional 2 points of dmg.

The PC can point out the vulnerable spot to their allies, who can strike the location for the extra dmg. Creatures immune to critical hits are immune to the vulnerable spot dmg. This style can only be used outside in natural (open) settings.

Wild Fighting Style (4 CP's for Barbarians): With this WP the barbarian has the ability to wind themselves into an attack frenzy, employing a fierce style devoid of discipline.

The PC gains the following benefits and penalties;

- They may make 1 more attack/round.
- They receive +3 to all attack & dmg rolls
- Their AC is penalized by 3
- Their saving throws are penalized by 3

The PC may use this once every 12 hours for the duration of a battle or up to 1 hour, whichever comes 1st. After the battle or 1 hour, they must rest for an hour. While they rest, they may take no actions other than light travel (such as riding a slow moving horse).

If they must walk, they can't use the WP until 24 hours have passed. If they neglect to rest, they suffer the following penalties;

- -3 to all proficiency checks
- -5 to AC, saving throws, attack & dmg
- 1 extra point of dmg/HD received

The penalties remain in effect until they rest for the indicated period and causes them to forfeit being able to use wild fighting or enter any kind of rage for 24 hours.

This WP does stack with the barbarian battle rage.

Forgotten Realms Fighting Styles

Of the following fighting styles only 1 can be purchased every; 3 lvls for warriors, 4 lvls for priests and rogues and 5 lvls for wizards. To learn these styles one must find an instructor who already knows the style.

Alemantos' Style (2 CP's for Warriors, 3 CP's for others): This style can only be used with swords and was created some time ago by a long dead Grand Master Alemantos. It is most common among swordsmen of the Western Heartlands and Cormyr. It grants the wielder of a sword an AC bonus of 2 and a +2 to Dex checks when fighting in rocky terrain.

Chondath Style (2 CP's for Warriors, 3 CP's for others): This style can only be used with a specifically chosen broad group of melee weapons is prominent among fighters and mercenaries in Chondath and the Vilhon Reach. It allows 1 extra block or +1 to AC when parrying.

Delzoun Style (2 CP's for Dwarves, 3 CP's for others): This style, normally used by dwarves, was created by the dwarves of Delzoun and is still in use in the Savage North today. It grants the wielder of a melee or missile (throwing) weapon an AC bonus of 2 and +2 to Dex checks when fighting in mountainous terrain.

Earthen Style (6 CP's for Dwarves & Gnomes): Considered to be the offset of the Elven Bladesong this style focuses on the straight forwardness of battle finding the easiest place to hit an enemy or the easiest place to severely wound an opponent. There are no flowery movements in this style, blunt and forthright as the "wee" folk it is used by, yet very effective in bringing a quick end to those unlucky to be the target.

An individual uses axes, picks, hammers, clubs, maces and flails so often they are able to add 1/2 their lvl (round fractions up – max of 6) as bonus points to either their attack roll, dmg roll, or even both when using such types of weapons.

Points may be redistributed from round to round in a melee. Thus, a 7th lvl fighter has 4 bonus points and can strike 1 foe at the start of a battle with a bonus of +2 on the attack roll and +2 to the dmg roll.

They then can put all 4 points into the dmg roll on each of the 2 attacks they make in the next round (as they get 3/2 attacks at 7th lvl). These bonus points are in addition to normal bonuses for Str, specialization, magic (if the hammer or axe is magical), and (if the hammer or axe is hurled) Dex. They may also add this bonus to their parry as either a total increase to AC or to their parry attack roll.

Evanero Bladesinging Style (2 CP's + for Elves): This fighting style comes from a nearly extinct elven family that once patrolled the outskirts of Cormanthyr, before the Standing Stone was erected. It is infrequently seen today, even amongst Bladesingers. (A Baelnorn Bladesinger in Myth Drannor-Stadius Evanero is known to possess it.) This style (which the wielder must be a Bladesinger or have the Bladesinging WP) grants the Bladesinger 2 more fighting options; +1 to dmg or -1 to weapon speed with their chosen weapon.

Like the aspects of the Bladesinging style, this style may be purchased twice (for each portion) to gain up to +2 to dmg/-2 to speed.

Jaligard's Style (4 CP's for Warriors, 6 CP's for others):

The wielder must be a Master in Long and/or Short Swords to learn this style. Jaligard was a Grand Master who fought with the Legion of Tempus in years past. In his day, he was the greatest swordsman on the Realms. Very few swordsmen know this style. This style grants the wielder a +1 to hit with the sword, a +1 to dmg, and a -1 to their weapon speed.

Juggling Style (1 Slot+ – Requires Juggling NWP, Specialization in a weapon and a second person proficient in this style): This acrobatic style allows a pair of jugglers to gain a confusion bonus to their attacks if they can maneuver an opponent between them. For 1 slot the bonus to attack is +1, for two slots the bonus is +2.

The distance between the PC's is a maximum of 1 "box" for every 3 lvls of the lowest lvl PC.

Another benefit to this style is that the PC's have managed to bounce their weapons off of their opponents to prevent losing them, this also allows them to each gain 1 additional attack each round due to the confusing flurry of spinning weapons.

The style can be used with slashing, blunt or piercing weapons, however piercing weapons (unless the weapons have a magical ability) will stick in any opponents hit.

Pirate Isle Style (2 CP's for Warriors & Rogues, 3 CP's for others): This style (which is used only with a chosen slashing weapon) is prominent among the pirates of the Sea of Fallen Stars. It grants a +1 to dmg with a chosen slashing weapon (usually the Cutlass).

Tempus' Blessing (4 CP's for Warriors & Priests, 6 CP's for others): This style (works with 1 chosen melee weapon only) is only taught to those worshippers who openly worship and serve the god of battle, war and weapons...Tempus (25% chance to include allies: The Red Knight, Valkur, Nobanion, Gond and Uthgar).

It is not often shared with non-worshippers (requires DM approval). This style lowers the weapon's speed -2.

Other WP's

The following WP's do not count towards the total number of fighting styles a PC can know.

Ambush (1 Slot): A PC with this WP is skilled at laying ambushes and setting up surprise attacks. Most PC's can set up an adequate ambush when the terrain favors it and they know the enemy is coming, but a PC who spends a slot on this skill is able to create ambushes where ambushes wouldn't normally be possible.

Ambushes are impossible if the attackers have already been spotted by the victims; there's no point in hiding then. If the ambushing party knows their quarry is coming to them, they can lay an ambush.

Armor Proficiency (1 Slot+): PC's can spend time and effort learning how to use their armor more efficiently. While this doesn't provide a bonus to AC, it can help to offset the hefty encumbrance penalties of heavy armor. A PC that spends 1 slot becomes acquainted with a type of armor gains the special benefit of only suffering 1/2 the normal encumbrance of that armor. Those who spend 2 slots have become so comfortable and proficient wearing their armor that they may also sleep in armors that weigh 30 lbs or less or provide a base AC bonus of 4 or less, this even includes some metal and wood or bone armors.

Backward Kick (2 CP's for Monks): The PC can attack an opponent standing in 1 of their rear squares either by lashing backward or kicking over their own head. This maneuver does not provoke attacks of opportunity (but deliberately turning one's back on an opponent does).

Blind-Fighting (4 CP's, 2 CP's for Dwarves): This allows PC's to ignore many of the problems inherent in melee fighting (this WP does not help with ranged weapons) without being able to see. In total darkness, they suffer -2 (not -4) to attack rolls, and suffer no penalties to AC versus melee attacks. In starlight or moonlight, they suffer only a -1 penalty to attack rolls.

Randomness of potentially hitting allies is eliminated with the blind-fighting WP as long as the opponent is engaged in combat prior to the darkness condition. If attempting to acquire a new opponent a WP check (Dex, Bal, Wis or Intu, at a -5) is required to successfully identify the melee opponent.

When moving in darkness, they are allowed to make a WP check (as above, at a -1) at the beginning of a round; success means no MV penalties are assessed because of the darkness, while failure means the normal penalty applies.

When in combat with an invisible creature, they suffer only a -2 to attack rolls, but gain no benefit toward discovering the creature.

This WP may be purchased as it's opposite – Light-Fighting which reduces the penalties suffered from fighting in bright light or sunlight.

Crushing Blow (4 CP's for Monks): The PC can break hard objects with their hands (or feet). Under ideal conditions, they can break a wooden board 1/2" thick/lvl or 1/4" slab of stone or brick/lvl or 1/8" piece of metal/lvl. Objects that are exceptionally strong, reinforced, supported by other objects (such as bricks in a wall), or not shaped like boards receive a saving throw roll vs. crushing blow to avoid breakage.

Used against a creature, the crushing blow does normal dmg plus 1 point/lvl. A crushing blow requires intense concentration. The PC can take no actions (MV or attacks) during the round when they use the crushing blow. This can be used with bludgeoning types of natural attacks.

Dirty Fighting (1 Slot): Veteran brawlers and soldiers acquire a repertoire of feints, ruses, and various unsportsmanlike tactics that can come in handy in a fight. A PC with this "skill" can attempt to use a dirty trick once/fight; gaining a +1 bonus to their next attack roll. If there's some reason the enemy believes they will fight honorably the bonus is +2.

Once a particular enemy has fallen prey to their dirty trick, they can never be caught off-guard again. In addition, if their opponent is skilled in dirty fighting themselves, the attempt automatically fails.

Disarm (2 CP's for Warriors, 3 CP's for others): This maneuver is an excellent way to remove an enemy's advantage due to specialization or a powerful magical weapon. This WP allows a PC to make disarm attacks at -2 on the attack roll, instead of the normal -4. For 2 more CP's all attack penalties are effectively removed.

The PC still suffers the normal +1 initiative penalty. Str, Dex, magical weapon bonuses, WP's or styles (with exception of Disarm) do not contribute to disarm attempts. Only the Dex and base AC of the opponent is used to determine the AC total.

Disarm attempts are penalized by the size of the opponents weapon as well; <S = -8, S = -6, M = -4, L = -2 and >L = -1.

Only 1 disarm attempt may be made in a round. Disarm attempts are risky, drawing forth an automatic AoO. Those proficient with two-handed weapon specialization require back-to-back successful disarms.

Enemy Reading (2 slots for Warriors, 3 slots for others):

Before an enemy attacks, they often must position their feet, change the grip on their weapon, bend their knees, or make some other move, called "telegraphing". While most can see these moves, only skilled PC's can "read" it quickly enough to react.

A PC who makes a successful Wis/Intu check at a -2 at the beginning of the combat receives a +1 bonus to their AC when fighting an opponent.

A PC cannot take this WP at 1st lvl.

Fencing (2 CP's for Warriors, 3 CP's for others):

With this WP, a PC can judge the approximate skill of any enemy by sparring with them for 1 round. The PC does not make any attacks during this round. Instead, they perform feints to test the opponent's reaction. At the end of the round, they can make a Wis/Intu check. If the check succeeds, they can estimate the enemy's modified attack bonus used during that round (which may be their natural attack bonus modified by Str, magic weapon, skill, spells, and situational mod's).

The DM can give the PC a score within 1 or 2 points, or roll 1d6:

1d6	Estimated Attack Bonus
1-2	1 high
3-4	Accurate
5	1 low
6	2 low

Fine Balance (2 Slots): PC's with this talent are blessed with an innate sense of balance and have an uncanny knack for keeping their feet under them.

The PC gains a +2 bonus on any climbing checks, saving throws, or ability checks to avoid slipping or falling. In addition, the PC reduces any penalties for fighting in off-balance or awkward situations by 2.

The fine balance talent is also very useful for tightrope walking, tumbling, and climbing walls. If the DM determines that a particular feat would be influenced by their exceptional balance, they gain a +2 (on d20 rolls) or +10% (on d100 rolls) bonus to their rolls to resolve the action.

Flying Kick (2 CP's for Monks): The PC can leap high into the air, leading with a powerful kick that can strike opponents up to 3 squares away. The PC can land in any square adjacent to the target, as long as it is on the attacking side of the target.

This maneuver can replace 1 kick attack each round, and the kick inflicts 2d4 points of dmg. Str bonuses apply to the attack and dmg rolls. If they are a specialist or master, the appropriate bonuses also apply.

The PC requires at least 1 square of running room and must declare a 1/2 move action. This can be coupled with the spring WP.

Foreign Combat (2 Slots): The PC has become adept at fighting in an environment that is foreign to it. The PC suffers no penalties to attack, dmg or weapon speed (however it does not change what type of weapons may be wielded in an environment – bludgeoning weapons are still not effective underwater).

This WP may be taken multiple times for each type of foreign environment. It is compatible with any other WP or style, although it does not allow for other styles to be used if the environment does not allow for it (bladesong is still not effective underwater).

Instant Stand (2 CP's for Barbarians, Rogues & Monks, 2 Slots for others): The PC can instantly regain their feet (free action) after falling down even due to fumbles. The PC can also use this skill to get up and attack in the same round when awaking from sleep. PC's cannot use this skill while pinned, locked, held, or grappled.

Iron Will (2 Slots): Some people are possessed of an amazing ability to drive themselves on despite injuries or exhaustion that would stop another person in their tracks.

The iron will talent grants a +1 bonus to saving throws vs. mind-affecting spells or effects, including *charms*, *holds*, *hypnotism*, *fascination*, *suggestion*, and other such spells.

In addition, PC's with iron will have the unique ability to keep fighting even after being reduced to negative HP's. Each round that they wish to remain conscious, they must roll a successful saving throw vs. death with their negative HP total as a mod to the roll.

For example, a PC reduced to -5 HP's can try to stay on their feet and keep moving and fighting by succeeding on a saving throw roll with a -5 penalty. As long as they remain conscious, their condition does not worsen - in other words, they don't begin to lose 1 additional HP/round until they actually pass out.

Jousting (1 Slot): This WP grants a +1 to attacks while jousting. The use of this WP requires WP in a jousting lance and presumes that they have an adequate lance, shield, and mount.

Leadership (1 Slot): PC's with the leadership talent understand how to motivate troops and get the most out of their men. In battlefield situations, a military unit led by the hero gains a +2 bonus to any morale checks they have to make. If playing with the mass combat rules, they are treated as if they were 3 lvls higher than they really are, so a 4th lvl fighter can command troops as a 7th lvl fighter.

Parrying (2 CP's for Warriors, 3 CP's for others): This WP allows an armed PC to protect themselves more successfully than an untrained PC. When they choose the parry option during combat they receive an AC bonus of 2. Most PC's therefore improve their AC to 1/2 their lvl plus 2; warriors improve their AC to 1/2 their lvl plus 3. Multi-classed PC's total their class lvls to the PC's benefit.

If used for parrying individual attacks this WP allows a bonus of +2 to the attempt.

Normally used with weapons, if used without a weapon the PC may incur an AoO.

Quickness (2 Slots): A PC with this talent is unusually fast. The PC hand-eye coordination is excellent, and they can often get past their opponent's defenses before they realize how quick they really are.

In combat, they gain a -2 bonus to their initiative. The bonus does not apply to parrying individual attacks.

Shield Proficiency (2 CP's for Warriors, 4 CP's for others): Shield WP improves a PC's AC against 1 or more attacks/round from in front or from the side faced by the shield. This WP does not help against rear attacks or attacks coming from the flank opposite the shield.

Like other WP's, the shield WP must be taken for a specific type of equipment. The bonuses conferred vary by the type of shield they choose.

The Number of Attackers category indicates how many attacks/round, the shield WP can help against.

The PC should designate which enemy they will guard against before attack rolls are made.

Obviously, a PC must be able to use a shield to acquire this WP.

Parry bonus adds to shield bonus when parrying.

Shield Proficiency Effects

Shield Type	Normal AC Bonus	Proficient AC Bonus	# of Attackers	Normal Parry Bonus	Proficient Parry Bonus
Buckler*	1	2	2	1	1
Small	1	2	3	1	2
Medium	1	3	All	1	3
Body	1 / 2 vs. missiles	3 / 4 vs. missiles	All	1	3

* Bucklers can be used with a weapon on the same arm, however all weapon att's are at a-1. The buckler can't be used for the rest of the round once an att is made.

Spring (2 CP's for Rogues & Monks): The PC can make astonishing jumps and leaps with blinding speed. At the cost of a 1/2 move or an attack, they can spring into the air, attaining a height of 5' and landing up to 2 squares away in any direction with any facing without provoking an AoO.

If they have a 2 square running start, they can double their springing distance, landing up to 4 squares away and leaping 10' in the air. This is considered a full move action, yet it still doesn't provoke an AoO.

For every additional 2 CP's spent on this skill, they can add 5' and 1 square to the distance achieved.

Steady Hand (1 Slot): PC's with this talent are excellent shots with missile weapons.

They have an unusually good eye for distance, a knack for judging a tricky shot, and a smooth and easy aim and release.

If they take a full round to aim their shot (i.e., holds their action until last in the round) they suffer no penalty for a medium-range shot and only a -2 penalty for a long-range shot.

If they would normally receive multiple attacks with their weapon, they have to forfeit them in order to use this talent—they can make only 1 shot/round.

Throwing (2 CP's for Rogues & Fighters, 2 Slots + for others): PC's with this WP add 10' to each range category of a chosen thrown weapon, and the PC can elect to increase the dmg or the attack roll by +1, but the choices must be made once purchased.

For each CP spent on this WP (after its initial purchase) a PC adds another 5' to the thrown weapons ranges. For every 4 additional CP's spent (+20' to original 10'), another +1 on the dmg or attack rolls is gained. The maximum bonuses are +2 to attack and +2 to dmg with a maximum of +70' (no farther than double standard long range) to all ranges for a chosen thrown weapon.

Trouble Sense (1 Slot): Sometimes known as a danger sense, this talent gives the PC a chance to detect otherwise undetectable threats by instinct.

The PC's trouble sense comes into play when they are threatened by a danger they haven't noticed yet. The PC is only surprised on a roll of 1 by a sneak attack and treats any rear attacks as flank attacks instead.

Unarmed Combat

Unarmed Combat Specialization

A PC can choose to specialize in a type of unarmed combat—either pummeling (punching) or wrestling. Fighters, multi-classed fighters, rangers, paladins, monks and multi-classed monks can specialize or gain mastery in unarmed combat, only single classed fighters and monks can gain high and grand mastery in unarmed combat.

As a specialization, the type of unarmed combat chosen is the PC's only area of specialization, the PC cannot normally specialize in a weapon or another form of unarmed combat. Unless the appropriate ability is purchased by class, fighters may purchase up to mastery (must meet lvl & CP requirements) in 1 form without purchasing Multiple Specialization. Single classed monks make unarmed combat purchases as a single classed fighter, multi-classed monks as a multi-classed fighter.

Unarmed attacks vs. armed opponents invoke an AoO*. Items worn that inflict additional dmg (gauntlets, cestus, brass knuckles) and spells that grant increased strength, hardness or provide a damaging unarmed attack (Fist of Stone, Chill Touch, Shocking Grasp) still provoke an AoO by any threatening opponent. Improvised weapons (mugs, table legs, bottles, saddles...) are not unarmed attacks. Dmg from unarmed combat is 3/4 temporary, healing at 1/round (regen & fast healing can affect this rate).

*Monks and Pugilists never provoke an AoO, nor do natural attacks of non-humanoids such as a bite, claw or slam.

Pummeling Skill Levels

- Non-Proficient:** A PC who is non-proficient in pummeling may claim 3 extra CP's. A non-proficient pummeler suffers the attack penalty listed for their class and cannot score a KO with an "aimed to hit" pummeling attack.

- Familiar:** The vast majority of PC's are assumed to be familiar with pummeling, and need not spend any CP's/slots on the skill. Such PC's can make 1 attack each combat round with no penalty. They also have a 5% chance plus 1%/point of dmg done to cause a KO* with an "aimed to hit" attack. Pummeling causes 1d2 dmg.

- **☹️Proficient:** Any PC can spend CP's to become proficient at pummeling. Non-warriors gain an increase in their chance to score a KO. They have a 10% chance plus 2%/point of dmg. Proficient warriors also gain their full allotment of melee attacks when pummeling.
- **☹️Expert:** Any PC can spend CP's to become expert at pummeling, however they must be proficient in pummeling before becoming an expert. Expert warriors who are entitled to more than 1 melee attack each round can make the same number of pummeling attacks each round, but gain no other benefits. Expert non-warriors can make multiple attacks at the same rate as a non-specialized warrior.
- **☹️Specialized:** Only warriors and monks can become pummeling specialists. Pummeling specialists gain the normal specialist attack and dmg bonuses and extra attacks. Specialists are allowed to use their total dmg (to include Str and magical effects) for their KO chance. Specialists no longer provoke an AoO.
- **☹️Master:** Pummeling masters gain the normal master attack and dmg bonuses. Masters' may add their attack bonus to their dmg to determine KO chance (this does not increase the dmg done).
- **☹️High Master:** Pummeling high masters reduce their attack speed by 3, and increase their dmg/attack chance of KO to plus 3%/point. High masters also score a critical hit on a natural roll of 18 or better. High Masters may make 2 "aimed to hit" attacks per round instead of 1.
- **☹️Grand Master:** Pummeling grand masters increase their number of attacks/round above and beyond a specialist's rate of attacks and increase the amount of dmg inflicted by moving up to the next dmg die (see Appendix A). They also increase their base KO chance to 15%. Grand Masters may make 3 "aimed to hit" attacks per round instead of 2.

KO's are handled differently for PC's/NPC's and Monsters (as determined by the DM).

- Against PC's/NPC's the KO check is made by the PC/NPC who is potentially being KO, the pummeling KO mod's apply as a negative to the roll.
- Against Monsters the KO chance is offset by the opponents HD and Con or Tou score (whichever is higher), 1 point = -1%.

Opponents with mettle, dense skin, dmg reduction, dmg reduction to blunt weapons or a natural AC of 20 or better only has actual (pummeling only) dmg received as a KO chance.

Creatures with 2 or more of the previous cannot be KO unless the KO is on a critical hit. Creatures that are not of the same general race as the PC (as determined by the DM), most that are not subject to critical hits, may not usually be KO. Creatures KO are unconscious for a number of rounds equal to dmg received.

Wrestling Skill Levels

- **Non-Proficient:** Most PC's have had some EXP with wrestling since early childhood. A PC can choose to be non-proficient in wrestling and gain 3 extra CP's.
- **Familiar:** Creatures that can make wrestling attacks are automatically familiar with wrestling, and need not spend any CP's/slots on the skill. They can make 1 wrestling attack each combat round with no penalty, this type of attack is basic grapple hold that can be maintained round to round unless broken.
- **Proficient:** Any PC can spend CP's to become proficient at wrestling. Non-warriors gain no benefit from wrestling WP. Proficient warriors gain their full allotment of melee attacks when wrestling.
- **Expert:** Any PC can spend CP's to become expert at wrestling, however they must be proficient in wrestling before becoming an expert. Expert warriors who are entitled to more than 1 melee attack each round can make the same number of wrestling attacks each round, but gain no other benefits. Expert non-warriors can make multiple wrestling attacks at the same rate as a non-specialized warrior.
- **Specialized:** Only warriors and monks can become wrestling specialists. Wrestling specialists gain the normal specialist attack and dmg bonuses and extra attacks. Specialists have a +2 bonus to their effective Str score for purposes of maintaining or breaking holds. Specialists no longer provoke an AoO.
- **Master:** Wrestling masters gain the normal master attack and dmg bonuses.
- **High Master:** High masters have a +4 bonus to their effective Str score for purposes of maintaining or breaking holds. High masters also score a critical hit on a natural roll of 18 or better.
- **Grand Master:** Wrestling grand masters increase their number of attacks/round above and beyond a specialist's rate of attacks and an increase in their dmg to 3 points (instead of 1) plus mod's. Grand masters have a +6 bonus to their effective Str score for purposes of maintaining or breaking holds.

☹️ = WP's marked with this symbol affect initiative instead of weapon speeds if weapon speeds are not used. ☹️ = Can be used with natural weapons.

Wrestling

Wrestling requires both hands free, unencumbered by shields and the like. When wrestling (sometimes referred to as grappling), a normal attack roll is made. The normal AC of the target is used. If a PC is attempting to wrestle in armor, the following mod's are used (these are penalties to the foe's attack roll). Normal mod's to the attack roll are also applied.

Some monstrous PC's have certain abilities/feats or skills that have wrestling type effects (although they may differ slightly within the context of the named maneuver), such as Improved Grab and Snatch. These maneuvers are treated just like a wrestling effect unless specified differently within its text (See DM about these maneuvers).

Armor Mod's for Wrestling

Armor	Mod
No Armor	0
Studded leather	-1
Chain, ring, and scale mail	-2

Armor	Mod
Banded, splint, and plate mail	-5
Field plate armor	-8
Full plate armor	-10

Size Mod's for Wrestling

Size Difference	Mod
4+ size categories smaller	+8
3 size categories smaller	+4
2 size categories smaller	+2
1 size category smaller	+1

* It is not possible to wrestle creatures 3+ sizes larger than the PC

Size Difference	Mod
Same size category	0
1 size category larger	-1
2 size categories larger	-2
3+ size categories larger	N/A*

Penalties for being held or attacking a held opponent do not apply to wrestlers. Wrestling involves a lot of holding and twisting, and the dmg resolution system for punching and wrestling takes this into account.

If the attack roll is successful, roll on the wrestling results chart to find the result of the attack: Specialist gain a +/-1 to determine their result and each lvl of WP above that gains a +/-1 to the roll. Critical Hits and Fumbles are rolled to determine amount of extra dmg or situation fumble.

Wrestling Results (d12)

Roll	Wrestle	Roll	Wrestle	Roll	Wrestle
1	Leg twist	5	Throw	9	Trip
2	Gouge	6	Headlock*	10	Arm twist
3	Arm lock*	7	Leg lock*	11	Slam
4	Kick	8	Elbow smash	12	Bear hug*

* A hold can be maintained from round to round until broken.

Wrestle: This lists the action or type of grip the PC managed to get. Wrestling moves marked with an asterisk (*) are holds maintained from round to round, unless they are broken. A hold is broken by a throw, a gouge, the assistance of another person, the successful use of a weapon or a successful opposed Str check. Penalties to the attack roll apply to weapon attacks by a PC who is in a hold.

If maintaining a hold and assistance is provided to the PC/NPC maintaining the hold, the one assisting gets to add their Str mod to the total for opposed Str checks. If the assistor is equally or more proficient in wrestling they may take over the hold (pending a non-fumbled attack, criticals have no benefit).

All wrestling moves inflict 1 point of dmg plus Str bonus, if the attacker desires, while continued holds cause cumulatively 1 more point of dmg for each round.

To break a hold (grapple), an opposed grapple check (opposed Str check) is required. However any proficiency in wrestling allows a bonus to this check equivalent to the PC's wrestling attack bonus. Only one attempt per round can be made to break a hold unless the defender is proficient in wrestling, in which case they can make a number of attempts equal to their number of attacks. The defender may make normal attacks as long as they are not in a hold and have an attacking limb free to make the attack.

Training

PC's learning WP's after their starting lvl are required to take time out of campaigning to train and learn their WP's. Time required is the CP's spent as listed (*minimum of 1*); M=months, D=decades. Any number of WP's and NWP's can be learned at the same time. WP's not listed below require a number of weeks to train equal to the number of CP's spent.

WP's may be learned from other PC's at little to no monetary cost as long as both parties agree. WP costs to learn from an NPC are 20 GP/week (for Style Specialization, Proficiency), 50 GP/week (for Specialization), 100 GP/week (for Mastery), 150 GP/week (for High Mastery), 200 GP/week (for Grand Mastery).

To find someone to train a PC in a village/small town take the base WP listed cost multiplied by 10, then multiply by two and subtract from 100% (Ranger Weapon Specialization: $100\% - [4 \times 10] \times 2 = 20\%$ chance). For large town or city take the base WP listed multiplied by 10 and subtract from 100% (Ranger Weapon Specialization: $100\% - [4 \times 10] = 60\%$ chance).

Training

WP	Training
Weapon Mastery (Inc. High & Grand)	M
Bladesong Fighting	D
Earthen	M

WP	Training
Evanero Bladesinging	D
Pummeling Mastery (Inc. High & Grand)	M
Wrestling Mastery (Inc. High & Grand)	M

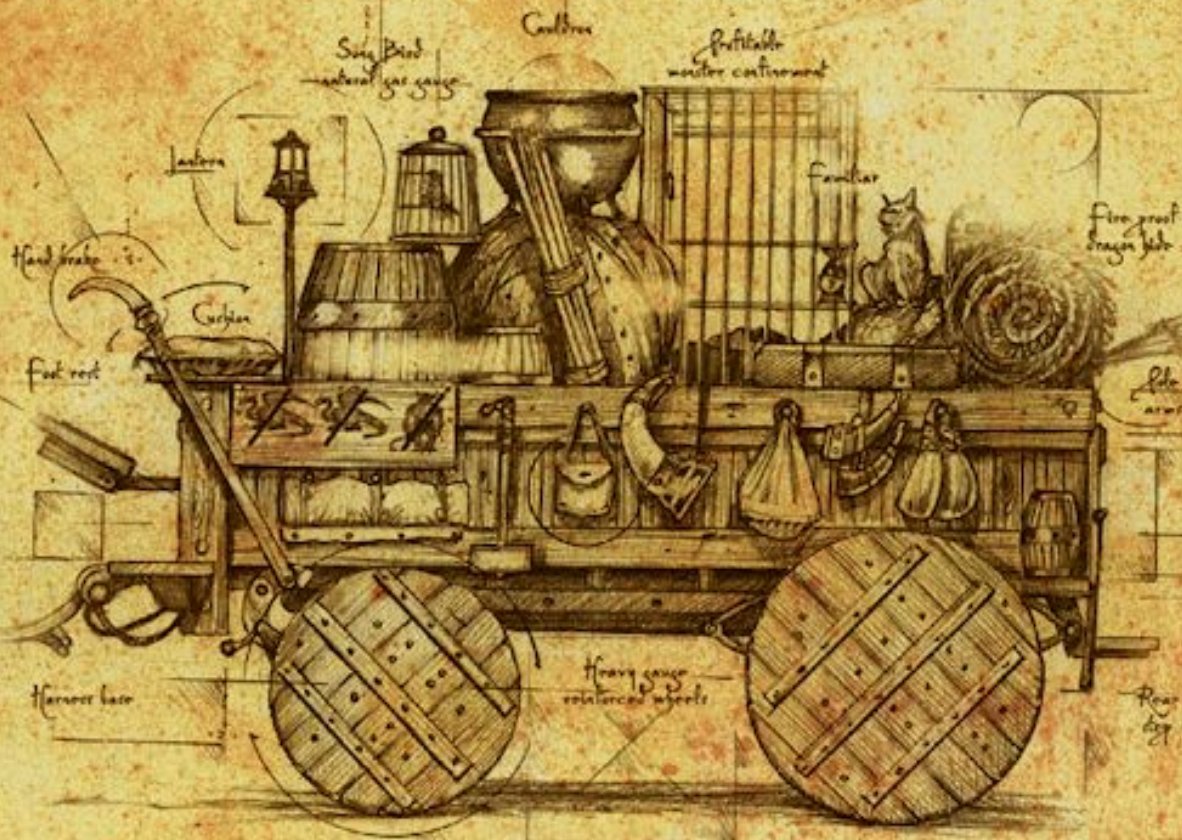
Weapon Style Compatibility

	Double Weapon			Horse Archer			Local Fighting			Missile			One-handed Weapon			Thrown Weapon/Sling			Two-handed Weapon			Two Weapon			Weapon and Shield			Bladesong Fighting			Changing Seasons			Oak Roots			One Shot, One Kill			Small Staff			Striking Falcon			Urban Fighting			Wilderness Fighting			Wild Fighting			Alemanos'			Chondath			Delzoun			Earthen			Evanero Bladesinging			Jaligard's			Juggling			Pirate Isle			Tempus' Blessing			Backward Kick			Blind-Fighting			Crushing Blow			Dirty Fighting			Disarm			Fencing			Foreign Combat			Fine Balance			Flying Kick			Jousting			Parrying			Shield Proficiency			Steady Hand			Throwing																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																						
Double Weapon	N/A	N	?	N	N	N	Y	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N

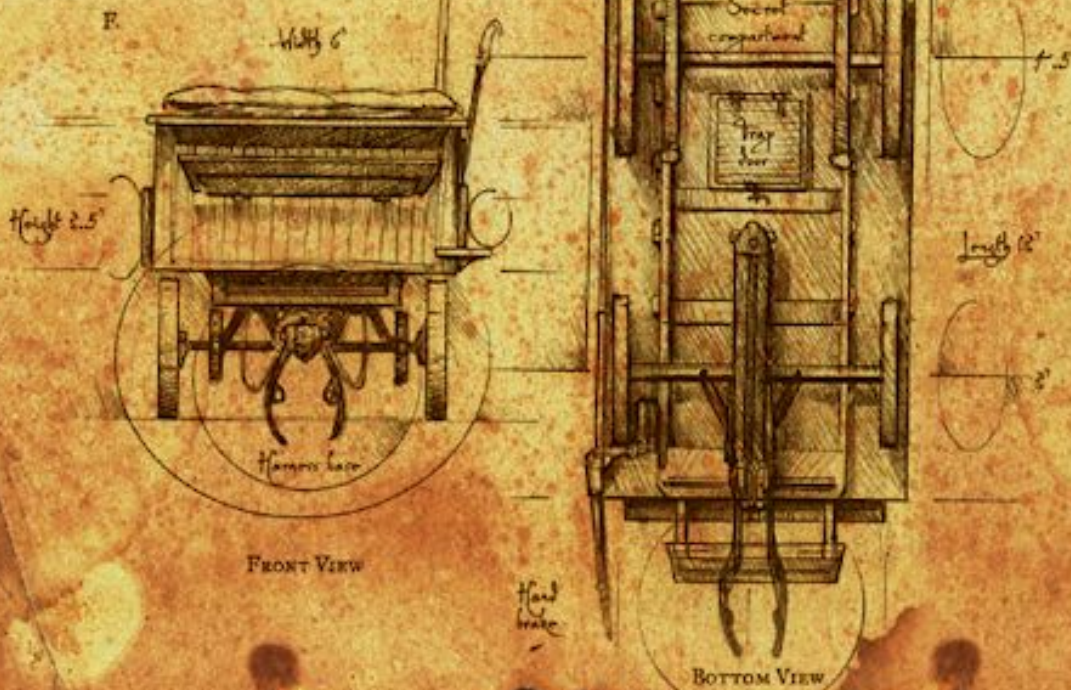
Items in **red** text do not require melee weapons.



MISCELLANEOUS ADVENTURING GEAR



WAGON SCHEMATIC





Appendix: A (Misc. Tables)

Misc. Tables

Alignments

Alignment Chart

	Lawful	Neutral	Chaotic
Good	Lawful Good	Neutral Good	Chaotic Good
Neutral	Lawful Neutral	Neutral	Chaotic Neutral
Evil	Lawful Evil	Neutral Evil	Chaotic Evil

Lawful Good (LG): These PC's believe that an orderly, strong society with a well-organized government can work to make life better for the majority of the people.

Lawful Neutral (LN): Order and organization are of paramount importance to PC's of this alignment.

Lawful Evil (LE): These PC's believe in using society and its laws to benefit themselves.

Neutral Good (NG): These PC's believe that a balance of forces is important, but that the concerns of law and chaos do not moderate the need for good.

Neutral (N): Neutral PC's believe in the balance of forces, and they refuse to see actions as either good or evil.

Neutral Evil (NE): Neutral evil PC's are primarily concerned with themselves and their own advancement.

Chaotic Good (CG): Chaotic good PC's are strong individualists marked by a streak of kindness and benevolence.

Chaotic Neutral (CN): Chaotic neutral PC's believe that there is no order to anything, including their own actions.

Chaotic Evil (CE): These PC's are the bane of all that is good and organized.

Base Attack

Base Attack (Increase Amount/Lvl)

Lvl	Priest (2/3)	Rogue (1/2)	Warrior (1/1)	Wizard (1/3)	Lvl	Priest (2/3)	Rogue (1/2)	Warrior (1/1)	Wizard (1/3)	Lvl	Priest (2/3)	Rogue (1/2)	Warrior (1/1)	Wizard (1/3)
1	0	0	0	0	1	1	1	0	0	21	0	12	1	10
2	0	0	0	0	2	1	2	0	0	22	2	14	0	10
3	0	0	1	1	3	1	3	0	0	23	0	14	1	11
4	2	2	0	1	4	1	4	1	1	24	0	14	0	11
5	0	2	1	2	5	0	5	0	1	25	2	16	1	12
6	0	2	0	2	6	0	6	0	1	26	0	16	0	12
7	2	4	1	3	7	1	7	1	2	27	0	16	1	13
8	0	4	0	3	8	0	8	0	2	28	2	18	0	13
9	0	4	1	4	9	0	9	0	2	29	0	18	1	14
10	2	6	0	4	10	1	10	1	3	30	0	18	0	14
11	0	6	1	5	11	1	11	0	3					
12	0	6	0	5	12	1	12	0	3					
13	2	8	1	6	13	1	13	1	4					
14	0	8	0	6	14	1	14	0	4					
15	0	8	1	7	15	0	15	0	4					
16	2	10	0	7	16	1	16	1	5					
17	0	10	1	8	17	0	17	0	5					
18	0	10	0	8	18	1	18	0	5					
19	2	12	1	9	19	1	19	1	6					
20	0	12	0	9	20	1	20	0	6					

Melee Attack Rates*

Warrior Melee Attacks per Round

Lvl	Bows	Blow Gun	Heavy X-bow	Light X-bow	Javelin & Sling	Melee Weapon	Thrown Dagger	Thrown Dart	"Other" Missile Weapons
1-6	1/1	1/1	1/3	1/2	1/1	1/1	2/1	3/1	1/2
7-12	2/1	3/2	1/2	1/1	3/2	3/2	3/1	4/1	1/1
13-18	3/1	2/1	1/1	3/2	2/1	2/1	4/1	5/1	3/2
19-24	4/1	5/2	3/2	2/1	5/2	5/2	5/1	6/1	2/1
25-30	5/1	3/1	2/1	5/2	3/1	3/1	6/1	7/1	5/2

Warrior Specialist Attacks Per Round

Lvl	Bows	Blow Gun	Heavy X-bow	Light X-bow	Javelin & Sling	Melee Weapon	Thrown Dagger	Thrown Dart	“Other” Missile Weapons
1-6	2/1	3/2	1/2	1/1	3/2	3/2	3/1	4/1	1/1
7-12	3/1	2/1	1/1	3/2	2/1	2/1	4/1	5/1	3/2
13-18	4/1	5/2	3/2	2/1	5/2	5/2	5/1	6/1	2/1
19-24	5/1	3/1	2/1	5/2	3/1	3/1	6/1	7/1	5/2
25-30	6/1	7/2	5/2	3/1	7/2	7/2	7/1	8/1	3/1

Fighter Grand Master Attacks Per Round

Lvl	Bows	Blow Gun	Heavy X-bow	Light X-bow	Javelin & Sling	Melee Weapon	Thrown Dagger	Thrown Dart	“Other” Missile Weapons
9-12	4/1	5/2	3/2	2/1	5/2	5/2	5/1	6/1	2/1
13-18	5/1	3/1	2/1	5/2	3/1	3/1	6/1	7/1	5/2
19-24	6/1	7/2	5/2	3/1	7/2	7/2	7/1	8/1	3/1
25-30	7/1	4/1	3/1	7/2	4/1	4/1	8/1	9/1	7/2

Non-Warrior Attacks Per Round

Proficiency (Lvl)	Bows	Blow Gun	Heavy X-bow	Light X-bow	Javelin & Sling	Melee Weapon	Thrown Dagger	Thrown Dart	“Other” Missile Weapons
Any	1/1	1/1	1/3	1/2	1/1	1/1	2/1	3/1	1/2
Specialist (7-12)	2/1	3/2	1/2	1/1	3/2	3/2	3/1	4/1	1/1
Specialist (13-18)	3/1	2/1	1/1	3/2	2/1	2/1	4/1	5/1	3/2
Specialist (19-24)	4/1	5/2	3/2	2/1	5/2	5/2	5/1	6/1	2/1
Specialist (25-30)	5/1	3/1	2/1	5/2	3/1	3/1	6/1	7/1	5/2

* Multi-class PC's that purchase specialization in each class may total their class lvls to determine their melee attack rate. If the PC purchased specialization in less than all classes, only those classes that made the purchase can be used to determine their melee attack rate.

Multiple Attack Mod's

Multiple Attack Mod's (Typical types of attacks listed in parentheses)*

1st Attack (Primary Hand)	2nd Attack (Secondary Hand)	3rd Attack (Bite)	4th Attack (Gore)	5th Attack	6th Attack
-2	-4	-8	-16	-32	-64

*Ambidexterity, Two-Weapon Style Specialization or Double Weapon Style Specialization will reduce attack mod's by 2 each for the trait or style (0 is the best offset, it can never be positive). Reaction Adjust from Dex/Agil may also reduce the mod's. The 1st two natural attacks (first & second attack) do not suffer negatives, unless a third or greater number of attack/s is/are utilized.

Pummeling/Wrestling Attack Rates

Proficient PC's

PC	Lvl	Attacks/round
Non-warriors	Any	1/1
Warriors	1-6	1/1
	7-12	3/2
	13-18	2/1
	19-24	5/2
	25-30	3/1

Expert PC's

PC	Lvl	Attacks/Round
Any Class	1-6	1/1
	7-12	3/2
	13-18	2/1
	19-24	5/2
	25-30	3/1

Specialized, Master, and High Master PC's

PC	Lvl	Attacks/Round
Warriors	1-6	3/2
	7-12	2/1
	13-18	5/2
	19-24	3/1
	25-30	7/2

Grand Master PC's

PC	Lvl	Attacks/Round
Single Classed Fighters	9-12	5/2
	13-18	3/1
	19-24	7/2
	25-30	4/1

Movement

Clearly your PC is able to move; otherwise, adventures would be rather static and boring. All PC's have MV rates that are based on their race as follows;

Human/Demihuman Base MV Rates*

Race	Rate	Race	Rate	Race	Rate	Race	Rate
Dwarf	6	Gnome	6	Half-orc	12	Halfling	6
Elf	12	Half-elf	12	Half-ogre	12	Human	12

* Aquatic or Avian sub-race types are reduced to 3/4 of the normal land MV for their racial type, this may be offset by purchasing the foreign adaptation NWP. Half-breeds utilize the average MV of both parents.

A PC can move their MV rate in 5' *blocks* in a combat round. If they are carrying equipment, they may move slower because of the encumbrance. As they carry more gear, they gradually slow down until they reach the point where they can barely move at all.

In a dungeon or cave, a PC moving more than half their normal pace suffers a -1 penalty to being surprised and gives a +1 bonus to others on their chance of being surprised. The PC also does not notice traps, secret doors, or other unusual features.

Monstrous Base MV Mod

Monstrous PC's use one of the two following to determine their base MV; if they have a listed MV in any 2E product use this as their base MV. If they do not have a 2E listed MV then the DM will determine their MV.

Base MV Mod

Base MV is modified by taking the sum of the mod's (as listed below) for Pow, Agi and Tou divided by 3 (rounded up 1,2,3 = 1, 4,5,6 = 2, 7,8,9 = 3....etc.) added to their base MV. Example; a Dwarf with a Pow 19 (Mod. =4), Agi 14 (Mod. =2) and Tou 17 (Mod. =3) divided by 3 equals 3, added to the Dwarfs base MV for a 9 MV.

For monster PC's that have no listed Ability (Con for example with a living construct) use 10/11 for the missing score or divide the total of the ability mod's above by 2 instead of 3 (use which ever method is best for the PC).

Animal NPC's are not affected by negatives from abilities unless they are not race based (magical) or they are suffering from an injury effect.

MV Mod's

Score	Mod	Score	Mod	Score	Mod
1	-5	11	0	21	5
2	-4	12	1	22	6
3	-4	13	1	23	6
4	-3	14	2	24	7
5	-3	15	2	25	7
6	-2	16	3	26	8
7	-2	17	3	27	8
8	-1	18	4	28	9
9	-1	19	4	29	9
10	0	20	5	30	10

Modified MV Rates

Base (12/6) Str	(12/6) Full Move	(9/5) 3/4	(6/3) 1/2	(3/2) 1/4	(1) Max
1	0-4	5-6	7	9	10
2	0-9	10-11	12-14	15-17	18-20
3	0-13	14-17	18-20	21-26	27-30
4	0-17	18-23	24-27	28-34	35-40
5	0-22	23-29	30-34	35-43	44-50
6	0-26	27-34	35-41	42-52	53-60
7	0-30	31-40	41-48	49-60	61-70
8	0-34	35-46	47-54	55-69	70-80
9	0-39	40-51	52-61	62-77	78-90
10	0-43	44-57	58-68	67-86	87-100
11	0-49	50-66	67-78	79-99	100-115
12	0-56	57-74	75-88	89-112	113-130
13	0-65	66-86	87-102	103-129	130-150
14	0-75	76-100	101-119	120-151	152-175
15	0-86	87-114	115-136	137-172	173-200

Base (12/6) Str	(12/6) Full Move	(9/5) 3/4	(6/3) 1/2	(3/2) 1/4	(1) Max
16	0-99	100-131	132-156	157-198	199-230
17	0-112	113-148	149-177	178-224	225-260
18	0-129	130-171	172-204	205-258	259-300
19	0-151	152-200	201-238	239-301	302-350
20	0-172	173-228	229-272	273-344	345-400
21	0-198	199-262	263-313	314-396	397-460
22	0-224	225-296	297-354	355-447	448-520
23	0-258	259-342	343-408	409-516	517-600
24	0-301	302-399	400-476	477-602	603-700
25	0-344	345-456	457-544	545-688	689-800
26	0-396	397-524	525-626	627-791	792-920
27	0-447	448-593	594-707	708-894	895-1040
28	0-516	517-684	685-816	817-1032	1033-1200
29	0-602	603-798	799-952	953-1204	1205-1400
30	0-688	689-912	913-1088	1089-1376	1377-1600

To determine pulled loads for bipedal creatures use their *Weight Allowance* multiplied by 2.5. To determine carried loads for a multi-legged (non-bipedal) creatures multiply their *Weight Allowance* by 1.5 for each leg greater than 2 (Max 6). To determine pulled loads for multi-legged creatures multiply their carried load by 3 if it is small, 4 if medium, 5 if large, 6 if huge, 7 if gargantuan...

Encumbrance

To calculate encumbrance, simply total the pounds of gear carried by the creature or PC. Add five pounds for clothing, if any is worn. To determine your PC's MV rate for a given load, find the Str score on the Modified MV Rates chart. Read across it until you find the first column in which the number of pounds is listed. At the top of that column is the modified MV rate of the PC bearing their current load.

Effects of Encumbrance

Encumbrance also reduces a PC's combat abilities. If encumbrance reduces them to 1/2 of their normal MV rate, they suffer a -1 penalty to their attack roll. If they are reduced to 1/4 or less of their normal MV rate, the attack penalty is -2 and there is an additional AC penalty of -1. If their MV is reduced to 1, the attack roll penalty is -4 and the AC penalty is -3. Clearly, the wise thing for a heavily encumbered PC to do is to quickly drop most of their gear before entering battle.

Magical Armor and Encumbrance

One of the special properties of magical armor is its effect on encumbrance. Although magical armor appears to weigh as much as normal armor, the weight of magical armor applies only toward the weight limit of the PC. It does not apply when determining the effects of encumbrance on MV and combat. In essence, the armor appears to weigh as much as normal armor but does not restrict or hamper the PC.

In water or other non-standard overland scenarios magical armor weights are applied as though they were normal armor of equivalent make unless the armor is enchanted specifically for said scenario (magical plate would cause a PC to fall like a rock in water unless it was magical plate of underwater action).

Average Thief Abilities

Thief Average Ability Table

Lvl	Bribe	Climb Walls	Detect Noise	Detect Illusion	Detect Magic	Escape Bonds	Find/Remove Traps	Hide in Shadows	Move Silently	Open Locks	Pick Pockets	Read Languages	Tunneling
1	5%	85%	10%	5%	5%	20%	20%	10%	15%	25%	30%	--	20%
2	5%	86%	10%	5%	5%	25%	25%	15%	21%	29%	35%	--	23%
3	5%	87%	15%	10%	5%	30%	30%	20%	27%	33%	40%	--	28%
4	5%	88%	15%	10%	5%	35%	35%	25%	33%	37%	45%	20%	30%
5	10%	90%	20%	15%	10%	41%	40%	31%	40%	42%	50%	25%	35%
6	10%	92%	20%	15%	10%	47%	45%	37%	47%	47%	55%	30%	38%
7	15%	94%	25%	20%	15%	54%	50%	43%	55%	52%	60%	35%	43%
8	15%	95%	25%	20%	15%	60%	55%	49%	62%	57%	65%	40%	45%
9	20%	95%	30%	25%	20%	66%	60%	56%	70%	62%	70%	45%	50%
10	20%	95%	30%	25%	20%	73%	65%	63%	78%	67%	80%	50%	55%
11	25%	95%	35%	30%	25%	79%	70%	70%	86%	72%	90%	55%	63%
12	25%	95%	35%	30%	25%	86%	75%	77%	94%	77%	95%	60%	65%
13	30%	95%	40%	35%	30%	91%	80%	85%	95%	82%	95%	65%	70%
14	30%	95%	40%	35%	30%	93%	85%	93%	95%	87%	95%	70%	70%
15	35%	96%	50%	45%	35%	96%	90%	99%	99%	92%	99%	75%	75%

Lvl	Bribe	Climb Walls	Detect Noise	Detect Illusion	Detect Magic	Escape Bonds	Find/Remove Traps	Hide in Shadows	Move Silently	Open Locks	Pick Pockets	Read Languages	Tunneling
16	35%	97%	50%	45%	35%	98%	95%	99%	99%	97%	99%	80%	75%
17	45%	98%	55%	50%	45%	99%	99%	99%	99%	99%	99%	85%	77%
18	45%	99%	55%	50%	45%	99%	99%	99%	99%	99%	99%	90%	77%
19	50%	99%	60%	55%	50%	99%	99%	99%	99%	99%	99%	95%	80%
20	50%	99%	60%	55%	50%	99%	99%	99%	99%	99%	99%	99%	80%
21	55%	99%	65%	60%	55%	99%	99%	99%	99%	99%	99%	99%	82%
22	55%	99%	65%	60%	55%	99%	99%	99%	99%	99%	99%	99%	82%
23	60%	99%	70%	65%	60%	99%	99%	99%	99%	99%	99%	99%	85%
24	60%	99%	70%	65%	60%	99%	99%	99%	99%	99%	99%	99%	85%
25	65%	99%	75%	70%	65%	99%	99%	99%	99%	99%	99%	99%	87%
26	65%	99%	75%	70%	65%	99%	99%	99%	99%	99%	99%	99%	87%
27	70%	99%	80%	75%	70%	99%	99%	99%	99%	99%	99%	99%	90%
28	70%	99%	80%	75%	70%	99%	99%	99%	99%	99%	99%	99%	90%
29	75%	99%	85%	80%	75%	99%	99%	99%	99%	99%	99%	99%	92%
30	75%	99%	85%	80%	75%	99%	99%	99%	99%	99%	99%	99%	92%

Dmg Die Advancement

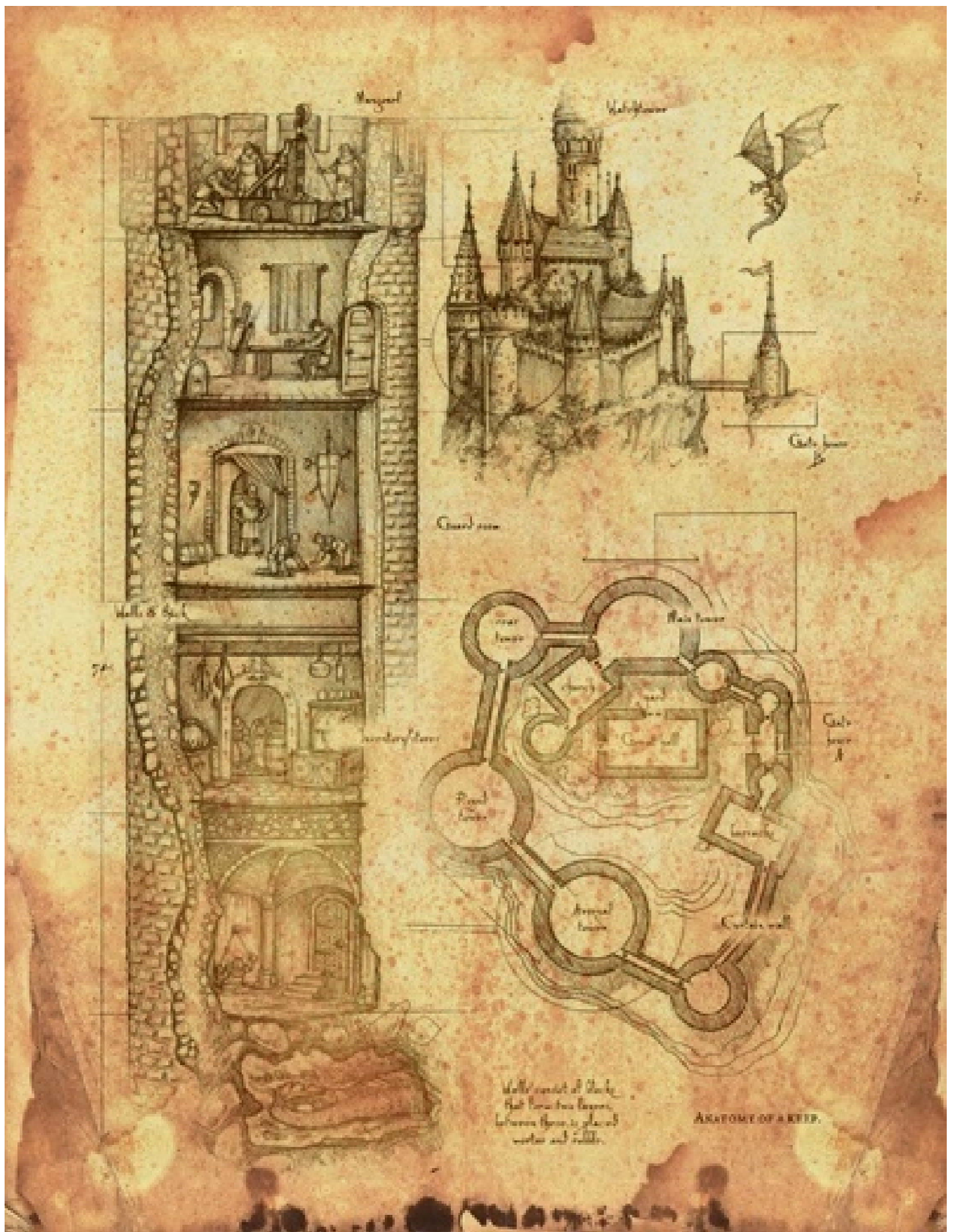
Base Die	Range	Base Die	Range	Base Die	Range	Base Die	Range	Base Die	Range	Base Die	Range
<i>1d1</i>	<i>1</i>	1d6	1-6	2d6	2-12	1d20	1-20	3d10	3-30	4d12	4-48
<i>1d2</i>	<i>1-2</i>	1d8	1-8	3d4	3-12	2d10	2-20	4d8	4-32	3d20	3-60
<i>1d3</i>	<i>1-3</i>	2d4	2-8	2d8	2-16	2d12	2-24	3d12	3-36		
1d4	1-4	1d10	1-10	4d4	4-16	3d8	3-24	2d20	2-40		
<i>1d5</i>	<i>1-5</i>	1d12	1-12	3d6	3-18	4d6	4-24	4d10	4-40		

Italicized dark red base die simply move up to the next standard die

Secret & Concealed Doors

Race/Group	Action	Type of Door	Chance
Elves & Halflings w/ Detect Secret Doors	Pass w/in 10'	Secret	1 in 6
Elves & Halflings w/ Detect Secret Doors	Pass w/in 10'	Concealed	2 in 6
Elves & Halflings w/ Detect Secret Doors	Searching	Secret	2 in 6
Elves & Halflings w/ Detect Secret Doors	Searching	Concealed	3 in 6
Elves & Halflings w/o Detect Secret Doors	Searching	Secret	1 in 8
Elves & Halflings w/o Detect Secret Doors	Searching	Concealed	2 in 8
1/2 Elves & Humans w/ Detect Secret Doors	Pass w/in 10'	Concealed	1 in 6
1/2 Elves & Humans w/ Detect Secret Doors	Searching	Secret	1 in 6
1/2 Elves & Humans w/ Detect Secret Doors	Searching	Concealed	2 in 6
Demihumans*, Humans & Monsterous PC's w/o Detect Secret Doors	Searching	Secret	1 in 10
Demihumans*, Humans & Monsterous PC's w/o Detect Secret Doors	Searching	Concealed	2 in 10

**All other demihumans not listed above*





Time

Autumn

Highharvestide

Autumn Equinox

Elemt 21

Summer

Shieldmeet (once every four years)

Midsummer

Winter

Midwinter

Spring

Greengrass

Calendar of Harptos

If an encounter escalates into a combat situation, the time scale of the game automatically goes to rounds (also called melee rounds, or combat rounds). Rounds are used to measure the actions of PC's in combat or other intensive actions in which time is important.

Within a combat round, there is a set series of steps that must be followed. These are:

1. The DM determines if surprise rolls are required.
2. DM determines if there are any special actions that the monsters/NPC's will perform that round outside of normal combat. The DM also determines the Monster morale.

3. PC's state if they are going to perform any special actions outside of normal combat.
4. Initiative type is determined by the DM & Party and then initiative is rolled accordingly.
5. MV, attacks, and actions are made in order of initiative and the type determined above.

The Surprise Roll

Sometimes an encounter, either random or planned by the DM, catches one of the two groups involved totally off guard. This is called *surprise* and is determined by rolling 1d10 for each side (or only one side if the DM has decided that one of the sides cannot be surprised, for some reason). If the die roll is a 1, 2, or 3, that group or PC is surprised. Naturally, surprise does not happen all the time. There are many easy and intelligent ways it can be prevented. The most obvious is if they can see those they are about to encounter well before getting close.

The DM decides when a check for surprise must be made. The PC can require that one roll be made for the entire party, that a separate check be made for each PC, or that only specific PC's check. This depends entirely upon the situation.

The surprise roll can also be modified by Dex, race, class, cleverness, and situation. Mod's can affect either your PC's chance of being surprised or their chance of surprising others. A plus to your die roll reduces the odds that you are surprised; a minus increases those odds. Likewise, a minus to the enemy's die roll means that the mod is in your favor, while a plus means that things are going their way. High Dex PC's are virtually unsurpriseable, caught off guard only in unusual situations.

It is important to bear in mind that surprise and ambush are two different things. Surprise works as explained above. An ambush is prepared by one group to make an unexpected attack on another group and works only if the DM decides the other group cannot detect the ambush.

A properly set ambush that succeeds grants the ambushing group its initial attack *and* the other group must roll for surprise in the next round, so the ambushing group may get two rounds of attacks before the other group can reply.

Effects of Surprise

PC's and monsters that are surprised all suffer the same penalty. They are caught off guard and thus cannot react quickly.

Standard Mod's to Initiative

Situation	Mod
Hasted	-2
Slowed	2
On higher ground	-1
Set to receive a charge	-2
Wading or slippery footing	2
Wading in deep water	4
Foreign environment*	6
Hindered (tangled, climbing)	3
Waiting	1

* This applies to situations in which the party is in a different environment (swimming underwater without the aid of a *ring of free action*, for example).

The surprising group gains the initiative, PC's that can make sneak attacks are allowed to get their first attack as a sneak attack. Those in the group that are surprised lose their Dex bonuses for all purposes, and can only make a single attack action, they may not chose to parry in either case as they are surprised.

If both groups manage to surprise each other, the effects of surprise are cancelled. Standard initiative rolls are now made to see who acts first.

Initiative

The initiative roll determines who acts first in any given combat round. Initiative is not set, but changes from round to round--combat being an uncertain thing, at best.

Initiative is normally determined with a single roll for each side in a conflict. This tells whether all the members of the group get to act before or after those of the other side.

Standard Initiative Procedure

First the type of initiative is to be determined by the DM & the Party. There are two types of initiative: Simple and Complex.

- Simple; equates to no mod's other than initiative mod's due to Dex, weapon styles, class and High Lvl abilities.
- Complex; utilizes weapon speeds and all initiative mod's.

Once the type of initiative is determined there are two styles of initiative to be utilized: Battle and Melee.

- Battle, roll 1d10 for each side in the battle. Normally, this means the DM rolls for the monsters or NPC's, while one of the PC's roll for their party.
- Melee; the DM rolls for the monsters or NPC's and each PC rolls separately for each of themselves.

Initiative mod's are then added or subtracted to give each their respective initiatives. The two modified initiatives are move or action initiative and attack initiative.



Additional Mod's to Initiative

Situation	Mod
Attacking with a weapon, drawing a weapon*	Weapon speed
Dropping a weapon or object (Backpack, torch, lantern...etc.)	1
Breath weapon	1
Casting a spell	Casting time
Creature size (monsters with natural weapons only)**	
Tiny	1
Small	2
Medium	3
Large	6
Huge	9
Gargantuan	12
Innate spell ability (<i>used for ending spells unless it is done as a "thought" – free action</i>)	3
Magical items***	
Miscellaneous magic, rings, wands	3
Potion	4
Rods	1
Scroll	Casting time of spell
Stave	2

* Weapons with a 2 or less weapon speed and at least one size smaller than the wielder can be drawn as a free action up to a maximum of 2 per wielding "hand"/round

** This applies only to creatures fighting with natural weapons--claws, bites, etc. Creatures using weapons use the speed factor of the weapon, regardless of the creature's size. *** Use the initiative mod listed unless the item description says otherwise.

Move or Action Initiative

The move or action initiative is when the PC will either move or forfeit their attacks to perform a non-combat action.

It is created by taking the base initiative and reducing it by the reaction adj for Dex (negative reaction adj's add to the base initiative).

If a PC is going to make a move first, the action initiative and the move initiative are two separate initiatives, created the same way. They can happen at the same time if their mod's happen to be the same number.

Note: No MV can occur after an attack or action has occurred, nor can a PC normally move a portion of their MV and decide to move the rest of it later on in the round.

Free Actions

Only one free action per PC is allowed per round, however it may occur at any time in the round, excluding MV.

Attack Initiative

The attack initiative is when a PC makes an aggressive action towards another entity or object such as with a weapon or by spell. It is created by taking the move initiative and adding the modified weapon speed or casting time to it.

A PC should never move and attack in the same segment, the MV should always come first in most normal combats with exception to those who wield weapons of speed (such as a scimitar of speed), in which case they move and attack first at the same time.

PC's may forfeit their move initiative to utilize their attack initiative, if this is done then the PC then takes the base initiative and adds their modified weapon speed or casting time to it giving them their attack initiative.

Attack initiatives that total greater than 20 are always resolved in the last segment.

Weapon Speed and Initiative

PC's take their listed weapon speed and subtract their reaction adj to gain their modified weapon speed. A modified weapon speed will never be less than 1.

Magical Weapon Speeds

Magical weapons are easier to wield in combat than ordinary ones. Each bonus point conferred by a magical weapon reduces the speed factor of that weapon by 1. When a weapon has two bonuses, the lesser one is used. No weapon can have a speed factor of less than 1.

Spellcasting and Initiative

Spellcasters use the casting times of their spells and subtract their reaction adj to get their modified casting time. A modified casting time will never be less than 1.

Spells that have 1 round for casting time will be the last issue resolved at the end of the round and they are not affected by reaction adj's. Spells that have turns or hours for casting times are not affected by reaction adj's and are resolved at the end of the round in which they take effect. As with all spells the spellcaster shall be able to roll initiative and move prior to the start of their spell.

Multiple Attacks and Initiative

PC's with multiple attacks add their slowest modified weapon speed or casting time to their move initiative or base initiative which ever applies.

All the multiple attacks are performed at the same time, however should they run out of targets to attack and still have attacks left they can be held until a foe presents itself that round. The PC would then attack in the next segment unless the segment is the last of the round in which case the attacks all occur at the same time. Spell casters usually do not have the ability to cast multiple spells in a round.

Movement in Combat

MV in Melee

The basic move is to get closer for combat--i.e., move close enough to an enemy to attack. This is neither a blind rush nor a casual stroll. Instead, the PC approaches quickly but with caution. MV greater than half allotted normal move but less than full allotted normal move allows for a single melee or missile attack but no spell casting or innate abilities.

Retreat

To get out of a combat, PC's can make a careful withdrawal or they can simply flee.

Withdrawing (Tactical Retreat/Move): When making a withdrawal, a PC forgoes attacks (can parry) and carefully backs away from their opponent, who can choose to follow. The PC moves up to 1/2 their normal MV rate.

If two PC's are fighting a single opponent and one of them decides to withdraw, the remaining PC can block the advance of the opponent. This is a useful method for getting a seriously injured man out of a combat.

The same method of MV (forgoing attacks and moving up to 1/2 their MV) can be utilized to enter into a threatened area of combat without incurring AoO.

Withdrawing can only be used effectively when dealing with a total of opponents totaling no more than the PC's Maximum # of attacks in a round (3/1 would allow for 3 opponents to be withdrawn from, 7/2 would allow for 4).

Fleeing (Full Retreat): To flee from combat, a PC simply turns and runs up to their full MV rate. However, the fleeing PC drops their defenses and turns their back to their opponent.

The enemy is allowed a single free AoO at the rear of the fleeing PC. Those with sneak attack may make this a sneak attack if they have not used a sneak attack on them.

This attack doesn't count against the number of attacks that opponent is allowed during the round, and initiative is irrelevant. The fleeing PC can be pursued, unless a companion blocks the advance of the enemy.

Any additional enemies within striking distance of the PC's rout while fleeing, that are not engaged in melee, may also make a single AoO.

Combat Mod's

The Attack Roll

To determine if a PC (or monster/enemy) has scored a hit a d20 is rolled and added to that are all of that creature's combat mod's for the particular situation/setting that is present. The total is the AC that was hit.

Standard Mod's

In combat, many factors can modify the number a PC needs for the quickness of the attack, a successful hit and effective dmg. These variables are reflected in mod's to the to-hit number or to the attack roll as well as the dmg roll and weapon speed.

Str Mod's: A PC's Str can modify the die roll, altering both the chance to hit and the dmg caused with melee weapons. With hurled missile weapons (a spear or an axe) only the dmg mod from Str is applied.

A positive Str dmg mod can be applied to bows if they have a special bow made for them, designed to take advantage of their high Str. PC's with Str penalties always suffer them when using a bow weapon. They simply are not able to draw back the bowstring far enough. Str mod's are not applied to x-bows--the power of the shot is imparted by a machine, not the PC.

Dex Mod's: A PC's Dex can modify the die roll, altering the chance to hit with missile weapons other than hurled & mechanical missile weapons (spears, axes and x-bows). With hurled missile weapons (a spear or an axe) and mechanical missile weapons (cross-bows) the only the attack mod is applied.

Dex also affects their weapon speed (for all weapons), spell casting and base initiative by reducing the speed factor, casting time and initiative by the reaction adj. Dex also affects the negative applied to a PC's ability to hit when using more than one weapon, reaction adj offsets this penalty, but can never make it greater than 0.

Magical items: The magical properties of a weapon can also modify combat. Items that impart a bonus to the attack roll or AC are identified by a plus sign. For example, a *sword +1* improves a PC's chance to hit by one as well as reducing the weapons speed by 1. A suit of *chain mail +1* improves the AC of the PC by one (which means they *add* one to their AC, changing an AC of 15 to an AC of 16, for example). Cursed items have a negative mod (a penalty), resulting in a subtraction from the attack roll and increasing the weapons speed factor and decreasing the AC of the PC.

There is no limit to the number of mod's that can be applied to a single die roll. Nor is there a limit to the positive or negative number (the total of all mod's) that can be applied to a die roll.

Impossible To-Hit Numbers

Sometimes the attacker's to-hit number seems impossible to roll. An attack may be so difficult it requires a roll greater than 20 (on a 20-sided die!), or so ridiculously easy it can be made on a roll less than 1. In both cases, an attack roll is still required.

The reason is simple: a natural roll of 20 is always considered a hit and a natural roll of 1 is always a miss!!!

Combat Mod's

Situation	Def Dex?	Def Att Mod	Off Dex?	Off Att Mod
Attacker on higher ground*	Y	0	Y	+1
Defender invisible	Y	-	N	-4
Defender off-balance	N	-Missile Att	Y	+2
Defender sleeping or held	N	-	Y	Automatic**
Prone (PC off of their feet)	N	-2	Y	+4
Defender stunned	N	-	Y	+4
Defender surprised	N	0	Y	+1
Missile fire, long range	Y	-	Y	-5
Missile fire, medium range	Y	-	Y	-2
Rear attack	Y	-	Y	+2

* Includes being mounted as long as the total height of the opponent is less (by one category) than the mounted PC.

** During normal melee, the attack almost always automatically hits and causes normal dmg, an attack roll is still made to determine fumbles or critical hits.

If no other fighting is going on (i.e., all others have been slain or driven off), the defender can be slain almost automatically (eq. critical hit), if so chosen, an attack roll is made to determine fumbles.

Mounted Missile Fire

Mount's Current MV	Att Adj	# Att
Not moving to less than ½ normal move	0	No mod.
½ normal move to less full move	-2	-1 category
Full move to less than 2x full move	-4	-2 categories
2x full move or greater	-6	-3 categories

Special Combat Situations

Weapons in Nonlethal Combat

As you might expect, weapons have their place in nonlethal combat, whether a PC is defending or pressing the attack.

Weapons in Defense: A PC attempting to punch or wrestle an armed opponent can do so only by placing himself at great risk. Making matters worse, an armed defender is automatically allowed to strike with their weapon before the unarmed attack is made, regardless of the initiative die roll. Furthermore, since their opponent must get very close, the defender gains a +4 bonus to their attack and dmg rolls. If the attacker survives, the PC can then attempt their attack.

Those involved in a wrestling bout are limited to weapons of small size after the first round of combat—it's very difficult to use a sword against someone who is twisting your sword arm or clinging to your back, trying to break your neck. For this reason, nearly all PC's will want to carry a dagger or knife.

Nonlethal Weapon Attacks: It is possible to make an armed attack without causing serious dmg (striking with the flat of the blade, for example). This is not as easy as it sounds, however.

First, the PC must be using a weapon that enables them to control the dmg they inflict. This is impossible with an arrow or sling. It isn't even feasible with a war hammer or mace. It can be done with swords and axes, as long as the blade can be turned so it doesn't cut.

Second, they have a -4 penalty to their attack roll, since handling a weapon in this way is clumsier than usual. The dmg from such an attack is 50% normal; one-half of this dmg is temporary.

Touch Attacks: In certain circumstances one creature or PC may wish to simply make contact with another for the purposes of discharging a spell, or grabbing them to restrain or wrestle them. In these situations the defender only get magical bonuses and Dex added to a base AC of 10 (even if the creature has a higher natural AC) as there is no intent to "break skin" or do direct dmg by establishing the touch.

Special Combat Attacks

Attack of Opportunity (AoO)

An AoO can occur in numerous scenarios (inane spell abilities do not incur an AoO). The AoO is a free action bonus attack that may only occur if the attacker is aware of the AoO opening.

An AoO can only be accomplished once in any given round (unless the PC/NPC has a specific ability that grants more).

Called Shot

To make a called shot, a PC must announce their intention before any initiative dice are rolled. Upon doing so, they suffer a +1 penalty to their initiative (representing the time spent carefully aiming their attack). When they do get a chance to act, their attack roll suffers a -4 penalty.

If the roll succeeds, the called shot accomplishes what they wanted; if the roll missed, no dmg occurs.

Against a creature, a called shot will only cause the normal amount of dmg allowed the weapon. Attempts to blind, cripple, or maim will not succeed, unless the called shot is a critical hit then the most appropriate critical hit matching the called shot will apply.

A called shot can cause a target to drop items or react in some other, subtler, way. It can penetrate weak points in armor. It also can be used in attempts to knock an object out of a hand, shatter a flask, or otherwise dmg items or causing an imminent attack to fumble. Called shots can be very useful in activating the trigger of a known trap (if this can be done with a weapon) or in impressing the locals in an archery contest.

Charging

PC's can charge to rapidly close for combat and make an attack. A charging PC may move an additional 50% of their base MV when they charge but must have a straight line of attack to the target.

PC's begin their charge on their base initiative, moving a fraction of their total MV each segment based on their initiative mod for MV (normally 3, allowing for 1/3 of the total move each segment over 3 segments total).

Unlike most attack forms, the charge attack is resolved the moment the attacker arrives. If they have a 3 mod and arrives at the target on the second segment then the attack is resolved then, not on the third segment. The PC may not move anymore in the round once the charge has been executed.

Charging (which might more accurately be called the reckless attack) gives PC's several advantages but also imposes some penalties. The charging PC gains a +2 bonus on their attack roll. Some weapons, such as lances, are suited for charging and inflict double dmg when used in a charge.

Because they are so intent on the attack, however, charging PC's are at a disadvantage defensively. They lose all Dex bonuses to AC and suffer a +1 penalty to AC in addition to that. Guarding PC's with weapons longer than the charger's automatically strike first. In addition, PC's can set spears (see Guard) against charges.

Overruns (Tramples)

When a larger creature attempts to move into a smaller, standing enemy's square, it is called an overrun. Mounted figures use their mount's size for this purpose, so a human on a size L horse can overrun a human on foot. Overruns create an AoO for the figure being stepped on or they may choose to forego their AoO and move into an adjacent square. After the defender's attack (if they have chosen to stay), the defender must roll a successful saving throw vs. paralyzation or be knocked down. Even if they do successfully save, they are forced one square away from their current location. This save is modified by a -4 penalty for a creature two sizes larger than the defender, a -8 penalty for a creature three sizes larger, etc.

When a defender is knocked down by an overrunning creature, they may suffer a trampling attack. The trampler gets a single AoO that inflicts 1d4 points of dmg per difference in size. Even though the defender is prone, no mod's apply; trampling is an afterthought on the attacker's part.

The DM can adjust the dmg as the DM sees fit. *The overrun and trample may be combined with a charge to create an awe-inspiring effect in combat.*

A prone creature with an enemy in its square may get up by using a full round to do so. Since two standing enemy figures cannot occupy the same square, size *almost* always wins; the larger of the two creatures displaces the smaller one. In addition, the standing figure always chooses which square the displaced figure enters.

If the smaller creature thinks that its Str might be high enough to oust the larger creatures, an opposed Str roll (both roll a d20 and add any Str points over 10 to their total) is made to determine who stays and who is displaced.

Fighting in Unusual Conditions

Since adventures are notoriously unpredictable, a surprising number of battles take place in the most inconvenient places.

PC's tend to get into fights while hanging on the side of a cliff, swimming in subterranean lakes, or while venturing into fantastic planes of existence.

Last but not least, many magical spells can create strange effects. This next section addresses the most common of these unusual conditions.

Fighting in Unusual Conditions

Situation	Attack Mod	Dmg Mod	Initiative Mod	Save Mod	AC Mod	Misc. Info
Aerial Combat	See notes		See notes			See notes
Astral Plane	Use Inte/Lea for Str/Pow	Use Inte/Kno for Str/Mus	Use Wis/Intu for Dex/Agi		Use Wis/Wil for Dex/Bal	See notes
Climbing	-2	-2		-2	No Dex or Shield	If struck must make climb check
Ethereal Plane						See notes
Moonlight, Moderate Fog or Rain	-1	N/A		-1	N/A	
Starlight, Dense Fog or Heavy Rain	-3	1/2 Str Dmg		-3	-2	
Total Darkness	-4	No Str Dmg		-4	-4	No Special Attacks, Disarms, Sneak Attacks, etc. Chance to hit enemies and allies alike.
Underwater Combat	-2	-2	-2	-2	-2	Only Piercing Weapons and Nets
Water Combat	-2	N/A	Waist Deep: +1 Shoulder Deep: +2	N/A	No Dex AC Bonus	Only Piercing Weapons and Nets, see notes

Aerial Combat

Initiative

The more maneuverable flyer gains a -1 bonus to its initiative roll for each lvl of difference in Maneuverability Class between itself and its opponent.

Threatening

No aerial combatant threatens any adjacent creatures. Combat in the air just doesn't work that way; battles tend to take the form of joust-like passes at each other.

Aerial Attack Rates

MC	Frequency of attacks
A	Every round (1/1)
B	Every other round (1/2)
C	Every two rounds (1/3)
D	Every three rounds (1/4)
E	Every six rounds (1/6)

Attacks from Below

Creatures attacking from beneath an opponent cannot charge, but they may be in a blind spot. The defender can reply with an attack only if it has natural weapons or its rider is equipped with a size L weapon, such as a lance.

Attacks from Above

Creatures attacking from above may declare a charge by diving at their victims. Lances, spears, and a flier's natural talons or claws inflict double dmg in a dive attack.

In addition, the defender may not be able to reply to the attack if it's only natural weapons are talons or hooves.

Unseating a Rider

PC's riding a flying mount can be "unhorsed," just like PC's on the ground.

If they are strapped into their saddle (a wise precaution), they are simply knocked off-balance in their seat and suffer the same penalties as if they had actually been knocked down on the ground—they are easier to hit and have to spend an action getting back in their seat.

Naturally, if a PC is not strapped in, they risk the dmg of a fall if they are unseated by any means.

Astral Combat

All missile ranges are doubled, but non-native PC's suffer a -2 penalty to hit with missile attacks.

Fighting in the Astral is like aerial combat; creatures do not threaten each other, and can move in three dimensions. If a PC's astral self is killed, they are immediately returned to their physical body with only 1 HP. If they are killed while physically on the plane, they are dead.

Climbing

Fighting

If a PC is above their enemy, they gain a +2 bonus on their attack rolls; if they are beneath their enemy, the PC suffers an additional -2 penalty.

Fighting Flying Creatures

Unless they can hover, flying monsters can only make one pass every other round to attack climbing PC's. If they are facing the cliff/wall (most climbers have to), the flying creatures get the benefit of rear attacks. Intelligent flyers may try to drag a climber off the cliff/wall. This forces a climbing check, and even if they succeed, they still must win the Str contest to stay on the cliff/wall.

Ethereal Combat

Missiles tend to be slowed by the misty matter, and shots of medium range or longer just stop and hang in the air. Of course, they are unable to affect things on the plane they are viewing, but they can only be affected by the magical gazes of a very limited number of monsters.

Water

Fighting Underwater Monsters from the Surface

When a PC fights against something that uses water for cover, only type P weapons can be used to attack underwater creatures, and there is a -2 penalty to hit. The wading PC also loses any Dex adj to AC when attacked from beneath the surface.

Spells and Combat

Many spells used by priests and wizards take effect only when the target is touched by the caster. Under normal circumstances, this is no problem--the spellcaster reaches out and touches the recipient. However, if the target is unwilling, or the spell is used in the midst of a general melee, the situation is much different.

Spell Casters and Spell Attacks: Spell casters must roll an attack roll when casting offensive spells (dmg or effect inducing). A natural 18, 19 or 20 for spells that are automatic hit or area effects (no to hit roll required) are critical hits. A natural 20 (as long as it is not required to hit) for spells requiring an attack roll is a critical. *All rolls of 1* (even for automatic hit or area effect spells) *are fumbles*.

Spell casters who are interrupted while spell casting (usually by taking dmg) are required to make a check to determine if the spell is lost. For priests Wil, for wizards Lear. An interrupted spell is considered to be automatically fumbled and has the potential to become a wild surge.

Holding spells from being cast is equal to the casters respective ability score for a total # of segments. Holding a spell cannot go beyond the round started unless the spell caster has a respective ability score greater than 20, for each point above they can hold their spell 1 segment into the following round. If the spell is not released it causes an automatic Fumbled Wild Surge with the "target" being the spell caster.

Ranged Targets: The spell caster suffers Firing into Melee mod's (as listed on the following page) for Missile and Ray categories of spells only when they are cast into melee combat. These mod's do not affect automatic hit spells.

Unwilling Targets: The spell caster calculates their to-hit number normally, according to the intended victim's AC and other protections. The DM can modify the roll if the victim is unprepared for or unaware of the attack. If the roll succeeds, the spellcaster has successfully attacked the target and the normal spell effect occurs.

Willing Targets: The casting is automatic as long as both PC's are not engaged in combat. If the recipient of the spell attempts to do anything besides waiting for the spell to take effect, an attack roll against AC 10 must be made. However, no AC mod's for Dex are applied, since the target is not trying to avoid the spell!

Whenever a touch spell is successful, the spellcaster suffers from any special defenses of their target, if they are continually in operation. A successful touch to a vampire would not result in energy drain, since the power only works when the vampire wills it, but touching a fire elemental would result in serious burns.

Combat Casting: A PC casting a spell in combat must focus on the task at hand to the exclusion of all other activity, even direct attacks. Any Dex adj to their AC is lost during the segments (or even rounds and or turns) that the spell is being cast.

Innates

Innate powers (Sa, Sp, Su) follow the same rules of normal spellcasting except that they can't be lost if interrupted, nor are they fumbled if interrupted. Additionally innates can't be "held" as normal spells can.

Innates that require active thought can't normally be used at the same time as spells. PC's with 19+ Inte or Wis and 9th+ PC lvl, can wield an innate and a spell at the same time (*not cast at the same time*), or employ a max of 2 innates at the same time. Underdark races (not half-breeds) require 16+ Inte or Wis and 6th+ PC lvl for the same and may increase to a max of 3 at 19+ Inte or Wis and 9th+ PC lvl.

Missile Weapons in Combat

In general, missile combat is handled identically to standard melee. However, there are some special rules and situations that apply only to missile combat.

Range

The first step in making a missile attack is to find the range from the attacker to the target. If the distance is greater than the long range given, the target is out of range; if the distance is between the long- and medium-range numbers, the target is at long range; when between the medium- and short-range numbers, medium range is used; when equal to or less than the short-range distance, the target is at short range.

Short-range attacks suffer no range mod. Medium-range attacks suffer a -2 penalty to the attack roll. Long-range attacks suffer a -5 penalty. Some weapons have no short range since they must arc a certain distance before reaching their target. These attacks are always made with an attack roll penalty.

RoF

Bows, x-bows, and many other missile weapons have different rates of fire (ROF)--the number of missiles they can shoot in a single round. See the Equipment Handbook and Appendix A to determine the ROF for a missile weapon.

Whatever the ROF, multiple missile shots are handled the same way as other multiple attacks.

Ability Mod's in Missile Combat

Attack roll and dmg mod's for Str are always used when an attack is made with a hurled weapon. Here the power of their arm is a significant factor in the effectiveness of the attack.

When using a bow, the dmg mod's for Str apply only if they have a properly prepared bow. PC's never receive Str bonuses when using x-bows or similar mechanical devices.

Dex mod's to the attack roll are applied when making a missile attack with a hand-held weapon. Thus, a PC adds their Dex mod when using a bow, x-bow, or axe but not when firing a trebuchet or other siege engine.

Magical bows and arrows add their bonuses to both attack and dmg.

Firing into/within Melee

Missile weapons are intended mainly as long-range weapons. Ideally, they are used before the opponents reach your line.

However, ideal situations are all too rare, and PC's often discover that the only effective way to attack is to shoot missile weapons at an enemy already in melee combat with their companions or with themselves. While possible, and allowed, it is a risky action.

When missiles are fired into/within melee (outside of point-blank range), a miss of the target by more than 6 opens up the attack to an automatic fumble appropriate to the attack and combatants within 10' of the target (new target always determined prior to fumble, as determined by the DM).

If within standard point-blank range for the weapon (regardless of proficiency lvl) then a miss of more than 4 is considered a fumble for all targets in the field of fire (180° or less, as determined by the DM). This can be avoided by making an aimed to hit incurring penalties for the attack.

Fumbles use original attack roll for the second possible target.

Defense

Taking Cover Against Missile Fire

One of the best ways to avoid being hit and injured is to hide behind something--a wall, a tree, a building corner, a heap of boulders, or whatever happens to be available. Adventurers, wishing to make this sound heroic, call this taking cover.

Taking cover doesn't work particularly well in a melee, since the cover hampers defender and attacker equally. However, it is quite an effective tactic against missile fire.

There are two types of protection a PC can have. The first is *concealment*, also called soft cover. A PC hiding behind a clump of bushes is concealed. The PC can be seen, but only with difficulty, and it's no easy task to determine exactly where they are. The bushes cannot stop an arrow, but they do make it less likely that they are hit. Other types of concealment include curtains, tapestries, smoke, fog, and brambles.

The other type of protection is *cover*, sometimes called, more precisely, hard cover. It is, as its name implies, something a PC can hide behind that will block a missile. Hard cover includes stone walls, the corner of a building, tables, doors, earth embankments, tree trunks, and magical walls of force.

Cover helps a potential target by giving the attacker a negative mod to their attack roll. The exact mod for concealment or cover depends on the degree to which it is being used as shelter. A PC who stands behind a 2' wall is a pretty obvious target, especially when compared to the PC who lies down behind that wall and carefully peers over it.

Cover and Concealment Mod's

Target is:	Cover	Concealment
25% hidden	-2	-1
50% hidden	-4	-2
75% hidden	-7	-3
90% hidden	-10	-4

Cover also has an effect on saving throws, granting the PC the mod listed above as a bonus to their saving throws against spells that cause physical dmg.

Furthermore, a PC who has 90% cover (or more) suffers one-half normal dmg on a failed save and no dmg at all if a saving throw is successful.

This assumes, of course, that the fireball, lightning bolt, or whatever, hit the cover--a man crouching behind a stone wall would be protected if a fireball exploded in front of the wall, but would not be protected by cover if the blast occurred behind them, on their side of the wall.

Parrying

During a combat round, each PC is assumed to block many attempted attacks and see many of their own attacks blocked. In normal combat, PC's parry all the time--there's no need to single out each parry.

When a PC deliberately chooses not to parry (a wizard casting a spell, for instance), their chance of being hit increases. Sometimes, the only thing a PC wants to do is avoid being hit.

In order to make themselves harder to hit, a PC can parry--forfeit all actions for the round--they can't move, cast spells, use non-weapon items, use innate abilities (Race or Class) and normally can't attack. This frees them to concentrate solely on defense.

Parrying can be used two different ways, either way the PC must declare intention to parry at the beginning of the round. The two options are:

- It can be used to increase AC.
- It can be used to deflect individual attacks that would normally succeed.

Increase in AC: All PC's gain an AC bonus equal to half their lvl. A 6th lvl wizard would have a +3 bonus to their AC. Warriors get a bonus equal to half their lvl plus one. A 6th lvl fighter would gain a +4 AC bonus. This AC bonus applies to all attackers with melee or natural weapons.

Parry Individual Attacks: If a successful hit is made against the attacker the attack is parried with no dmg done to the attacker. The number of attacks that can be parried in a round is equal to the number of attacks the defender has per round. The defender can choose to attack and parry in the same round but cannot exceed total number of attacks.

Parrying individual attacks is not a perfect all-around defense, and it's not effective against rear or missile attacks. It applies only to those PC's attacking the defender with frontal melee attacks.

Note: Parry has no effect against magical attacks, so it wouldn't do anything to protect a PC from the force of a lightning bolt or fireball, for example. Magical bonuses for weapons can only be used for parrying individual attacks.

The various proficiencies that are purchasable grant the following bonuses to either use of parrying:

- PC's using a shield to parry gain an additional +1 to parry.
- PC's with shield proficiency gain an additional +1 to parry for every + of protection above 1 provided (missile bonuses do not count).
- PC's with the parry proficiency receive an additional +2 to parry.
- PC's specialized in weapon and shield style, and brandishing a shield, can make one additional parry per round (using the shield as a secondary weapon) or gain a +1 to parry.

Parrying requires the PC to have a weapon in hand (unless they are proficient enough with unarmed combat to not provoke an AoO) and can only move up to 1/2 of their MV.

Guarding

When a PC guards, they wait for their opponents to come to them. PC's guarding can move up to 1/2 of their MV. The guarding PC must have won initiative prior to their opponents engaging them.

A guarding PC strikes the moment an attacker moves into their threatening squares, regardless of their actual initiative and action phase. The only way an enemy can attack a guarding PC first is with a longer-ranged weapon.

If a guarding PC is attacked by a charging opponent, the combatant that won initiative attacks first (unless one of them has a longer-ranged weapon than the other). If the charging opponent and the guarding PC have weapons of equal range, then the combatant with the larger weapon strikes first.

Guarding PC's are considered to be *set for charge*, and spears and spear-like polearms inflict double dmg against charging creatures.

If no one attacks a guarding PC, they can abort to an attack at the end of the round and move up to half of their MV (regardless of any MV taken prior in the round or none at all) to reach someone.

Immunity, Resistance and Dmg Reduction

Immunity

Those with an immunity will have that immunity take precedence over resistances, and dmg reduction.

Resistances

Resistances do not work in dead magic areas. Those with resistances use the following standards:

- MR (non-specific) is the most powerful resistance and trumps all others. MR applies to any effect created through the memorization and casting of a spell, and to spelllike effects from wands, staves, rods, rings, miscellaneous magical items & creatures (racial/class abilities – Sa & Sp). It does not apply to breath weapons, gaze attacks, energy draining, and similar special attack forms (racial/class abilities – Ex & Su); nor does it apply to effects that are intrinsic to an item, such as the magical pluses on an enchanted weapon or piece of armor.
- Elemental resistance (acid, air, cold, earth, electricity, fire, gas, poison, water) are the next most powerful. They apply to all instances of the encountered element (Sa, Sp, Ex, Su).

- All other "resistances" (charm, necromancy, illusion, etc.) are the least powerful. They apply to all instances of the encountered type (Sa, Sp, Ex, Su).

Only one resistance can be used by a PC for a specific attack or spell effect. Different types of resistances cannot be coupled or stacked to get a higher score. Racial, template and class based resistances do not stack unless specifically stating so.

DR

Those with "DR" reduce dmg received by an attack (melee or spell) by the DR. However if what is causing the dmg is listed (DR vulnerability) in the DR (DR 15/Silver, Magic, Fire) it bypasses the DR.

DR is not stackable with other types, but the greatest DR is what is used. However the DR vulnerabilities automatically stack (DR 5/Silver and DR 10/Cold Iron & Necromancy would give the character DR 10/Silver, Cold Iron & Necromancy)

Saving Throws

Saving throws are determined by rolling a d20 and getting equal to or lower than the saving throw total for success or failure.

Notes on Saves

All saving throws at first lvl must have a minimum of 2 points allocated to them. No saving throw can have more than 18 points allocated to it.

Paralyzation, Poison or Death Magic: None.

Rod, Staff or Wand: Most innate abilities and spell like abilities from race are made against this saving throw, even if the equivalent spell states another save is used.

Petrification or Polymorph: Excluding polymorph wand attacks. Most innate abilities and spell like abilities from class are made against this saving throw, even if the equivalent spell states another save is used.

Breath Weapon: Excluding those that cause petrification or polymorph. Magical effects from magical potions & oils, rings, miscellaneous magic items, weapons and armor are made against this saving throw, even if the equivalent spell states another save is used.

Spells: Excluding those for which another saving throw type is specified, such as death magic, petrification, polymorph, etc. Magical effects from scrolls are made against this saving throw, even if the equivalent spell states another save is used.

Critical Hits & Fumbles

Critical Hits

Critical hits are scored on a natural attack roll of 20 (proficiency and certain spells can change it to 18-20 or greater).

The PC either rolls percentile dice and gives the number to the DM or allows the DM to generate the roll. The roll is then used to determine a random effect based on the type of attack or spell vs. the type of creature.

Fumbles

Fumbles occur on a natural attack roll of 1 and are determined and detailed by the DM.



Appendix: C (Vision, Light, Hearing, Non-standard Movement & Wear of Armor)

Vision, Light, Hearing, Non-standard Movement & Wear of Armor

Types of Vision

All entries in other books referring to Infravision are now Darkvision (this type of vision is as per the spell, with exception that it does not have a duration), all entries in other books referring to Ultravision are now Low-light vision (this type of vision allows the PC to see in darkness as if it were day, usually to a range of 60'. It does not allow sight underground, and it does not penetrate magical darkness, however it is not affected by "sudden" light sources). Normal vision has not changed.

Limits of Vision

The first limitation on vision is how far away an object can be before it cannot be seen clearly. Size and weather have a great effect on this. Mountains can be seen from great distances, 60 to 100 miles or more, yet virtually no detail can be seen. On lvl ground, the horizon is about five to 12 miles away, but a PC usually cannot see a specific object that far away. The limit of vision for seeing and identifying man-sized objects is much less than this.

Under optimum conditions, the maximum range at which a man-sized object can be seen is about 4,500 feet, if it is moving. If the object doesn't move, it usually cannot be seen at this distance. Even if it is moving, all that can be seen is a moving object. The PC cannot tell what it is or what it is doing.

At 3,000 feet, both moving and stationary man-sized objects can be spotted. General size and shape can be determined, but exact identifications are impossible. It is not likely that creature type can be identified at this range, unless it has a very unique shape.

At 1,500 feet, general identifications can be made. Size, shape, color, and creature type are all distinguishable. Individuals still cannot be identified, unless they are distinctively dressed or separated from the rest of the group. Livery and heraldic symbols or banners can be seen if large and bold. Most coats of arms cannot be distinguished. General actions can be ascertained.

At 300 feet, individuals can be identified (unless, of course, their features are concealed). Coats of arms are clear. Most actions are easily seen, although small events are unclear.

At 30 feet, all details but the smallest are clear. Emotions and actions are easily seen, including such small actions as pick-pocketing (if it is detectable).

Of course, conditions are seldom perfect. There are a number of factors that can reduce visibility and alter the ranges at which things can be spotted and identified.

"MV" indicates the maximum distance at which a moving figure can be seen. "Spotted" is the maximum distance a moving or a stationary figure can be seen. "Type" gives the maximum distance at which the general details of a figure can be seen--species or race, weapons, etc. "ID" range enables exact (or reasonably exact) identification. "Detail" range means small actions can be seen clearly.

There are many factors other than weather that affect viewing. Size is an important factor. When looking at a small creature (size S), all categories are reduced to the next lower category (except the "detail" range, which remains unchanged). Thus, under clear conditions, the ranges for seeing a small creature are "MV" at 3,000 feet, "spotted" at 1,500 feet, "type" at 300 feet, and "ID" and "detail" at 30 feet.

When sighting large creatures, the "MV," "spotting," and "type" ranges are doubled. Exceptionally large creatures can be seen from even greater distances. Large groups of moving creatures can be seen at great distances. Thus, it is easy to see a herd of buffalo or an army on the march.

The ranges given do not take terrain into account. All ranges are based on flat, open ground.

Visibility Ranges*

Condition	MV	Spotted	Type	ID	Detail
Clear sky	4,500'	3,000'	1,500'	300'	30'
Fog, dense or blizzard	30'	30'	15'	15'	9'
Fog, light or snow	1,500'	600'	300'	90'	30'
Fog, moderate	300'	150'	75'	45'	30'
Mist or light rain	3,000'	1,500'	750'	90'	30'
Night, full moon	300'	150'	90'	30'	15'
Night, no moon	150'	60'	30'	15'	9'
Twilight	1,500'	900'	450'	90'	30'

* Darkvision and low-light vision are limited by the PC's range, use closest match above to PC's benefit

As a final caveat, the ranges assume Earthlike conditions. Sighting conditions on one of the Lower Planes, or the horizon distance on another world, could be entirely different. If the DM feels the PC must take this into account, the DM will let them know what the altered scenario is.

Light

Most PC's cannot see much without light. Some night conditions (those for the outdoors) are given, but all of these assume some small amount of light. In totally lightless conditions, normal vision is impossible, unless a source of light is carried by the party. Light sources vary in the area they affect.

Light Sources

Source	Radius	Burning time	Affect Darkvision?*
Beacon lantern	240'*	30 hrs./pint	Y – Blind 1d4 Rnds
Bonfire	50'	1/2 hr./armload	Y – Blind 1d2 Rnds
Bullseye lantern	60'*	2 hrs./pint	Y – Blind 1d4 Rnds
Campfire	35'	1 hr./armload	Y – Blind 1d2 Rnds
Candle	5'	10 min./inch	N
Continual light	60'	Indefinite	Y – Blind 1d6 Rnds
Hooded lantern	30'	2 hrs./pint	Y – Blind 1d4 Rnds
Light spell	20'	Variable	Y – Blind 1d6 Rnds
Torch	15'	30 min.	N

* Light from these is cast in a cone-shaped beam. At its far end, the cone of light from a beacon lantern is 90' wide. A bullseye lantern has a beam 20' wide at its far end. ** Successful Agi and Tou checks halves this time.

Of course, while a lantern or fire enables PC's to see, it does have some disadvantages. The greatest of these is that it is hard to sneak up on someone if they can see you coming.

It is hard to remain inconspicuous when you have the only campfire on the plain, or you are carrying the only torch in the dungeon.

Furthermore, not only do creatures know you are coming, they can generally see you before you see them (since the light source illuminates the area around you, those outside this area can see into the area). PC's should always bear these risks in mind.

Degrees of Darkness

Condition	Attack Roll Penalty	Dmg Bonus	Saving Throw	AC Penalty
Moonlight (Moderate fog)	-1	Normal	-1*	0
Starlight (No moon or dense fog)	-3	1/2 Normal	-3*	-2
Total darkness (Spell, unlit dungeon or cave)	-4	Negated	-4	-4

* The saving throw mod applies only to saving throws involving dodging and evasion in these cases.

Using Mirrors

At times it is useful for PC's to look at objects or creatures via reflections in a mirror. This is particularly true of those creatures so hideous (such as a medusa) that gazing directly upon them might turn the viewer to stone. When using a mirror, a light source must be present. Second, attempting to direct your actions by looking in a mirror is very disorienting (try it and see).

Thus, all actions requiring an ability or proficiency check or an attack roll suffer a -2 penalty. The PC also loses all Dex bonuses to AC if fighting an opponent seen only in a mirror.

Vision in Unusual Conditions

Situation	Visibility
Astral Plane	See notes
Ethereal Plane	See notes
Moonlight, Moderate Fog or Rain	100' or less
Starlight, Dense Fog or Heavy Rain	50' (10' for dense fog or cloudy moonless nights)
Underwater Combat	See notes
Water Combat	See notes

Darkvision and low-light vision do not work within the radius of a light source.

Darkness

Sooner or later PC's wind up blundering around in the dark. Normally they try to avoid this, but clever DMs and foolish PC's generally manage to bring it about. Perhaps the kobolds captured them and stripped them of all their gear; perhaps they forgot to bring enough torches. Whatever the reason, those without darkvision suffer both physical and psychological effects in the dark.

For the purposes of this discussion, "darkness" means any time they suffer from limited visibility. Thus, the rules given here apply equally well when they are affected by a darkness spell, blundering about in pea-soup fog, out on a moonless night, or even blindfolded.

Since one can't see anything in the dark, the safe MV rate of blinded PC's is immediately slowed by 1/3 the normal amount. Faster MV requires a Dex check. PC's also suffer a -4 penalty to attack rolls and saving throws. Their AC is four worse than normal (to a limit of 10). Sight-related dmg bonuses (backstabbing, etc.) are negated. However, darkness is not always absolute, and DMs may wish to make distinctions between various lvls of darkness.

The blind-fighting WP can lessen the effects of fighting in darkness as explained in the proficiency description.

Attack Roll Penalty	Dmg Bonus	Saving Throw	AC Penalty
-1	Normal	-1*	0
-3	1/2 Normal	-3*	-2
-4	Negated	-4	-4

Astral Vision

Encounter range is normally twice the longest missile range.

Ethereal Vision

The Ethereal plane is a swirling mass of misty proto-matter that obscures vision; Encounter range is 50-200'.

Water Vision

Under best circumstances, non-aquatic creatures can see no more than 100' underwater (50' in fresh water.)

For each 10' they descend, this range of vision is reduced by 10'. If it is dark outside or the water is muddy, this could be reduced even more.

Hearing Noise

Percentile is used to determine success. Hear Noise and Detect Noise are stackable. Hear Noise uses *Armor* and *Lear* ability mod's listed under Rogues as though it was Detect Noise (however the mod's can only be used once if stacked).

Chance to Hear Noise

Dwarf	Elf	Gnome	Halfling	Half-Breed	Half-Elf	Half-Ogre	Half-Orc	Human	Monster*
15%	20%	25%	20%	15%	15%	15%	15%	15%	25%

* Monster PC's either use listed Hear Noise or this mod; animals add this to their Hear Noise mod.

Non-Standard Movement

Jogging and Running

A PC can always double their normal MV rate to a jog. While jogging, a PC can automatically keep going for the number of rounds equal to their Con. After this limit has been reached, the PC must roll a successful Con check at the end of each additional round spent jogging. There are no mod's to this check. Once a Con check is failed, the PC must stop and rest for as many rounds as they spent jogging. After this, they can resume their jogging pace with no penalties (although the same limitations on duration apply).

If a jogging pace isn't fast enough, a PC can also run. If they roll a successful Str check, they can move at three times their normal rate; if they roll a Str check with a -4 penalty, they can quadruple their normal rate; if they roll a Str check with a -8 penalty, they can quintuple their normal rate. Failing a Str check means only that they cannot increase their speed to the lvl they were trying to reach, but they can keep running at the pace they were at before the failed Str check. Once a PC fails a Str check to reach a lvl of running, they cannot try to reach that lvl again in the same run.

Continued running requires a Con check every round, with penalties that depend on how long and how fast they have been running. There is a -1 penalty for each round of running at triple speed, a -2 penalty for each round of running at quadruple speed, and a -3 penalty for each round of running at quintuple speed (these penalties are cumulative). If the check is passed, they can continue at that speed for the next round. If the check is failed, they have exhausted themselves and must stop running. The PC must rest for one turn.

Cross-Country MV

A normal day's marching lasts for 10 hours, including reasonable stops for rest and meals. Under normal conditions, a PC can walk twice their MV rate in miles in those 10 hours. Thus, an unencumbered man can walk 24 miles across clear terrain.

PC's can also *force march*, intentionally hurrying along, at the risk of exhaustion. Force marching enables a PC to travel 2 1/2 times their MV rate in miles (thus, a normal man could force march 36 miles in a day). At the end of each day of the march, they must roll a Con check. Large parties (such as army units) make the check at the average Con of the group (weaker members are supported, encouraged, and goaded by their peers).

Creatures must roll a saving throw vs. death at the end of each day's force marching (if they lack Con scores).

A -1 penalty is applied to the check for each consecutive day spent force marching.

If the check is passed, the force marching pace can be continued the next day. If the check fails, no more force marching attempts can be made until they have completely recovered from the ordeal. Recovery requires 1/2 a day per day of force marching.

Even if the Con check fails, they can continue overland MV at their normal rate.

One drawback of force marching is that each day of force marching results in a -1 penalty to all attack rolls. This mod is cumulative.

1/2 a day's rest is required to remove 1 day's worth of force marching penalty. PC's who have managed to force march for eight straight days suffer a -8 penalty to their attack rolls; it takes four days of rest to return to no attack roll penalty.

Overland MV rates can be increased or decreased by many factors. Terrain can speed or slow MV. Well-tended roads allow faster marching, while trackless mountains slow marches to a snail's pace. Lack of food, water, and sleep weaken PC's. Poor weather slows their pace. All these factors are detailed by the DM.

Swimming

All PC's are either untrained swimmers or proficient swimmers. Untrained swimmers are a fairly hapless lot. When they are unencumbered, they can manage a rough dog-paddle in relatively calm waters. If the waters are rough, the current strong, or the depth excessive (at sea or far out on a lake), untrained swimmers may panic and sink. If weighed down with enough gear to reduce their MV rate (3/4 move or less), they sink like stones, unable to keep their heads above water. In no way do they make any noticeable progress (unless, of course, the object is to sink beneath the surface).

Proficient swimmers are able to swim, dive, and surface with varying degrees of success. All proficient PC's are able to swim 1/2 their current land MV rate provided they are not wearing metal armor. PC's whose MV rates have been reduced to 1/2 or less of normal (due to gear) or who are wearing metal armor (excluding magical metal armor) cannot swim--the weight of the gear pulls them under.

They can still walk on the bottom, however, at 1/3 their current MV rate (PC's cannot charge or run while moving on the bottom).

Proficient swimmers can double their swimming speed, if a successful Str check is rolled (vs. 1/2 their normal Str score).

Like running, swimming is not something that a PC can do indefinitely. There are several different speeds a PC can choose to swim at, thus moving in either short sprints or a slower, but longer-lasting, pace.

If swimming at 1/2 normal speed or treading water, they can maintain this for a number of hours equal to their Con score (although they will have to abandon most of their gear). After a PC swims for a number of hours equal to their Con, a Con check must be made for each additional hour. For each extra hour of swimming, 1 Con point is temporarily lost.

Each hour spent swimming causes a cumulative penalty of -1 to all attack rolls.

All this assumes calm water. If the seas are choppy, a Con check should be made every hour spent swimming, regardless of their Con. Rough seas can require more frequent checks; heavy seas or storms may require a check every round. The DM may decide that adverse conditions cause a PC's Con score to drop quicker than 1 point/hour.

If a swimming PC fails a Con check, they must tread water for 1/2 an hour before they can continue swimming (this counts as time spent swimming, for purposes of Con point loss). A PC drowns if their Con score drops to 0.

PC's can also swim long distances at a faster pace, although at increasing risk. Swimming at their normal MV rate (instead of the usual swimming speed of half the normal MV rate) requires a Con check every hour, reduces Str and Con by 1 point every hour, and results in a -2 cumulative attack penalty for each hour of swimming. PC's can swim at twice this speed (quadruple normal swimming speed), but they must roll a check every turn and suffer the above penalties for every turn spent swimming. Again, when an ability score reaches 0, they sink and drown.

Upon reaching shore, PC's can recover lost ability score points and negate attack penalties by resting. Each day of rest recovers 1d6 ability points (if both Str and Con points were lost, roll 1d3 for each ability to determine points recovered) and removes 2d6 points of attack penalties. Rest assumes adequate food and water. PC's need not be fully rested before undertaking any activity, although the adjusted ability scores are treated as their current scores until they have rested enough to fully recover from the swim.

To continue the earlier example, after a bad last hour in the water, the PC reaches shore. The PC Con is 13 and they have a -18 penalty to their attack roll. Exhausted, they find some ripe fruit and collapse in the shade of a palm tree. All the next day they rest. At the end of the day they rolls a 4 on 1d6 and regains 4 points of Con, restoring it to normal. An 8 is rolled to reduce their attack penalty, so the next day they suffer only a -10 penalty to their attack roll. The next day of rest lowers this by 6 to -4 and the third day erases it completely. So in three days the PC has fully recovered from their 18-hour ordeal in the water.

Holding Your Breath

Under normal circumstances (with a good gulp of air and not performing strenuous feats), a PC can hold their breath up to 1/3 their Con score in rounds (rounded up). If they are exerting themselves, this time is halved (again, rounded up).

PC's reduced to 1/3 or less of their normal MV, because of encumbrance, are always considered to be exerting themselves. If unable to get a good gulp of air, these times are reduced by 1/2. All PC's are able to hold their breath for one round, regardless of scenario.

While attempting to hold their breath beyond this time, they must roll a Con check each round. The first check has no mod's, but each subsequent check suffers a -2 cumulative penalty. Once a check is failed, they must breathe (if they cannot reach the surface, they drown!!! – reduced to "Death's Door").

Diving: All PC's can dive to a depth of 20' in a single round. For each encumbrance category above unencumbered (or for each point of MV below their normal rate), 2' are added to this depth (the additional weight helps pull them down). A short run or a few feet of height adds 10' of depth to the 1st round of a dive. For every 10' of height above the water, an additional 5' of depth is added, up to a maximum addition of 20'.

Thus, with a run and from a height of 40', an unencumbered man can dive 50' in a single round.

For each 10' greater than 40', they receive 1 point of dmg from impact with the water, if proficient in swimming, 1d4 if they are not proficient in swimming.

Surfacing: A PC can normally rise at the rate of 20' per round. This rate is reduced by two feet for every encumbrance category above unencumbered or for every point of current MV below their normal rate (if this optional system is used). Note that, under the optional encumbrance system, heavily loaded PC's (those who have lost 10 or more points off their normal MV rate because of their current encumbrance) cannot even swim to the surface. Those simply floating to the surface (unconscious PC's, for example) rise at a rate that is five feet per round slower than someone similarly encumbered who is actively swimming up to the surface. It is quite possible for a moderately weighed-down PC to sink if they make no effort to stay on the surface.

MV in Unusual Conditions

Situation	Move Mod's
Aerial MV	See notes
Astral Plane	30' per point of Inte
Climbing	See notes
Ethereal Plane	See notes
Total Darkness	Greater than 1/3 move requires Dex check at 1/2 to avoid automatic fumble.
Underwater	Sinking: 10'/round, 40' if overloaded or armored; Diving: Swim +10'/round; Rising: 10'/round
Water	Knee Deep: 2/3; Waist Deep: 1/2; Shoulder Deep: 1/3



Aerial MV

Move Class	A (Perfect)	B (Good)	C (Avg)	D (Poor)	E (Clumsy)
Min. Fwd Speed	None	None	1/2	1/2	1/2
Hover	Y	Y	N	N	N
Move Backward	Y	Y	N	N	N
Reverse	Free	-5 ft.	N	N	N
Turn	Any	90°/5'	45°/5'	45°/5'	45°/10'
Turn in Place	Any	+90°/-5'	+45°/-5'	N	N
Max Turn	Any	Any	90°	45°	45°
Up Angle	Any	Any	60°	45°	45°
Up Speed	Full	1/2	1/2	1/2	1/2
Dwn Angle	Any	Any	Any	45°	45°
Dwn Speed	2x	2x	2x	2x	2x
Between Dwn & Up	0	0	5'	10'	20'
Land Combat Mods (Att/Dmg/AC/Saves)	-2	-2	-1	0	0

Gaining altitude costs an additional MV point; a flier with a move of 18 could move 9 boxes forward and 9 boxes up with a full-move action.

Diving allows the flier to add one box of free MV for each box of altitude it drops, so the flier with the 18 MV could move 36 boxes in a full-move dive. Of course, it also has to drop 18 boxes of altitude (90') to do this.

HP's & Encumbrance

HP Total	Full Move	Encumbrance Category		
		3/4 Move	1/2 Move	1/4 Move
Full HP's	Normal Flight	Normal Flight	Glide Only	Glide Only
75% HP's	Normal Flight	Normal Flight	Glide Only	Fall
50% HP's	Glide Only	Glide Only	Glide Only	Fall
25% HP's	Glide Only	Fall	Fall	Fall

Winged creatures that "Fall" land safely (a MV action) if within 1/3 of their MV rate from the ground. The "Fall" is resolved as the PC's next action.

Climbing

Although thieves have specialized climbing abilities, all PC's are able to climb to some degree or another. Climbing ability is divided into three categories: thief, mountaineer, and unskilled.

Thieves are the most skilled at climbing. They are the only PC's who can climb very smooth, smooth, and rough surfaces without the use of ropes or other equipment. They are the fastest of all climbers and have the least chance of falling.

Mountaineers are PC's with mountaineering proficiency or those the DM deems to possess this skill. They have a better climbing percentage than unskilled PC's. Mountaineers with proper equipment can climb very smooth, smooth, and rough surfaces. They can assist unskilled PC's in all types of climbs.

Unskilled climbers are the vast majority of PC's. While they are able to scramble over rocks, they cannot use climbing equipment or negotiate very smooth, smooth, and rough surfaces. They have the lowest climbing success rate of all PC's.

Calculating Success

The chance of success of a climb is calculated by taking their skill lvl (given as a percentage) and modifying it for their race, the condition of the surface, and situational mod's.

Some of these remain the same from climb to climb (such as a PC's race) and can be figured into their base score. Others depend on the conditions of a given climb.

A Climbing check is made by rolling percentile dice. If the number rolled is equal to or less than the number required, they succeed with the Climbing check. Rolls above this number indicate failure.

A Climbing check must be made any time a PC tries to climb a height of 10' or more. This check is made before they ascend the first 10' of the climb. If the check is passed, they can continue climbing.

If the check is failed, they are unable to find a route and cannot even attempt the climb. No further attempts can be made by that PC until a change occurs. This is either a significant change in location (a half mile or more along the face of a cliff) or an improvement in their chance of success.

Climbing Mod's

Situation	Mod
Abundant handholds (brush, trees, ledges)	40%
Rope and wall *	55%
Sloped inward	25%
Inverted Slope**	%@1/2
Ceiling**	%@1/4
Surface condition:	
Slightly slippery (wet or crumbling)	-25%
Slippery (icy, slimy)	-40%
Climber wounded below 1/2 HP	-10%

* Rope and wall applies in most climbing situations in which they are able to brace their feet against the surface being climbed and use a rope to assist in the task. ** Only thieves may attempt climbs this difficult. *** Make sure that thief PC's are not penalized twice for race. † This is -5% per encumbrance category above unencumbered, or per MV rate point lost off normal MV rate.

Situation	Mod
Armor:	
Banded, splint	-25%
Plate armors (all types)	-50%
Scale, chain	-15%
Studded leather, padded	-5%
PC race: ***	
Dwarf	-10%
Gnome or Halfling	-15%
Encumbrance	-5% †

A climb check must be made for each 10' traversed greater than the first 10' attempt of the climb. Failure at heights greater than 10' results in an automatic fall, only special abilities or magical benefits can arrest or aid in a fall.

Base Climbing Success Rates

Category

Thief w/ mountaineering NWP*
Thief
Mountaineering NWP *
Mountaineer (decided by DM)
Unskilled climber

Success Rate

Climb walls % + 10%
Climb walls %
40% + 10% per proficiency slot
50%
40%

* Only if the optional proficiency system is used.

On particularly long climbs--those greater than 100' or requiring more than 10 minutes of climbing time--the DM may require additional checks. The frequency of these checks is for the DM to decide. PC's who fail a check could fall a very long way, so it is wise to carry ropes and tools.

Climbing Rates

Climbing is different from walking or any other type of MV a PC can do. The rate at which a PC moves varies greatly with the different types of walls and surfaces that must be climbed. Cross-reference the type of surface to be climbed with the surface condition.

Multiply the appropriate number from the table by their current MV rate.

The result is the rate of climb for them, in feet per round, in any direction (up, down, or sideways).

All the MV rates given below are for nonthief PC's. Thief PC's are able to climb at double the MV rate for normal PC's.

Types of Surfaces

Very smooth surfaces include expanses of smooth, uncracked rock, flush-fitted wooden walls, and welded/bolted metal walls. Completely smooth walls, cannot be climbed without tools.

Smooth and cracked walls include most types of well-built masonry, cavern walls, maintained castle walls, and slightly eroded cliff faces.

Rough faces are most natural cliffs, poorly maintained or badly built masonry, and typical wooden walls or stockades. Any natural stone surface is a rough face.

Rough with ledges is similar to rough faces but dotted with grips three inches or more wide. Frost-eroded cliffs, natural chimneys and masonry buildings falling into ruin are in this category.

Ice walls are cliffs or faces made entirely of frozen ice. These are different from very smooth and smooth surfaces in that there are still many natural cracks and protrusions. They are extremely dangerous to climb, so a Climbing check should be made every round for any PC attempting it without tools.

Trees includes climbs with an open framework, such as a scaffold, as well as trees.

Sloping walls means not quite cliff like but too steep to walk up. If a PC falls while climbing a sloping wall, they suffer dmg only if they fail a saving throw vs. petrification. If the save is made, they slide a short distance but are not harmed.

Rope and wall require that the PC uses a rope and is able to brace themselves against a solid surface.

Actions While Climbing

Although it is possible to perform other actions while climbing, such as spellcasting or fighting, it is not easy. Spellcasters can use spells only if they are in a steady, braced position, perhaps with the aid of other PC's.

Climbing PC's lose all AC bonuses for Dex and shield and most often have rear attack mod's applied against them also. Their own attack, dmg, and saving throw rolls suffer -2 penalties. Those attacking from above gain a +2 bonus to their attack rolls, while those attacking from below suffer an additional -2 penalty to their attack rolls.

Rates of Climbing

Type of Surface	Surface Conditions		
	Dry	Slightly Slippery	Slippery
Very smooth *	1/4	--**	--**
Smooth, cracked *	1/2	1/3	1/4
Rough *	1	1/3	1/4
Rough w/ledges	1	1/2	1/3
Ice wall	--	--	1/4
Tree	4	3	2
Sloping wall	3	2	1
Rope and wall	2	1	1/2

* Nonthief PC's must be mountaineers and have appropriate tools (pitons, rope, etc.) to climb these surfaces.

** Thief PC's can climb very smooth, slightly slippery surfaces at 1/4. However, even thieves cannot climb very smooth, slippery surfaces.

A climbing PC cannot use a two-handed weapon while climbing. The DM can overrule these penalties if the DM feels they have reached a place of secure footing. If struck while climbing (for any amount of dmg), the PC must make an immediate Climbing check. Failure for a roped PC means they spend a round regaining their balance; an unroped PC falls if they fail this check.

Climbing Tools

Tools are an integral part of any mountaineer's equipment and all climbs can profit from the use of tools. Mountaineering tools include rope, pitons (spikes), and ice axes.

However, it is a mistaken belief that the main function of tools is to aid in a climb. The main purpose of pitons, rope, and the like is to prevent a disastrous fall. Climbers must rely on their own skills and abilities, not ropes and spikes, when making a climb. Accidents happen when people forget this basic rule and trust their weight to their ropes and pitons.

Therefore, aside from ropes, other tools do not increase the chance of climbing success. However, in the case of a fall, climbing tools can reduce the distance fallen. When a PC falls, they can fall only as far as the rope allows, if being belayed, or as far as twice the distance to the last piton set (if the piton holds--a piton pulls free 15% of the time when a sudden stress occurs). The distance fallen depends on how far apart the pitons have been set. Falling PC's fall twice the distance to the last piton that holds.

Roping PC's together increases individual safety, but it also increases the chance that more than one person falls. When a PC falls, the PC(s) on either side of the falling climber must roll Climbing checks (a penalty of -10 is applied for each falling PC after the first one to fall). If all checks are successful, the fall is stopped and no one suffers any dmg.

If a check is failed, that PC also falls and Climbing checks must be repeated as before. Climbing checks are made until either the fall is stopped (the climbers on either side of the falling PC[s] successfully roll Climbing checks or the last nonfalling climber succeeds with their check), or all the roped-together PC's fall.

Getting Down

Aside from jumping or flying, the quickest way to get down from a height is to rappel. When rappelling down a surface, a Climbing check with a +50 bonus must be rolled.

Free rappels (with the end of the rope unsupported at the bottom) are also possible, but the mod is only +30. A PC can rappel at a speed equal to their normal MV.

Ethereal MV

Ethereal creatures move at their normal unencumbered rate, regardless of their equipment and armor.

If a PC is in the Border Ethereal, they can still perceive the shadowy outlines of the plane they just left. The PC can move through any objects or creatures without impediment.

Getting Into and Out of Armor

The time required to don armor depends on its make. Easily donned armors (Brigandine, Cord, Hide, Leather, Padded and Wood/Bone) take one round to don with slight assistance. Easily donned metal armors (Light Scale, Ring Mail, Scale Mail and Studded Leather) take one round to don with slight assistance. Without aid, the time is doubled for both easily donned types.

Complex armors require their AC bonus + 1d4 rounds, again with assistance. Without help, the time required is tripled.

Sometimes PC's need to get into armor in a hurry and thus, they dress hastily. This assumes that some buckles aren't fastened, seating's adjusted, etc. Easily donned armors can be hastily donned in one round at the AC cost of 1 less than normal with assistance, 2 rounds without assistance.

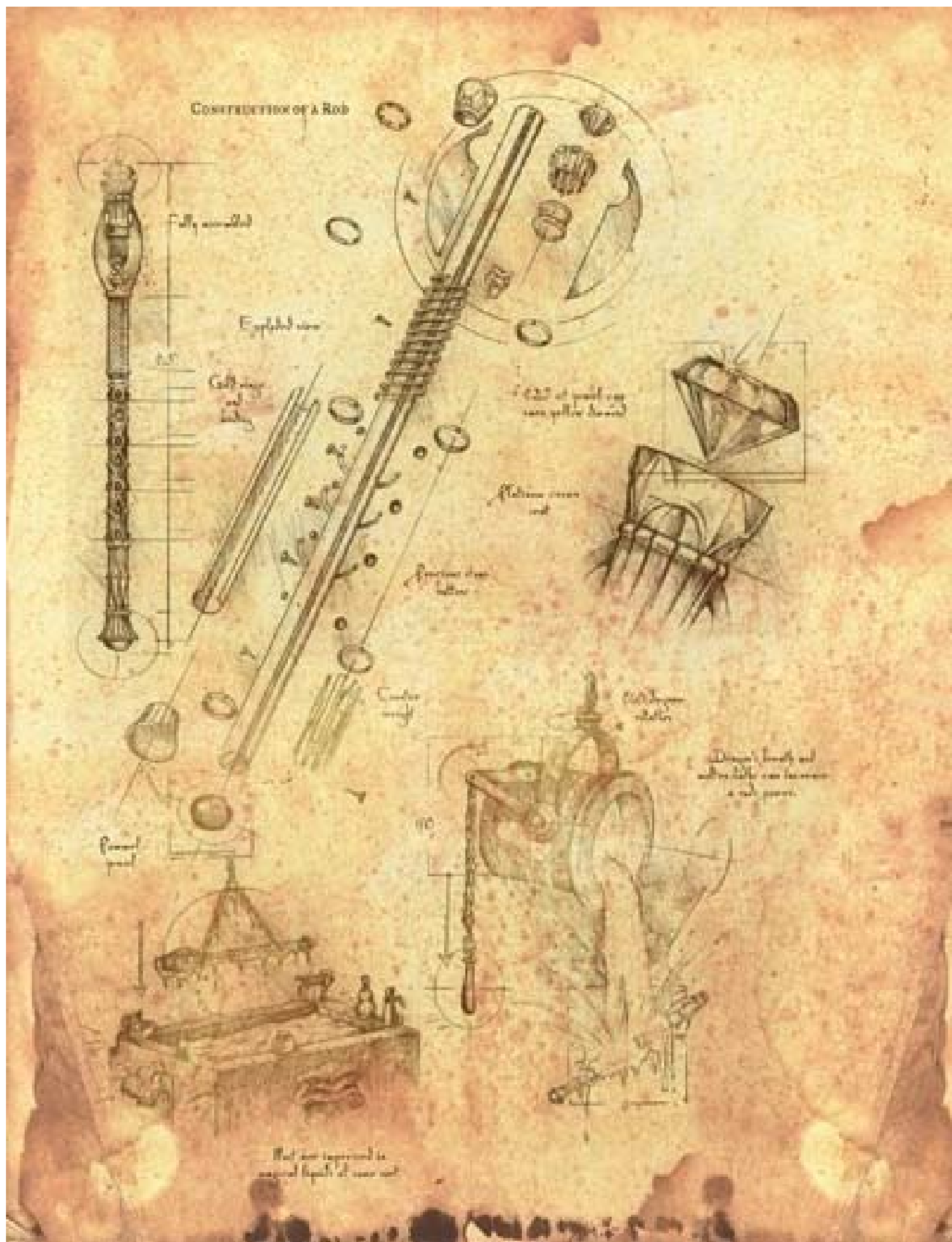
Hastily donning complex armor improves their AC by 1 (from a base of 10) for every round spent dressing (max AC-2) with assistance, 3 rounds per +1 AC improvement without assistance.

Removing armor is a much quicker matter. Easily donned types can be shed in a single round with or without assistance. Complex armor requires 1d4 + 1 rounds without assistance, with assistance 1d2+1 rounds. However, if they are willing to cut straps and bend pins, such armors can be removed in half the time (roll 1d4 + 1, divide by 2, then round fractions up) with or without assistance, however the armor is not usable after being "cut" off, but it can be repaired.

Sleeping in Armor

PC's may sleep only in armors that do not have metal, wood or bone (generally those that provide a base protection of 2 or less). The only exception to this is Elven chain mail and Elven scale mail which are comfortable enough to sleep in.







Appendix: D (Healing, Death & EXP)

Healing & Death

Healing

Once a PC is wounded, they will naturally want to get themselves healed. PC's can heal either by natural or magical means. Natural healing is slow, but it's available to all PC's. Magical healing may or may not be available, depending on the presence of spellcasters or magical devices. Healing can never restore more HP's to a PC than their maximum HP total.

Natural Healing

PC's heal naturally at a rate of 1 HP/character lvl (+ Con HP Bonus) per day of field rest (low activity--nothing more strenuous than riding a horse or traveling from one place to another). Fighting, running in fear, lifting a heavy boulder, or any other physical activity, prevents resting, since it strains old wounds and may even reopen them.

If a PC has complete bed-rest (doing nothing for an entire day), they can regain 3 HP's per character lvl (+ Con HP Bonus) per day.

It is assumed PC's are getting adequate food, water, and sleep. If these are lacking, they do not regain any HP's that day.

PC's with negative HP's and treated by someone with the healing proficiency gain only the amount healed.

Non-living Monster Healing: With 8 or more consecutive hours of inactivity in any 24-hour period, a non-living monster (Undead, some constructs, etc. – monsters *without* listed Con) recovers 1 HP per HD. If such a monster is completely inactive for a full 24-hour period, it recovers 2 HP's per HD. Those with fast healer or regen heal appropriately according to those abilities.

Magical Healing

PC's receiving magical healing who have negative HP's are automatically brought to 0 HP's no matter how much magical healing was given. However, if the total points gained from magical healing bring them to positive HP's, they receive that positive HP total.

"Cure" spells, heal ability dmg (in lieu of HP's) equal to the spell lvl (e.g. *Cure Critical Wounds* – 5th lvl – would heal 5 points). A *Repair Injury* and *Heal* spell heals 6 points plus the spellcasters lvl worth of ability dmg.

"Cure" spells of 1st-4th lvl heal detailed/specific critical hits for the spell lvl + spell caster bonus for the spell. *Repair Injury* and *Cure Critical Wounds* spells heal for the value of the spell. A *Heal* spell heals all critical injury dmg.

Undead Magical Healing: The application of negative energy, the reverse of healing magic's, can restore HP's to undead. Generally, any spell that would harm a living creature by the application of negative energy heals the same number of lost HP's when cast on undead.

Ability Dmg

Most ability dmg is temporary, just like HP dmg. Ability dmg returns at the rate of 1 point per hour (2 points with the fast healer trait).

Temporary Dmg

Temporary dmg that drops a PC to 0 HP or lower renders them unconscious. Healing temporary dmg occurs at a rate of 1 HP/round. The Healing NWP is twice as effective with temporary dmg. Fast healing increases the rate to 2 HP/round. PC's brought to "Death's Door" or below must make a death from massive dmg check for each hit that brings them to "Death's Door" or below. If a PC reaches 4x "Death's Door" they are dead.

Detailed/Specific Critical Injuries

Field rest requires 1 day/5 HP's of dmg, bed rest requires 1 day/15 HP's of dmg. Fast Healing with field rest requires 1 day/10 HP's, with bed rest requires 1 day/30 HP's.

Standard/generic critical hits are healed normally.

Regen & Healing

PC's with any kind of regen (not caused by spell/magic) do not receive rested (over-night) healing. Regen due to ability scores or racial/class abilities listed in The Handbook do not regrow limbs or organs, however they will reattach severed limbs and internal (core) dmg/broken bones.

Regen (natural or magical) heals 4 points of ability dmg/hour. However if dmg is to Con, regen rate may have to wait normal ability dmg return rate of 1/hr 'till the ability is high enough for regen to occur naturally. If a PC's race has a regen weakness (Silver, cold iron...etc.), ability dmg suffered heals at normal 1 point per hour, regardless of regen rate.

Regen of temporary dmg occurs if the regen rate is greater than 1 HP/round, and it then heals at the listed regen rate.

Regen of detailed/specific critical injuries regen's injury dmg at the listed rate of the regen.

Lvl Loss

At times during the campaign life of an adventurer they encounter monsters, situations or magic's that cause lvl or EXP loss.

Temporary Lvl Loss: This type is regained at a rate of 1 lvl/day of complete field rest. Complete bed rest doubles the rate.

Permanent Lvl Loss: This type (including EXP loss) is only recoverable by magical means. No amount of bed rest can reverse it.

Death & "Death's Door"

When a PC reaches 0 HP's, they are usually unconscious and stable. From -1 to "Death's Door" (a negative number equal to their Con score + PC lvl) they are unconscious and are "hovering on death's door". The PC continues to lose a single HP per round of bleeding dmg unless the dmg that caused them to "hover on death's door" was not slashing/piercing dmg. When they exceed "Death's Door" they are dead and unable to do anything unless magic is used.

Death from Poison

A PC who dies as a result of poisoning still could have active venom in their system. Poisons remain effective for 2d6 hours after the death of the victim. If they are raised during this time, some method must be found to neutralize the poison before they are restored to life.

If this is not done, then after they roll the resurrection survival check given in "Raising the Dead," they must immediately roll a successful saving throw vs. poison or suffer all the effects of the poison in their body, as per the normal rules.

This may only injure some PC's, but it may kill other PC's seconds after being raised!

Death from Massive Dmg

A PC runs the risk of dying abruptly when they suffer massive amounts of dmg. A PC who suffers 50 +1/PC lvl or more HP of dmg from a single attack must roll a successful saving throw vs. death or a successful System Shock roll, or die.

This applies only if the dmg was done by a single attack. Multiple attacks totaling 50 points in a single round do not require a saving throw.

If the save is successful, they remain alive (unless of course the HP loss results in death). If the save fails, they die from intense shock. The PC still can be raised normally.

Raising the Dead

Curative and healing spells have no effect on a dead PC - they can only be returned to life with a *raise dead* or *resurrection* spell (or an item that creates one of these effects). Each time a PC is returned to life, they must make a resurrection survival check.

If successful (i.e., the PC rolls equal to or less than their resurrection survival percentage), they are restored to life in whatever condition specified by the spell or device.

A PC restored to life this way loses 1 point of Con, permanently. This affects the PC's HP's.

When their Con drops to 0, that PC can no longer be raised. The PC is permanently removed from play.

Magical Abilities

Spell casters who are brought to the brink of death (negative HP's) must make a check to retain their spells, if they fail they lose their entire complement of spells and must wait until they have had a full night's rest before regaining their repertoire.

Arcane spell casters must make an Int check and Divine spell casters must make a Wis check. Those who have innate spell like abilities do not need to make any type of check.

Additionally spell casters do not need to make a check if they are only unconscious (by knock-out, spell or being sustained at 0 HP's). Spell casters who actually die and are brought back to life automatically have to wait until they have had a full night's rest.

God Call

Should a PC die during the course of the game they may opt to "petition their god"*, this is referred to as a God Call**. This is a one-time special "Saving Throw". It is equal to their lvl +/- 0-4 (DM determined due to PC roll playing).

The PC must roll equal to or less than the total number determined above. The DM will let the PC know what the Saving Throw is before it is rolled.

- If successful they are restored to 0 +1d8 HP's, in a new body if required (if the original was destroyed or not survivable if returned to life, does not have any affect on personnal effects)
- If critically successful (a natural roll of 1), they are fully healed, refreshed, with a full complement of spells prayed or studied for that particular day (if applicable). The PC is also restored to their original natural form (if desired), all maladies and curses are removed (if desired), and all non-artifact equivalent personnal effects at time of death are restored/returned (if desired) equal to a deific wish.
- If failed they can spend 10 CP's or LP's (lvl gained only!) or any combination thereof, to "buy" a "reroll".
- If failed and the fail is a fumble (a natural roll of 20) there is no reroll period! The only course of action to gain the PC back is by magical means.

* Specialty Priests and druids from source books receive a +3, generic Specialty Priests, Clerics, and Monks receive +2, Bards (that can cast divine spells), Paladins and Rangers receive +1 to their God Call due to their ties to their faith, unless the DM determines that the actions culminating in the faithful's death were contrary or questionable, in which case the bonus turns to a negative.
** Animal cohorts do not get a God Call unless they are identified as a special 3% cohort. Non-Animal cohorts receive an unmodified God Call.

New PC's

New PC's brought into the campaign start with a percentage of the average party EXP (minus EXP bonuses). This percentage is not a set rate but rather a reflection of current PC roll playing as determined by the DM.

- Last PC was roll played poorly = 50%
- Last PC was roll played fair to good/new PC to the gaming table = 75%
- Last PC was roll played exceptionally well = 90%
- Additional mod's to the above percentages (factored in after the above amount has been determined);
- Last PC was thrown away due to boredom -25%
- Last PC was retired* or left the party* due to boredom -15%
- Last PC was unselfishly sacrificed to save the party or an NPC +25%
- Second PC** = 75% of first PC's EXP (minus EXP bonuses)
- DM adj's +/-10%

*If the PC comes back it only receives 50% of the difference of its current lvl and the average party lvl with any "Additional mod's" as listed above.

**To include 2nd PC's at initial campaign start or entry into the campaign, a "second PC" is also defined as a new PC brought into the campaign after the Players "first PC" dies which makes the old "second PC" the new "first PC".

New PC's have until the close of their 3rd game session (or anyone leveling up) to "solidify" Racial, Class, NWP, Traits, Disadvantages, WP's, High Lvl Abilities, Equipment, Magic Items and Spells. Once solidified no other PC changes can occur outside of campaign induced changes.

EXP

The DM will give out EXP to the party at random, usually as the campaign dictates and sometimes at the behest of the players (...sometimes...).

Several factors go into determining EXP; roll-playing of PC's, the separating of player and PC knowledge at the game table, the types of traps, beasts and encounters that the party has managed to get through, current lvls of the party and of course...DM discretion!!!

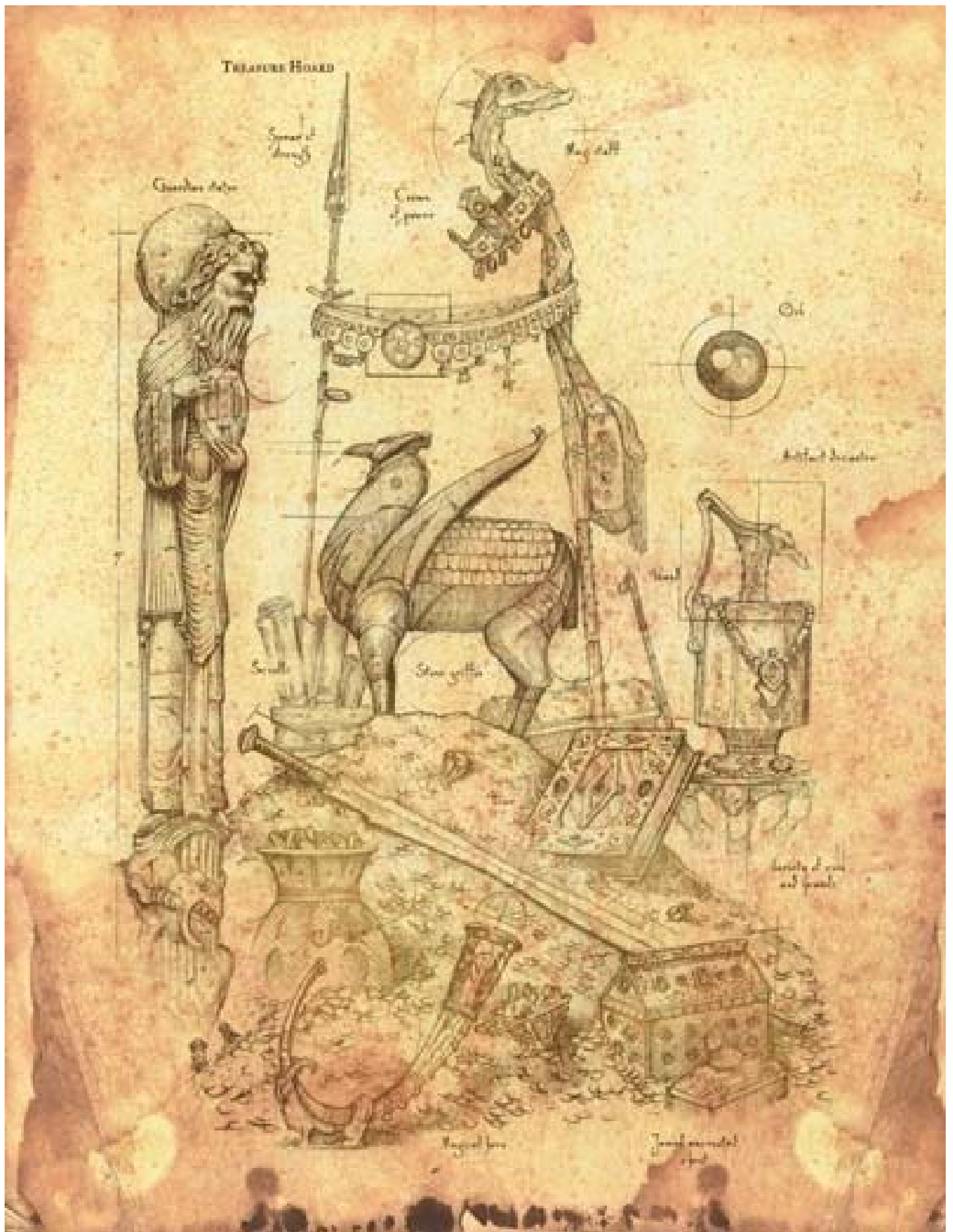
There are a few additional EXP Bonuses that can be gained (total EXP for use, may be used for one or split between several PC's);

- Anyone doing administrative work for the DM (such as editing books or data collection) – 500 to 1,000 EXP/task grouping.
- Anyone completing model/miniature work for the DM (such as making terrain, structures or working on monster miniatures) – 500 to 1,000 EXP/task grouping.

- Those who show up on time when the DM has notified* everyone what time the campaign is going to start – 150 EXP/hour of waiting (4 hour max.).
- If the DM forgot to tell anyone what time the campaign is to start – 500 EXP/PC!!!
- Anyone solving an “Easter Egg” – 1 level gained for 1 PC (middle of next level, one-time – only 1 “Easter Egg” per player for current versions of the Easter Egg), if kept to themselves.

*Notification through e-mail, by person or by phone call.







Appendix: E (The Forgotten Realms)

The Forgotten Realms

The Planet and it's Continents

Abeir-toril (AH-BEER Tor-RILL), more commonly called Toril, is the name of the orb that Faerun and the Forgotten Realms are set upon, just as Earth is the orb that Eurasia is set upon. The name is archaic, meaning; “*Cradle of Life*”, and is rarely used in everyday speech.

Toril is an Earth-sized planet dominated by a large continent in its northern hemisphere as well as a number of other large landmasses scattered about its surface. This northern continent is called Faerun in the west, Kara-Tur in the east, and Zakhara in the south.

Toril has a single satellite, Selune (also the name of the goddess of the night sky and navigation). This luminous, heavenly body is followed in its path across the sky by a collection of shining shards, called the Tears of Selune. These tears are said to be nothing more than a cluster of ordinary asteroids and debris that trail the moon in its path, yet the Tears remain reflective and bright even when the moon is new in the sky.

In addition to the moon, there are seven visible planets that wander against the star-insisted sky. They are dusky Anadia, green Coliar, blue Karpri and Chandos, ringed Glyth, odd-appearing Garden, and disk-shaped H'Catha. All follow regular paths around the sun. The stars are distant and eternal, and form themselves into patterns and constellations that each culture names according to its own desires.

A Torillian year is 365 days of 24 hours each. An orbit of Selune is roughly 30 days.

Faerun

Faerun (Fay-ROON) is the cradle of the Realms, the heart of the Forgotten Realms' campaign setting. In discussion, Faerun and the Realms are used interchangeably. Faerun consists of the northwest quarter of the dominant continent on Toril. It is bounded on the west by the Trackless Sea, on the South by the Great Sea, on the east by the wide expanses of the Hordelands, and on the north by the ice of the uttermost north. The continent includes a number of large off-shore islands, including Lantan, Nimbrall the Moonshaes, fabled Anchorome, and Evermeet.

Gods of the Realms

The following listings are of the more common gods of the Fearunian Pantheon (followed by the Chultan, Mulhorandi & Untheric Pantheons), Dwarven Pantheon (Morndinsamman), Elven Pantheon (Seldarine followed by the Drow Pantheon), Gnomish Pantheon (Lords of the Golden Hills), Halfling Pantheon (Yondalla's Children) and the Monstrous Pantheon.

Faerunian Pantheon

Name	Portfolio	Align/ Wor Align	Book
Akadi (aka Teylas) (also Elemental Power) (G) (∞) (L)	Elemental air, air elementalists, MV, speed, flying creatures, travel <i>Teylas</i> : Sky, storms (∞): Air	N (∞): N Any	F&A, 4E FRCG
Amaunator (661 became Lathander, 1385 became Amaunator) (aka At'ar) (G) (∞) (G)	Bureaucracy, contracts, law, order, the sun, rulership (∞): Sun	LN (∞): LG LG, NG, LN, N, LE, NE	F&A, NEoM, 4E FRCG
Ao	Overlord of all gods	Unknown N/A	F&A, 4E FRCG
Auril (aka Saukuruk) (L) (∞) (I)	Cold, winter (∞): Winter	NE (∞): CE Any N or E	F&A, 4E FRCG
Azuth (L) (†)	Wizards, mages, spellcasters in general	LN Any	F&A, 4E FRCG
Bane (☼1358 - ☼1372) (G) (∞) (G)	<i>P 1358</i> : Strife, hatred, tyranny / <i>A 1372</i> : Hatred, tyranny, fear (∞): Tyranny	LE (∞): LE Any N or E	F&A, 4E FRCG
Beshaba (aka Shaundakul, Treacherous Lurker) (I) (∞) (I)	Random mischief, misfortune, bad luck, accidents (∞): Bad Luck	CE (∞): NE Any, mainly CN, NE, CE	F&A, 4E FRCG
Bhaal (☼1358) (I)	Death, murder	LE Any N or E	F&A, 4E FRCG
Chauntea (aka Bhalla, Earthmother, Pahluruk) (also Jannath [☼???? - ☼????]) (G) (∞) (G)	Agriculture, plants cultivated by humans, farmers, gardeners, summer <i>Jannath</i> : Wild nature, forests, wild animals, the sea and sea creatures, agriculture, cultivation, farmers, gardeners, the fundamental elements, summer (∞): Life	NG (∞): LG LG, NG, CG, LN, N, CN	F&A, NEoM, 4E FRCG

Name	Portfolio	Align/ Wor Align	Book
Cyric (aka Cyruk, Bane, Bhaal, Leira, Myrkul, N'asr) (G) (∞) (G)	Strife, hatred, tyranny, death, murder, the dead, wasting, decay, corruption, parasites, old age, exhaustion, dusk, autumn <i>then</i> Murder, strife, lies, intrigue, deception, illusion (∞): Strife	CE (∞): CE Any N or E	F&A, 4E FRCG
Deneir (L) (†)	Glyphs, images, literature, literacy, scribes, pictorial and literary art, cartography, art	NG Any	F&A, 4E FRCG
Eldath (L) (†)	Quiet places, springs, pools, stillness, peace, waterfalls, druid groves, tranquility and nurturing ocean depths	NG Any	F&A, SoFS, 4E FRCG
Finder Wyvernspur (also Monstrous Pantheon) (D) (†)	The cycle of life, transformation of art, saurials	CN NG, CG, N, CN	P&P, 4E FRCG
Fzoul Chembryl (∞) (D)	(∞): Service to evil	(∞): NE N/D	4E FRCG
Garagos (aka Targus) (D) (∞) (D)	War, skill-at-arms, destruction, plunder (∞): War	CN (∞): CE Any N or E	P&P, 4E FRCG
Gargauth (aka Astaroth, Gargoth) (D) (†)	Betrayal, cruelty, political corruption, ill council, self-serving advisers, political puppetmasters, powerbrokers, powermongers	LE LN, LE, NE	P&P, 4E FRCG
Gond (aka Zionil) (also Nebelun) (I) (∞) (I)	Artifice, craft, construction, smithwork (∞): Craft	N (∞): N Any	F&A, 4E FRCG
Grumbar (aka Etugen) (also Elemental Power) (G) (∞) (L)	Elemental earth, earth elementalists, solidity, changelessness, oaths (∞): Earth	N (∞): N Any	F&A, 4E FRCG
Gwaeron Windstrom (D) (†)	Tracking, interpreting woodland signs, rangers of the north	NG Any G	P&P, 4E FRCG
Helm (‡1384) (I)	Guardians, protectors, protection	LN Any G or N	F&A, 4E FRCG
Hoar (also Assuran) (L then D) (∞) (D)	Revenge, retribution, poetic justice (∞): Revenge	LN (∞): NE LG, NG, LN, N, LE, NE	P&P, 4E FRCG
Ibrandul (also Monstrous Pantheon) (‡1358) (L)	Caverns, dungeons, the Underdark, skulks	CN CG, N, CN, NE, CE	F&A, 4E FRCG
Ilmater (aka Ayuruk) (I) (∞) (I)	Endurance, suffering, martyrdom, perseverance (∞): Suffering	LG (∞): LG Any	F&A, 4E FRCG
Istishia (also Elemental Power) (G) (∞) (L)	Elemental water, wetness, water elementalists, purification through cleansing (∞): Water	N (∞): N Any	F&A, SoFS, 4E FRCG
Iyachtu Xvim (‡1372) (1372 became Bane) (L)	Tyranny, hatred, fear	LE Any N or E	F&A, 4E FRCG
Jergal (aka Nakasr) (G then D) (∞) (D)	Death, the dead, order in death, funerals and tombs, undeath, the undead, wasting, old age, exhaustion, tyranny, dusk <i>then</i> Fatalism, order of death, proper burial, guardian of tombs, protector of the names of the dead (∞): Fatalism	LN (∞): N LG, NG, LN, N, LE, NE	P&P, NEoM, 4E FRCG
Karsus (‡-339) (D)	Folly of overweening arrogance an ambition, unending hubris	N N/A	P&P, 4E FRCG
Kelemvor (G) (∞) (G)	Death, the dead (∞): Death	LN (∞): N Any	F&A, 4E FRCG
Kossuth (also Elemental Power) (G) (∞) (L)	Elemental power, fire elementalists, purification through fire (∞): Fire	N (∞): N Any	F&A, 4E FRCG
Kozah (‡????) (G)	Storms, destruction, rebellion, strife, ravaging beasts and monsters, hurricanes, ocean storms, blizzards, vortices, conflagrations, earthquakes	CE LN, N, CN, LE, NE, CE	NEoM, 4E FRCG
Lathander (formally Amaunator 'till 661, 1385 became Amaunator) (aka At'ar) (G) (∞) (G)	Spring, dawn, birth, renewal, creativity, youth, vitality, self-perfection, athletics (∞): Sun	NG (∞): LG Any G or N	F&A, 4E FRCG
Leira (‡1360) (L) (†)	Deception, illusion, mist, shadow	CN Any	F&A, 4E FRCG
Lliira (L) (∞) (D)	Joy, happiness, dance, festivals, carefree celebration, contentment, release, hospitality, freedom/liberty (∞): Joy	CG (∞): NG Any, though E is rare	F&A, 4E FRCG
Loviatar (L) (∞) (I)	Pain, hurt, agony, torment, suffering, torture (∞): Pain	LE (∞): NE Any evil	F&A, 4E FRCG
Lurue (also Monstrous Pantheon) (D) (†)	Unicorns, talking beasts and intelligent nonhumanoid creatures	CG Any G or N	P&P, 4E FRCG
Malar (aka Blue Bear, Herne, Render, The Stalker) (also "Were" Power) (L) (†)	Hunters, marauding beasts and monsters, blood, blood-lust, evil lycanthropes, stalking	CE N, CN, LE, NE, CE	F&A, 4E FRCG

Name	Portfolio	Align/ Wor Align	Book
Mask (L) (†)	Thieves, thievery, shadows	NE NG, CG, LN, N, CN, LE, NE, CE	F&A, 4E FRCG
Meilikki (aka Khelliara) (also Khalreshaar) (I) (∞) (I)	Dryads, forests, forest creatures, rangers, autumn (∞): Forests	NG (∞): NG Any G or N	F&A, 4E FRCG
Milil (L) (∞) (D)	Poetry, song, eloquence, whale song (∞): Song	NG (∞): NG Any	F&A, SoFS, 4E FRCG
Moander (𐐆1358) (L)	Rotting death, decay, corruption, parasites	CE Any E	F&A, NEoM, 4E FRCG
Myrkul (aka N'asr) (𐐆1358) (G)	The dead, wasting, decay, corruption, parasites, old age, exhaustion, dusk, autumn	NE Any N or E	F&A, 4E FRCG
Mystra (aka Hidden One, Mysteryl [𐐆-339 - 𐐆-339], Midnight [𐐆1385]) (𐐆1358 - 𐐆1358) (G)	Magic, spells, the weave Mysteryl: Magic, spells, the weave, wizards, spellcasters, energy, creativity, knowledge, invention, song, time, spring	NG Any	F&A, SoFS, NEoM, 4E FRCG
Nobanion (also Monstrous Pantheon & "Were" Power) (D) (†)	Royalty, lions, good-aligned beasts, lammasu, wemics, werelions, felines, noble beasts	LG Any G or N	P&P, 4E FRCG
Oghma (aka Curna) (G) (∞) (G)	Knowledge, invention, inspiration, bards, speech, writing (∞): Knowledge	N (NG) (∞): N Any	F&A, L&L, SoFS, 4E FRCG
Red Knight (D) (∞) (D)	Strategy, planning (∞): Tactics	LN (∞): LG LG, NG, LN, N, LE, NE	P&P, 4E FRCG
Savras (𐐆1385) (L then D)	Divinations, divination magic, diviners, fate, truth, truth-speakers	LN LG, NG, LN, N, CN, LE	P&P, 4E FRCG
Selune (aka Bight Nydra, Elah, Lucha) (also "Were" Power) (G then I) (∞) (G)	Moon, moonlight, stars, dreams, purity, beauty, love, marriage, navigation, navigators, tracking, wanderers, seekers, diviners, good and neutral lycanthropes, autumn then Moon, stars, navigation, navigators, wanderers, seekers, good and neutral lycanthropes (∞): Moon	CG (∞): NG Any G or N	F&A, NEoM, 4E FRCG
Shar (aka Ibrandul) (G) (∞) (G)	Dark, night, hatred, loss, forgetfulness, sleep, nightmares, illusions, lies, trickery, unrevealed secrets, hiding places, betrayal, treachery, seduction, thieves, thievery, murder, winter then Dark, night, loss, forgetfulness, unrevealed secrets, caverns, dungeons, the Underdark (∞): Shadows	NE (∞): NE Any, but mainly E	F&A, NEoM, 4E FRCG
Sharess (aka Bastet, Felidae, Zandilar the Dancer) (also Bast) (D/L) (∞) (D)	Hedonism, excess, lust, sensual fulfillment, festhalls, cats, pleasure seekers (∞): Cats	CG (∞): NG Any	P&P, L&L, 4E FRCG
Shaundakul (aka Beshaba, Treacherous Lurker) (L) (†)	Travel, exploration, long-range traders, miners, caravans, windghosts	CN Any G or N	F&A, 4E FRCG
Shiallia (D) (also Monstrous Pantheon) (∞) (D)	The HighForest, Neverwinter Wood, woodland glades, woodland fertility, growth, korreds (especially young korreds) (∞): Fertility	NG (∞): NG Any G or N	P&P, 4E FRCG
Siamorphe (D) (∞) (D)	Nobles, nobility, rightful rule of nobility, human royalty (∞): Nobility	LN (∞): LG Any	P&P, 4E FRCG
Silvanus (G) (∞) (G)	Wild nature, druids (∞): Nature	N (∞): N Any	F&A, 4E FRCG
Sune (G) (∞) (G)	Beauty, love, passion (∞): Beauty	CG (∞): NG Any G or N	F&A, 4E FRCG
Talona (aka Kiputytto) (L) (∞) (I)	Disease, poison (∞): Plague	CE (∞): CE Any N or E	F&A, 4E FRCG
Talos (aka Bhaelos, Kozah, Malyk) (G) (†)	Storms, destruction, rebellion, conflagrations, earth-shaking, vortices	CE Any N or E	F&A, 4E FRCG
Targus (𐐆????) (G)	War, skill-at-arms, duels, berserkers, plunder	CN Any	NEoM, 4E FRCG
Tempus (aka Tempos) (G) (∞) (G)	War, battle, warriors (∞): War	CN (∞): N Any	F&A, 4E FRCG
Torm (𐐆1358 - 𐐆1358) (L) (∞) (G)	Duty, loyalty, obedience, paladins (∞): Law	LG (∞): LG LG, NG, CG, LN	F&A, 4E FRCG
Tyche (became Beshaba & Tymora) (𐐆1) (L) (†)	Fortune, luck, fate, misfortune, accidents, accountability, adventurers, explorers, traders, trade	N Any	NEoM, 4E FRCG
Tymora (also Halfling Pantheon) (I) (∞) (I)	Good fortune, skill, victory, adventurers, and adventuring (∞): Good Luck	CG (∞): NG Any	F&A, 4E FRCG
Tyr (aka Anachtyr) (G) (†)	Justice, swordmanship, courage, law	LG LG, NG, LN	F&A, L&L, 4E FRCG

Name	Portfolio	Align/ Wor Align	Book
Ulutiu (𐎛) (D) (†)	Glaciers, frozen seas, polar environments, arctic dwellers	LN LG, NG, LN, N, LE, NE	P&P, 4E FRCG
Umberlee (I) (∞) (I)	Oceans, currents, waves, sea winds (∞): Sea	CE (∞): CE Any	F&A, SoFS, 4E FRCG
Uthgar (D) (∞) (D)	The Uthgardt barbarian tribes, physical strength (∞): Wildlands	CN (∞): N Any	P&P, 4E FRCG
Valkur (D) (∞) (D)	Sailors, the safety of ships, favorable winds, naval combat (∞): Sailors	CG (∞): NG Any	P&P, 4E FRCG
Velsharoon (aka Mellifleur) (also Undead Power) (D) (†)	Necromancy, necromancers, lichdom, evil lichs, undeath	NE Any N or E	P&P, 4E FRCG
Waukeen (𐎛1358) (L) (∞) (I)	Trade, money, wealth (∞): Merchants	N (∞): N Any	F&A, 4E FRCG

Chultan Pantheon

Name	Portfolio	Align/Wor Align	Book
Eshowdow (D) (†)	Shadows, destruction, revenge, cowardice, ignominy, fear	CE N, CN, LE, NE, CE	P&P, 4E FRCG
Sseth (aka Amphisbaena, Merrshaulk, Squamata the Black, Varae) (also Monsterous Pantheon) (I) (†)	Intelligent snakes, yuan-ti, ophidians, renegade spirit nagas, somnolence, poison	CE CN, LE, NE, CE	P&P, 4E FRCG
Ubtao (G) (†)	Creation, the labyrinth of life, jungles, the jungles of Chult, the Tabaxi, dinosaurs	N Any	P&P, 4E FRCG

Mulhorandi & Untheric Pantheons

Name	Portfolio	Align/Wor Align	Book
Anhur (Ramathant, Ramman, Rumathep, Ramatep) (L) (†)	War, conflict, physical prowess, thunder, rain, storms	CG Any G or N	P&P, L&L, 4E FRCG
Assuran (also Hoar) (L then D)	Revenge, retribution, poetic justice	LN LG, NG, LN, N, LE, NE	F&A, 4E FRCG
Bast (aka Bastet, Felidae, Zandilar the Dancer) (also Sharness) (L) (∞) (D)	Hedonism, excess, lust, sensual fulfillment, festhalls, cats, pleasure seekers (∞): Cats	CG (∞): NG Any	F&A, 4E FRCG
Geb (aka Gebthant, Gebakotep) (L) (†)	The earth, miners, mines, mineral resources	N (NG) Any	P&P, L&L, 4E FRCG
Gilgeam (aka Gilgamesh) (𐎧1358) (I then D)	Strength, athletic prowess, the sky, battle, cities, the land of Unther	LE Any	P&P, 4E FRCG
Hathor (aka Hatharia, Hathelia) (L) (†)	Childbirth, motherhood, folk music, dance, poetry, the moon, fate	NG Any G or N	P&P, 4E FRCG
Horus-Re (aka Helcaliant, Hokatep, Horus, Re) (G) (†)	The sun, vengeance, rulership, kings, life, war	LG LG, NG, CG, N, CN, LE	P&P, L&L, 4E FRCG
Isis (aka Isharia, Ishtar) (I) (†)	Weather, rivers, agriculture, love, marriage, good magic, motherhood	NG (LG) Any G	P&P, L&L, 4E FRCG
Nephthys (aka Nesharia, Neselthia) (I) (†)	Wealth, commerce, guardian of the dead, protector of children	CG Any	P&P, L&L, 4E FRCG
Osiris (aka Osriant, Ozrikotep) (I) (†)	Vegetation, death, the dead, justice, harvest	LG Any G or N	P&P, L&L, 4E FRCG
Ramman (𐎧1358) (L)	War, storms	CG Any G or N	???? , 4E FRCG
Sebek (aka Sebethant, Sebakar) (D) (†)	River hazards, crocodiles, werecrocodiles, wetlands, rivers	NE Any E	P&P, 4E FRCG
Set (aka Typhon, Gilgeam) (I) (†)	Snakes, evil, the desert, desert storms, destruction, drought, night, rot, predators and carrion eaters, hate, malice, betrayal, evil magic, ambition, poison, murder, chaos	LE Any E	P&P, L&L, 4E FRCG
Thoth (aka Tholaunt, Thalatos) (I) (†)	Neutral magic, scribes, knowledge, science, engineering, secrets, invention	N Any	P&P, L&L, 4E FRCG
Tiamat (aka Tchazzar, Gestanius, Skuthosiin) (also Dragon Power) (𐎧1358 - 𐎧1358) (L) (†)	Evil dragons, chromatic dragons, evil reptiles, greed, Chessenta	LE Any N or E (also G prior to the Godswar)	P&P, MM, 4E FRCG

Dwarven Pantheon

Name	Portfolio	Align/ Wor Align	Book
Abbathor (I) (∞) (D)	Greed (∞): Greed	NE (∞): NE Any E	DD, 4E FRCG
Berronar Truesilver (I) (∞) (I)	Safety, truth, home, healing, dwarven home life, records, traditional clan life, marriage, familial love, faithfulness, loyalty, honesty, obligations, oaths, the family, protector of dwarven children (∞): Family	LG (∞): LG Any	DD, 4E FRCG
Clangeddin Silverbeard (aka Clanggedin, Clanggending) (I) (∞) (D)	Battle, war, valor, bravery, honor in battle (∞): Battle	LG (∞): LG Any G or N	DD, 4E FRCG
Deep Duerra (𐌆1383) (D)	Conquest, expansion, duergar, duergar warriors	LE LN, N, LE, NE	DD, 4E FRCG
Dugmaren Brightmantle (L) (∞) (D)	Scholarship, invention, discovery (∞): Scholarship	CG (∞): NG Any G or N	DD, 4E FRCG
Dumathoin (I) (†)	Urdunnir, shield dwarves, keeper of metals and other buried wealth (secrets under the earth), the earth's riches, ores, gems, minerals, mining, exploration, guardian of the dead	N Any	DD, 4E FRCG
Gorm Gulthyn (𐌆1383) (L)	Guardian and protector of all dwarves, dwarven guardians, defense, watchfulness, vigilance, duty	LG LG, NG, CG, LN, N	DD, 4E FRCG
Haela Brightaxe (𐌆1383) (D)	Luck in battle, patron of dwarves who love to fight and who battle monsters, love/joy of battle, dwarven monster kills, dwarven fighter adventurers	CG Any	DD, 4E FRCG
Laduguer (𐌆1383) (I)	Grey dwarves, magical weapon creation, skilled artisans, magic, protector of grey dwarves	LE LN, N, LE, NE	DD, 4E FRCG
Marthammor Duin (aka Muamman Duathal) (L) (∞) (D)	Guide and protector to dwarf adventurers, explorers, expatriates, travelers, and wonderers, lightning (∞): Explorers	NG (∞): NG Any G or N	DD, 4E FRCG
Moradin (G) (∞) (G)	Dwarves, survival, renewal, advancement, creation, smithing of all sorts, craftsmanship, war, protection, metalcraft, stonework, engineering, dwarven engineers, protection (∞): Dwarves	LG (∞): LG Any G or N	DD, 4E FRCG
Sharindlar (I) (†)	Healing, mercy, romantic love, fertility, dancing, courtship, the moon	CG Any	DD, 4E FRCG
Thard Harr (L) (∞) (D)	Wild dwarves, jungle survival, hunting (∞): Hunting	CG (∞): NG Any	DD, 4E FRCG
Vergadain (aka Bes) (I) (∞) (D)	Wealth, luck, chance, nonevil thieves, entrepreneurial skills such as suspicion, trickery, negotiation, sly cleverness (∞): Wealth	N (∞): N Any	DD, 4E FRCG

Elven Pantheon

Name	Portfolio	Align/ Wor Align	Book
Aerdrie Faenya (also an aspect of the “Triune Goddess” along with Angharradh & Sehanine Moonbow) (I) (†)	Avariell elves, air, weather, avians, rain, fertility	CG NG, CG, N, CN	DD, 4E FRCG
Alathrien Druanna (D) (†)	Conjurations, rune magic, geometric magic	N (G) Any	DraMag, WoH, 4E FRCG
Angharradh (aka Hanali Celanil) (also an aspect of the “Triune Goddess” along with Aerdrie Faenya & Sehanine Moonbow) (G) (∞) (I)	Moonelves, spring, fertility, planting, birth, defense, wisdom Hanali: Love, romance, beauty, enchantments, magic item artistry, fine art, artists (∞): Wisdom	CG (∞): NG Any G or N	DD, EoE, 4E FRCG
Araleth Letheranil (L) (†)	Light, starlight, twilight	CG Any G or N	DraMag, 4E FRCG
Avachel (also Dragon & “Were” Power) (D) (†)	Green elves, shapechangers, mercury dragons, elven thieves	CG CG	DD, EoE, 4E FRCG
Corellon Larethian (G) (∞) (G)	Elves (non-evil), sun elves, magic, elven magic, high elven magic, music, arts, crafts, war, poets, poetry, bards, warriors (∞): Fey	CG (∞): NG Any G or N	DD, 4E FRCG
Darahl Firecloak (D/L) (†)	Earth and flame pheonomena, earth and fire magic	LN (G) Any L or N	DraMag, WoH, 4E FRCG
Deep Sashelas (I) (∞) (D)	Aquatic elves, oceans, creation, knowledge, aquatic elven beauty, water magic (∞): Oceans	CG (∞): NG Any G or N	DD, SoFS, 4E FRCG
Erevan Ilesere (I) (∞) (D)	Mischief, change, rogues (∞): Mischief	CN (∞): N NG, CG, N, CN	DD, 4E FRCG
Felarithael (twin of Lashrael) (D) (†)	Defender of elves, messages, logic, calm reason	CG Any G or N	DD, EoE, 4E FRCG
Fenmarel Mestarine (L) (∞) (D)	Feral elves, outcasts, scapegoats, isolation, isolationists (∞): Outcasts	CN (∞): N Any G or N	DD, 4E FRCG
Khalreshaar (aka Khelliara) (also Meilikki) (I/D) (∞) (I)	Dryads, forests, forest creatures, rangers, autumn (∞): Forests	NG (∞): NG Any G or N	F&A, 4E FRCG

Name	Portfolio	Align/ Wor Align	Book
Kirith Sotheril (L) (†)	Divination magic, enchantment magic	NG Any G or N	DraMag, 4E FRCG
Labelas Enoreth (I) (∞) (D)	Time, longevity, the moment of choice, history (∞): Longevity	CG (∞): NG Any G or N	DD, 4E FRCG
Lashrael (twin of Felarathael) (D) (†)	Defender of elves, messages, conviction, joy, sorrow	CG Any G or N	DD, EoE, 4E FRCG
Melira Taralen (L) (†)	Half-elves bards, elven minstrels, songwriting	CG Any G or N	DraMag, 4E FRCG
Mythrien Sarath (D) (†)	Protection, mythals, abjurations	CG Any (G Prefered)	DraMag, WoH, 4E FRCG
Naralis Analor (L) (†)	Healing, easing of pain, death	NG Any G or N	DraMag, 4E FRCG
Rellevar Danuvien (also Monstrous Pantheon) (L) (†)	Frost sprites, protection from the elements (particularly the cold)	NG Any G or N	DraMag, 4E FRCG
Rillifane Rallathil (also Bear [L], Eagle [I], Raven [L] & Wolf [L], Magnar the Bear & Relkath of the Infinite Branches) (I) (†)	Wild elves, woodlands, nature, druids, voadkyn <i>Bear</i> : Green elves, protector of green elves, windstorms, rivers, valleys, hunting, foraging, bears <i>Eagle</i> : Green elves, good fortune, eagles <i>Raven</i> : Green elves, trickery, deception, ravens <i>Wolf</i> : Green elves, hunting, tracking, wolves	CG Any G or N <i>Bear</i> : Any <i>Eagle</i> : Any good <i>Raven</i> : Any <i>Wolf</i> : Any	DD, EoE, 4E FRCG
Sarula Iliene (also Monstrous Pantheon) (L) (†)	Nixies, lakes, streams, water magic	CG Any (G or N Prefered)	DraMag, WoH, 4E FRCG
Sehanine Moonbow (also an aspect of the “Triune Goddess” along with Aerdrie Faenya & Angharradh) (I) (†)	Moon elves, mysticism, dreams, death, journeys, transcendence, the moon, the stars, the heavens	CG Any G or N	DD, 4E FRCG
Shevarash (aka Elikarashae in the Yuirwood) (D) (†)	Hatred of the drow, vengeance, military crusades, loss, revenge	CN Any G or N	DD, 4E FRCG
Solonor Thelandira (I) (∞) (D)	Archery, hunting, wilderness survival (∞): Archery	CG (∞): NG Any G or N	DD, 4E FRCG
Tarsellis Meunniduin (I) (†)	Snow elves, mountains, rivers, the wilderness	CN Any N	DraMag, 4E FRCG
Tethrin (D) (†)	Swordmanship, bladesingers	NG Any G or N	DraMag, 4E FRCG
Trishna (aka Ri’daa’trisha) (also Monstrous Pantheon) (L) (†)	Aquatic elves, dolphins, love, play, fidelity, children	LG Any G	WoH, SoFS, 4E FRCG

Drow Pantheon

Name	Portfolio	Align/ Wor Align	Book
Eilistraee (L) (†)	Song, beauty, dance, swordwork, hunting, moonlight	CG Any G	DD, DotU, 4E FRCG
Ghaunadaur (aka Elder Elemental God, Ghaunadar, Gormauth Soul drinker, Juiblex) (L) (∞) (G)	Oozes, slimes, jellies, outcasts, rebels, ropers, all things subterranean (∞): Abominations	CE (∞): CE Any N or E	DD, DotU, 4E FRCG
Kiaransalee (aka Kiaranselee) (‡1377) (D)	Undead, vengeance	CE Any E	DD, 4E FRCG
Lolth (aka Araushnee, Lloth, Megwandir, Moander, Zinzerena) (I) (∞) (G)	Drow, spiders, evil, darkness, chaos, rotting death, decay, corruption, assassination (∞): Drow	CE (∞): CE Any N or E	DD, DotU, 4E FRCG
Selvetarm (aka Zanassu) (‡1375) (D)	Drow warriors	CE Any N or E	DD, 4E FRCG
Vhaerun (aka Vhaerun) (‡1375) (L)	Drow males, evil activity, thievery, territory	CE Any N or E	DD, DotU, 4E FRCG

Gnomish Pantheon

Name	Portfolio	Align/Wor Align	Book
Baervan Wildwanderer (I) (∞) (D)	Forest gnomes, forests, travel, nature (∞): Travel	NG (∞): NG LG, NG, CG, LN, N, CN	DD, 4E FRCG
Baravar Cloakshadow (L) (∞) (D)	Illusions, deceptions, traps, wards (∞): Illusions	NG (∞): NG LG, NG, CG, LN, N, CN	DD, 4E FRCG
Callarduran Smoothhands (I) (∞) (D)	Svirfnebli, protection, earth, mining, stone, the Underdark (∞): Mining	N (NG) (∞): N N, NG	DD, 4E FRCG
Flandal Steelskin (I) (†)	Mining, physical fitness, smithing, metalworking, weaponsmithing, armouring	NG LG, NG, CG, LN, N, CN	DD, 4E FRCG
Gaerdal Ironhand (L) (†)	Vigilance, combat, martial defense	LG LG, NG, CG, LN, N, CN	DD, 4E FRCG
Garl Glittergold (G) (∞) (I)	Gnomes, protection, humor, trickery, gem cutting, finesmithing and lapidary (∞): Protection	LG (∞): NG LG, NG, CG, LN, N, CN	DD, 4E FRCG

Name	Portfolio	Align/Wor Align	Book
Nebelun (also Gond) (I) (∞) (I)	Artifice, craft, construction, smithwork (∞): Craft	N (∞): N	F&A, 4E FRCG
		Any	
Segojan Earthcaller (I) (†)	Rock gnomes, earth, nature, the dead	NG	DD, 4E FRCG
		LG, NG, CG, LN, N, CN	
Urdlen (I) (†)	Spriggans, greed, bloodlust, blood, evil, hatred, uncontrolled impulse	CE	DD, 4E FRCG
		LE, NE, CE	

Halfling Pantheon

Name	Portfolio	Align/Wor Align	Book
Arvoreen (I) (∞) (D)	Martial defense, war, vigilance, halfling warriors, duty (∞): Vigilance	LG (∞): LG	DD, 4E FRCG
		LG, NG, CG, LN, N, CN	
Brandobaris (L) (∞) (D)	Stealth, thievery, adventuring, halfling rogues (∞): Thievery	N (∞): N	DD, 4E FRCG
		Any	
Cyrrollalee (I) (∞) (D)	Friendship, trust, the home, the hearth, honesty, hospitality, crafts (especially weaving and needlework) (∞): Friendship	LG (∞): NG	DD, 4E FRCG
		LG, NG, CG, LN	
Sheela Peryroyl (I) (∞) (I)	Nature, agriculture, weather, song, dance, beauty, romantic love (∞): Beauty	N (∞): NG	DD, 4E FRCG
		LG, NG, CG, LN, N, CN	
Tymora (also Faerunian Pantheon) (I)	Good fortune, skill, victory, adventurers, and adventuring	CG	F&A, 4E FRCG
		Any	
Urogalan (D) (†)	Earth, death, protection of the dead	LN	DD, 4E FRCG
		Any	
Yondalla (G) (†)	Halflings, protection, fertility, children, security, leadership, diplomacy, wisdom, the cycle of life, creation, family and familial love, tradition, community, harmony, prosperity, bounty	LG	DD, 4E FRCG
		LG, NG, CG, LN, N, CN	

Monstrous Pantheon

Beholder Powers

Name	Portfolio	Align/Wor Align	Book
Great Mother (G) (†)	Beholders, magic, fertility, tyranny	CE	MM, 4E FRCG
		CE	
Gzemnid (L) (†)	Gases, fogs, obscurement, deception	CE	MM, 4E FRCG
		CE	

Bugbear Powers

Name	Portfolio	Align/Wor Align	Book
Grankhul (L) (†)	Hunting, senses, surprise	CE	MM, 4E FRCG
		CE	
Hruggek (I) (∞) (D)	Bugbears, violence, combat, ambushes (∞): Ambush	CE (∞): NE	MM, 4E FRCG
		CE	
Skiggaret (D) (†)	Fear	CE	MM, 4E FRCG
		N/D	

Dragon Powers

Name	Portfolio	Align/Wor Align	Book
Aasterinian (also Hlal [L]) (D) (†)	Brass & copper dragons, learning, invention, pleasure <i>Hlal</i> : Humor, tricks, messages	CN (CG), <i>Hlal</i> : CG	CotD, Drn, MM, 4E FRCG
		N/D, <i>Hlal</i> : Any G or N	
Asgorath (G) (aka Io) (†)	Overlord of all dragon gods, god of dragonkind, balance, peace	N (All)	CotD, Drn, MM, 4E FRCG
		N/D	
Astilabor (I) (†)	Acquisitiveness, status, wealth	N (CN)	CotD, Drn, 4E FRCG
		Any N	
Avachel (also Elven Pantheon and “Were” Power) (D) (†)	Mercury dragons, green elves, shapechangers, elven thieves	CG	DD, EoE, 4E FRCG
		CG	
Bahamut (aka Marduk and Xymor) (L) (∞) (I)	Good dragons, metallic dragons, wind, wisdom, knowledge, prophecies, song, enlightened justice (∞): Justice	LG (∞): NG	CotD, Drn, MM, 4E FRCG
		LG (Any G or N)	
Garyx (I) (†)	Fire, destruction, renewal	CN (CE)	CotD, Drn, 4E FRCG
		CN, CE, LE, NE	
Kalzareinad (𐐣????) (D)	Dragon magic	NE	CotD, 4E FRCG
		Any (Mostly Any E)	
Kereska (I) (†)	Dragon magic, magical creativity	CN	CotD, Drn, 4E FRCG
		Any	
Lendys (I) (†)	Balance, justice	LN	CotD, Drn, 4E FRCG
		LG, LN, N, NG, CG	

Name	Portfolio	Align/Wor Align	Book
Null (aka Faluzure [L], Chronespis [I]) (†)	Shadow dragons, undead dragons <i>Faluzure</i> : energy draining, undeath, decay, exhaustion, taking of life, necromancy <i>Chronespis</i> : fate, death, judgment, the dead, exhaustion, final judgment, fatalism	<i>Faluzure</i> : NE (LE), <i>Chronespis</i> : N (LN) <i>Faluzure</i> : LE, NE, CE, <i>Chronespis</i> : Any	CotD, Drn, MM, 4E FRCG
Tamara (I) (†)	Life, light, mercy	NG Any Non-E	CotD, Drn, 4E FRCG
Task (L) (†)	Greed, selfishness	CE (CN) Any (G rare)	CotD, Drn, 4E FRCG
Tiamat (aka Tchazzar, Gestanius, Skuthosiin) (also Faerunian Pantheon) (☼1358 - ♠1358) (L) (∞) (I)	Evil dragons, chromatic dragons, evil reptiles, greed, Chessenta (∞): Greed	LE (∞): NE LN, N, CN, LE, NE, CE (also LG, NG, CG prior to 1358)	P&P, MM, 4E FRCG
Zorquan (I) (†)	Dragonkind, dragoness, power, pride, status	N (Any) Any	Drn, 4E FRCG

Elemental Powers (Primeordials)

Name	Portfolio	Align/Wor Align	Book
Akadi (aka Teylas) (also Faerunian Pantheon) (G) (∞) (L)	Elemental air, air elementalists, MV, speed, flying creatures, travel <i>Teylas</i> : Sky, storms (∞): Air	N (∞): N Any	F&A, 4E FRCG
Bazim-Gorag (∞) (L)	(∞): Chaos	(∞): CE Any C	4E FRCG
Ben-Hadar (D) (†)	Water elementals	NG NG	WoH, 4E FRCG
Chan (D) (†)	Air elementals	NG NG	WoH, 4E FRCG
Grumbar (aka Etugen) (also Faerunian Pantheon) (G) (∞) (L)	Elemental earth, earth elementalists, solidity, changelessness, oaths (∞): Earth	N (∞): N Any	F&A, 4E FRCG
Istishia (also Faerunian Pantheon) (G) (∞) (L)	Elemental water, wetness, water elementalists, purification through cleansing (∞): Water	N (∞): N Any	F&A, SoFS, 4E FRCG
Kossuth (also Faerunian Pantheon) (G) (∞) (L)	Elemental power, fire elementalists, purification through fire (∞): Fire	N (∞): N Any	F&A, 4E FRCG
Sunnis (D) (†)	Earth elementals	NG NG	WoH, 4E FRCG
Zaaman Rul (D) (†)	Fire elementals	NG NG	WoH, 4E FRCG

Giant Powers

Name	Portfolio	Align/Wor Align	Book
Annam (G) (†)	Giants, knowledge, fertility, philosophy, creation, learning	N NG, N, LN	MM, Gc, 4E FRCG
Diancastra (D) (†)	Trickery, wit, impudence, pleasure	CG CG, NG, N, NE	MM, 4E FRCG
Grolantor (I) (†)	Hill giants, ettins, ogres, battle, war, hunting, combat	CE Any E	MM, Gc, 4E FRCG
Hiatea (G) (†)	Firbolgs, voadkyn, nature, agriculture, hunting, fire, females, children, childbirth	N (NG) N, NG, CG	MM, Gc, 4E FRCG
Iallanis (L) (†)	Love, mercy, beauty, forgiveness	NG Any Non-E	MM, Gc, 4E FRCG
Karantor (L) (†)	Formarians, verbeeg, deformity, hatred, beasts	NE NE	MM, 4E FRCG
Kostchtchie (D) (†)	Frost giants, strength violence	CE CE	MM, 4E FRCG
Memnor (I) (†)	Cloud giants, pride, mental prowess, control, honor	NE Any	MM, Gc, 4E FRCG
Skoraeus Stonebones (I) (†)	Stone giants, stone giant arts & crafts, buried things	N N	MM, Gc, 4E FRCG
Stronmaus (G) (†)	Cloud & storm giants, sun, sky, weather, seas, joy	NG (CG) Any, mostly G	MM, Gc, 4E FRCG
Surtr (L) (†)	Fire giants, fire, destruction	LE LE	MM, Gc, 4E FRCG
Thrym (L) (†)	Frost giants, cold, ice, magic	CE CE	MM, Gc, 4E FRCG

Goblin Powers

Name	Portfolio	Align/Wor Align	Book
Bagrivyek (L) (†)	Co-operation, territory	LE	MM, 4E FRCG
		LE	
Khurgorbaeyag (L) (†)	Slavery, oppression, morale	LE	MM, 4E FRCG
		LE	
Maglubiyet (G) (∞) (D)	Goblins, hobgoblins, war, rulership (∞): Goblins	LE (∞): NE	MM, 4E FRCG
		LE	
Nomog-Geaya (L) (†)	Hobgoblins, war, authority	LE	MM, 4E FRCG
		LE	

Goblinoid Powers

Name	Portfolio	Align/Wor Align	Book
Kuraulyek (D) (†)	Urds	NE	MM, 4E FRCG
		NE	
Meriadar (I) (†)	Mongrelmen, non-evil goblinoids, patience, meditation, tolerance, arts, crafts	LN	MM, 4E FRCG
		Any Non-E	
Stalker (D) (†)	Hate, death, cold	NE	MM, 4E FRCG
		N/D	

Gnoll Powers

Name	Portfolio	Align/Wor Align	Book
Gorellik (D) (†)	Gnolls, hyenas, hyenadons, hunting	CE	MM, 4E FRCG
		CE	
Yeenoghu (L) (†)	Gnolls, flinds, ghouls, paralysis	CE	MM, 4E FRCG
		CE	

Illithid Powers

Name	Portfolio	Align/Wor Align	Book
Ilsensine (G) (†)	Illithids, mental dominion, magic	LE	MM, 4E FRCG
		LE	
Maanzecorian (I) (†)	Knowledge, philosophy	LE	MM, 4E FRCG
		LE	

Kobold Powers

Name	Portfolio	Align/Wor Align	Book
Gaknulak (D) (†)	Protection, stealth, trickery, traps	LE (NE)	MM, 4E FRCG
		LE, NE	
Kurtulmak (I) (†)	Kobolds, war, mining, hatred	LE	MM, 4E FRCG
		LE	

Lost Powers

Name	Portfolio	Align/Wor Align	Book
Dark God (I/L varies) (†)	Eternal darkness, cold, decay, enfeeblement, paralysis	NE	MM, 4E FRCG
		Any E	
Elder Elemental God (G) (†)	Elemental forces, magic, insane	NE	MM, 4E FRCG
		Any E	
Juiblex (L) (†)	Unknown	CE	MM, 4E FRCG
		CE	

Lizard Men Powers

Name	Portfolio	Align/Wor Align	Book
Semuanya (L) (†)	Lizard men, survival, propagation	N	MM, 4E FRCG
		N	
Sess'innek (D) (†)	Lizard kings, "civilization", domination	CE	MM, 4E FRCG
		N, CE	

Naga Powers

Name	Portfolio	Align/Wor Align	Book
Parrafaire (D) (†)	Guardianship	NE	MM, 4E FRCG
		N/D	
Shekinester (aka the Acquirer, the Empowerer, the Preserver, the Seeker, the Weaver, Ssharstrune) (G) (†)	Nagas <i>The Acquirer</i> : Control, possession <i>The Empowerer</i> : Guardian of the young and uninitiated <i>The Preserver</i> : Maintainer of existence, spirits of the dead <i>The Seeker</i> : Curiosity, exploration, study <i>The Weaver</i> : Active destruction, connections <i>Ssharstrune</i> : Acquisition, power	N (Any) <i>The Acquirer</i> : LE <i>The Empowerer</i> : LG <i>The Preserver</i> : N <i>The Seeker</i> : CG <i>The Weaver</i> : CE <i>Ssharstrune</i> : NE	MM, 4E FRCG
		Any	

Orc Powers

Name	Portfolio	Align/Wor Align	Book
Bahgtru (I) (∞) (D)	Strength, combat, loyalty, stupidity (∞): Brute Strength	LE (∞): CE LE	MM, 4E FRCG
Gruumsh (G) (∞) (G)	Orcs, war, territory, conquest, survival, strength (∞): Savagery	LE (∞): CE LE	MM, 4E FRCG
Ilneval (I) (†)	Warfare, war, combat, overwhelming numbers, strategy	LE LE	MM, 4E FRCG
Luthic (L) (∞) (I)	Fertility, medicine, servitude, caves, orc females, home, wisdom, fertility, healing, servitude (∞): Caves	LE (∞): CE LE	MM, 4E FRCG
Obould (∞) (D)	(∞): Warriors	(∞): CE N/D	4E FRCG
Shargaas (I) (∞) (D)	Darkness, thieves, night, stealth, the Underdark (∞): Night	NE (∞): CE Any E	MM, 4E FRCG
Yurtrus (I) (†)	Death, disease	NE (LE) Any E	MM, 4E FRCG

Sahuagin Powers

Name	Portfolio	Align/ Wor Align	Book
Panzuril (I) (†)	Sahuagin, koalinths, kraken, merrow, scrags, vodyanoi, murder, confusion, subversion	NE Any E	MM, 4E FRCG
Sekolah (I) (†)	Sahuagin, plunder, hunting, tyranny	LE LE	MM, SoFS, 4E FRCG

Undead Powers

Name	Portfolio	Align/Wor Align	Book
Kanchelsis (aka Mastraacht) (I) (†)	Vampires, vampirism, blood, debauch, magic	CE N/D	MM, 4E FRCG
Mellifleur (L) (†)	Liches, lichdom, magic	NE N/D	MM, 4E FRCG
Velsharoon (aka Mellifleur) (also Faerunian Pantheon) (D) (†)	Evil liches, necromancy, necromancers, lichdom, undeath	NE Any N or E	P&P, 4E FRCG

Unicorn Powers

Name	Portfolio	Align/Wor Align	Book
Eachthighern (L) (†)	Unicorns, pegasi, healing, loyalty	CG CG	WoH, 4E FRCG
Lurue (D) (also Faerunian Pantheon) (†)	Unicorns, talking beasts and intelligent nonhumanoid creatures	CG Any G or N	P&P, 4E FRCG

Various Powers

Name	Portfolio	Align/Wor Align	Book
Asmodeus (G) (∞) (G)	Devils, Baator, lies, politics, manipulation, law (evil) (∞): Sin	LE (∞): NE N/D	GtH, 4E FRCG
Baalzebul (∞) (D)	(∞): Lies	(∞): NE N/D	4E FRCG
Baphomet (L) (†)	Minotaurs, battle, vengeance	CE CE	MM, Gc, 4E FRCG
Bel (∞) (D)	(∞):????	(∞): NE N/D	4E FRCG
Belial (∞) (D)	(∞):????	(∞): NE N/D	4E FRCG
Blibdoolpoolp (I) (†)	Kuo-toa, darkness of sea depths, the Underdark, insanity, revenge, evil undersea creatures	NE (CE) NE, CE	MM, SoFS, 4E FRCG
Cegilune (L) (†)	Hags, larvae	NE NE	MM, 4E FRCG
Demogorgon (aka Ilxendren) (L) (†)	Ixixachitl, cruelty, revenge, vampirism, energy drains, domination	CE CE	MM, 4E FRCG
Dispater (∞) (D)	(∞): ????	(∞): NE N/D	4E FRCG
Eachthighern (L) (†)	Pegasi, unicorns, healing, loyalty	CG CG	WoH, 4E FRCG
Eadro (I) (†)	Locathah, mermen, oceans, seas	N N	MM, WoH, SoFS, 4E FRCG
Emmantiensien (I) (†)	Treant, trees, magic	CG CG	WoH, 4E FRCG
Finder Wyvernspur (also Faerunian Pantheon) (D) (†)	Saurials, the cycle of life, transformation of art	CN NG, CG, N, CN	P&P, 4E FRCG
Fionnghuala (D) (†)	Swanmay, communication, sorority	NG NG	WoH, 4E FRCG

Name	Portfolio	Align/Wor Align	Book
Glasya (∞) (D)	(∞):Unrest	(∞): NE	4E FRCG
		N/D	
Ibrandul (also Faerunian Pantheon) (‡1358) (L) (†)	Skulks, caverns, dungeons, the Underdark	CN	F&A, 4E FRCG
		CG, N, CN, NE, CE	
Jazirian (G) (†)	Coual, community, peace, learning, parenthood, law (good)	LG	MM, 4E FRCG
		LG	
Khalreshaar (aka Khelliara) (also Meilikki) (I/D) (∞) (I)	Dryads, forests, forest creatures, rangers, autumn (∞): Forests	NG (∞): NG	F&A, 4E FRCG
		Any G or N	
Koriel (I) (†)	Ki-rin, learning, protection, vigilance against evil	LG	MM, 4E FRCG
		LG	
Laogzed (D) (†)	Troglodytes, hunger, destruction	CE	MM, 4E FRCG
		CE	
Levistus (∞) (D)	(∞):????	(∞): NE	4E FRCG
		N/D	
Mammon (∞) (D)	(∞):Avarice	(∞): NE	4E FRCG
		N/D	
Mephistopheles (∞) (D)	(∞): No Mercy	(∞): NE	4E FRCG
		N/D	
Nobanion (also Faerunian Pantheon & “Were” Power) (D) (†)	Lions, good-aligned beasts, lammasu, wemics, werelions, felines, noble beasts, royalty	LG	P&P, 4E FRCG
		Any G or N	
Oberon (L) (†)	Faerie, nature, animals	NG	WoH, 4E FRCG
		NG	
Panzurriel (also Sahuagin Power) (I) (†)	Koalinths, kraken, merrow, sahuagin, scrags, vodyanoi, murder, confusion, subversion	NE	MM, 4E FRCG
		Any E	
Persana (I) (†)	Tritons, architecture	N (NG)	MM, SoFS, 4E FRCG
		N, NG	
Psilofyr (I) (†)	Myconids, community, healing, philosophy	LN	MM, 4E FRCG
		LN	
Quorlinn (L) (†)	Kenku, trickery, disguise, thievery	N	MM, 4E FRCG
		N	
Ramenos (L) (†)	Bullywugs, somnolence, intoxication, decay	CE	MM, 4E FRCG
		CE	
Rellevar Danuvien (also Elven Pantheon) (L) (†)	Frost sprites, protection from the elements (particularly the cold)	NG	DraMag, 4E FRCG
		Any G or N	
Remnis (†)	Giant eagles, eagles, sky, service	N (NG)	MM, 4E FRCG
		N	
Sarula Iliene (also Elven Pantheon) (L) (†)	Nixies, lakes, streams, water magic	CG	DraMag, WoH, 4E FRCG
		Any (G or N Preferred)	
Shiallia (also Faerunian Pantheon) (D) (∞) (D)	Korreds (especially young korreds), the HighForest, Neverwinter Wood, woodland glades, woodland fertility, growth (∞): Fertility	NG (∞): NG	P&P, 4E FRCG
		Any G or N	
Skerrit (L) (†)	Centaurs, community, balance	N	WoH, 4E FRCG
		N	
Sseth (aka Amphisbaena, Merrshaulk, Squamata the Black, Varae) (also Chultan Pantheon) (I) (∞) (I)	Yuan-ti, sarrukh, poison, somnolence <i>Merrshaulk</i> : Beasts, predators <i>Varae</i> : Snakes (∞): Serpents	CE (∞): NE	MM, 4E FRCG
		CE	
Surminare (L) (†)	Selkies, beauty, peace	N (NG)	MM, 4E FRCG
		N (NG)	
Syranita (I) (†)	Aarakocra, protection, watchfulness	NG	MM, 4E FRCG
		NG	
Talisid (D) (†)	Guardinals	NG	WoH, 4E FRCG
		NG	
Titania (G) (†)	Faerie, friendship, magic	CG	WoH, 4E FRCG
		CG	
Trishna (aka Ri’daa’trishna) (also Elven Pantheon) (L) (†)	Aquatic elves, dolphins, love, play, fidelity, children	LG	WoH, SoFS, 4E FRCG
		Any G	
Vaparak (L) (∞) (D)	Ogres, trolls, combat, violence, destruction, frenzy, greed (∞): Frenzy	CE (∞): CE	MM, Gc, 4E FRCG
		CE	
Verenestra (L) (†)	Nymphs, charm, beauty	N	WoH, 4E FRCG
		N	

“Were” Powers

Name	Portfolio	Align/ Wor Align	Book
Avachel (also Elven Pantheon and Dragon Power) (D) (†) Balador (L) (†)	Shapechangers, mercury dragons, green elves, elven thieves Werebears, protection, fraternity	CG CG CG CG	DD, EoE, 4E FRCG MM, 4E FRCG
Daragor (L) (†)	Werewolves, seawolves, marauding beast, bloodlusts, pain	CE CE	MM, 4E FRCG
Eshabala (L) (†)	Wolfweres, foxwomen, vanity, charm, greed, cunning	CE CE	MM, 4E FRCG
Ferrix (L) (†)	Weretigers, play, curiosity, hunting	N N	MM, 4E FRCG
Malar (aka Blue Bear, Herne, Render, The Stalker) (also Faerunian Pantheon) (L) (∞) (D)	Evil lycanthropes, hunters, marauding beasts and monsters, blood, blood-lust, stalking (∞): Beasts	CE (∞): NE N, CN, LE, NE, CE	F&A, 4E FRCG
Nobanion (also Faerunian & Monstrous Pantheons) (D) (†)	Werelions, lions, good-aligned beasts, lammasu, wemics, felines, noble beasts, royalty	LG Any G or N	P&P, 4E FRCG
Selune (aka Bight Nydra, Elah, Lucha) (also Faerunian Pantheon) (G then I) (∞) (G)	Good and neutral lycanthropes, moon, moonlight, stars, dreams, purity, beauty, love, marriage, navigation, navigators, tracking, wanderers, seekers, diviners, autumn <i>then</i> Good and neutral lycanthropes, moon, stars, navigation, navigators, wanderers, seekers (∞): Moon	CG (∞): NG Any G or N	F&A, NEoM, 4E FRCG
Squerrik (L) (†)	Wererats, thievery, disguise, concealment	LE LE	MM, 4E FRCG

(G) Greater God, (I) Intermediate God (∞ = God), (L) Lesser God (∞ = Primordial), (D) Demigod (∞ = Exarch or Archdevil)

‡ Dead God (year indicates year of death, ???? = year of death unknown), † Resurrected God (year indicates year of resurrection/rebirth), ☹ Slumbering God, ☞

Missing God (year indicates year missing), P XXXX = prior to this year, A XXXX = after this Year, ∞= Survived or came to power during the Spell Plague 1385 – 1479, † = Did not survive or missing due to the Spell Plague 1385 – 1479, All dates in Dale Reckoning

N/A = The diety does not have or need worshipers and does not (as it is known) grant spells. N/D = The diety has not had it’s worshiper base defined by alignment, however most worshipers would tend to be within one step of the diety’s alignment.

CotD: Cult of the Dragon
DD: Demihuman Deities
DotU: Drow of the Underdark
DraMag: Dragon Magazine

Drn: Draconomicon
EoE: Elves of Evermeet
F&A: Faiths & Avatars
Gc: Giantcraft

GtH: Guide to Hell
L&L: Legends & Lore
MM: Monster Mythology
NEoM: Netheril Empire of Magic

P&P: Powers and Pantheons
SoFS: Sea of Fallen Stars
WoH: Warriors of Heaven
4E FRCG: 4E FR Campaign Guide



A Size Comparison

Cat Halfling Human Ogre - Storm Giant - Purple Worm - Red Dragon





Appendix: F (Abbreviations & Page Changes)

Abbreviations

The following is a list of abbreviations use in this book.

Abbreviation	Equates to	Abbreviation	Equates to	Abbreviation	Equates to
2E	2 nd Edition Dungeons & Dragons	Dmg	Damage	Mod	Modifier/Modifiers/Modification
3.5E	3.5 Edition Dungeons & Dragons	DR	Damage Reduction	MR	Magic Resistance
3E	3 rd Edition Dungeons & Dragons	Dwn	Down	Mus	Muscle
4E	4 th Edition Dungeons & Dragons	ECL	Estimated Character Level	MV	Move or Movement
AC	Armor Class	Ex	Extraordinary Power	NPC	Non-PC
Adj	Adjustment	EXP	Experience Points	NWP	Non-Weapon Proficiency
Agi	Agility	Fit	Fitness	PC	Player Character
Align	Alignment	GP	Gold Piece/s	Pow	Power
AoO	Attack of Opportunity	HD	Hit Dice	Regen	Regeneration
Att	Attack	HP	Hit Points	RoF	Rate/s of Fire
Bal	Balance	ID	Identify or Identified	Sp	Spell-Like Power
Cha	Charisma	Inte	Intelligence	Str	Strength
Com	Comeliness	Intu	Intuition	Su	Supernatural Power
Con	Constitution	Kno	Knowledge	Tou	Toughness
CP	Character Points	KO	Knock or Knocked Out	Wil	Willpower
d	Dice or die	Lea	Learning	Wis	Wisdom
D&D	Dungeons & Dragons	Lea	Leadership	Wor	Worshipper
DC	Difficulty Challenge	LP	Luck Points	WP	Weapon Proficiency
Dex	Dexterity	Lvl	Level	X-Bow	Crossbow
DM	Dungeon Master	MC	Movement Class		

"Poofing"/"Silver Mist" Rules

When "poofing", also know as being affected by the "Silver Mist", (can't be in a permanent non-natural state - petrified, stasis, Imprisonment...etc.) the following potential effects can occur on a roll of a d20: Wild Magic Fumble on a natural roll of 1, Wild Magic Critical on a natural roll of 20.

PC's still "observe", to a limited degree, what occurs within the campaign while within the "Silver Mist". NPC's (Companions, Familiars, Followers and Mounts) of the PC also go with the "Silver Mist".

Healing while in the "Silver Mist" does not change non-magical effects and it occurs in one of two types of effects*;

1) If the Players do not want to track the passage of time, then if more than 24 hours of PC time pass by, PC (and their NPC's) is/are fully healed (as long as they are not dead, they can be "on deaths door"), all active or latent magic effects are cancelled if healing applies.

2) If the Players are willing to track the passage of time, then the healing rate is equivalent to the amount of time they are affected by the "Silver Mist" except that is at the equivalent of complete bed rest, all active magic effects are affected by time as normal.

** Magic Spells and abilities (Race and Class) are affected as per the healing however study time and prayer is still required upon return*

As "poofing" is tied to the Weave, it is not affected by magics that stop or hinder teleportation, or planar travel, however it is affected by wild and dead magic areas and effects regardless of class or racial ability.

Lastly your memories tied to the real world have trickled away...as far back as your memory goes you were in a pub when a spell hit everyone and the adventure began...everything prior to that is a medieval mirror of your real life...so anyone who did not get the CP's for background or increased starting gold can pickup one of the regional abilities as listed in Section 2 of The Handbook.

Page Changes

The following is a list of pages that have had changes within this revision.

1, 4, 62, 66, 71-78, 144, 176, 179-187, 195-206, 208



Index: NWP's by Class Groups

General

NWP	Group	Cost	Ability	Mod	Animal	Craft	Untrained	Training	Free Action	Race Bonus
Agriculture	Ge	2	Inte/Kno	0	—	C	—	2	—	Ha
Animal Handling	Ge	2	Wis/Wil	-1	—	C	—	3	Y/—	—
Animal Rending	Ge	2	Inte/Kno, Dex/Agi	2	—	C	—	1	—	—
Animal Training	Ge	2	Wis/Wil, Cha/Lead	0	—	C	—	2	—	—
Artistic Ability	Ge	2	Wis/Wil	0	—	C	Y	2	—	E/D/G
Blacksmithing	Ge	2	Str/Mus, Inte/Kno	0	—	C	—	2	—	D/G
Boat Piloting	Ge	2	Str/Mus, Inte/Lear	0	—	—	—	2	—	—
Boatwright	Ge	2	Inte/Kno	-2	—	C	—	3	—	—
Brewing	Ge	2	Inte/Kno	0	—	C	—	2	—	D/G/Ha
Carpentry	Ge	2	Str/Pow, Inte/Kno	0	—	C	—	2	—	G/Ha
Cartography	Ge	2	Inte/Kno	-2	—	—	—	3	—	—
Cobbling	Ge	2	Dex/Agi, Inte/Kno	0	—	C	—	2	—	G/Ha
Cooking	Ge	2	Inte/Lear	0	—	C	Y	2	—	Ha
Dancing	Ge	2	Dex/Bal, Cha/Com	0	A	—	Y	2	—	E
Deep Diving	Ge	2	Dex/Bal, Con/Tou	-2	A	—	—	3	—	—
Direction Sense	Ge	2	Wis/Intu	1	A	—	—	1	—	—
Distance Sense	Ge	2	Wis/Intu	0	A	—	—	2	—	—
Dwarf Runes	Ge	2	Inte/Kno	2	—	C	—	1	—	—
Engineering	Ge	4	Inte/Lear, Wis/Intu	-3	—	C	—	6	—	D/G
Etiquette	Ge	2	Cha/Com, Wis/Intu	0	—	—	Y	2	—	E
Falconry	Ge	2	Wis/Wil	-1	—	C	—	3	—	—
Fire-building	Ge	2	Wis/Intu, Inte/Lear	-1	—	—	Y	3	—	—
Fishing	Ge	2	Wis/Intu, Inte/Kno	-1	A	—	Y	3	—	—
Folklore	Ge	2	Inte/Kno, Cha/Com	0	—	—	—	2	—	—
Foreign Adaptation	Ge	4	Str/Pow, Dex/Bal, Con/Fit	-6	A	—	—	7	Y	—
Fungi Recognition	Ge	2	Inte/Kno	3	A	—	—	1	—	—
Gaming	Ge	2	Wis/Intu, Inte/Kno	0	—	—	—	2	—	E
Haggling	Ge	2	Str/Mus, Cha/Lead	0	—	—	—	2	—	—
Heraldry	Ge	2	Inte/Kno	0	—	—	Y	2	—	E
Leather Working	Ge	2	Inte/Kno, Dex/Agi	0	—	C	—	2	—	E/Ha
Mining	Ge	4	Wis/Intu, Str/Pow	-3	—	C	—	6	—	D/G
Modern Languages	Ge	2	Inte/Kno	Spec.	A	—	—	2	—	E
Monster Lore	Ge	2	Inte/Kno	Spec.	—	—	—	3	—	—
Musical Instrument	Ge	2	Cha/Lead	-1	—	—	—	3	—	E/Ha
Navigation	Ge	2	Inte/Kno, Wis/Intu	-2	A	—	—	3	—	—
Orienteering	Ge	3	Inte/Kno, Wis/Intu	0	A	—	—	3	—	—
Painting	Ge	2	Dex/Agi, Wis/Intu	0	—	C	—	2	—	—
Poetry	Ge	2	Inte/Kno	-2	—	C	—	3	—	—
Pottery	Ge	2	Dex/Agi	-2	—	C	—	3	—	D/G/Ha
Riding, Airborne	Ge	4	Wis/Wil, Dex/Bal	-2	—	—	—	5	—	—
Riding, Land-based	Ge	2	Wis/Wil, Dex/Bal	3	—	—	Y	1	—	—
Riding, Sea-based	Ge	4	Dex/Bal	-2	—	—	—	5	—	—
Rope Use	Ge	2	Dex/Agi, Wis/Intu	0	—	—	Y	2	—	—
Sculpting	Ge	2	Dex/Agi, Wis/Intu	-2	—	C	—	3	—	—
Seamanship	Ge	2	Wis/Intu, Dex/Bal	1	—	—	—	1	—	—
Sign Language	Ge	2	Inte/Kno	Spec.	A	—	—	1	—	—
Signaling	Ge	2	Inte/Lear	-2	A	—	—	3	—	—
Signaling (Underground)	Ge	2	Inte/Lear	2	A	—	—	1	—	—

NWP	Group	Cost	Ability	Mod	Animal	Craft	Untrained	Training	Free Action	Race Bonus
Singing	Ge	2	Cha/Lead	0	A	—	—	2	—	E
Skating	Ge	2	Dex/Bal, Dex/Agi	0	—	—	—	2	—	—
Skiing	Ge	2	Dex/Bal, Dex/Agi	0	—	—	—	2	—	—
Slow Respiration	Ge	2	N/A	N/A	A	—	—	2	—	—
Smelting	Ge	2	Inte/Kno	0	—	C	—	2	—	—
Sound Analysis	Ge	2	Wis/Intu	0	A	—	—	2	—	—
Stonemasonry	Ge	2	Str/Pow, Wis/Intu	-2	—	C	—	3	—	D/G
Style Knowledge	Ge	2	Inte/Kno	-1	—	—	—	3	—	—
Swimming	Ge	2	Str/Pow	0	A	—	Y	2	—	—
Tailoring (-e-h)	Ge	2	Dex/Agi, Inte/Lear	-1	—	C	—	3	—	E/Ha
Underground Navigation	Ge	2	Inte/Lear	0	A	—	—	2	—	—
Weather Knowledge/Sense	Ge	2	Wis/Intu	-1	A	—	Y	3	—	—
Weaving	Ge	2	Inte/Lear, Dex/Agi	-1	—	C	—	3	—	E/Ha

Priest

NWP	Group	Cost	Ability	Mod	Animal	Craft	Untrained	Training	Free Action	Race Bonus
Administration	P	2	Inte/Lear	1	—	—	—	1	—	—
Alchemy	P/Wi	4	Inte/Lear	-3	—	—	—	6	—	—
Alms	P	2	Cha/Lead	0	—	—	—	2	—	—
Anatomy	P/Wi	4	Inte/Kno	-2	—	—	—	5	—	—
Ancient History	P/R/Wi	2	Wis/Intu, Inte/Kno	-1	—	—	—	3	—	D/E/G
Ancient Languages	P/Wi	2	Inte/Kno	0	—	—	—	2	—	E/G
Astrology	P/Wi	3	Wis/Intu, Inte/Kno	0	—	—	—	3	—	E
Bookbinding	P/Wi	2	Inte/Kno	0	—	C	—	2	—	—
Bureaucracy	P/R	4	Inte/Lear	0	—	—	—	4	—	—
Burial Customs	P	2	Inte/Kno	0	—	—	—	2	—	—
Ceremony	P	2	Wis/Wil	0	—	—	—	2	—	—
Chanting	P/B	2	Cha/Com	2	—	—	—	1	—	—
Diagnostics	P	2	Wis/Intu	-1	—	—	—	3	—	—
Diplomacy	P	2	Cha/Lear	-1	—	—	—	3	—	—
Healing	P	4	Wis/Intu, Cha/Lead	-2	—	—	Y	5	—	E
Herbalism	P/Wi	3	Inte/Kno, Wis/Intu	-2	—	C	Y	4	—	E/G/Ha
Inquisitor	P	4	Wis/Intu	0	—	—	—	4	—	—
Investigation	P	2	Inte/Lear	-2	—	—	—	3	—	—
Law	P/Wa	2	Inte/Kno	0	—	—	—	2	—	—
Librarian	P/Wi	2	Inte/Lea, Wis/Intu	0	—	—	—	2	—	—
Local History	P/R	2	Inte/Kno, Cha/Com	0	—	—	—	2	—	E/G/Ha
Meditation	P/Wi	2	Inte/Lear, Wis/Wil	N/A	—	—	—	2	—	—
Necrology	P/Wi	2	Wis/Intu	0	—	—	—	2	—	—
Netherworld Knowledge	P/Wi	2	Wis/Intu	-3	—	—	—	4	—	—
Observation	P	2	Inte/Lear	0	—	—	—	2	—	—
Omen Reading	P/Wi	2	Wis/Intu	-2	—	—	—	3	—	—
Oratory	P/Wa	2	Cha/Com	-1	—	—	—	3	—	—
Papermaking	P/Wi	2	Inte/Kno	0	—	C	—	2	—	—
Persuasion	P/R/Wa	2	Cha/Com	-2	—	—	—	3	—	—
Reading/Writing	P/Wi	2	Inte/Kno	1	—	—	—	1	—	E
Religion	P/Wi	2	Wis/Intu	0	—	—	Y	2	—	—
Sage Knowledge	P/Wi	4	Inte/Kno	-2	—	—	—	5	—	—
Scribe	P/Wi	2	Dex/Agi	1	—	C	—	1	—	—
Soothsaying	P	4	Inte/Kno, Wis/Intu	0	—	—	—	4	—	—
Spellcraft	P/Wi	2	Inte/Lear	-2	—	—	—	3	Y	E
Spirit Lore	P/Wi	4	Cha/Lead	-4	—	—	—	6	—	—
Undead Lore	P	2	Inte/Kno	-1	—	—	—	3	—	—
Venom Handling	P/R/Wi	2	Wis/Wil	-2	—	—	—	3	—	—

NWP	Group	Cost	Ability	Mod	Animal	Craft	Untrained	Training	Free Action	Race Bonus
Veterinary Healing	P	2	Wis/Intu	-3	—	—	—	4	—	—
Rogue										
NWP	Group	Cost	Ability	Mod	Animal	Craft	Untrained	Training	Free Action	Race Bonus
Acting	B	2	Cha/Com	-1	—	—	—	3	Y	—
Ancient History	P/R/Wi	2	Wis/Intu, Inte/Kno	-1	—	—	—	3	—	D/E/G
Animal Noise	R	2	Wis/Intu	-1	—	—	—	3	—	—
Appraising	R	2	Inte/Lear, Wis/Intu	0	—	—	Y	2	—	G
Begging	R	2	Cha/Com	Spec.	—	—	—	3	—	—
Bureaucracy	P/R	4	Inte/Lear	0	—	—	—	4	—	—
Camouflage	R/Wa	2	Wis/Intu	0	A	—	—	2	—	—
Courtly Intrigue	R	4	Wis/Intu, Inte/Kno	0	—	—	—	4	—	—
Craft Instrument	B	4	Dex/Agi	-2	—	C	—	5	—	—
Crowd Working	B	2	Cha/Com	0	—	—	—	2	Y	—
Cryptography	R/Wi	3	Inte/Lear, Wis/Intu	-1	—	—	—	4	—	—
Disguise	R	2	Wis/Intu, Cha/Lear	-1	—	—	Y	3	—	—
Fast Talking	R	2	Cha/Com	Spec.	—	—	Y	3	—	—
Foraging	R/Wa	2	Inte/Kno	-2	A	—	Y	3	—	—
Forgery	R	2	Dex/Agi, Wis/Wil	-1	—	—	Y	3	—	—
Fortune Telling	R	4	Cha/Com	2	—	—	—	3	—	—
Gem Cutting	R/Wi	3	Dex/Agi	-2	—	C	—	4	—	D
Information Gathering	R	2	Inte/Lea	Spec.	—	—	Y	3	—	—
Intimidation	R/Wa	2	Str/Mus, Cha/Lead	Spec.	A	—	Y	3	—	—
Juggling	R	2	Dex/Agi	-1	—	—	—	3	—	—
Jumping	R	2	Str/Mus, Dex/Bal	0	—	—	Y	2	—	E
Local History	P/R	2	Inte/Kno, Cha/Com	0	—	—	—	2	—	E/G/Ha
Locksmithing	R	2	Dex/Agi	0	—	C	—	2	—	—
Looting	R	2	Dex/Bal	0	—	—	—	2	—	—
Mountaineering	R/Wa	2	Str/Pow, Wis/Wil	0	—	—	Y	2	—	E
Persuasion	P/R/Wa	2	Cha/Com	-2	—	—	—	3	—	—
Pest Control	R	2	Wis/Intu	0	—	—	—	2	—	—
Reading Lips	R	3	Inte/Kno, Wis/Intu	-2	—	—	—	4	—	—
Running	R/Wa	2	Str/Pow, Con/Fit	-6	—	—	Y	5	—	—
Set Snares	R/Wa	2	Dex/Agi, Wis/Intu	-1	—	—	Y	3	—	—
Sleight of Hand	R	3	Dex/Agi	0	—	—	—	3	—/Y	—
Street Wise	R	3	Wis/Intu, Cha/Lear	0	—	—	Y	3	—	—
Tightrope Walking	R	2	Dex/Bal	0	—	—	—	2	—	E
Trail Signs	R/Wa	2	Inte/Kno	-1	—	—	—	3	—	—
Trailing	R	2	Dex/Bal	Spec.	—	—	—	3	—	—
Tumbling	R	2	Dex/Bal, Str/Mus	0	—	—	—	2	Y	E
Venom Handling	P/R/Wi	2	Wis/Wil	-2	—	—	—	3	—	—
Ventriloquism	R	2	Inte/Kno, Cha/Lead	-2	—	—	—	3	—	—
Voice Mimicry	R	4	Cha/Com	Spec.	—	—	—	6	—	—
Whistling/Humming	B	2	Dex/Agi	2	—	—	Y	1	—	—

Warrior

NWP	Group	Cost	Ability	Mod	Animal	Craft	Untrained	Training	Free Action	Race Bonus
Animal Lore	Wa	2	Inte/Kno, Wis/Intu	0	—	—	—	2	—	E
Armorer	Wa	4	Inte/Kno, Str/Mus	-2	—	C	—	5	—	D
Armorer, Crude	Wa	2	Inte/Kno	-1	—	—	—	3	—	—
Bowyer/Fletcher	Wa	2	Inte/Kno, Dex/Agi	-1	—	C	—	3	—	E
Camouflage	R/Wa	2	Wis/Intu	0	A	—	—	2	—	—
Charioteering	Wa	2	Dex/Bal, Wis/Wil	2	—	—	—	1	—	—

NWP	Group	Cost	Ability	Mod	Animal	Craft	Untrained	Training	Free Action	Race Bonus
Endurance	Wa	2	Con/Fit	0	A	—	—	2	Y	—
Foraging	R/Wa	2	Inte/Kno	-2	A	—	Y	3	—	—
Hunting	Wa	2	Wis/Intu	-1	A	—	Y	3	—	E
Intimidation	R/Wa	2	Str/Mus, Cha/Lead	Spec.	A	—	Y	3	—	—
Jousting	Wa	2	Dex/Bal	2	—	—	—	1	—	—
Law	P/Wa	2	Inte/Kno	0	—	—	—	2	—	—
Leadership	Wa	2	Cha/Lead	0	—	—	—	2	Y	—
Mountaineering	R/Wa	2	Str/Pow, Wis/Wil	0	—	—	Y	2	—	E
Oratory	P/Wa	2	Cha/Com	-1	—	—	—	3	—	—
Persuasion	P/R/Wa	2	Cha/Com	-2	—	—	—	3	—	—
Rested Napping	Wa	2	Con/Tou, Wis/Wil	-1	A	—	—	3	—	—
Running	R/Wa	2	Str/Pow, Con/Fit	-6	—	—	Y	5	—	—
Set Snares	R/Wa	2	Dex/Ag, Wis/Intu	-1	—	—	Y	3	—	—
Spelunking	Wa	2	Inte/Lear	-2	A	—	—	4	—	—
Survival	Wa	3	Inte/Kno, Wis/Wil	0	A	—	Y	3	—	D/E/G
Tracking	Wa	4	Wis/Intu	0	A	—	—	4	—	E
Trail Marking	Wa	2	Wis/Intu	0	A	—	—	2	—	—
Trail Signs	R/Wa	2	Inte/Kno	-1	—	—	—	3	—	—
Weapon Improvisation	Wa	2	Inte/Lear, Wis/Intu	-1	—	—	Y	3	—	—
Weaponsmithing	Wa	5	Inte/Kno, Dex/Ag	-3	—	C	—	7	—	D
Weaponsmithing, Crude	Wa	2	Wis/Intu	-3	—	—	—	4	—	—

Wizard

NWP	Group	Cost	Ability	Mod	Animal	Craft	Untrained	Training	Free Action	Race Bonus
Alchemy	P/Wi	4	Inte/Lear	-3	—	—	—	6	—	—
Anatomy	P/Wi	4	Inte/Kno	-2	—	—	—	5	—	—
Ancient History	P/R/Wi	2	Wis/Intu, Inte/Kno	-1	—	—	—	3	—	D/E/G
Ancient Languages	P/Wi	2	Inte/Kno	0	—	—	—	2	—	E/G
Arcanology	Wi	2	Inte/Kno	-3	—	—	—	4	—	—
Astrology	P/Wi	3	Wis/Intu, Inte/Kno	0	—	—	—	3	—	E
Astronomy	Wi	2	Inte/Kno	1	—	—	—	1	—	—
Bookbinding	P/Wi	2	Inte/Kno	0	—	C	—	2	—	—
Concentration	Wi	4	Wis/Wil	-2	—	—	—	5	Y	—
Cryptography	R/Wi	3	Inte/Lear, Wis/Intu	-1	—	—	—	4	—	—
Dowsing	Wi	2	Wis/Intu	-3	—	—	—	4	—	—
Gem Cutting	R/Wi	3	Dex/Ag	-2	—	C	—	4	—	D
Glassblowing	Wi	2	Dex/Ag	0	—	C	—	2	—	—
Herbalism	P/Wi	3	Inte/Kno, Wis/Intu	-2	—	C	Y	4	—	E/G/Ha
Hypnotism	Wi	2	Cha/Lea	-2	—	—	—	3	—	—
Librarian	P/Wi	2	Inte/Lea, Wis/Intu	0	—	—	—	2	—	—
Meditation	P/Wi	2	Inte/Lear, Wis/Wil	N/A	—	—	—	2	—	—
Mental Resistance	Wi	2	Wis/Wil	-1	—	—	—	3	Y	—
Necrology	P/Wi	2	Wis/Intu	0	—	—	—	2	—	—
Netherworld Knowledge	P/Wi	2	Wis/Intu	-3	—	—	—	4	—	—
Omen Reading	P/Wi	2	Wis/Intu	-2	—	—	—	3	—	—
Papermaking	P/Wi	2	Inte/Kno	0	—	C	—	2	—	—
Prestidigitation	Wi	2	Dex/Ag	-1	—	—	—	3	—	—
Reading/Writing	P/Wi	2	Inte/Kno	1	—	—	—	1	—	E
Religion	P/Wi	2	Wis/Intu	0	—	—	Y	2	—	—
Research	Wi	2	Inte/Lear	0	—	—	—	2	—	—
Sage Knowledge	P/Wi	4	Inte/Kno	-2	—	—	—	5	—	—
Scribe	P/Wi	2	Dex/Ag	1	—	C	—	1	—	—
Spellcraft	P/Wi	2	Inte/Lear	-2	—	—	—	3	Y	E
Spirit Lore	P/Wi	4	Cha/Lead	-4	—	—	—	6	—	—

NWP	Group	Cost	Ability	Mod	Animal	Craft	Untrained	Training	Free Action	Race Bonus
Tactics of Magic	Wi	2	Inte/Kno	-1	—	—	—	3	—	—
Thaumaturgy	Wi	2	Inte/Kno	-2	—	—	—	3	—	—
Venom Handling	P/R/Wi	2	Wis/Wil	-2	—	—	—	3	—	—