

ANGRY RABBITS'
ADVANCED DUNGEONS & DRAGONS



This supplement is intended for use with **Advanced Dungeons and Dragons** or **OSRIC**.



Attributes

The basic attributes of a character are numbers representing six major abilities, **Strength** (musculature, physical power, and prowess), **Dexterity** (balance, agility, reflexes, and coordination), **Constitution** (fitness, endurance, and health), **Intelligence** (education, reason, and memory), **Wisdom** (common sense, understanding, and awareness), and **Charisma** (charm, presence, and leadership), and one minor ability, **Comeliness** (physical attractiveness or impressiveness).

Note that an attribute represents how well the character uses the ability, not the absolute potential. Thus, a fairy can be a fighter and have the same strength as a human because he has great prowess. However, his lifting ability is greatly reduced!

Each attribute has a class associated with it. This is called the class' prime requisite and a character must have at least a 9 in their prime requisite. The classes and their prime requisites are **Fighter** (Strength), **Thief** (Dexterity), **Ranger** (Constitution), **Magic-User** (Intelligence), **Cleric** (Wisdom), and **Druid** (Charisma).

The first step to creating a character is to roll $2d6+6$ for the class' prime requisite ability, and $3d6$ for each of the other five major ability scores. Roll $1d10$ for Appearance.

Keep in mind that your character will almost certainly have at least one score that is lower than average. This is not a game of armored super-heroes! The great wizards and knights of the world do not begin as superior specimens of human perfection; they are flawed like anyone else. What truly makes heroes of legend, in the end, is not what they were born with; it is what they achieve, in a risky life full of adventure, peril, and courage – and sometimes lots of trickery and guile, too.



STRENGTH

Score	Hit Probability	Damage Adjustment	Feat of Strength	Encumbrance		
				Non	Fairly	Bulky
3	-3	-1	1	0 lbs.	5 lbs.	10 lbs.
4-5	-2	-1	1	5 lbs.	10 lbs.	15 lbs.
6-7	-1	na	1	20 lbs.	40 lbs.	60 lbs.
8-11	+0	na	1-2	35 lbs.	70 lbs.	105 lbs.
12-13	+0	na	1-2	45 lbs.	90 lbs.	135 lbs.
14-15	+0	na	1-2	55 lbs.	110 lbs.	165 lbs.
16	+0	+1	1-3	70 lbs.	140 lbs.	210 lbs.
17	+1	+1	1-3	85 lbs.	170 lbs.	255 lbs.
18	+1	+2	1-3	110 lbs.	220 lbs.	330 lbs.
18/01-50	+1	+3	1-3	135 lbs.	270 lbs.	405 lbs.
18/51-75	+2	+3	1-4	160 lbs.	320 lbs.	480 lbs.
18/76-90	+2	+4	1-4	185 lbs.	370 lbs.	555 lbs.
18/91-99	+2	+5	1-4	235 lbs.	470 lbs.	605 lbs.
18/00	+3	+6	1-5	335 lbs.	670 lbs.	1,005 lbs.
19	+3	+7	1-6	485 lbs.	970 lbs.	1,455 lbs.

Exceptional Strength: Fighters are more adept at utilizing their Strength than others. They may possess exceptional Strength above 18. Roll 1D100 to determine how exceptional they are. Elves, halflings, and fairies cannot possess exceptional strength.

Hit Probability: This is applied to the d20 roll to hit with a melee weapon or pummeling and grappling attacks. It is also used as a damage bonus for thrown weapons.

Damage Adjustment: This is applied to damage rolls for melee weapons and unarmed attacks.

Feat of Strength: This is the chance of accomplishing an impressive feat of strength. On a d6, these are the die rolls that successfully open a stuck door, smash a stool, break a tree limb, etc. The same number on a d10 will kick in locked doors, throw a grappled foe to the ground, carrying more than a heavy load, etc. The same number on a d20 represents more difficult feats like bending metal bars, opening magically held doors, lifting portcullises, yanking chains from the wall, etc

Encumbrance: The weights a character can carry. Standard races can carry greater weight than halflings. Fairies have it even worse. They can only carry 10% of the listed amount. Dwarves, on the other hand, are built for heavy loads. They can carry 10% more in each category.

Non: The weight that can be carried without penalty. Reduce this amount for halflings by 10 lbs. Initiative is rolled normally.

Fairly: The weight that can be carried with minimal penalty. Reduce this amount for halflings by 20 lbs. At this level, reduce movement by one-fourth. Initiative suffers a +3.

Bulky: The weight that can be carried with heavy penalties. Reduce this amount for halflings by 30 lbs. At this level, reduce movement by half. Initiative suffers a +6.

It is possible to lift more than a bulky load by rolling a Feat of Strength on d10 each round. When doing so, movement is reduced by three-fourths. Initiative suffers a +9, but nothing except moving the hefty load is possible.





DEXTERITY

Score	Missile Attack Adjustment	Damage Adjustment	Initiative	Saving Throw Modifier	Armor Class Modifier	Parry Bonus
3	-3	-3	2d6	-3	+4	-0
4	-2	-2	d12	-2	+3	-0
5	-1	-1	d10	-1	+2	-0
6	+0	+0	d8	-1	+1	-0
7-14	+0	+0	d6	+0	-0	-0
15	+0	+0	d6	+1	-1	-1
16	+1	+0	d6	+2	-2	-1
17	+2	+1	d6	+3	-3	-2
18	+3	+2	d6	+4	-4	-3
19	+3	+2	d6	-5	-4	-4

Missile Attack Adjustment: This is applied to the d20 roll to hit with a ranged weapon, including bows, crossbows, thrown weapons, and slings. It is also used for entangling weapons (like whips, lassos, and nets) and finesse weapons (like foils and rapiers).

Damage Adjustment: Fighters, Thieves, and Rangers are more adept at ranged combat than others. They gain a damage bonus with ranged and entangling weapons.

Initiative: This dice is rolled to determine who acts first in combat. Add to it weapon speed or spell segments. Unarmed attacks, natural attacks, and ranged weapon attacks have a speed of 0. The lowest roll acts first.

Saving Throw Modifier: This modifies saving throws for *Wands, Staves, or Traps* and *Dragon Breath*. Bonuses to saving throws may be added to the player's roll or subtracted from his score, whichever is desired.

Armor Class Modifier: This modifies armor class.

Parry Bonus: Fighters, Thieves, and Rangers are more adept at defense than others. They gain a bonus to armor class if armed with a suitable weapon or shield and dedicating one attack in the round to parrying.





CONSTITUTION

Score	Hit Point Modifier	Saving Throw Modifier	System Shock	Mortal Injury	
				Survival	Recovery Time
3	-2	-3	30%	1	20 weeks
4	-1	-2	40%	1	18 weeks
5-6	-1	-1	50%	1-2	16 weeks
7-8	+0	+0	60%	1-2	14 weeks
9-11	+0	+0	70%	1-3	12 weeks
12-14	+0	+0	80%	1-3	10 weeks
15	+1	+1	90%	1-4	9 weeks
16	+2	+2	95%	1-4	8 weeks
17	+2 (+3)	+3	97%	1-5	7 weeks
18	+2 (+4)	+4	99%	1-5	6 weeks
19	+2 (+5)	+5	99%	1-5	5 weeks

Hit Point Modifier: This modifier is applied to the hit dice roll made each level a character advances. Fighters and Rangers are heartier than other characters and receive the parenthetical bonus.

Saving Throw Modifier: This modifies saving throws for *Death Ray*, *Poison*, or *Disease* and *Paralysis*, *Petrify*, or *Polymorph*. Bonuses to saving throws may be added to the player's roll or subtracted from his score, whichever is desired.

System Shock: Roll this when resurrected from the dead or suffering a major transformation (such as petrification or involuntary polymorph) to determine the survival of the physical shock of such effects.

Mortal Injury, Survival: When suffering a mortal injury (reduced to 0 or fewer hit points) roll this on a d6 each round at 0 or fewer hit points or die. If injured again at 0 or fewer hit points, roll immediately or expire. If reduced to 0 or fewer hit points by a single attack, roll this same number on d10 or die instantly. Outside of combat, roll for survival on a d6 every number of minutes equal to your hit dice until restored to at least 1 hit point.

Mortal Injury, Recovery Time: It takes a long time to heal from Mortal Injury. Until healed, Strength and Dexterity are halved. After healing from a Mortal Injury, the character is scarred (-1 to Strength, Dexterity, or Constitution- player's choice) permanently. Magical healing prevents scarring and recovery time.



GRANDALS the GREY



INTELLIGENCE

Score	# Languages	Read Magic	Max. Arcane Spell Level	Learn Arcane Spell %	Bonus Arcane Spells	Spells per Level	
						Min.	Max.
3	Grunts and gestures	na	na	na	na	na	na
4-5	1 (illiterate)	na	na	na	na	na	na
6-8	2 (illiterate)	na	na	na	na	na	na
9	2	1-5	4	35%	+0	4	6
10-12	3	1-6	5	45%	+0	5	7
13-14	4	1-7	6	55%	+0	6	9
15-16	5	1-7	7	65%	+1	7	11
17	6	1-8	8	75%	+1	8	14
18	7	1-8	9	85%	+2	9	18
19	8	1-9	9	95%	+2	10	all

Languages: This is the total number of languages known, written and spoken. A character must have an Intelligence of 9 or better to be literate. The written form of a language is considered a separate language towards the total number of languages.

Read Magic: This is the chance on a d10 that a spellcaster has of reading spells written in the magical language appropriate to his class- Arcane, Divine, or Primal. The same number on a d20 is the chance of reading spells in a different spell class. The "Read Magic" spell is only for deciphering texts that are in none of these languages or for reading magic without a chance of failure.

Max. Arcane Spell Level: This is the maximum level of arcane spells a Magic-User may cast.

Learn Arcane Spell %: This is a Magic-User's chance to learn spells read in scrolls or grimoires or taught by masters. If the Magic-User wishes to learn a spell through observation of another caster or through study alone, do not use this score. Instead, roll on a d20 against an amount equal to the character's level minus the spell's level.

Bonus Arcane Spells: This is the bonus number of spells per day that a Magic-User may cast. This bonus is applied to each spell level as the character becomes capable of casting spells of that level.

Spells per Level, Minimum: This is the minimum number of spells per spell level a Magic-User or Druid will know.

Spells per Level, Maximum: This is the Maximum number of spells per spell level the Magic-User or Druid can know.





WISDOM

Score	Perception	Saving Throw Modifier	Detect Magic	Max. Divine Spell Level	Bonus Divine Spells	Turn Undead Bonus
3	1	-3	na	na	na	na
4-5	1	-2	na	na	na	na
6-8	1	-1	na	na	na	na
9-10	1	+0	1-5	4	+0	+0
11-12	1-2	+0	1-6	4	+0	+0
13-14	1-3	+0	1-6	5	+0	+0
15	1-4	+1	1-7	5	+1	+0
16	1-4	+2	1-7	6	+1	+0
17	1-4	+3	1-8	6	+1	+1
18	1-5	+4	1-8	7	+2	+2
19	1-5	+5	1-9	7	+2	+3

Perception: On a d6, these are the die rolls that hear a faint noise, find a hidden door or trap, smell a faint odor, taste an off flavor, etc. The same number on a d10 represents mundane, though harder to discern, irregularities like detecting a lie, sensing an ambush, etc. The same number on a d20 represents the instinctive sensing of the supernatural- undead, demons, lycanthropes, and other traditional horror fare.

Saving Throw Modifier: This bonus adds to *Illusions, Charm, and Sleep* saving throws. Bonuses to saving throws may be added to the player's roll or subtracted from his score, whichever is desired.

Detect Magic: This is the chance on a d10 a spellcaster has of sensing magic of the same kind he casts- Arcane, Divine, or Primal. The same number on a d20 is the chance of detecting magic in a different spell class. The "Detect Magic" spell is only for detecting magic that is in none of these or for detecting magic without a chance of failure.

Max. Divine Spell Level: This is the maximum level of divine spells a Cleric may cast.

Bonus Divine Spells: This is the bonus number of spells per day that a Cleric may cast. This bonus is applied to each spell level as the character becomes capable of casting spells of that level.

Turn Undead Bonus: This bonus improves a Cleric's ability to turn undead.





CHARISMA

Score	Max. # of Henchmen	Loyalty Base	Reaction Adjustment	Saving Throw Modifier	Max. Primal Spell Level	Bonus Primal Spells
3	0	-30%	-25%	-3	na	na
4-5	1	-20%	-15%	-2	na	na
6-8	2	-10%	normal	-1	na	na
9-10	3	normal	normal	+0	4	+0
11-12	4	normal	normal	+0	4	+0
13-14	5	+5%	+10%	+0	5	+0
15	6	+15%	+20%	+1	5	+1
16	7	+20%	+25%	+2	6	+1
17	8	+30%	+30%	+3	6	+1
18	9	+40%	+35%	+4	7	+2
19	10	+50%	+55%	+5	7	+2

Maximum # of Henchmen: This is the maximum number of permanent loyal retainers a character may have. Henchmen are loyal to the character, unlike Hirelings, who are purely mercenary. As a note, the number of Henchmen has been reduced to reflect the increased strength and versatility of characters.

Loyalty Base: This is the modifier applied to the loyalty and morale of Henchmen and hirelings.

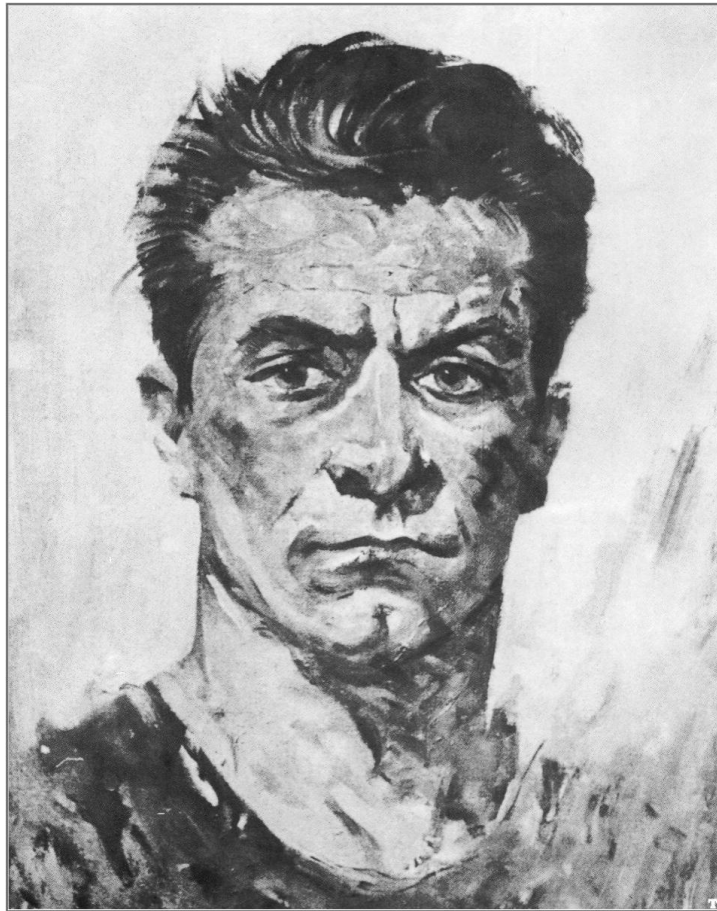
Reaction Adjustment: This is added to rolls made for the reactions of monsters and NPCs to determine if they react favorably to the character. Add the character's Appearance score to this percentage.

Saving Throw Modifier: This bonus adds to *Fear or Mind Control* saving throws. Bonuses to saving throws may be added to the player's roll or subtracted from his score, whichever is desired.

Max. Primal Spell Level: This is the maximum level of primal spells a Druid may cast.

Bonus Primal Spells: This is the bonus number of spells per day that a Druid may cast. This bonus is applied to each spell level as the character becomes capable of casting spells of that level.





APPEARANCE

Appearance measures a character's physical impressiveness. It is not necessarily attractiveness, but rather measures how memorable the character's looks are. The higher the score, the more unforgettable the appearance. A low score doesn't mean hideous as much as forgettable. Whether a character appears beautiful, intimidating, or hideous is up to the player. Appearance has no game role, save for simple fun.





WEAPON PROFICIENCIES

Each class has a list of weapons that you may become skilled in. However, you do not begin knowing how to use all of those weapons. Instead, you gain such knowledge as you advance in level. If you use a weapon you are not proficient in, there is a to-hit penalty applied to your attack rolls.

Class	Initial	Progression	Penalty
Fighter	4	+1/3 levels	-2
Thief	3	+1/4 levels	-3
Ranger	3	+1/3 levels	-2
Magic-User	1	+1/6 levels	-5
Cleric	2	+1/5 levels	-4
Druid	2	+1/4 levels	-3





MOVEMENT

These rules are meant to simplify Movement in *Advanced Dungeons and Dragons*. The DM is at liberty to modify them or ignore them. Movement is expressed in an abstract measure using inches. In combat, 1" equals 10'/round if indoors or underground or 1" equals 10 yards if outdoors. This represents a cautious pace in which mapping and searching for traps and hidden passages is possible. A normal walking pace in familiar surroundings or in a city is five times that base. Ten times that base is a running pace.

When outdoors, 1" equals 2 miles per ten hour days of travel. Dwarves are heartier and more tenacious than other races. Due to the fact that they rarely rest when on the move, they can cover 2 ½ miles for every 1".

When swimming, 1" equals 1 yard per minute. A character can swim a number of minutes equal to his Constitution before becoming exhausted. After that, he must roll a Feat of Strength on a d10 to continue. A failed roll indicates that he begins to drown. At that point, he must be rescued or roll a Feat of Strength on a d20 to stabilize. A stabilized character returns to rolling to avoid drowning. Dwarves and halflings are poor swimmers. They move at half speed and begin drowning after a number of minutes equal to half their Constitution.

When climbing, 1" equals 1' per round.

Difficult terrain halves all movement.

A character can jump vertically a distance equal to half his height plus d6" (plus d10" if a wildling). He can jump horizontally a distance equal to his height plus d4' (plus d6' if a wildling). With a running start, he can jump vertically a distance equal to his height plus 2d6" (3d6" if a wildling) or horizontally a distance equal to his height plus 2d4' (3d4' if a wildling).

In a race, roll 1d10 and add it to your movement rate. The highest roll wins.

In a chase, roll 1d10 and add it to your movement rate. Then subtract the pursuer's result from the pursuit's result. If this results in a 0 or less, the pursuit loses and the chase is over and an encounter begins. Otherwise, the chase continues. If the pursuit wins the chase three rounds in a row, he has evaded the pursuer and the chase is over.

Fairies can fly and ignore most terrain. They do not swim and only rarely climb. They can fly for a number of minutes equal to their Constitution score times ten before needing to roll a Feat of Strength on a d10 to keep aloft. A failed roll means they must rest their wings for a number of 10+1d20 minutes. A successful roll keeps them going another Con x10 minutes. After that, rest is mandatory for 20+d20 minutes. Due to this, their daily travel rate is treated as if their movement was 9".



Standard movement rates

	Rate	Cautious	Normal	Run	Swim	Climb	10 Hour Day
Human	12"	120 ft/yards	600 ft/yards	1200 ft/yards	12 yrds	12 ft	24 miles
Drow	12"	120 ft/yards	600 ft/yards	1200 ft/yards	12 yrds	12 ft	24 miles
Dwarf	6"	60 ft/yards	300 ft/yards	600 ft/yards	3 yrds	6 ft	18 miles
Eladrin	12"	120 ft/yards	600 ft/yards	1200 ft/yards	12 yrds	12 ft	24 miles
Elf	12"	120 ft/yards	600 ft/yards	1200 ft/yards	12 yrds	12 ft	24 miles
Fairy, on foot	6"	60 ft/yards	300 ft/yards	600 ft/yards	na	na	na
Fairy, flying	18"	180 ft/yards	900 ft/yards	1800 ft/yards	na	na	18 miles
Halfling	9"	90 ft/yards	450 ft/yards	900 ft/yards	4 yrds	9 ft	18 miles
Tiefling	12"	120 ft/yards	600 ft/yards	1200 ft/yards	12 yrds	12 ft	24 miles
Wildling	14"	140 ft/yards	700 ft/yards	1400 ft/yards	14 yrds	14 ft	28 miles



ALIGNMENT

Law/Chaos: The Political/Social Axis

Lawful alignments tend to have complex social structures and tend towards conformity. They fight in regimental groups, employ tactics, and make plans. They act according to strict codes of behavior that almost always emphasize the group or state over all else.

By contrast, Chaotic alignments are barbaric with loose social structures, little respect for authority, and high regard for individualism. They fight in disorganized groups, more often pairing up for honor's sake, and rarely make plans beyond their next few actions. They do have codes of behavior, but those codes almost always emphasize individual honor instead of the good of the many.

Neutral alignments are ruled by anarchy. They rarely act, more often reacting according to the situation, flexing to each instance based either on instinct, whim, or their moral views. Their unpredictability makes them difficult to handle or rely on.

Good/Evil: The Moral Axis

Good alignments are altruistic, humble, and compassionate. Evil alignments are selfish, judgmental, and narcissistic. Again, Neutral alignments are dictated more by instinct or situational ethics than any actual concepts of good and evil.

True Neutral

There are two kinds of True Neutral and neither are very common to humanoids. The most common is that which guides the simple actions of the animal kingdom. In this case, instinct is the greatest guide of behavior. Good and Evil, Law and Chaos are irrelevant. Aggression, territoriality, hunger, and fear determine most of an animal's actions. This alignment also defines the lunatic, whose crippling madness guides all of his actions as surely as an animal's instincts.

The rarer, indeed the rarest, alignment is the True Neutral of absolute balance. This alignment never chooses sides, except to maintain a complex vision of balance. In this world view, balance and moderation guide everything, from conflict to morality to personal interactions. Almost all examples of this bizarre, detached philosophy are extraplanar. Mortals who attempt to live according to such a code are almost exclusively seen as mad.





Classes

Classes are broad definitions of the type of character being played. There are six classes: **Fighters** (men of arms, mercenaries, knights, soldiers) who specialize in combat; **Thieves** (burglars, scoundrels, pirates, spies) who specialize in criminal activity and stealth; **Rangers** (barbarians, wardens, outlaws, pathfinders) who specialize in wilderness activity; **Magic-Users** (wizards, illusionists, elementalists, enchanters) who specialize in arcane magicks, spellcraft, and occult secrets; **Clerics** (clerics, paladins, hospitallers, exorcists) who specialize in divine miracles, Holy works, and combating the forces of darkness; and **Druids** (animists, shamans, witches, mediums) who specialize in primal magicks, spirits, and the mysteries of nature.

Note that in this OSR game, there is no multi-classing.

Every class has the following entries:

Level: The level attained.

XP: The Experience Points necessary for the next level of the class.

Hit Dice: The type and number of hit dice per level of the class.

THACO: The number on a d20 required for a character to hit armor class 0. Armor classes greater than 0 are easier to hit while those lower are harder.

Saving Throws:

Death Ray, Poison, or Disease The saving throw against attacks that severely test fortitude. Modified by Constitution.

Paralysis, Petrify, or Polymorph The saving throw against restrictions on movement and transformations. Modified by Constitution.

Wands, Staves, or Traps The saving throw against sudden or aimed attacks that need to be dodged. Modified by Dexterity.

Dragon Breath The saving throw against area, cloud, and cone attacks that must be dodged. Modified by Dexterity.

Spells, Illusions, or Sleep The saving throw against attacks that test perception, such as mind-affecting spells, manipulation, and illusions. Modified by Wisdom.

Fear or Mind Control The saving throw against attacks that test willpower, such as terrifying and sanity-blasting situations and spells that hypnotize or control the mind. Modified by Charisma.

Famous Examples: Examples of this class from movies, television, books, and comics.

Weapons Allowed: The class' weapon selection.

Armor Allowed: The class' armor selection

Gold: The amount of gold with which the class begins.

Special Abilities: The special abilities of the class. These abilities often offer a range of choices that players may select in order to customize a character.



FIGHTERS



Fighters are men and women who charge into battle and slay their enemies. No other class can approach their prowess. They cannot cast spells, use items that cast spells, or use scrolls, but are unlimited in their martial options. In most settings, fighters are the most common adventurers.

Famous Examples: Sir Launcelot, Red Sonja, Eowyn, Kull of Valusia, Hercules, Odysseus, Henry V, King Arthur

Weapons Allowed: Any

Armor Allowed: Any

Races Allowed: All

Gold: 4d6 x10gp

Special Ability:

COMBAT PROFICIENCY: A fighter may select one of the following categories in which to may gain extra proficiency. Start with one slot at 1st level, gain a second at 9th level, and gain a 3rd at 18th level. Each slot may be applied to an existing proficiency or to cultivate a new proficiency.

Armor Proficiency: This reduces the encumbrance penalty of a chosen armor by one category (bulky seems like fairly, fairly seem like non). Extra slots can reduce the encumbrance of other armors or increase the AC bonus of your proficient armor by -1.

Armorsmith: You are adept at crafting armor. The armor you begin play with is considered your master piece and gains a +1 AC. In addition, you can repair broken armors by rolling your Feat of Strength on a d6. You can evaluate armors by rolling your Perception on a d6. You can determine that armor is magical by rolling Perception on a d10, though you won't know the enchantment. You can create new armor, but doing so take access to a forge and bellows, a lot of time, and a Feat of Strength roll on a d6 for common quality or d10 for master quality. Common quality items cost three fourths the normal cost to create. Master quality items cost ten times the normal cost to create. You can only put one slot into this proficiency.

Bladesmith: You are adept at forging swords, daggers, knives, and other blades. The blade you begin play with is considered your master piece and gains a +1 to attack and damage. You can evaluate blades by rolling your Perception on a d6. You can determine that the blade is magical by rolling Perception on a d10, though you won't know the enchantment. You can create new blades, but doing so take access to a forge and bellows, a lot of time, and a Feat of Strength roll on a d6 for common quality or d10 for master quality. Common quality items cost three fourths the normal cost to create. Master quality items cost ten times the normal cost to create. You can only put one slot into this proficiency.

Borderer: You are trained to operate in the wilderness. You can pick 4 ranger skills to use as if a 1st level ranger which increase as indicated on the Ranger skills table as you increase in level. Each additional slot allows you to choose an extra skill.

Bowyer/Fletcher: You are adept at creating bows and arrows. The bow you begin play with is considered your master piece and gains a +1 to hit. In addition, you can fashion new bows and arrows or repair broken bows by rolling your Feat of Strength on a d6. You can evaluate bows and arrows by rolling your Perception on a d6. You can determine that bows or arrows are magical by rolling Perception on a d10, though you won't know the enchantment. You can only put one slot into this proficiency.

Cavalier: You may attack from horseback without any penalty. When using a lance, you gain a +1 to hit and damage per proficiency slot. When charging, you do not suffer an Armor Class penalty. You also know how to care for, groom, and evaluate horses by rolling your Perception on d6. Horses you ride never need to roll morale. You gain a +10% to Reaction rolls when dealing with horses per proficiency slot. If you place three proficiency slots into this ability, you gain the above bonuses when dealing with winged mounts like pegasi, griffons, and hippogriffs.

Corsair: You are at home on the deck of a ship and sailing the wide seas. You never get seasick and can swim. You can swim in metal armor with a Feat of Strength rolled on d8. You can also roll your Feat of Strength on a d6 to repair damage to a ship. You can roll a Feat of Strength on a d10 to build a raft. You can roll your Perception to find your way by the heavens- on a d6 at sea and on a d8 on land.

If chosen a second time, you gain 2 additional languages and a +2 to saving throws against poisons and diseases. If chosen a third time, vessels you pilot gain +5 miles per day on travel speed, -2 rounds to their standstill to normal movement rate, a +6 to their Hull Value, and a -10% to their chances of taking storm damage.

Crusader: You can Turn Undead like a cleric of 1/4th your current level. Each additional slot you place into this proficiency increases your effective turning level. Two slots allow you to turn as a cleric of half your current level. A third slot allows you to turn as a cleric of your level -3.

Mage Knight: You are trained to a degree in the arts of magic. You should pick one spell source- Arcane, Divine, or Primal. You may Read Magic (as described under Intelligence) on a d12 roll. You read others on a d20. You can also Detect Magic (as described under Wisdom) on a d12 roll. You can detect others on a d20. You can cast Cantrips or Orisons a number of times per day equal to half your spellcasting attribute. A second proficiency allows you to cast a 1st level spell once per day, modified by your attribute bonus. A third proficiency allows you to cast a 2nd level spell once per day, modified by your attribute bonus.

Martial Arts: You are trained in the art of unarmed fighting. The slots you place in this proficiency represent deeper and deeper training in battle techniques. Thus, they have a linear progression:

-Your first slot allows you to attack twice per round for 1d6 regular damage and increases your AC by -2 if you are wearing leather or lighter armor;

-Your second slot increases your damage to 1d8, increases your movement by 50%, and doubles your jumping distances;

-Your third slot allows you to attack three times per round, roll a d4 for Initiative, and you to make unarmed attacks against monsters only hit by special substances (like silver) or magic for d6 damage

All damage against targets of Large or bigger size are halved, regardless of your slots.

Nemesis: You have taken an oath to battle one particular group of monsters without cease or fear. These are not simple orcs or goblins you have sworn yourself against. The monster should be something impressive like lycanthropes, vampires, dragons, fiends, liches, hags/witches, beholders, etc. Your first slot in this proficiency grants you the ability to hit the creature even if it needs special substances (like silver) or magic and gives you the ability to roll your Perception to detect its presence or notice its passing. Each additional slot you develop gives you an additional +1 to attacks, damage, and saving throws against the monster.

Scoundrel: You have picked up experience as a thief in your travels. You can pick 5 thief skills to use as if a 1st level thief which increase as indicated on the Thief skills table as you increase in level. Each additional slot allows you to choose two extra skills.

Shield Proficiency: You can use your shield against an additional enemy every combat round. If you put a second slot into this proficiency, you gain an additional -1 to AC. A third proficiency gives you the ability to attack with the shield, either by bashing (damage d6 S-M/d4 L) or by throwing (damage d6 S-M/d6 L, range 1/2/3). The speed of a shield is 5. If thrown, it returns to the thrower unless minimum damage is rolled.

Stout: You heal faster than normal. Each slot you place into this increases your healing rate by +1 hit point per day, increases your Mortal Injury Survival by 1, and reduces the time necessary to heal from Mortal Injury by 1 week.

Warlord: You are veritable machine in battle. When facing monsters of 1 HD or less you may attack a number of times per round equal to your level. A second slot allows you an extra attack per round with all weapons. A third slot allows you to attack monsters of 2 HD or lower a number of times per round equal to your level.

Weapon Specialization: You have mastered a selected weapon. You gain a +1 to hit and +2 damage with the weapon and can attack twice per round. Each additional slot placed into the same weapon increases this the to hit and damage bonuses by 1 each and allows one extra attack per round. Alternately, an additional weapon may be selected for the base bonus.

Weaponsmith: You are adept at creating weapons like maces, axes, lances, polearms, and flails (any type of weapon not covered by another proficiency). The weapon you begin play with is considered your master piece and gains a +1 to attack and damage. In addition, you can repair damaged armors by rolling your Feat of Strength on a d6. You can evaluate weapons (except blades) by rolling your Perception on a d6. You can determine that weapons are magical by rolling Perception on a d10, though you won't know the enchantment. You can create new weapons, but doing so take access to a forge and bellows, a lot of time, and a Feat of Strength roll on a d6 for common quality or d10 for master quality. Common quality items cost three fourths the normal cost to create. Master quality items cost ten times the normal cost to create. You can only put one slot into this proficiency.





FIGHTERS

Level	XP	Hit Dice (d10)	THACO	Death Ray, Poison, or Disease	Paralysis, Petrify, or Polymorph	Saving Throws		Spells, Illusions, or Sleep	Fear or Mind Control
						Wands, Staves, or Traps	Dragon Breath		
1	0	1	19	14	15	16	17	17	14
2	2,000	2	18	14	15	16	17	17	14
3	4,000	3	17	13	14	15	16	16	13
4	8,000	4	16	13	14	15	16	16	13
5	18,000	5	15	11	12	13	13	14	11
6	35,000	6	14	11	12	13	13	14	11
7	70,000	7	13	10	11	12	12	13	10
8	125,000	8	12	10	11	12	12	13	10
9	250,000	9	11	8	9	10	9	11	8
10	500,000	+3 hp	10	8	9	10	9	11	8
11	750,000	+6 hp	9	7	8	9	8	10	7
12	1,000,000	+9 hp	8	7	8	9	8	10	7
13	1,250,000	+12 hp	7	5	6	7	5	8	5
14	1,500,000	+15 hp	6	5	6	7	5	8	5
15	1,750,000	+18 hp	5	4	5	6	4	7	4
16	2,000,000	+21 hp	4	4	5	6	4	7	4
17	2,250,000	+24 hp	3	3	4	5	4	6	3
18	2,500,000	+27 hp	2	3	4	5	4	6	3
19	2,750,000	+30 hp	1	3	4	5	4	6	3
20	3,000,000	+33 hp	1	3	4	5	4	6	3

THIEVES



Thieves are men and women who specialize in stealth, misdirection, and subterfuge (not to mention larceny). They have access to a large number of skills that allows them to avoid most conflicts and get past almost any obstacle. They cannot cast spells, use items that cast spells, or use scrolls. In urban settings, thieves are the most common adventurers.

Famous Examples: Belit, Subotai, Bilbo Baggins, Aladdin, Blackbeard, Jack Sparrow, Ithre

Weapons Allowed: Any except for two-handed melee weapons

Armor Allowed: Leather, no shields

Gold: 2d6 x10gp

Special Abilities:

NEFARIOUS PURSUIT: Each thief selects a 'trade' that offers special abilities as the thief progresses in level.

Acrobat: You are trained in tumbling, balance, gymnastics, and juggling. When you are not wearing armor, you gain a -2 bonus to your AC, can move an extra 25%, double your jumping distances (triple them when using a pole or staff to vault), and improve your initiative by -2, all due to your constant tumbling maneuvers. At 4th level, you have a 5% per level to Juggle and perform acts of weapon trickery. This expertise makes you extremely adept with thrown daggers and axes, whips, and lassos- you receive a +1 to hit with such weapons

per 10% of Juggle skill. At 6th level, you can wear leather armor without penalties to your acrobatic abilities. At 6th level, you can decrease damage from a fall by an amount equal to your level. At 8th level, you can traverse a tightrope (or other narrow ledge) by rolling your Dexterity or less on a d20. At 10th level, your jumping distances triple (quadruple when pole-vaulting).

Fighting Rogue: You are a better fighter than the average thief. You have a d8 hit dice, gain a -1 bonus to THACO, and can use shields. You may have Exceptional Strength. At 7th level and beyond, you can wear mail or breastplate armors, but your Move Silently is halved when doing so. At 12th level and beyond, you can attack 2 times every round.

Fortune Teller: You are trained to a degree in the arts of arcane magic. You may Read Arcane Magic (as described under Intelligence) on a d12 roll. You read others on a d20. At 4th level, you can cast Cantrips a number of times per day equal to one third your Intelligence. At 6th level you can Detect Arcane Magic (as described under Wisdom) on a d12 roll. You can detect others on a d20. At 8th level, you gain the ability to cast a single 1st level Magic-User spell. At each level thereafter, you gain an additional 1st level spell. Levels 8-12 you can cast one spell per day; 13-16, two spells per day; 17-20, three spells per day.

Martial Arts: You are trained in the art of unarmed fighting. At 1st level, you can attack twice per round for 1d4 regular damage. 3rd level increases your damage to 1d6. 6th level increases your movement by 50% and doubles your jumping distances. At 9th level, you gain three attacks per round and can roll a d4 for Initiative. At 12th level, your AC increases by -2 if you are wearing leather or lighter armor. 15th level increases your damage to d8. Finally, at 18th level, you can make unarmed attacks against monsters only hit by special substances (like silver) or magic for d6 damage. All damage against targets of Large or bigger size are halved, regardless of your level.

Outlaw: You are equally at ease in the wild as in the city. None of your skills suffer any penalties when used in the wilderness. You gain the Ranger skill Track at 50%. This skill increases at 1% per level.

Pirate: You are at home on the deck of a ship and sailing the wide seas- and with raiding your fellow sailors and smuggling forbidden merchandise. You have a d8 hit dice and can use shields. You never get seasick and can swim. You can roll your Feat of Strength on a d8 to repair damage to a ship. You can roll a Feat of Strength on a d10 to build a raft. You can roll your Perception to find your way by the heavens- on a d6 at sea and on a d8 on land.

At 12th level, you gain 2 additional languages and a +2 to saving throws against poisons and diseases. At 18th level, vessels you pilot gain +5 miles per day on travel speed, -2 rounds to their standstill to normal movement rate, a +6 to their Hull Value, and a -10% to their chances of taking storm damage.

Sneak Attack: You are a master of the sudden ambush. At 1st level, you can perform this attack any time you are behind an opponent in melee and the opponent doesn't know you are there. The GM may require a Move Silently or Hide roll to determine this. The Sneak Attack is made with a +4 attack bonus and does double damage if it is successful. A Thief usually can't make a Sneak Attack on the same opponent twice in any given combat.

At 6th level, you gain the ability to **Waylay** targets of human or smaller size. This allows you to knock out an opponent in a single strike using your Sneak Attack ability. You must be using a weapon or unarmed attack that is capable of doing subdual damage. The attack is rolled at a +4 attack bonus. If the attack hits, the victim must make a saving throw vs. Death Ray or be knocked unconscious for 1d6 x10 minutes. If the save is successful, the victim still suffers double the weapon's normal subdual damage.

Finally, at 12th level, you gain the ability to **Assassinate** targets of human or smaller size. This allows you to instantly kill an opponent in a single strike using your Sneak Attack ability. The attack must be carried out with a one-handed piercing weapon, such as a dagger or sword. The attack is rolled at the usual +4 attack bonus, and if the attack hits, the victim must roll a saving throw vs. Death Ray or be instantly killed. If this saving throw is a success, the victim still suffers double normal weapon damage.

At 18th level, you cause triple damage on a successful save with any of your Sneak Attack forms.

THIEF SKILLS: In addition to a nefarious pursuit, the thief also has access to Thief Skills. There are special tasks in which you are an expert. There are a total of 13 skills. You may select eight of them. If you forgo your nefarious pursuit, you may elect to get all thirteen.

As a thief you can use whichever yields the higher result, your thief skill or your Wisdom (though there are admittedly few wise thieves). However, if using Wisdom, you should be aware that it does not yield exact results, only the most basic and obvious results. For example, you might notice a trap, but not what kind of trap or where, exactly, the trip for the trap is or you might notice a strange smell or hear speaking, but without skill, you can't identify the smell or make out what exactly is being said.

Pick Pockets allows you to lift the wallet, cut the purse, etc. of a victim without the victim noticing. Obviously, if the roll is failed, you don't get what you wanted; but further, the intended victim (or an onlooker, at the GM's option) will notice the attempt if the die roll is more than 20% higher than the target number (or if the die roll is 00). Reduce your chances by 1% for every level or HD of your target.

Open Locks allows you to unlock a lock without a proper key. It may only be tried once per lock. If the attempt fails, you must wait until you have gained another level of experience before trying again. If they exist, this skill at half percentage can be used to crack combination locks. This skill can also be rolled to detect hidden locks and switches. At -10% it can be used to find secret doors and passages.

Find/Remove Traps is generally rolled twice: first to detect the trap, and second to disarm it. A failed roll sets the trap off. This skill can be reversed as well- you can set a trap and then conceal it, though doing so is harder and you suffer a -10% to the roll. A thief is used to urban and dungeon environments. If in the wilderness, this skill is halved.

Move Silently allows you to skulk around without making an excess of noise. You believe that you are moving silently regardless of the die roll, but those you are trying to avoid will hear you if the roll is failed. A thief is used to urban and dungeon environments. If in the wilderness, this skill is halved. Reduce your chances by 1% for every level or HD of the highest level or HD target you seek to deceive.

Hide in Shadows permits you to hide in any shadowed area large enough to contain your body. Like Move Silently, you always believe you are successful. When hiding in shadows, you must remain still for this ability to work. A thief is used to urban and dungeon environments. If in the wilderness, this skill is halved. Reduce your chances by 1% for every level or HD of the highest level or HD target you seek to deceive.

Hear Noise is generally used to listen at a door or to try to listen for distant sounds in a dungeon. The GM must decide what noises you might hear. A successful roll means only that a noise *could* have been heard- there must be a sound present to be heard. Note that you and your party must try to be quiet in order for you to use this ability. Half this skill can be rolled to sense faint odors and breezes. A thief is used to urban and dungeon environments. If in the wilderness, this skill is halved.

Climb Walls permits you to climb sheer surfaces with few or no visible handholds. If the roll fails, you fall from about halfway up the wall or other vertical surface. The GM may require multiple rolls if the distance climbed is more than 100 feet. A thief is used to urban and dungeon environments. If in the wilderness, this skill is at -10%. Fairies cannot choose this skill.

Read Languages is the skill that allows you to interpret maps, warnings, hidden messages, and other such texts useful in the course of your illegal pursuits. It does not allow you to actually read texts, only to gather a general meaning from them. It can allow you to create and break codes at half your score.

Disguise allows you to alter your appearance to appear to be a specific sort of character; that is, a noble, a priest, a commoner, etc. You may attempt to disguise yourself as a specific person, but the chance of success is reduced by half in this case. Attempting to pass as the opposite gender or a different race reduces your chances by half as well. These two conditions stack, so, for example, trying to pass as a specific member of the opposite sex and a different race results in your skill being reduced to one quarter. Reduce your chances by 1% for every level or HD of the highest level or HD target you seek to deceive. Fairies cannot choose this skill.

Poisons permits you to prepare, administer, and detect toxins and create antidotes. Poisons are often quite expensive to make. It is not uncommon for a single application of contact poison to cost 500 gp or more. The GM is advised to take care that poison does not become too much of an easy solution for the thief. If you get too out of hand, so can your enemies. Reduce your chances for concealing the poison by 1% for every level or HD of the highest level or HD target you seek to deceive.

Shadow allows you to covertly follow another character in an urban, dungeon, or indoor environment. You must be able to see the character being shadowed, though not necessarily in a continuous fashion. If the roll fails, the GM must decide if the character being followed has been lost, or if he has detected your presence. If you lose a trail, you do not know if you have been detected (unless, of course, the character being tracked chooses to confront you). A thief is used to urban and dungeon environments. If in the wilderness, this skill is halved. Reduce your chances by 1% for every level or HD of the highest level or HD target you seek to deceive.

Escape Artist permits you to contort and wriggle free of ropes and similar binding. You can also squeeze through narrow openings. With a -10% you can contort free of chains and manacles.

Carouse is the skill of choice for con artists and gamblers. It allows you to interact with others in almost any social setting to gain an advantage. Use this skill to gather information, locate items and people, blend into crowds, seduce and flirt, fast talk, bribe, deceive, etc. It can even be used to impress others with your wit or ability to assess wines and foods. A successful roll adds half your Carouse skill to your Reaction rolls.

Thief Skills (rolled as %)

Level	Pick Pockets	Open Locks	Find/Remove Traps	Move Silently	Hide in Shadows	Hear Noise	Climb Walls	Read Languages	Disguise	Poisons	Shadow	Escape Artist	Carouse
1	30	25	20	25	10	30	80	5	30	25	10	30	25
2	35	30	25	30	15	34	81	10	35	30	15	35	30
3	40	35	30	35	20	38	82	15	40	35	20	40	35
4	45	40	35	40	25	42	86	20	45	40	25	45	40
5	50	45	40	45	30	46	84	25	50	45	30	50	45
6	55	50	45	50	35	50	85	30	55	50	35	55	50
7	60	55	50	55	40	54	86	35	60	55	40	60	55
8	65	60	55	60	45	58	87	40	65	60	45	65	60
9	70	65	60	65	50	62	88	45	70	65	50	70	65
10	75	68	63	68	53	65	89	50	74	68	53	73	68
11	80	71	66	71	56	68	90	55	78	71	56	76	71
12	85	74	69	74	59	71	91	60	82	74	59	79	74
13	90	77	72	77	62	74	92	65	86	77	62	82	77
14	95	80	75	80	65	77	93	70	90	80	65	85	80
15	96	83	78	83	68	80	94	75	94	83	68	88	83
16	97	84	79	85	69	83	95	80	95	84	69	89	84
17	98	85	80	87	70	86	96	80	96	85	70	90	85
18	99	86	81	89	71	89	97	85	97	86	71	91	86
19	99	87	82	91	72	92	98	85	98	87	72	92	87
20	99	88	83	93	73	95	99	90	99	88	73	93	88



Racial Modifiers to Skills

Race	Pick Pockets	Open Locks	Find/Rmv Traps	Move Silent	Hide in Shadows	Hear Noise	Climb Walls	Read Lang.	Disguise	Poisons	Shadow	Escape Artist	Carouse
Drow	+10%	-	+5%	+10%	+15%	+10%	-	-	-15%	+10%	+15%	+5%	-15%
Dwarf	-	+10%	+15%	-	-	-	-10%	-5%	-15%	-	-	+5%	-5%
Eladrin	-	-	-	+15%	+15%	+5%	-	+10%	-15%	-	+10%	-	-
Elf	+5%	-5%	-	+5%	+10%	+5%	-	-	-10%	-	+10%	+5%	+5%
Fairy	+10%	+5%	+5%	+20%	+25%	+5%	na	-10%	na	-	+20%	+10%	-10%
Halfling	+5%	+5%	+5%	+10%	+15%	+5%	-15%	-5%	-15%	-	+15%	+10%	+5%
Tiefling	+5%	-	+5%	+10%	+15%	+10%	-	-5%	-15%	+5%	+10%	-	-10%
Wildling	-5%	-5%	+10%	+15%	+15%	+25%	+10%	-15%	-10%	-	+20%	+15%	-

Dexterity Adjustments to Skills

Score	Pick Pockets	Open Locks	Find/Remove Traps	Move Silent	Hide in Shadows	Shadow	Escape Artist
9	-15%	-10%	-10%	-20%	-10%	-15%	+5%
10	-10%	+5%	-10%	-15%	-5%	-10%	+5%
11	-5%	-	-5%	-10%	-	-5%	+5%
12	-	-	-	-5%	-	-	-
13-15	-	-	-	-	-	-	-
16	-	+5%	-	-	-	-	-
17	+5%	+10%	-	+5%	+5%	+5%	+10%
18	+10%	+15%	+5%	+10%	+10%	+10%	+15%
19	+15%	+20%	+10%	+15%	+15%	+15%	+15%

If encumbered at Fairly Bulky, halve all of these skills. If encumbered at Bulky, quarter them.

Other Attribute Adjustments to Skills

Score	Climb Walls (STR)	Read Languages (INT)	Poisons (INT)	Hear Noise (WIS)	Disguise (CHA)	Carouse (CHA)
3-6	-20%	-30%	-20%	-10%	-20%	-15%
7-8	-10%	-15%	-15%	-5%	-15%	-5%
9-10	-5%	-5%	-10%	-	-10%	-
11-12	-	-	-5%	-	-5%	-
13-15	-	-	-	-	-	-
16	+5%	-	-	+5%	-	+5%
17	+10%	-	+5%	+10%	+5%	+10%
18	+15%	+5%	+10%	+15%	+10%	+15%
19	+20%	+10%	+15%	+20%	+15%	+20%



THIEVES

Level	XP	Hit Dice (d6)	THACO	Death Ray, Poison, or Disease	Paralysis, Petrify, or Polymorph	Saving Throws Wands, Staves, or Traps	Dragon Breath	Spells, Illusions, or Sleep	Fear or Mind Control
1	0	1	20	13	12	14	16	15	13
2	1,250	2	20	13	12	14	16	15	13
3	2,500	3	19	13	12	14	16	15	13
4	5,000	4	19	13	12	14	16	15	13
5	10,000	5	18	12	11	12	15	13	12
6	20,000	6	18	12	11	12	15	13	12
7	42,500	7	17	12	11	12	15	13	12
8	70,000	8	17	12	11	12	15	13	12
9	110,000	9	16	11	10	10	14	11	11
10	160,000	10	16	11	10	10	14	11	11
11	220,000	+2 hp	15	11	10	10	14	11	11
12	440,000	+4 hp	15	11	10	10	14	11	11
13	660,000	+6 hp	14	10	9	8	13	9	10
14	880,000	+8 hp	14	10	9	8	13	9	10
15	1,100,000	+10 hp	13	10	9	8	13	9	10
16	1,320,000	+12 hp	13	10	9	8	13	9	10
17	1,540,000	+14 hp	12	9	8	6	12	7	9
18	1,760,000	+16 hp	12	9	8	6	12	7	9
19	1,980,000	+18 hp	11	9	8	6	12	7	9
20	2,200,000	+20 hp	11	9	8	6	12	7	9



RANGERS



Rangers are men and women who are at home in the endless wilderness and at ease with the denizens of the wild. Most are barbarians, but others are exiles, either voluntary or involuntary. They have access to a moderate number of skills that allows them to operate in the wilderness with unequaled ability. They cannot cast spells, use items that cast spells, or use scrolls.

Famous Examples: Conan, Aragorn, Robin Hood, Bran Mak Morn, Deedlit, Brule Spearslayer, Faramir, Dar

Weapons Allowed: Any

Armor Allowed: Any except plate

Gold: 3d6 x10gp

Special Abilities:

HERITAGE: You may select one of the following heritages in which you may gain proficiency. You start with one. At 10th level, you gain a second one.

Beast Master: You have an unnatural affinity for animals and may have them as henchmen. You may roll your Perception on a d6 to groom, train, breed, or identify normal animals. You can roll on a d10 for more unusual animals like giant, fantastic, or prehistoric animals. You can roll on a d12 once per day to heal the animal of 1d4 damage.

Normal reaction rolls made in regards to animals are at +20%. You can make a Reaction roll (without the aforementioned bonus) to befriend an animal under calm conditions in order to convert the animal to a retainer. You can make a Reaction roll (without the aforementioned bonus) during combat to calm an enraged animal, so long as everyone stops attacking it for a round. It won't be a henchman, but it will stop attacking.

Henchman animals are capable of extraordinary (for animals) actions. For example, they can pick pockets or locks, chew through ropes, sneak around, and in general act with intelligence far surpassing expectations. To get an animal to perform a trick, roll a d20 and compare it to your Charisma. If communicating wordlessly with the animal, roll on a d20 and compare it to your level.

If chosen a second time, you may develop a number of animal languages equal to your # of Languages (as indicated under Intelligence). In addition, animals that are henchmen gain a +1 hit dice. Finally, once per day, you can see through a henchman animal's eyes, hear through its ears, smell through its nose, etc (great for scouting and gathering intell).

Berserker: Once per day you can fly into a berserker rage, which will last ten rounds. While raging, you gain a +2 bonus on attack rolls, damage rolls, and a -2 bonus to saving throws, but you suffer a penalty of +2 to Armor Class. While raging, you cannot use any abilities that require patience or concentration (including Perception or skills), nor can you cast spells or activate magic items of any kind (including potions). Of course, magic items with a continuous effect (like a Ring of Protection) continue to function. While raging, you must charge directly into combat with the nearest recognizable enemy. If no enemy is nearby, you must end your frenzy (see below) or else attack the nearest character.

You may prematurely end the frenzy with a successful saving throw versus *Fear and Mind Control*. At the end of the rage, you lose the rage modifiers and become fatigued for one hour, suffering a penalty of -2 to attack rolls and damage rolls, and +2 penalty to Armor Class and saving throws. While fatigued, you may not charge nor move at a running rate.

If chosen a second time, you may rage twice per day.

Hearty: You heal faster than normal. Increase your healing rate by +1 hit point per day, increase your Mortal Injury Survival by +1, and reduce the time necessary to heal from Mortal Injury by 1 week. You also gain a +2 to saving throws against poisons and diseases.

If chosen a second time, you heal +3 hit points per day, increase your Mortal Injury Survival by +2, and reduced Mortal Injury recovery by 3 weeks. Your saving throw bonus expands to all saving throws..

Hunter: You are extremely adept with a chosen ranged attack (usually a bow or throwing axe). You gain a +3 to hit with the weapon and may attack twice a round. You may attack at Long range without penalty. If attacking from a hidden position, your surprise your target on 1-5 on d6.

If chosen a second time, you gain a bonus to damage with the weapon equal to half your level and may attack three times per round. If attacking from a hidden position, your first attack comes at the beginning of every round before initiative is even rolled.

Indomitable: Your will is an iron tower. You gain a +2 to all *Spells, Illusions, or Sleep and Fear or Mind Control* saving throws. You may have Exceptional Strength. Also, once per day you may reroll any roll you made out of sheer stubbornness.

If chosen a second time, your saving throw bonus expands to all saving throws. Also, at 0 hit points, you are too stubborn to die. You make no Mortal Injury rolls, but can keep going for a number of rounds equal to your level. After that time has expired, though, so will you.

Manhunter: You are equally at ease in urban settings as in rural ones. Your skills suffer no penalties in urban settings or indoors. If chosen a second time, you may select three thief skills. They begin at the scores appropriate to a 1st level thief and increase by 3% each level you progress.

Mystic: You are trained to a degree in the arts of primal magic. You may Read Primal Magic and Detect Primal Magic (as described under Intelligence) on a d12 roll. This allows you to use spell casting items and scrolls that cast primal magic. You can also cast Druid Primal Orisons a number of times per day equal to one-third your Intelligence.

If chosen a second time, you gain the ability to cast a single 1st level Druid spell. At each level thereafter, you gain an additional 1st level spell. Levels 10-12 you can cast one spell per day; 13-15, two spells per day;

16-18, three spells per day; and 19-20, four spells per day. Modify these amounts by your Charisma spells per day bonus.

Outrider: You may attack from horseback without any penalty. When using a bow or spear while mounted, you gain a +1 to hit and damage. While mounted you enjoy a -1 bonus to Armor Class. You also know how to care for, groom, and evaluate horses by rolling your Perception on d6. You can roll on a d12 once per day to heal the animal of 1d4 damage. Animals you ride never need roll morale. You are also adept at finding your way and can roll your Perception to find your way by landmarks- on a d6 in familiar lands and on a d8 in unfamiliar. In addition, your chance of becoming lost is reduced by 2.

If chosen a second time, your attack bonuses with bows and spears increase to +2 to hit and damage, and your Armor Class bonuses increases to -2. In addition, you suffer no Armor Class penalty when charging with a spear.

Sailor: You are at home on the deck of a ship and sailing the wide seas. You never get seasick and can swim. You can swim in metal armor with a Feat of Strength rolled on d8. You can also roll your Feat of Strength on a d6 to repair damage to a ship. You can roll a Feat of Strength on a d8 to build a raft. You can roll your Perception to find your way by the heavens- a d6 at sea and a d8 on land.

If chosen a second time, you gain 2 additional languages and a +2 to saving throws against poisons and diseases. In addition, vessels you pilot gain +5 miles per day on travel speed, -2 rounds to their standstill to normal movement rate, a +6 to their Hull Value, and a -10% to their chances of taking storm damage.

Sky-Rider: You have an affinity with birds and flying animals. You are fully able to ride any flying mammal, like a hippogriff, griffon, Pegasus, or giant eagle. You may fire at short, medium, and long ranges normally. You may also roll your Perception on a d6 to groom, train, breed, or identify animals of this kind. You can roll on a d12 once per day to heal the animal of 1d4 damage.

You can make a Reaction roll to befriend such animals under calm conditions in order to domesticate the animal. It takes a number of days equal to 20+1d10 minus your level to domesticate a completely wild aerial animal. You can make a Reaction roll during combat to calm an enraged animal, so long as everyone stops attacking it for a round.

If chosen a second time, you can make henchmen out of aerial animals. Henchmen aerial animals and ferociously loyal and never need to roll morale. They also gain +1 HD.

Vendetta: You have taken an oath to battle one particular group of monsters without cease or fear. The group should be fairly broad- giants, lycanthropes, dragons, goblinoids, etc. Your attacks on all members of the selected group enjoy a +3 to damage. You can strike the monsters of your vendetta even if they are normally only hit by special materials (like silver) or magic, but when doing so you gain no bonuses of any kind for to hit or damage (not even those deriving from Strength or Dexterity).

If chosen a second time, you may select a second group. If the same group is chosen twice, the damage done to it increases to half your level.

Wary: You are surprised only on the roll of a 1, you gain a -2 to initiative, you gain a +2 to saving throws to avoid traps, your speed increases by +2", and attacks made from behind gain no bonus against you.

If chosen a second time, you gain a -2 bonus to your Armor Class, your saving throw bonus expands to all saving throws, and Sneak Attacks made against you gain no to hit bonus (though they may still do increased damage).

RANGER SKILLS: In addition to a tradition, rangers also have access to Ranger Skills. There are special tasks in which you are an expert. There are a total of 8 skills. You may select six of them.

As a ranger you can use whichever yields the higher result, you ranger skill or your Wisdom. However, if using Wisdom, you should be aware that it does not yield exact results, only the most basic and obvious results. For example, you might notice a snare, but not what kind or where, exactly, the trip for it is or you might notice a strange smell or hear speaking, but without skill, you can't identify the smell or sound or identify which direction it is coming from.

Track is the quintessential Ranger skill. It allows you to track creatures in the wild, in cities, and even through underground passages.

Size and numbers have a significant impact on a ranger's ability to track. If the tracked creature is Small, then your skill is penalized by -10%. If it is very small (less than 2' tall), increase this penalty to -20%. If the creature is large, increase your skill by +10%. If it is huge (more than 12' tall), increase this bonus to +20%. When tracking a group, increase your skill by +3% for each target beyond the first.

A ranger can also obscure another's ability to track him. Subtract one quarter of a ranger's skill from any attempt to track him or a group accompanying him. Others can try if they realize you are pursuing them.

Reduce your chances by 1% for every level or HD of the highest level or HD target you seek to track if it is taking steps to elude you.

Note that tracking seaborne or airborne creatures is impossible.

- *Outdoor Tracking.* Outdoors, the basic chance for successful tracking (on a day-to-day basis) is equal to your skill, modified by a -10% for each day old the tracks are, and further modified by -10% (for the entire effort thereafter) for each day of rain (or snow) that has fallen on the trail.

- *Underground and Urban Tracking.* Tracking in the urban or populated area or underground makes it considerably harder to find and follow a trail. First, the beginning of the trail must be no more than an hour old. The base chance to track is reduced by -10%, but each time the trail changes (as described below), there is a chance for the Ranger to lose the trail and be unable to track it further. That is, the Ranger cannot pick up the trail even by circling the area where the trail was lost. The circumstances under which the prey can "lose" the Ranger are as follows:

Turns down a side passage: 25% chance to lose trail

Goes through a door: 35% chance to lose trail

Goes up or down through a trap door or ladder: 40% chance to lose trail

Climbs a wall up or down (including pits and shafts): 50% chance to lose trail

Climb Cliffs and Trees permits you to climb natural surfaces like cliff walls and trees. If the roll fails, you fall from about halfway up the wall or other vertical surface. The GM may require multiple rolls if the distance climbed is more than 100 feet. A ranger is used to wilderness environments. If in the city or underground, this skill is at -10%.

Stalk allows you to skulk around in the wilderness without making an excess of noise. You believe that you are moving silently regardless of the die roll, but those you are trying to avoid will hear you if the roll is failed. A ranger is used to wilderness environments. If in the city or underground, this skill is halved. Reduce your chances by 1% for every level or HD of the highest level or HD target you seek to deceive.

Camouflage permits you to hide in any wilderness area large enough to contain your body. Like Move Silently, you always believe you are successful. When camouflaged, you must remain still for this ability to work. A ranger is used to wilderness environments. If in the city or underground, this skill halved. Reduce your chances by 1% for every level or HD of the highest level or HD target you seek to deceive.

Herbal Medicines is the skill of concocting herbal treatments for poisons, illnesses, or injuries. This skill is used both to find the herbs and to prepare them. Each is a separate roll. You don't look for specific herbs, but rather you look for herbs in the local area that can accomplish what you are attempting. It takes 1 hour to locate enough herbs for one dose. If the local area is particularly hostile to plants, like a desert or tundra, halve your skill roll. You can also go to the local market to buy the herbs you need, but they can be costly.

A single character can benefit from any herbal medicines only once per day, even if suffering from multiple issues and even if the medicines are prepared by different rangers. Prepared herbal medicines can be used in six ways:

Antidote The character who takes this medicine may reroll any failed saving throw against a poison. The character gains a bonus to the roll equal to 1/10th of your successful roll.

Curative The character who takes this medicine may reroll any failed saving throw against a disease. The character gains a bonus to the roll equal to 1/10th of your successful roll.

Healing The character who takes this medicine heals faster than normal. The character heals an extra number of hit points equal to 1/10th of your successful roll.

Fortifying The character who takes this medicine may reroll a Mortal Injury Survival roll. The character gains a bonus to the roll equal to 1/10th of your successful roll.

Recovery The character who takes this medicine recovers faster from a Mortal Injury. The character subtracts a number of weeks from his recovery equal to 1/10th of your successful roll.

Stabilizing The character who takes this medicine is restored to 1 hit point, thereby avoiding further Mortal Injury rolls.

Survival permits you to forage for food and water and locate shelter. A successful roll will provide a single days' food and water for a number of people equal to half your level. It will also allow you to find a natural shelter, if such is available, or to build a temporary one out of available materials in about an hour.

Awareness represents your awareness of the world around you. Using this skill you can notice unusual smells, movement, and sounds and even determine their general direction and distance. You could even notice unusual behavior on the part of the local fauna. Half this skill can be rolled to recognize the presence of a supernatural monster in an area based on the way the natural world is reacting to it. A ranger is used to wilderness environments. If in the city or underground, this skill is halved.

Detect Snares and Pits is generally rolled twice: the first to detect the snare or pit, and second to disarm it. A failed roll sets the snare off. This skill can be reversed as well- you can set a snare or construct a pit and then conceal it, though doing so is harder and you suffer a -10% to the roll. A ranger is used to wilderness environments. If in the city or underground, this skill is halved.



Ranger Skills (rolled as %)

Level	Track	Climb Cliffs & Trees	Stalk	Camouflage	Herbal Medicines	Survival	Awareness	Detect Pits & Snares
1	80	80	25	10	25	50	30	20
2	81	81	30	15	30	55	34	25
3	82	82	35	20	35	60	38	30
4	86	86	40	25	40	65	42	35
5	84	84	45	30	45	70	46	40
6	85	85	50	35	50	75	50	45
7	86	86	55	40	55	80	54	50
8	87	87	60	45	60	82	58	55
9	88	88	65	50	65	84	62	60
10	89	89	68	53	68	86	65	63
11	90	90	71	56	71	88	68	66
12	91	91	74	59	74	90	71	69
13	92	92	77	62	77	91	74	72
14	93	93	80	65	80	92	77	75
15	94	94	83	68	83	93	80	78
16	95	95	85	69	84	94	83	79
17	96	96	87	70	85	95	86	80
18	97	97	89	71	86	96	89	81
19	98	98	91	72	87	97	92	82
20	99	99	93	73	88	98	95	83

Racial Modifiers to Skills

Race	Climb Cliffs & Trees	Stalk	Camouflage	Herbal Medicines	Survival	Awareness	Detect Pits & Snares
Drow	-	+10%	+15%	-	-	-5%	+10%
Dwarf	-15%	-10%	-	-	+15%	-10%	+15%
Eladrin	-	+10%	+10%	+20%	+10%	+15%	-
Elf	-	+20%	+20%	+15%	+10%	+15%	-
Fairy	na	+20%	+25%	-	+20%	+5%	-
Halfling	-10%	+15%	+20%	+10%	+15%	+5%	-5%
Tiefling	-	+10%	+10%	-	-	-	-
Wildling	+10%	+15%	+15%	-	+20%	+25%	+15%

Other Attribute Adjustments to Skills

Score	Climb Cliffs & Trees (STR)	Stalk (DEX)	Camouflage (DEX)	Herbal Medicines (INT)	Survival (WIS)	Awareness (WIS)	Detect Pits & Snares (WIS)
3-6	-20%	-30%	-20%	-30%	-30%	-30%	-20%
7-8	-10%	-25%	-15%	-25%	-25%	-25%	-15%
9	-5%	-20%	-10%	-20%	-20%	-20%	-10%
10		-15%	-5%	-15%	-15%	-15%	-10%
11		-10%	-	-10%	-10%	-10%	-5%
12	-	-5%	-	-5%	-5%	-5%	-
13-15	-	-	-	-	-	-	-
16	+5%	-	-	-	+5%	+5%	-
17	+10%	+5%	+5%	-	+10%	+10%	-
18	+15%	+10%	+10%	+5%	+15%	+15%	+5%
19	+20%	+15%	+15%	+10%	+20%	+20%	+10%

If encumbered at Fairly Bulky, halve all skills modified by STR or DEX. If encumbered at Bulky, quarter them.

RANGERS

Level	XP	Hit Dice (d8)	THACO	Death Ray, Poison, or Disease	Paralysis, Petrify, or Polymorph	Saving Throws Wands, Staves, or Traps	Dragon Breath	Spells, Illusions, or Sleep	Fear or Mind Control
1	0	2	20	14	15	16	17	17	14
2	2,250	3	19	14	15	16	17	17	14
3	4,500	4	18	13	14	15	16	16	13
4	10,000	5	17	13	14	15	16	16	13
5	20,000	6	16	11	12	13	13	14	11
6	40,000	7	15	11	12	13	13	14	11
7	90,000	8	14	10	11	12	12	13	10
8	150,000	9	13	10	11	12	12	13	10
9	225,000	10	12	8	9	10	9	11	8
10	325,000	11	11	8	9	10	9	11	8
11	650,000	+2 hp	10	7	8	9	8	10	7
12	975,000	+4 hp	9	7	8	9	8	10	7
13	1,300,000	+6 hp	8	5	6	7	5	8	5
14	1,625,000	+8 hp	7	5	6	7	5	8	5
15	1,950,000	+10 hp	6	4	5	6	4	7	4
16	2,275,000	+12 hp	5	4	5	6	4	7	4
17	2,600,000	+14 hp	4	3	4	5	4	6	3
18	2,925,000	+16 hp	3	3	4	5	4	6	3
19	3,250,000	+18 hp	2	3	4	5	4	6	3
20	3,575,000	+20 hp	1	3	4	5	4	6	3



MAGIC-USERS



Magic-Users are men and women who are masters of arcane magic. Arcane magic is the mysticism of occult science and esoteric knowledge. Magic-Users are scholars and seers, and frequently also delves into the dark and forbidden. They have access to few combat abilities, but their mystical abilities more than make up for that. They can cast arcane spells, use items that cast arcane spells, and use arcane scrolls.

Famous Examples: Thoth-Amon, Faust, Prospero, Harry Potter, Akiro, Saruman, Elrond, Lina Inverse

Weapons Allowed: staff, dagger, unarmed attacks, magical weapons

Armor Allowed: none

Gold: 1d6 x10gp

Special Abilities: Every magic-user has three basic abilities and all choose a specialization. Specializations usually offer additional unique abilities and restrictions.

CASTING IMPLEMENT: Every magic-user makes use of a focus to cast spells. You may select yours. Examples include wands, staves, a cauldron, star-spangled robes, stones engraved with runes, a magic hat, a deck of cards, a ring of power, a mystical amulet, etc. Use it as a way of further defining your character. You begin play with the item at no cost. It is an unusually tough item, enjoying a +2 to all its saving throws. Without it, you can cast spells, but only half as many per day. If it is ever destroyed, you lose 2 experience levels and must obtain a new focus before you can again cast spells. Once a new focus is obtained, you do not regain your lost levels.

CANTRIPS: These are minor, useful spells that you can cast. You can cast a number of them per day equal to half your Intelligence. Every Magic-User knows all of these spells- they are the basics of spellcasting arcane magic.

Animate Tool: A single, simple tool (such as a spoon, sewing needle, broom, small hammer, spade, etc) is animated by this cantrip. It will perform a single, repetitive task appropriate to its function for as long as you concentrate on it doing so. Weapons may not be animated by this cantrip, and objects animated may not be used as weapons. The tool can be no further away than across the room for the cantrip to work.

Arcane Bolt: This is a simple attack that does 1d6 damage. It is rolled as a ranged attack using your normal to hit. It has a range of 30' +1' per level.

Bathe: This cleans you and your clothes or another and theirs.

Brighten: This spell doubles the light produced by ambient light sources. The effect lasts a number of minutes equal to your level.

Clean/Dirty: A mage making use of this cantrip may clean, shine, dust, or polish a small object or surface of up to 1 square foot. Reversed, this becomes Dirty, which can make the same area dirty, tarnished, scuffed, or dusty. You must touch the item for this cantrip to work.

Command Familiar: While you may be fond of your pet owl or cat, it is really only an owl or cat that you have domesticated. However, you can use this cantrip to command the animal to do tricks, run errands, deliver messages, come, heel, etc. However, animals are notoriously unpredictable. You must roll under your Charisma on a d20 or the animal will wander off task and the spell fails. The animal must be in your presence and make eye contact for this cantrip to work.

Cook: This cantrip will create a meal out of the gathered raw ingredients. You must roll your Wisdom or less on a d20 for the meal to be edible. You must gather the ingredients and place them on a table for this cantrip to work.

Disarm: This is a simple attack that simply knocks an item out of the hand of a target. It is rolled as a ranged attack using your normal to hit. It has a range of 30' +1' per level.

Dowse: This allows you to divine sources of freshwater in the nearby area. Outdoors, the range is 1000' +100' per spell level. Indoors and underground it is 25' +5 per level.

Dry: This dries you and your clothes off or another and theirs. It can also dry off items (and thus save a spellbook from a watery doom by drying it out). You must touch the item or person to be dried for this cantrip to work.

Flare: A flash of light, a burst of fireworks, a very small ball of fire, or a puff of colored smoke can be created by this cantrip. They will not typically last longer than a few seconds.

Flavor/Soil: This cantrip may add salt, spice, sweetener, or another flavoring agent to a meal to improve its taste. Reversed, it becomes Soil, which makes the food or drink taste bad. It isn't spoiled, so it won't make someone sick, but it will taste nasty. You must touch the food to be affected for the cantrip to work.

Heat/Cool Food or Water: This cantrip will heat up cold food or water (or other liquid). The reverse, Cool Food or Water, will cool or freeze food or water. You must touch the food or water to be affected for this cantrip to work.

Inscribe: This cantrip enchants a quill to write or draw. After one page, it will need to be recast. The quill must be touched to be enchanted.

Irritate: This cantrip forces another person to involuntarily blink, nod, itch, giggle, fart, twitch, or some other small, usually embarrassing body function. The target is allowed a save vs. spells. It can only affect individuals in the same room as yourself with whom you make eye contact.

Knot/Unknot: This spell will tightly knot or tangle a rope, string, or similar object in a knot. Reversed, the Unknot spell may undo any knot. You must touch the knot for the cantrip to work.

Mage Hand: A spectral hand is conjured, which can bring items to you or push them away. It does not work on anything living (or un-living, as the case may be). The item moves at a speed equal to 10' per round and will move for a number of rounds equal to 10 + your level. The item must either be one that is across the room.

Open/Close: A normal, unlocked door, window, or other portal may be opened or closed by this cantrip. You must be able to see it for this cantrip to work.

Preserve: This cantrip enchants a small pack or chest so that it will prevent food from spoiling due to heat or time. It will prevent the spoiling for a number of days equal to your level before needed to be recast. You must own the enchanted item and must touch it for this cantrip to work.

Repair: This will perform minor repairs to small items like torn pages, cracked windows, ripped clothes, broken straps, etc. The item must be touched for this cantrip to work.

Sneeze: This cantrip forces another person to utter a loud, involuntary sneeze. The target is allowed a save vs. spells. It can only affect individuals in the same general area as yourself. It can disrupt spellcasting.

Stun: This is a simple attack that does no damage but reduces the target to 0 Initiative the following round. It is rolled as a ranged attack using your normal to hit. It has a range of 30' +1' per level. The target must be roughly the same size as you (for example, a child could stun an adult, but no player character could stun a giant).

Summon/Repel Vermin: This cantrip is usually used to drive off pests like gnats, flies, mice, lice, or fleas. The spell lasts a number of hours equal to your level. While active, vermin will approach no closer to you than a number of feet equal to your Charisma. This allows it to protect those close to you. The reverse, Summon Vermin, calls forth an irritating gathering of the pests. They do no damage, but can frighten the phobic. Spells being cast will be disrupted unless a save vs. fear is made.

Transfigure: This cantrip may change an object that will fit in your hands into another shape, size, color, or texture. Radical changes (such as turning a teacup into a mouse) reverse after a number of rounds equal to your level. Minor changes (such as coloring a head of hair bright pink) will endure a number of days equal to your level. You must roll under your Intelligence on a d20 for this cantrip to work.

Warmth/Cool: This keeps you warm in cold conditions or cool in hot conditions. It lasts a number of hours equal to your level. In extreme conditions, such as arctic cold, desert heat, a blizzard, etc, this spell has a good chance to fail instantly (1-3 in 6, rolled every hour the spell is active). It offers no protection against attack at all.

CAST SPELLS: This is the primary ability of Magic-Users. Under these rules, the Vancian system of preparing spells for the day ahead is ejected for a more common type of casting using a focus implement. You can cast a number of spells per day by spell level as determined by your experience level and modified by your Intelligence. You begin play with a number of spells in your spellbook equal to your minimum spells as determined by your Intelligence. Which spells are determined by random roll (reroll repeats). Learning new spells is not automatic- you must find them in scrolls and other grimoires, buy them from a guild, trade them with your fellow magic-users, or train for them with a master. It is not necessary to be able to cast a spell to learn it, but you must roll your Learn Arcane Spell %. A failed roll indicates that the spell in question cannot be learned until a new level is achieved.

Magic-User Spells

Experience Level	1	2	3	4	5	6	7	8	9
1	2	-	-	-	-	-	-	-	-
2	2	1	-	-	-	-	-	-	-
3	3	2	-	-	-	-	-	-	-
4	4	2	1	-	-	-	-	-	-
5	4	2	2	-	-	-	-	-	-
6	4	3	2	1	-	-	-	-	-
7	4	3	3	2	-	-	-	-	-
8	4	3	3	2	1	-	-	-	-
9	4	4	3	2	2	-	-	-	-
10	4	4	4	3	3	-	-	-	-
11	4	4	4	4	4	1	-	-	-
12	5	5	5	4	4	2	-	-	-
13	5	5	5	4	4	2	1	-	-
14	5	5	5	5	5	2	1	-	-
15	5	5	5	5	5	3	2	1	-
16	5	5	5	5	5	3	3	2	-
17	5	5	5	5	5	3	3	2	1
18	5	5	5	5	5	3	3	3	1
19	5	5	5	5	5	4	3	3	2
20	5	5	5	5	5	4	4	4	2



SPECIALIZATIONS: Each Magic-User has a specialization that determines the focus of his spells. To keep things simple (not to mention compatible), these effects are generally limited to a vague description and it is left up to the DM and yourself to exercise common sense. In addition, each specialization has an ability unique to itself. Unless otherwise stated, all cast spells from the Magic-User spell list.

Alchemist- You are a master of potions and mixes. Your casting implement should almost always be a cauldron. You can roll your Perception on a d8 to identify potions. You must utilize the Vancian system of casting. Each day you should prepare your concoctions according to what you think you will use. A concoction holds its enchantment until dispelled by you, but you can only keep so many enchantments alive at any one time- thus, the need to 'replace' existing spells with new ones. Alchemists of 3rd level or higher may create Potions with a 25% +5% per level chance of success. At 10th level, they may create other magic items with a 15% +5% per level chance of success (scrolls have a modifier of -10% per spell level). At 15th level or higher, they can create permanent magic items with a 15% +5% per level minus 10% per bonus chance of success.

Elementalist- You are a master of the four elements- air, earth, fire, and water; as well as the four cusp elements- cold, lightning, metal, and wood. You can animate a minor elemental once per day. You must have access to the element you wish to use- a torch, a ball-sized stone, a gallon of water, a breezy day, a gallon of frozen water, a *lightning* spell, a dagger, or a sapling would be good minimums. Note that animating an elemental consumes the base item- the torch is reduced to ash, the dagger rusted beyond repair, the breeze turned to stillness, etc. Thus, you cannot use the same item repeatedly.

This elemental has the same number of hit dice, same attack bonus, and same saving throws as you do, but is otherwise a normal elemental. It will linger around for a number of rounds equal to your level. It is mindless and must be commanded by you. Without such commands, it stands there.

When you gain the *conjure elemental* spell, you call forth vastly superior elementals. You call forth elemental nymphs. These have humanoid form and High intelligence but otherwise possess the stats listed above. Furthermore, they can, once per day, animate elementals as described above. They will stay around as long as they wish- you may make your conjured elementals into henchmen. However, as long as they remain on this plane, you can neither animate nor conjure another elemental of same element.

Unfortunately, elementalists are perhaps the least scholastic magic-users, preferring to rely on pure mystical might. They cannot create magic items and suffer a -10% to their Learn Arcane Spell %.

Illusionist- You are a trickster and a master of deception. Besides casting spells from the Illusionist list, you are cunning enough to use the thief skills *Open Locks*, *Pick Pockets*, *Disguise*, *Escape Artist*, and *Carouse* as a thief of the same level with a -10% reduction. You can use your *Pick Pockets* skill to perform card tricks and other acts of prestidigitation. At 9th level, illusionists may create magic items with a 15% +5% per level chance of success (scrolls have a modifier of -10% per spell level). At 15th level or higher, they can create permanent magic items with a 15% +5% per level minus 10% per bonus chance of success.

Mentalist- You are a master of mental manipulation. You cast spells from the Illusionist list. In addition, you begin play with *Charm Person*. When you advanced to 3rd level, you automatically learn *Charm Animal*. At 6th level, you automatically learn *Charm Monster*. At 7th level, you automatically learn *Suggestion*. You learn these without the need of finding and rolling them. Furthermore, you may cast each once per day without it counting towards your spells per day. At 9th level, mentalists may create magic items with a 15% +5% per level chance of success (scrolls have a modifier of -10% per spell level). At 15th level or higher, they can create permanent magic items with a 15% +5% per level minus 10% per bonus chance of success.

Necromancer- You are one of the dark and dreaded masters of the mysteries of death. You can recruit undead as henchmen. You can roll your Detect Magic on a d12 to sense the presence of undead. At 3rd level, you gain a +2 to saving throws to resist energy drain and gain the *Animate Dead* spell for free. Thereafter you may cast *Animate Dead* once per day without expending a daily casting.

You can Rebuke Undead. This works like the cleric's Turn Undead, but you are actually commanding the undead. You have this ability as though you were a cleric of the same level. A successful roll simply sends the undead away. 'D' results indicate that the undead are now under your Dominion. For a number of rounds equal to your Charisma, they will act as your order them.

At 10th level, necromancers may create magic items with a 15% +5% per level chance of success (scrolls have a modifier of -10% per spell level). At 15th level or higher, they can create permanent magic items with a 15% +5% per level minus 10% per bonus chance of success.

These dark powers have a price. When you die, you must roll your level or higher on a d20 or resurrect days later as a lich.

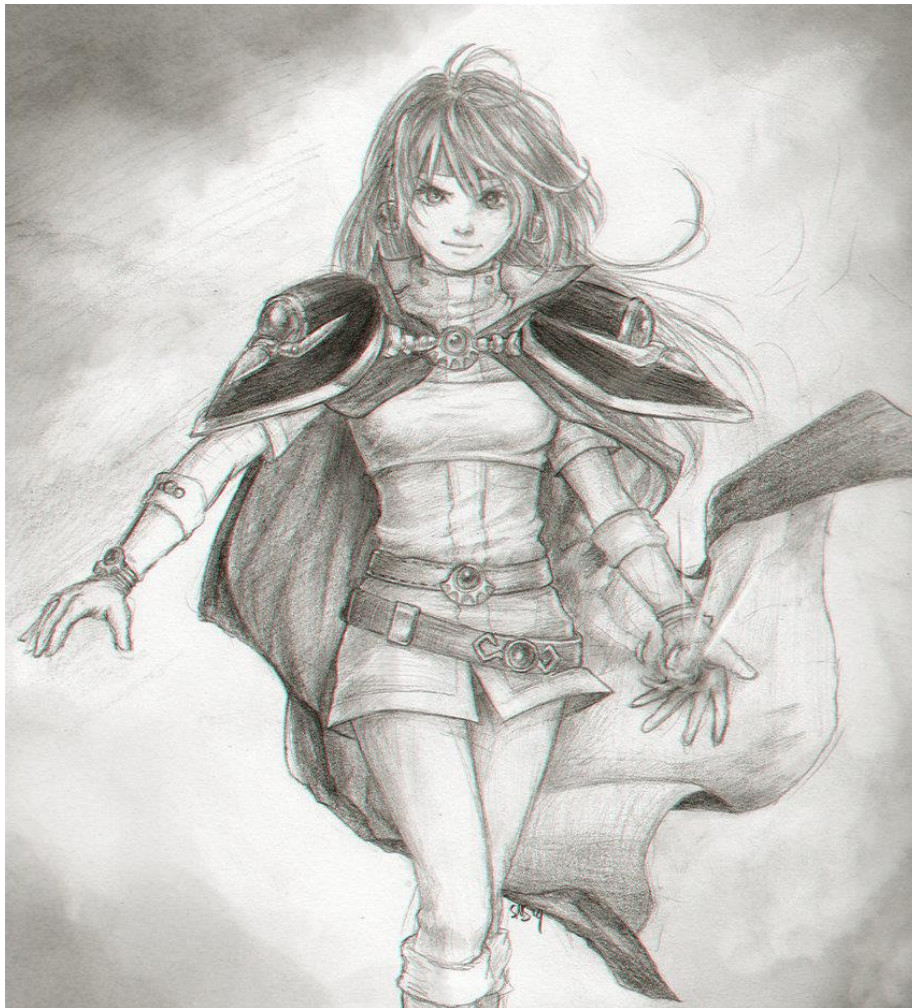
Runecaster- You are a specialist of symbols and letters. You can Read Magic of all kinds equally well. You do not use a spellbook. Instead, you keep your casting implements- polished, palm-size stones engraved with runes- in a pouch. You must utilize the Vancian system of casting. Each day you should activate the rune

stones you think you might need. A rune stone holds its enchantment until read by you or for 24 hours- thus, the need to 'replace' existing spells with new ones. Runecasters of 3rd level or higher may create Scrolls with a 25% +5% per level minus 10% per spell level chance of success and at half the price. At 10th level, they may enchant weapons and armor with a 15% +5% per level minus 10% per bonus chance of success and half the cost. At 15th level or higher, they can create other magic items with a 15% +5% per level chance of success.

Sorcerer- You are a dark magician who combines sorcery with occult worship of dark entities. You can cast spells from the Illusionist and the Druids spell lists. At 9th level, sorcerers may create magic items with a 15% +5% per level chance of success (scrolls have a modifier of -10% per spell level). At 15th level or higher, they can create permanent magic items with a 15% +5% per level minus 10% per bonus chance of success

Warlock- You are a fighting magic-user. You have a d8 hit dice, use a cleric's THAC0, can use any kind of weapon, and wear leather or lighter armor. At 12th level, you may enchant weapons and armor with a 15% +5% per level minus 10% per bonus chance of success. However, you cannot create any other magic items.

Wizard- You are the ultimate scholar and generalist of the magic-user set. At 1st level and every 3 levels afterwards (4th, 7th, 10th, 13th, 16th, and 19th), you may select a subject about which you know an enormous amount. This is usually related to magic (such as Elven History, Ley Lines, Astrology, or Dragon Lore) but not always (such as Halfling Pipeweed, Occidental History, Math & Geometry, or Natural Philosophy). You may roll your Intelligence or lower on a d20 to know a relevant piece of information involving your subject when needed. At 7th level, wizards may create magic items with a 15% +5% per level chance of success (scrolls have a modifier of -10% per spell level). At 9th level or higher, they can create permanent magic items with a 15% +5% per level minus 10% per bonus chance of success.



MAGIC-USERS

Level	XP	Hit Dice (d4)	THACO	Death Ray, Poison, or Disease	Paralysis, Petrify, or Polymorph	Saving Throws Wands, Staves, or Traps	Dragon Breath	Spells, Illusions, or Sleep	Fear or Mind Control
1	0	1	20	14	13	11	15	12	13
2	2,500	2	20	14	13	11	15	12	13
3	5,000	3	20	14	13	11	15	12	13
4	10,000	4	20	14	13	11	15	12	13
5	22,500	5	20	14	13	11	15	12	13
6	40,000	6	19	13	11	9	13	10	11
7	60,000	7	19	13	11	9	13	10	11
8	90,000	8	19	13	11	9	13	10	11
9	135,000	9	19	13	11	9	13	10	11
10	250,000	10	19	13	11	9	13	10	11
11	375,000	11	16	11	9	7	11	8	9
12	750,000	+1 hp	16	11	9	7	11	8	9
13	1,125,000	+2 hp	16	11	9	7	11	8	9
14	1,500,000	+3 hp	16	11	9	7	11	8	9
15	1,875,000	+4 hp	16	11	9	7	11	8	9
16	2,250,000	+5 hp	13	10	7	5	9	6	7
17	2,625,000	+6 hp	13	10	7	5	9	6	7
18	3,000,000	+7 hp	13	10	7	5	9	6	7
19	3,375,000	+8 hp	13	10	7	5	9	6	7
20	3,750,000	+9 hp	13	10	7	5	9	6	7



CLERICS



Clerics are men and women whose strength of faith grants them miraculous abilities. Divine magic is the holy power of God. Clerics are priests and crusaders, and frequently also champions of the light. They have access to moderate combat abilities, but their mystical abilities are what truly set them apart. They can cast divine spells, use items that cast divine spells, and use divine scrolls.

Famous Examples: St. Patrick, Joan of Arc, Solomon Kane, Gandalf, St. George

Weapons Allowed: Blunt weapons only

Armor Allowed: Any

Gold: 3d6 x10gp

Special Abilities:

DISCIPLES OF GOD: You must always exemplify the word of God. You must pray, act with kindness and patience, read and teach the Gospels, and you can never deny your faith or act in accordance with evil. You cannot use arcane or primal magicks, steal, murder, lie, deny charity to those in need, behave in a vain fashion (especially if worshipping), or compromise your moral integrity. This strict code of behavior means that you usually stand apart from the world around you. Almost all Clerics take vows of celibacy and poverty, a means of avoiding the temptations of Satan and keeping their spirit strong and pure.

If you violate the laws of God or allow them to be violated without a fight, you lose an experience level. This level is lost permanently. DMs should without exception warn players who are in danger of violating this.

Not all Clerics belong to the Church. God chooses those that are worthy, and not all in the Church are there for the right reasons. In fact, many of the highest ranking Church leaders are the offspring of nobles and act little better than their secular relatives. Those that do belong to the Church must attend mass, confess, and take communion every opportunity that they can. Belonging to the Church mandates a vow of celibacy, but not of poverty. However, 10% of everything you earn, find, or inherit goes to the Church.

If a Cleric belonging to the Church should violate Church law, he will be punished by his superiors, usually with a strict fast and act of penance appropriate to the violation. Extreme violations can result in flogging or even excommunication. If excommunicated, you lose all levels, returning to 1st level and starting all over, rediscovering your faith without the Church (just because the Church gives up on you doesn't mean God will!).

TURN UNDEAD: By presenting a blessed Cross or Crucifix and commanding the evil to "depart in the name of God the Father, the Son, and the Holy Ghost," you can turn the undead. Roll 1d20 to determine the result. If successful, 2d6 undead or 1d2 fiends are turned. Turned undead flee from your presence and are warded away from you for 3d4 turns. You may apply the Turn Undead Bonus gained from your Wisdom to your choice of any one of these rolls (thus improving your chances of turning, increasing the number turned, or extending the time the undead are turned).

Preparing for the spiritual battle with the undead can pay off quite a bit. If you use Holy water in the turning, you may roll 3d10 to turn the undead. If you use a blessed censor and incense, you may roll 3d6 to determine how long warded undead must stay away. If you have just completed at least a week of fasting and prayer in isolated preparation for performing the turning, you may turn 2d10 undead or 1d4 fiends.

Type of Undead	Cleric Level										
	1	2	3	4	5	6	7	8	9-13	14-18	19-20
I. Skeleton	10	7	4	T	T	D	D	D	D	D	D
II. Zombie	13	10	7	T	T	D	D	D	D	D	D
III. Ghoul	16	13	10	4	T	T	D	D	D	D	D
IV. Shadow	19	16	13	7	4	T	T	D	D	D	D
V. Wight	20	19	16	10	7	4	T	T	D	D	D
VI. Ghast	-	20	19	13	10	7	4	T	T	T	D
VII. Wraith	-	-	20	16	13	10	7	4	T	T	D
VIII. Mummy	-	-	-	19	16	13	10	7	4	T	D
IX. Spectre	-	-	-	20	19	16	13	10	7	4	T
X. Vampire	-	-	-	-	20	19	16	13	10	7	4
XI. Ghost	-	-	-	-	-	20	19	16	13	10	7
XII. Lich	-	-	-	-	-	-	20	19	16	13	10
XIII. Fiend	-	-	-	-	-	-	-	20	19	16	13

T: The undead is turned automatically without the need for a roll.

D: The undead present suffer 1d12 damage per level of the cleric



ORISONS: These are minor, useful spells that you can cast. You can cast a number of them per day equal to half your Wisdom.

Bathe: This cleans you and your clothes or another and theirs.

Brighten: This orison doubles the light produced by ambient light sources. The effect lasts a number of minutes equal to your level.

Call to Worship: This orison mentally notifies patrons of your church (within one mile per level) that services are beginning. The orison does not provide an actual compulsion to attend.

Clean/Dirty: A cleric making use of this orison may clean, shine, dust, or polish a small object or surface of up to 1 square foot. Reversed, this becomes Dirty, which can make the same area dirty, tarnished, scuffed, or dusty. You must touch the item for this orison to work.

Courage: This orison allows your faith to protect you. You may make a save vs Fear. If successful, your armor class improves by -1 for a number of rounds equal to half your level.

Dry: This dries you and your clothes off or another and theirs. It can also dry off items (and thus save a Bible from a watery doom by drying it out). You must touch the item or person to be dried for this orison to work.

Feed the Hungry: This orison enchants a small sack or basket so that it doubles the amount of food it contains. This can only be cast once per day. You must touch the container for this orison to work.

Flavor: This orison may add salt, spice, sweetener, or another flavoring agent to a meal to improve its taste. You must touch the food to be affected for the orison to work.

Guide/Obfuscate: This orison grants +1 to any touched person's next attack roll. Reversed, this becomes Obfuscate, which gives the subject -1 to his next attack roll.

Hallow: You can consecrate a area of land equal in radius to your Wisdom score. It will stay consecrated for as long as you are praying plus one round. While the area is sacred, all healing spells cast there heal an extra hit point and all turn undead rolls of any kind are at +1.

Heat/Cool Food or Water: This orison will heat up cold food or water (or other liquid). The reverse, Cool Food or Water, will cool or freeze food or water. You must touch the food or water to be affected for this orison to work.

Holy Bolt: This is a simple attack that does 1d6 damage to undead. It is rolled as a ranged attack using your normal to hit. It has a range of 30' +1' per level.

Inscribe: This orison enchants a quill to write or draw. After one page, it will need to be recast. The quill must be touched to be enchanted.

Knot/Unknot: This orison will tightly knot or tangle a rope, string, or similar object in a knot. Reversed, Unknot may undo any knot. You must touch the knot for the orison to work.

Lay on Hands: This orison allows you to lay hands upon an injured party and heal 1d4 damage. It may be cast once per day.

Meal Blessing: The cleric says this short prayer before a meal to give the diners a blessing. Anyone who eats the meal within twenty minutes heals 1 hit point. You must prepare the meal, or be asked by the one who did to bless it.

Open/Close: A normal, unlocked door, window, or other portal may be opened or closed by this orison. You must be able to see it for this to work.

Predict Weather: This orison allows you to predict the weather up to 24 hours in advance.

Preserve: This orison enchants a small pack or chest so that it will prevent food from spoiling due to heat or time. It will prevent the spoiling for a number of days equal to your level before needed to be recast. You must own the enchanted item and must touch it for this orison to work.

Repair: This will perform minor repairs to small items like torn pages, cracked windows, ripped clothes, broken straps, etc. The item must be touched for this orison to work.

Repel Vermin: This orison is used to drive off pests like gnats, flies, mice, lice, or fleas. It lasts a number of hours equal to your level. While active, vermin will approach no closer to you than a number of feet equal to your Charisma. This allows it to protect those close to you.

Strength/Weakness: This orison grants +1 to the subject's next saving throw. Reversed, this becomes Weakness, which gives the opposite effect.

Warmth/Cool: This keeps you warm in cold conditions or cool in hot conditions. It lasts a number of hours equal to your level. In extreme conditions, such as arctic cold, desert heat, a blizzard, etc, this spell has a good chance to fail instantly (1-3 in 6, rolled every hour the spell is active). It offers no protection against attack at all.

Water to Wine: This orison allows you to turn one flask or mug of water to wine by touching it.

CAST SPELLS: You can invoke a number of miracles (spells) per day by spell level as determined by your experience level and modified by your Wisdom. You are actually invoking the power of the Holy Spirit when you cast spells, so you are free to call upon any spell on the list. If you can cast spells of that level, you can cast the spell you desire. You never have need to learn spells.

Cleric Spells

Experience Level	1	2	3	4	5	6	7
1	1	-	-	-	-	-	-
2	2	-	-	-	-	-	-
3	2	1	-	-	-	-	-
4	3	2	-	-	-	-	-
5	3	3	1	-	-	-	-
6	3	3	2	-	-	-	-
7	3	3	2	1	-	-	-
8	3	3	3	2	-	-	-
9	4	4	3	2	1	-	-
10	4	4	3	3	2	-	-
11	5	4	4	3	2	1	-
12	5	5	5	3	2	2	-
13	6	6	6	4	2	2	-
14	6	6	6	5	3	2	-
15	7	7	7	5	4	2	-
16	7	7	7	6	5	3	1
17	8	8	8	6	5	3	1
18	8	8	8	7	6	4	1
19	9	9	9	7	6	4	2
20	9	9	9	8	7	5	2



ROLES: Each Cleric has a specialized role granted by God that determines the focus of his spells. To keep things simple (not to mention compatible), these effects are generally limited to a vague description and it is left up the GM and yourself to exercise common sense. In addition, each role has an ability unique to itself. Unless otherwise stated, all cast spells from the Cleric spell list.

Exorcist- You were chosen by God to defend the souls of the innocent from unholy influences. You can roll your Detect Magic on a d12 to sense the presence of the unholy. You gain a +2 to all saving throws resulting from attacking unholy beings like demons and devils. In addition, when facing fiends on this plane, you may turn them as though they are Class XII undead. Demon Princes and Devil Lords are always Type XIII. At 10th level, your *Bless* spell allows any weapon benefiting from it to strike fiends, regardless of immunities.

Hermit- You were commanded by God to go into the wild to tend the people and animals found there. You gain 4 Ranger skills that operate at the same score as a Ranger -10%. You may use ranged weapons of any kind and spears in addition to the normal weapons. You may wear armor no heavier than leather.

Hospitaller- You were blessed by God to be a healer and physician. You have the Ranger skill Herbal Medicine at a score equal to a Ranger of the same level. In addition, patients in your care recover faster from injury- +1 hit point per day and -1 week of Mortal Injury recovery. Finally, any spell you cast to heal heals an extra +1 hit point for every 4 levels of experience you have. You gain a +2 to saving throws to resist poison and disease.

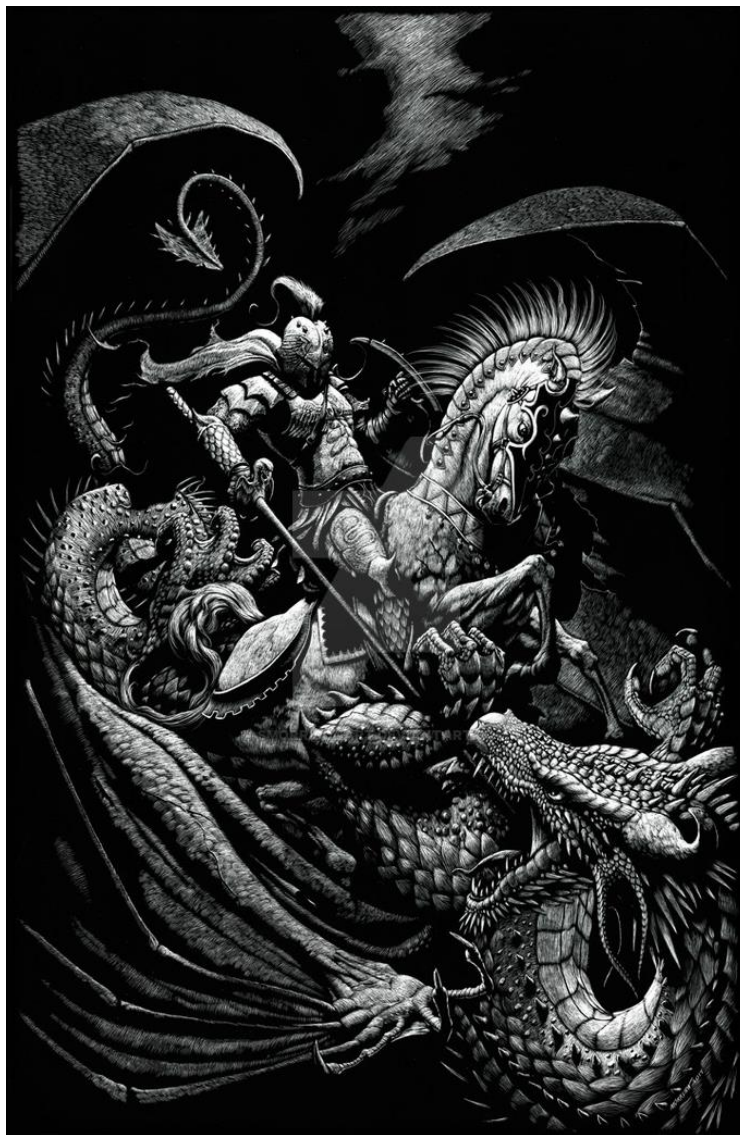
Hunter- You were tasked by God to hunt down and destroy monsters like vampires, lycanthropes, and witches. You gain a +2 to all attack, damage, and saving throws against these horrors. You gain the thief skills *Move Silently*, *Hide in Shadows*, and *Shadow* that can be used at the same score as a thief of the same level as yourself. In addition, you are immune to either the curse of lycanthropy or the curse of the undead. You may use any weapon. From 7th level onward, you may strike a monster even if it can normally only be hit by magic or special materials (such as silver).

Judge- You keep the laws of God through investigating and punishing crime and corruption. You may roll your Perception on a d6 to uncover clues overlooked by others at a crime scene or through the examination of evidence. You may roll on a d8 to detect lies, withheld information, and general shenanigans on the part of one you interrogate. You may choose five thief skills that can be used at the same score as a thief of the same level as yourself. You also gain a +2 to your *Spells, Illusions, or Sleep* and *Fear or Mind Control* saving throws.

Monk- You were blessed by God with great harmony between body and spirit. You are trained in the art of unarmed fighting. At 1st level, you can attack twice per round for 1d4 regular damage. 3rd level increases your damage to 1d6. 6th level increases your movement by 50% and doubles your jumping distances. At 9th level, you gain three attacks per round and can roll a d4 for Initiative. At 12th level, your AC increases by -2 if you are wearing leather or lighter armor. 15th level increases your damage to d8. Finally, at 18th level, you can make unarmed attacks against monsters only hit by special substances (like silver) or magic for d6 damage. All damage against targets of Large or bigger size are halved, regardless of your level.

Paladin- You quest for relics, guard pilgrims and temples, and smite evil in the name of God. You have a d10 hit dice, use a fighter's THACO, can use any weapon, and gain a +2 to all saving throws.

Priest- You are a shepherd of God and use sacred rites to perform miracles in his name. Your faith protects you from the forces of darkness. You can roll your Detect Magic on a d12 to sense the presence of undead. You Turn Undead as though one level higher. At 5th level, you gain a +2 to any saving throw to resist any spell or supernatural power used by the undead. At 10th level, you cannot be turned into an undead being by any means. At 15th level, you are immune to the energy drain that undead frequently cause.



CLERICS

Level	XP	Hit Dice (d8)	THACO	Death Ray, Poison, or Disease	Paralysis, Petrify, or Polymorph	Saving Throws Wands, Staves, or Traps	Dragon Breath	Spells, Illusions, or Sleep	Fear or Mind Control
1	0	1	20	10	13	14	16	15	10
2	1,500	2	20	10	13	14	16	15	10
3	3,000	3	20	10	13	14	16	15	10
4	6,000	4	18	9	12	13	15	14	9
5	13,000	5	18	9	12	13	15	14	9
6	27,500	6	18	9	12	13	15	14	9
7	55,000	7	16	7	10	11	13	12	7
8	110,000	8	16	7	10	11	13	12	7
9	225,000	9	16	7	10	11	13	12	7
10	450,000	10	14	6	9	10	12	11	6
11	675,000	+1 hp	14	6	9	10	12	11	6
12	900,000	+2 hp	14	6	9	10	12	11	6
13	1,125,000	+3 hp	12	5	8	9	11	10	5
14	1,350,000	+4 hp	12	5	8	9	11	10	5
15	1,575,000	+5 hp	12	5	8	9	11	10	5
16	1,800,000	+6 hp	10	4	7	8	10	9	4
17	2,025,000	+7 hp	10	4	7	8	10	9	4
18	2,250,000	+8 hp	10	4	7	8	10	9	4
19	2,475,000	+9 hp	9	2	5	6	8	7	2
20	2,700,000	+10 hp	9	2	5	6	8	7	2



DRUIDS



Druids are men and women who possess a powerful innate connection with natural forces of the primal world. Primal magic is the wild power of the untamed universe. Druids are priests, oracles, and mystics, and frequently also half-mad hermits and pagan priests. They have access to moderate combat abilities, but their mystical abilities are what truly set them apart. They can cast primal spells, use items that cast primal spells, and use primal scrolls.

Famous Examples: Merlin, Morgan le Fey, Fafnir, Galadriel, Radagast, Taliesin, Circe

Weapons Allowed: Only those made of unrefined materials, like wood, bone, leather, and stone (no metal)

Armor Allowed: Leather

Gold: 1d6 x10gp

Special Abilities:

ORISONS: These are minor, useful spells that you can cast. You can cast a number of them per day equal to half your Charisma.

Bathe: This cleans you and your clothes or another and theirs. This orison can affect animals.

Brighten: This orison doubles the light produced by ambient light sources. The effect lasts a number of minutes equal to your level.

Clean/Dirty: A cleric making use of this orison may clean, shine, dust, or polish a small object or surface of up to 1 square foot. Reversed, this becomes Dirty, which can make the same area dirty, tarnished, scuffed, or dusty. You must touch the item for this orison to work.

Courage: This orison allows your faith to protect you. You may make a save vs Fear. If successful, your armor class improves by -1 for a number of rounds equal to half your level. This orison can affect animals.

Dry: This dries you and your clothes off or another and theirs. It can also dry off items and animals. You must touch the item or person to be dried for this orison to work.

Flavor: This orison may add salt, spice, sweetener, or another flavoring agent to a meal to improve its taste. You must touch the food to be affected for the orison to work.

Guide/Obfuscate: This orison grants +1 to any touched person's next attack roll. Reversed, this becomes Obfuscate, which gives the subject -1 to his next attack roll. This orison can affect animals.

Heal Minor Injury: This orison allows you to lay hands upon an injured party and heal 1d4 damage. It may be cast once per day. If used on an animal, it heals 1d6.

Heat/Cool Food or Water: This orison will heat up cold food or water (or other liquid). The reverse, Cool Food or Water, will cool or freeze food or water. You must touch the food or water to be affected for this orison to work.

Knot/Unknot: This orison will tightly knot or tangle a rope, string, or similar object in a knot. Reversed, Unknot may undo any knot. You must touch the knot for the orison to work.

Open/Close: A normal, unlocked door, window, or other portal may be opened or closed by this orison. You must be able to see it for this to work.

Preserve: This orison enchants a small back or chest so that it will prevent food from spoiling due to heat or time. It will prevent the spoiling for a number of days equal to your level before needed to be recast. You must own the enchanted item and must touch it for this orison to work.

Repair: This will perform minor repairs to small items like torn pages, cracked windows, ripped clothes, broken straps, etc. The item must be touched for this orison to work.

Shock Bolt: This is a simple lightning attack that does 1d6 damage. It is rolled as a ranged attack using your normal to hit. It has a range of 30' +1' per level. It has no effect on normal animals, but may affect fantastic, giant, and prehistoric animals.

Strength/Weakness: This orison grants a +1 to the subject's next saving throw. Reversed, this becomes Weakness, which gives the opposite effect. This orison can affect animals. When it is used on an animal, that animal also gains a +1 to its morale.

Summon/Repel Vermin: This orison is usually used to drive off pests like gnats, flies, mice, lice, or fleas. The spell lasts a number of hours equal to your level. While active, vermin will approach no closer to you than a number of feet equal to your Charisma. This allows it to protect those close to you. The reverse, Summon Vermin, calls forth an irritating gathering of the pests. They do no damage, but can frighten the phobic. Spells being cast will be disrupted unless a save vs. fear is made.

Trackless: This orison allows you to obfuscate your tracks. Those attempting to follow you suffer a penalty to their tracking attempts equal to your Wisdom. Animals using senses to track you down must roll on a d20 a number higher than your Wisdom minus their hit dice or lose the trail. This orison can affect animals, allowing them escape predators and hunters.

Warmth/Cool: This keeps you warm in cold conditions or cool in hot conditions. It lasts a number of hours equal to your level. In extreme conditions, such as arctic cold, desert heat, a blizzard, etc, this spell has a good chance to fail instantly (1-3 in 6, rolled every hour the spell is active). It offers no protection against attack at all. This orison can affect animals.

Wisdom: This orison allows you to identify without error plants and animals, to sense whether water is fresh or foul, to identify true north, or to predict the weather of the next 24 hours.

CAST SPELLS: You can channel a number of spells per day by spell level as determined by your experience level and modified by your Charisma. You are actually channeling the raw energies of the living earth (even though you may believe otherwise) when you cast spells, so you are free to call upon any spell on the list. If you can cast spells of that level, you can cast the spell you desire. You never have need to learn spells.

Druid Spells

Experience Level	1	2	3	4	5	6	7
1	2	-	-	-	-	-	-
2	2	1	-	-	-	-	-
3	3	2	1	-	-	-	-
4	4	2	2	-	-	-	-
5	4	3	2	-	-	-	-
6	4	3	2	1	-	-	-
7	4	4	3	1	-	-	-
8	4	4	3	2	-	-	-
9	5	4	3	2	1	-	-
10	5	4	3	3	2	-	-
11	5	5	3	3	2	1	-
12	5	5	4	4	3	2	1
13	6	5	5	5	4	3	2
14	6	6	6	6	5	4	3
15	6	6	6	6	5	4	3
16	6	6	6	6	5	4	3
17	7	6	6	6	5	4	3
18	7	7	7	6	5	4	3
19	7	7	7	6	6	4	3
20	8	7	7	6	6	4	3



TRADITIONS: Each Druid follows an ancient tradition. These traditions are so different from one another that it can be hard to realize that they all draw upon the same source of mysticism. To keep things simple (not to mention compatible), these effects are generally limited to a vague description and it is left up to the GM and yourself to exercise common sense. In addition, each tradition has an ability unique to itself. Unless otherwise stated, all cast spells from the Druid spell list.

Animal Lord- You have an unnatural affinity for animals and may have them as henchmen. You may roll your Perception on a d6 to groom, train, breed, or identify normal animals. You can roll on a d10 for more unusual animals like giant, fantastic, or prehistoric animals. You can roll on a d12 once per day to heal the animal of 1d4 damage.

Normal reaction rolls made in regards to animals are at +20%. You can make a Reaction roll (without the aforementioned bonus) to befriend an animal under calm conditions in order to convert the animal to a henchman. You can make a Reaction roll (without the aforementioned bonus) during combat to calm an enraged animal, so long as everyone stops attacking it for a round. It won't be a henchman, but it will stop attacking.

Henchman animals gain +1 HD and are capable of extraordinary (for animals) actions. For example, they can pick pockets or locks, chew through ropes, sneak around, and in general act with intelligence far surpassing expectations. To get an animal to perform a trick, roll a d20 and compare it to your Charisma. If communicating wordlessly with the animal, roll on a d20 and compare it to your level.

At 8th level, you may develop a number of animal languages equal to your # of Languages (as indicated under Intelligence). After 12th level, you can, once per day, see through a henchman animal's eyes, hear through its ears, smell through its nose, etc (great for scouting and gathering intell).

If you should ever kill an animal or eat meat, you will lose one experience level permanently.

Animist- You are the classic Druid, a wild priest of the uncivilized world. Like the Ranger, you are at home in the wilderness. You may select five Ranger skills that you use at a level equal to your own. You revere nature gods, like those of the Celts or Norse, and feel a strong connection with animals and plants. So strong is this connection that you can learn the secret languages of the wild things- *hedgerow* (the shared language of small animals like rabbits and mice), *ogham* (the language of the trees), *songwillow* (the musical language of song birds), *nightsong* (the shared language of owls and bats), *feline*, *canine*, *ursine*, *lapine*, etc. Note that reptiles and insects do not speak to humans. Also note that animals are as intelligent as human, but possessed of a far

different, more limited perspective. To an animal, that which is outside of its experience is irrelevant. This connection also leads you to possess a fatalistic, somewhat aloof philosophy. You revere fate more than good or law or life and death. Thus, you can not have healing spells. That which is fated to die, dies.

Bard- You are a singing spellcaster. You cast spells from the Illusionist list. You can play any instrument and are a master of legends and myths. You may roll your Intelligence or less on 1d20 to check to see if you recall a relevant tale, poem, or myth on demand. You are a master linguist. You may learn an extra language every other level you progress. Finally, you are a bit of a scoundrel and may learn 3 thief skills that you use at the same score as a thief of equal level. To cast a spell, you must perform a song. Without an instrument, your cast spells as if two levels lower. If unable to sing, you cannot cast at all.

Enchanter- You are adept at spells that not only draw on the wild, but also cloud the perception of others (this is the classical image of a wizard). You are trained to a degree in the arts of illusionary arcane magic. You may Read Arcane Magic (as described under Intelligence) on a d12 roll. At 6th level you can Detect Arcane Magic (as described under Wisdom) on a d12 roll. At 8th level, you gain the ability to cast spells like a 1st level Illusionist. Every three levels thereafter, you increase up to the next level (at 11th you cast as a 2nd level Illusionist; at 14th as 3rd level; at 17th as 4th level; at 20th as 5th level).

Medium- You are attuned to the spirit world. Once per day you may cast *speak with dead*. You also gain the ability to cast the spell as a third level spell. By rolling your Detect Magic on a d12, you may detect the presence of invisible entities or undead within a number of feet of your location equal to your Charisma. At 8th level you gain the ability to Turn Undead as a Cleric of 1st level. Every even level afterwards, you increase by one level (at 10th level your turn as if a 2nd level cleric; at 12th as a 3rd; at 14th as 4th; etc). You gain a +2 to saving throws to resist the energy drain of incorporeal undead.

Pagan- You are a priest of pagan gods. You are trained to a degree in the arts of divine magic. You may Read Divine Magic (as described under Intelligence) on a d12 roll. At 6th level you can Detect Divine Magic (as described under Wisdom) on a d12 roll. At 8th level, you gain the ability to cast spells like a 1st level Cleric. Every three levels thereafter, you increase up to the next level (at 11th you cast as a 2nd level Cleric; at 14th as 3rd level; at 17th as 4th level; at 20th as 5th level). At each level you attain, you have a 1% per level that one of your pantheon will show up personally in answer to your request or because they want something from you (by the way- pagan gods are notoriously lecherous...).

Shaman- You combine primal magic with spirit magic. You have a natural ability to sense, speak with, and control animal totem spirits. This ability manifests itself by allowing you to you a keen sixth sense. With this sense you can sense energies and disturbances in the spirit of the wild. You can roll your Detect Magic to sense a variety of things within an area in yards equal to your Charisma + level. A d10 roll will reveal the presence of animals and animal spirits and sense the coming of storms and droughts. A d12 roll will allow you to sense the presence of a disturbance in the wilderness or a great horror visited upon nature, like a fire or plague.

You are also knowledgeable of the wilderness. You gain the Ranger skill Herbal Medicine at the same score as a Ranger of equal level to yourself. You can roll your Perception on a d8 to identify animals and plants.

Finally, upon reaching 4th level, you can channel animal spirits once per day for every 4 levels you attain. It takes one full round to call upon a spirit. Once channeled, you gain the special traits of an ordinary animal of your choice and keep them for a number of rounds equal to your Charisma. Special traits include movement abilities, special attacks or defenses, natural attacks, Armor Class, special senses, and even the ability to communicate with animals of the chosen type. You don't change shape, though you may temporarily morph or grow appropriate mutations (grow wings or a tail, eyes develop slits, grow gills or claws, etc).

Skinchanger- You are a shape changing guardian of the wilderness. You have a d10 hit dice and can have animals as henchmen. Once per day you can assume a form and hold it for a number of hours equal to your level. The form can be as small as a mouse and as large as a bear. You can only assume the form of a mammal. When you change form, you heal 1d6 x10% of any lost hit points. In the animal form, you possess all of the animal's natural attacks, senses, and defenses and all of your intellect, hit points, and abilities. You can also communicate perfectly with animals like yourself. Until you attain 8th level, you cannot cast spells in your animal form. After 12th level, you can assume the form of birds. After 18th level, you can assume the form of a fish.

Your abilities are the true power that lycanthropy perverts into a curse. Thus, you are immune to the curse of lycanthropy. You may roll a Perception on d12 to detect a lycanthrope. However, lycanthropes instantly detect you. They possess an instinctive hatred of you and you suffer a -50% to reaction rolls with them.

Witch- You are a hedge wizard, self-taught for the most part and as much a user of superstition as of magic. You have figured out a few of the mysteries of arcane magic. You may Read Arcane Magic (as described under Intelligence) on a d12 roll. At 3rd level you can Detect Arcane Magic (as described under Wisdom) on a d12 roll. At 8th level, you gain the ability to cast a single 1st level Magic-User spell. At each level thereafter, you gain an

additional 1st level spell. Levels 8-12 you can cast one spell per day; 13-16, two spells per day; 17-20, three spells per day.

When using Arcane magic, you must utilize the Vancian system of casting. Each day you should prepare your concoctions according to what you think you will use. A concoction holds its enchantment until dispelled by you, but you can only keep so many enchantments alive at any one time- thus, the need to 'replace' existing spells with new ones. Witches of 3rd level or higher may create Potions with a 25% +5% per level chance of success.



DRUIDS

Level	XP	Hit Dice (d8)	THACO	Death Ray, Poison, or Disease	Paralysis, Petrify, or Polymorph	Saving Throws Wands, Staves, or Traps	Dragon Breath	Spells, Illusions, or Sleep	Fear or Mind Control
1	0	1	20	10	13	14	16	15	13
2	1,500	2	20	10	13	14	16	15	13
3	3,000	3	20	10	13	14	16	15	13
4	6,000	4	18	9	12	13	15	14	12
5	13,000	5	18	9	12	13	15	14	12
6	27,500	6	18	9	12	13	15	14	12
7	55,000	7	16	7	10	11	13	12	10
8	110,000	8	16	7	10	11	13	12	10
9	225,000	9	16	7	10	11	13	12	10
10	450,000	10	14	6	9	10	12	11	9
11	675,000	+2 hp	14	6	9	10	12	11	9
12	900,000	+4 hp	14	6	9	10	12	11	9
13	1,125,000	+6 hp	12	5	8	9	11	10	8
14	1,350,000	+8 hp	12	5	8	9	11	10	8
15	1,575,000	+10 hp	12	5	8	9	11	10	8
16	1,800,000	+12 hp	10	4	7	8	10	9	7
17	2,025,000	+14 hp	10	4	7	8	10	9	7
18	2,250,000	+16 hp	10	4	7	8	10	9	7
19	2,475,000	+18 hp	9	2	5	6	8	7	5
20	2,700,000	+20 hp	9	2	5	6	8	7	5



Races and Backgrounds

Races are broad definitions of the species of character you are playing. There are nine basic races: **Humans**, the most diverse, numerous, and influential of the races; **Drow** (also called dark elves), dark-skinned elves who prefer to dwell underground; **Dwarves**, short, stout folk who delight in craft and mining; **Eladrin** (also called high elves), most ancient of races, they are renowned for their magic, hidden cities, and strange ways; **Elves** (also called wood elves), long-lived denizens of the wild places famed for their beauty, archery, and mercurial moods; **Fairies**, tiny, winged fairies who have little fear; **Halflings**, diminutive, pastoral folk who delight in growing things, the comforts of home, and a bit of fair mischief; **Tieflings**, humans born touched by the forces of darkness; and **Wildlings**, humans born touched by the primal forces of the untamed world.

Every Race has the following descriptions:

Description: This is a general description of the race, its general appearance and ways.

Attribute Bonuses: The lists the adjustments to the attributes that a character of this race must apply.

Hit Point Bonus: Every race has a pool of hit points as a bonus at 1st level that reflects its hardiness.

Saving Throws: Most races have adjustments that need to be applied to saving throws.

Special Abilities: This describes any unusual abilities that the race possesses.

Restrictions: This lists any restrictions on classes or equipment and requirements on attributes the race has.

Trappings: This is a collection of free equipment and gear that you have in your possession at 1st level.

DROW



Description: Drow, more commonly known as dark elves or the unseelie, dwell underground and are often at odds with their overground brethren, particularly the eladrin. They are the unseelie children of the legendary Fey. They have bluish or light grey to black skin and pale hair, but are still fair and possessed of pointy ears. Many outsiders believe them to be evil, and the eladrin like to reinforce that idea, but in reality, they are more xenophobic than malicious. They are very different from eladrin, which explains the conflict—if the eladrin are the seelie descendents of the Fey, lovers of light and spring and summer, and often a bit detached from their passions as the result of their near immortality, then the drow are the unseelie flip of the coin. They see beauty in the darkness and the silence, amongst the autumn leaves and winter snows. They are not immortal, and thus embrace their passions, living vibrantly, if recklessly. They have a lifespan of about two and half centuries.

Attribute Bonuses: Drow are as agile as other elves and quite intelligent and receive +1 to both Dexterity and Intelligence. Like other elves, they are rather delicate, however, and suffer a -1 to Constitution. Their poor reputations and brooding sensibilities force a -1 to Charisma upon them. They gain a +1 to Appearance.

Hit Point Bonus: Drow may add +6 hp to their first level hit points.

Saving Throws: Drow have a +4 vs. *Spells, Illusions, or Sleep* and a +2 vs. *Death Ray, Poison, or Disease* and *Fear or Mind Control*.

Special Abilities: All Drow have Darkvision with a 100' range. Drow are extremely observant and always use the Perception range of the next highest row of Wisdom. Drow are inherently magical and may always use the next highest row of Intelligence when determining their arcane abilities. Drow invented the rapier and the crossbow and may always use both as a proficient weapon regardless of class.

Restrictions: Drow may become any class except a Cleric, but they prefer the Magic-User and Thief classes. They are required to have a minimum of 12 to Dexterity and Intelligence.

Trappings: Sexy black leather armor, rapier forged from an exotic gold-tinted steel or a well-crafted crossbow carven in the image of a great dragon, voluminous hooded cloak, +1D10 gold

DWARF



Description: Dwarves are a race closely associated with the earth. They live in vast underground cities built within mountains, where they fight wars against invading goblins. They are poor magicians, though they invented and mastered runes. They are master stonemasons, jewelers, and smiths. They are known as being stubborn, argumentative, and greedy, as well as loyal, honest, and determined. They are short and broad, never topping five feet in height. The men grow long beards and the women braid their hair in elaborate fashion. They have a lifespan of three to four centuries.

Attribute Bonuses: Dwarves are very tough and receive +1 to Constitution. They are rather grim and uncompromising, leading to a -1 to Charisma. They gain a -1 to Appearance.

Hit Point Bonus: Dwarves may add +10 hp to their first level hit points.

Saving Throws: Dwarves have a +4 vs. *Death Ray, Poison, or Disease* and *Paralysis, Petrify, or Polymorph*. They have a +3 vs. *Spells, Illusions, or Sleep* and *Fear or Mind Control*.

Special Abilities: All Dwarves have Darkvision with a 60' Range. They also possess a sixth sense called Deepsense. This allows them to detect slanting passages, traps, shifting walls, and new construction on a d8 Perception roll. A search must be performed before this roll may be made. Dwarves have many combat styles designed to use mining tools as weapons. They may always use axes, picks, and hammers as proficient weapons, regardless of class.

Restrictions: Dwarves may not be Clerics or Druids of any kind. They can be Magic-Users, but are restricted to Alchemists and Runemages unless they have an Intelligence score greater than 14. They are required to have a minimum of 12 Strength and Constitution. They may not employ Large weapons more than four feet in length (specifically, two-handed swords, polearms, and longbows). A great animosity exists between Dwarves and goblins and orcs and all reaction rolls with them suffer a -20%. They do not ride horses.

Trappings: Sturdy iron armor, well-crafted axe, pick, or hammer, flamboyantly colored cloak, 1D6 clasps or rings for the hair and beard, +1D10 gold

ELADRIN



Description: Eladrin, also called high elves or the seelie, are a race closely associated with magic and the otherworldly. They are the seelie children of the mysterious Fey. They live in shining, hidden citadels built in those enchanted places of the world where Faerie and the real world are not so separate. They invented magic and are masters of it, though alchemy and runes are alien to them. They are poets, star gazers, musicians, historians, and philosophers. They are known as being arrogant, imposing, and aloof, as well as courteous, pious, and noble. They are slightly taller than humans, only very rarely being shorter than six feet tall, fair of feature, and slender of build. Men and women both wear their hair long and have dark eyes and pointy ears. As far as is known, they are immortal, only dying when slain. However, after long centuries or great trauma or grief, they retire to Faerie, there to dwell apart from the world until the end of days.

Attribute Bonuses: Eladrin are wise and intelligent and receive +1 to both Intelligence and Wisdom. However, their near total lack of emotion penalizes them -2 to Charisma. They gain a +3 to Appearance.

Hit Point Bonus: Eladrin may add +6 hp to their first level hit points.

Saving Throws: Eladrin have a +4 vs. *Spells, Illusions, or Sleep* and *Fear or Mind Control* and a +2 vs. *Death Ray, Poison, or Disease* and *Dragon Breath*.

Special Abilities: All Eladrin have Darkvision with a 60' range. Eladrin are extremely observant and always use the Perception and Detect Magic range of the next highest row of Wisdom. Eladrin are inherently magical and may always use the next highest row of Intelligence when determining their arcane abilities. Eladrin are partially psychic and can gain a sense of a person's true heart (that is, detect their alignment) through a few moments of eye contact by rolling a d12 Perception.

Restrictions: Eladrin may become any class except a Cleric or Thief, but they prefer the Magic-User class. They are required to have a minimum of 12 to Intelligence and Wisdom. A great animosity exists between Eladrin and orcs and trolls and all reaction rolls with them suffer a -40%. They cannot use alchemy or runes, so they cannot create potions or scrolls or use any spell that relies upon the use of mystical symbols and letters. They cannot be Alchemist or Runemage specialists.

Trappings: Raiment of shining silken fabric that seems always to draw the light, a ring, amulet, or circlet that allows travel to, through, and from Faerie, +2D10 gold

ELF



Description: Elves, sometimes called wood elves or kokiri, are a race closely associated with the forest. Their origins are mysterious, but it is believed that they are somehow related to the Fey. They live in arboreal villages built near enchanted pools and rivers or wander the forest as welcome nomads. They invented the bow and the boomerang and are masters of both. They have some magical ability, but pale in comparison to the two other races of elf. They are singers, dancers, musicians, and protectors of the enchanted wilderness. They are known as being flippant, fickle, and hedonistic, as well as unflinchingly brave, kind, and generous. They are slightly shorter than humans, only very rarely reaching six feet tall, fair of feature, and slender of build. Men and women both wear their fair hair long and have light eyes and pointy ears. Their typical lifespan is around two centuries. However, when they expire, their soul does not depart. Instead, it is reborn into a new body. The new form has no recollection of their former life, though destiny and powerful emotions like love or hate may occasionally cross over lifetimes. In this way, the population of elves remains static- children are not born unless adults die and the same number of elves are always in the world.

Attribute Bonuses: Elves are extremely agile and receive +1 to Dexterity. They are rather delicate, however, and suffer a -1 to Constitution. They gain a +1 to Appearance.

Hit Point Bonus: Elves may add +4 hp to their first level hit points.

Saving Throws: Elves have a +4 (+2 if wearing armor heavier than leather) vs. *Magic Wands, Staves, or Traps* and a +2 vs. *Death Ray, Poison, or Disease* and *Fear or Mind Control*.

Special Abilities: All Elves have Darkvision with a 60' range. Elves are extremely observant and always use the Perception range of the next highest row of Wisdom. Elves are extraordinarily light on their feet and gain a -1 bonus to Initiative and a -1 bonus to AC if wearing armor no heavier than leather. Elves invented the bow and the boomerang and may always use either as a proficient weapon regardless of class. A boomerang thrown by an elf always returns to its thrower.

Restrictions: Elves may become any class except a Cleric or Thief, but they prefer the Ranger and Druid classes. They are required to have a minimum Dexterity of 12.

Trappings: Fine, light leather armor of emerald green, either a boomerang decorated with 1D6 personal carvings and a gleaming, white sword with shining blue hilt or a longbow of the finest quality with 3D10 arrows, +1D8 gold

FAIRY



Description: Fairies are a race closely associated with flowers, waterfalls, and pools. They live in hidden, enchanted places in deep, unblemished forests. They have a close relationship with the flowers of the woods and the spring. They are powerful magicians and druids. They are great friends and champions of animals, though wary of the big people. They are known as being impulsive, sneaky, and temperamental, as well as virtually fearless, cunning, and artistic. They are much smaller than other races, usually being no more than two feet tall. They are exceedingly fair of feature, with light hair and eyes. Their skin color is similar to humans, with the occasional exotic skin colors like green, gold, or blue. They have pointed ears and delicate wings like those of a moth, butterfly, honeybee, or dragonfly. Their typical lifespan is around a century.

Attribute Bonuses: Fairies are extremely agile and receive +1 to Dexterity. Despite their shyness, they are friendly and possessed of keen artistic natures, giving them a +1 to Charisma. They are rather delicate, however, and suffer a -1 to both Strength and Constitution. (If these penalties do not seem severe enough for a 2' fairy, consider the encumbrance, weapon damage, and hit dice restrictions they face.) They gain a +3 to Appearance.

Hit Point Bonus: Fairies add nothing to their first level hit points. A Fairy can a hit dice no larger than d6, regardless of class.

Saving Throws: Fairies have a +2 to all saving throws.

Special Abilities: All Fairies have Darkvision with a 120' range. They can fly (as described in MOVEMENT) and when flying gain a -2 to Initiative. They may learn any language spoken by animals. Fairies are extremely observant and always use the Perception and Detect Magic range of the next highest row of Wisdom. They are inherently magical and may always use the next highest row of Intelligence or Charisma, whichever is appropriate, when determining their arcane abilities. Their small size gives them a natural Armor Class of 7 against Medium opponents and 4 against Large opponents (it is the normal 10 against Small opponents), modified by Dexterity.

Restrictions: Fairies may become any class except a Cleric or Fighter, but they prefer the Ranger and Druid classes. They are required to have a minimum Dexterity of 12, Intelligence of 9, and Charisma of 12. They cannot wear armor, though they can use shields, though are too small to offer protection against L opponents. Any weapon larger than a dagger is used two-handed and any weapon larger than a short sword cannot be used at all. Steel weapons can be created for fairies at double the cost, but most just stick to bows and spears. All ranged and single handed fairy weapons do d4 damage to any size opponent. Two handed fairy weapon do d6.

Trappings: Loose, well-made clothing (sometimes), a belt with d3 pouches, a musical instrument, a fairy weapon, +1D4 gold

HALFLING



Description: Halflings are a race closely associated with fields and growing things. They live in comfortable, homely burrows (furnished with comfortable furniture and full pantries) near well-groomed fields of growing things, orchards, flower gardens, topiaries, and pleasant rivers. They possess little magic, and when they do, they use it for their horticulture or for mischief. They are gardeners, farmers, tricksters, and gourmets. They are known as being lazy, shy, and perpetually hungry, as well as courageous, incorruptible, and well-mannered. They are very short, rarely topping three-and-a-half feet, youthful in appearance, and frequently comfortably plump. They do not wear shoes and their feet are overlarge and hairy on top. They live about a hundred years.

Attribute Bonuses: Halflings are dexterous and agile and receive +1 to Dexterity. However, their small size and general lack of fitness gives them a -1 to Strength. They gain a -1 to Appearance.

Hit Point Bonus: Halflings may add +6 hp to their first level hit points.

Saving Throws: Halflings have a +4 vs. *Death Ray, Poison, or Disease* and *Fear or Mind Control*. If they are in armor no heavier than leather, they receive a +3 vs. *Magic Wands, Staves, or Traps* and *Dragon Breath*.

Special Abilities: Halflings are unusually accurate with all sorts of ranged weapons, gaining a +1 attack bonus when employing them. When attacked in melee by creatures larger than man-sized, Halflings gain a -2 bonus to their Armor Class. Halflings are quick-witted, thus adding -1 bonus to Initiative die rolls.

Restrictions: Halflings are most often Thieves and Rangers. They cannot be Clerics or Druids. They can only be Magic-Users if they possess an Intelligence score greater than 14. They are required to have a minimum Dexterity of 12. Halflings may not use Large weapons, and must wield Medium weapons with both hands. They do not ride horses.

Trappings: Humble, comfortable clothes, embroidered handkerchief, pocket watch or pipe, walking stick, a comfortable, fully furnished warren residence with 1D100 kitchen wares (dishes, pans, cups, pots, forks, knives, spoons, etc), 1D6 garden tools, a newly acquired short sword or a well-oiled sling, +1D6 gold

TIEFLING



Description: Tieflings, occasionally known as the nightbreed or calibans, dwell within the cities of the world. For whatever reason, they seem only to show up where civilization has taken deep root. They do not really have a consistent appearance. In general, they have pale skin, though white, silvery, golden, and scarlet has been seen. Black hair predominates, but white, copper, and purple aren't too unusual. Their eye color is usually similar to human, though their eyes always reflect light. Horns grow on their head, sometimes large and curling on the sides of the head, sometimes small and hooked on the forehead, and any number of variations between. They also have tails, usually slender and barbed, but many other sizes and shapes have been witnessed. Many outsiders believe them to be evil, but in reality, they are more temperamental than villainous. They are the same size as humans with generally exotic, but not unattractive, features. They have a lifespan of about a century.

Attribute Bonuses: Tieflings are agile and quite impressive and receive +1 to both Dexterity and Charisma. They are rather delicate, however, being born to the comforts of the city and suffer a -1 to Constitution. Their indulgent natures and impatient, mercurial tempers force a -1 to Wisdom upon them.

Hit Point Bonus: Tieflings may add +4 hp to their first level hit points.

Saving Throws: Tieflings have a +4 vs. *Dragon Breath* and *Fear or Mind Control*. They gain a +2 vs. *Magic Wands, Staves, or Traps* and *Death Ray, Poison, or Disease*.

Special Abilities: All Tieflings have Darkvision with a 100' range. They are touched by darkness and can instinctively sense the presence of the infernal or undead within 10' using a d12 Perception roll. Tieflings and dragons loathe one another (the Tieflings claim that they were slaves to the dragons in the past) and Tieflings gain a +1 to attacks rolls and damage rolls when facing dragons and other reptiles like basilisks, hydrae, snakes, lizardmen, etc.

Restrictions: Tieflings may become any class except a Cleric or Ranger, but they prefer the Magic-User and Thief classes. If they do become Druids, they cannot be Animal Lords, Animists, or Shamans. They are required to have a minimum of 12 to Dexterity and Charisma. Due to the animosity between them and reptiles, all reaction rolls with reptilians suffer a -40%. Furthermore, dragons will attack a tiefling over almost any other enemy.

Trappings: Sexy leather armor frequently made from reptile hide, a thin and gleaming scimitar or a pair of wicked-looking daggers, voluminous hooded cloak, comfortable boots, +1D6 gold

WIDLING



Description: Wildlings, sometimes called pooka, pucks, or changelings, are a magical race of shapeshifters. Their origins are lost even to them, but most believe them to be the offspring of children produced by Fey intermarriage with mammals. They are quite rare, found most often living among elves, drow, or eladrin. While most of them are shapechangers, some are not. They are known as being mischievous, emotional, and somewhat naive, as well as loyal, curious, and caring. They are slightly shorter than humans, only very rarely reaching six feet tall. Most have tails and animal ears even in human form. Little else is consistent about their appearance except that they are always mammalian, usually a cat, dog, fox, wolf, raccoon, rabbit, mouse, squirrel, or other small woodland creature. They can have animal-pattern spots or stripes, whiskers, slitted eyes- sometimes it seems as if every wildling is a unique race unto itself. They live around a century.

Attribute Bonuses: Wildlings are light on their feet and receive +1 to Dexterity. However, they are not known to be great thinkers and suffer a -1 to Intelligence. They gain a +1 to Appearance.

Hit Point Bonus: Wildlings may add +6 hp to their first level hit points.

Saving Throws: Wildlings have a +4 vs. *Magic Wands, Staves, or Traps* and *Death Ray, Poison, or Disease*.

Special Abilities: All Wildlings have Infravision with a 90' range. They have extremely sensitive senses and always use the Perception range of the next highest row of Wisdom. They have claws, usually retractable, that do 1d6 damage in unarmed combat. While they cannot speak animal languages, they have a strong connection with animals and may double their Reaction adjustment when interacting with them. A Wildling may forgo his Hit Point Bonus and claws in exchange for the ability to shapeshift into a single type of animal- the one whose features they possess- a number of times per day equal to their level divided by 3 (round up). They can remain in this shape for as long as desired. While in this form, they possess all their native intelligence, hit dice, saving throws, and THAC0, but gain the shape's special abilities, senses, and movement rates. When shapechanged, they can communicate normally.

Restrictions: Wildlings may become any class except a Cleric or Magic User, but they prefer the Ranger and Druid classes. They are required to have a minimum score of 12 in Dexterity and Constitution. They cannot wear armor heavier than leather or helmets. Their clothes cost 50% more due to modifications to make allowances for a tail. They suffer a -2 penalty vs. *Fear and Mind Control* due to their powerful instincts.

Trappings: Comfortable suit of clothing including a favorite belt or scarf, d6 baubles, trinkets, or bells of little value save sentiment, a sword, staff, or spear with a brightly colored tassel on the end, +1D8 gold

HUMAN



Description: Humans come from a broad variety of cultures and backgrounds, from simple peasants to corrupt nobles, from savage barbarians to cultured clergy. As a result, every human should choose a background- an Occupational Background if from a civilized culture or a Cultural Background if from a barbaric culture. Backgrounds are listed below. An average Human male in good health stands around six feet tall and weighs about 185 pounds. Human females are generally slightly shorter and weigh around 125 pounds. Most Humans live around 75 years.

Attribute Bonuses: Human attribute bonuses, if any, are determined by background.

Hit Point Bonus: Humans may add +6 hp to their first level hit points if they choose an Occupational Background. They may add +8 hp if they have a Cultural Background.

Saving Throws: Humans saving throw bonuses are determined by their background.

Special Abilities: Human special abilities, if any, are determined by their background.

Restrictions: Humans have no restrictions unless otherwise stated in their background.

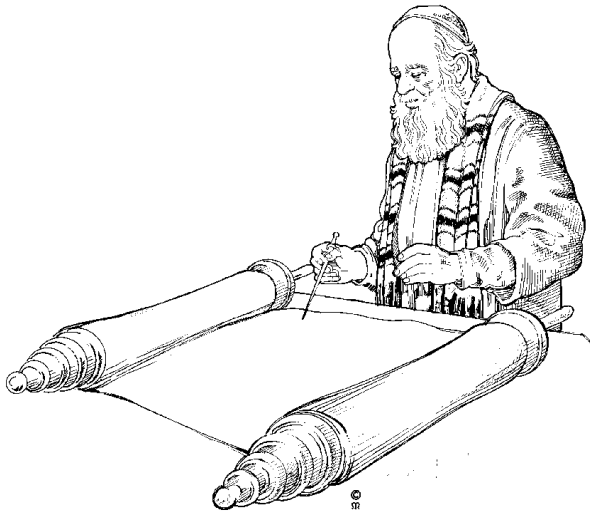
Trappings: A human's starting gear is determined by background.

Backgrounds

Humans are unlike all other races. Whereas most races have a homogenous culture, humans do not. They have a wide array of behavior and beliefs. This diversity is reflected in this game by Backgrounds.

Your adventurer was not born yesterday. He had a family and a life before he embarked on a life of high adventure. There are two types of backgrounds- Occupational and Cultural. For a civilized man, his background is generally rooted in the occupation of his parents (or whoever raised him). For less civilized types, their culture acts as their background.

OCCUPATIONAL BACKGROUNDS



Academic. Your father or mother was employed by either the Imperial Universities, a noble house, or the Church as a tutor and instructor (*Roll 1D6 to determine their area of expertise: 1: literature and letters; 2: history and culture; 3: mysticism and the occult; 4: natural philosophy; 5: theology and philosophy; 6: astrology and geometry*).

Attribute Bonuses: You gain +1 to Intelligence.

Saving Throws: None

Restrictions: You cannot be a Fighter.

Special Abilities: You may roll your Intelligence on a d20 or less to know something of your family's specialty. You gain +10% experience if you are a Magic-User.

Trappings: Simple set of clothes, small wooden box containing 1D6 quills and a vial of ink, 1D6 books on the area of expertise of the parents, +1D10 gold

Animal Trainer. Your family was employed by a noble to train, groom, and tend his animals (*Roll 1D6 to determine their specialty: 1: falcons; 2: pigeons; 3 to 5: horses; 6: dogs*).

Attribute Bonuses: You gain +1 to Charisma.

Saving Throws: None

Restrictions: None

Special Abilities: You may choose animals as henchmen. You gain a +20% to Reaction rolls made with animals.

Trappings: Simple set of clothes, trained animal companion of the parents' specialty, +1D6 gold

Artist. Your parents were artists paid by a wealthy patron (usually a noble or the Church) to produce masterpieces (*Roll 1D6 to determine their favored medium: 1: painter; 2: carver; 3: engraver; 4: sculptor; 5: tapestry weaver; 6: glassblower*).

Attribute Bonuses: You gain +1 to Charisma.

Saving Throws: None

Restrictions: None

Special Abilities: You may roll under your Charisma on a d20 to create a work of art. Roll a reaction roll to determine your audience's approval or disapproval.

Trappings: Comfortable set of clothes, iron box containing the essential tools necessary for the parents' medium, +1D10 gold

Banker. Your family worked in banking or pawnbrokery, usury, and money changing- not a very popular occupation but necessary and very, very profitable.

Attribute Bonuses: You gain +1 to Intelligence.

Saving Throws: None

Restrictions: You cannot be a Cleric.

Special Abilities: You may roll your Perception on d8 to spot dishonest money handling or to appraise objects of value.

Trappings: Fine suit of clothing, abacus, journal for recording transactions and 1D6 quills and ink in a wooden box, +3D10 gold

Blacksmith: Your father was an artisan who crafted things from metal (*Roll 1D6 to determine his area of expertise: 1: ironworker; 2: silversmith; 3: goldsmith; 4: armorer; 5: weaponsmith; 6: swordsmith*).

Attribute Bonuses: You gain +1 to Strength.

Saving Throws: None

Restrictions: None

Special Abilities: You may roll under half your Strength on a d20 to create a work in the type of your parent's specialty. Roll a reaction roll to determine your audience's approval or disapproval. You may roll your Perception on d8 to evaluate the quality of metal works in the type of your parent's specialty.

Trappings: Weathered suit of clothing, fine example of the parents' expertise, +1D10 gold



Brewer/Vintner: Your family were artisans who made drinks (*Roll 1D6 to determine their specialty: 1: beer; 2: ale; 3: mead; 4: wine; 5: spirits; 6: liqueurs*).

Attribute Bonuses: You gain +1 to either Charisma or Constitution.

Saving Throws: You gain a +2 to saving throws to avoid intoxication.

Restrictions: None

Special Abilities: You may roll your Perception on d6 to evaluate the quality of alcohol in the type of your parent's specialty.

Trappings: Simple set of clothes, pack containing 1D3 bottles of the family brew, +1D10 gold

Bureaucrat: Your father or mother worked for the Empire or a local noble as governmental functionary (*Roll 1D6 to determine their job: 1: mayor; 2: sheriff/constable; 3: toll keeper/tax collector; 4: messenger; 5: clerk; 6: magistrate/advocate*).

Attribute Bonuses: You gain +1 to Intelligence.

Saving Throws: None

Restrictions: None

Special Abilities: You gain +10% to Reaction rolls.

Trappings: Expensive set of clothes, familial signet ring, +2D10 gold

Butcher: Your father was an artisan who worked in the cutting of meat. Your father or mother may have cooked and sold it in the market as well.

Attribute Bonuses: You gain +1 to Strength.

Saving Throws: None

Restrictions: None

Special Abilities: You may roll your Perception on d6 to evaluate the quality of meat. You can roll the same to prepare a tasty entrée.

Trappings: Plain suit of clothing with a few bloodstains, a cleaver or knife taken from the kitchens, a pack with 1D6 days of better-than-average jerky, +1D10 gold

Carpenter: Your father was an artisan who worked in wood.

Attribute Bonuses: You gain +1 to Wisdom.

Saving Throws: None

Restrictions: None

Special Abilities: You may roll under your Wisdom on a d20 to create a work of wood. You may roll your Perception on d6 to evaluate the quality of wood work. On a d10 you can spot exploitable flaws in things like wooden doors and chests.

Trappings: Simple suit of clothes, a pack containing a hammer and 1D10 heavy nails or 1D6 tools used in carving wood, 1D10 gold

Criminal: You were raised amongst criminals (*Roll 1D6 to determine what kind of criminals: 1: bandits; 2: pirates; 3: pickpockets; 4: smugglers/fences; 5: counterfeiters/forgers; 6: assassins*).

Attribute Bonuses: You gain +1 to Dexterity.

Saving Throws: You gain a +1 to saves to avoid traps.

Restrictions: You cannot be a Cleric.

Special Abilities: You gain a +10% to experience rewards if you are a Thief.

Trappings: Tattered set of clothes with 1D6 hidden pockets and a hat or cloak, an empty sack or pack, dagger, a tattoo or brand proving allegiance to the criminal organization that raised you, +1D4 gold

Cultist: Your family was involved in one of the world's sinister, hidden cults devoted to the powers of darkness (*Roll 1D6 to determine which cult: 1: the Witch Cult; 2: the Cthulhu Cult; 3: the Esoteric Order; 4: the Illuminated; 5: the Temple of Baphomet; 6: the Hermetic Mystics*).

Attribute Bonuses: None

Saving Throws: You suffer a -1 to saving throws against *Spells, Illusions, or Sleep*.

Restrictions: You cannot be a Cleric.

Special Abilities: You gain a +10% to experience rewards if you are a Magic-User or Druid.

Trappings: Unremarkable robes, sinister mask or headdress, ceremonial dagger, brand or tattoo of the cult, +1D10 gold

Ecclesiastical: You were an orphan of the Church, learning the rites and songs of praise and worship.

Attribute Bonuses: You gain +1 to Wisdom.

Saving Throws: None

Restrictions: You cannot be a Magic-User or Druid.

Special Abilities: You gain +10% to experience rewards if you are a Cleric.

Trappings: Priest's vestments, finely wrought silver Crucifix, pack holding a phial of Holy water, and copies of the Sacred Text and Hymnal of Praise, +1D6 gold



Entertainer: Your family performed in a bardic troupe, circus, or carnival. Wealthy patrons paid them for their own amusement or to entertain the countryside (*Roll 1D8 to determine their act: 1: clowns; 2: jesters; 3: singers; 4: musicians; 5: tumblers/acrobats; 6: dancers; 7: actors; 8: poets/storytellers*).

Attribute Bonuses: You gain +1 to either Dexterity or Charisma.

Saving Throws: None

Restrictions: None

Special Abilities: You gain a +10% to your Reaction rolls. You gain +10% to experience rewards if you are a Thief.

Trappings: Flashy set of clothes, +1D10 gold; clowns and jesters will have 1D6 silly items such as puppets, harlequin sticks, masks, or clown make-up; musicians and poets/storytellers will have an instrument; actors will have 1D6 extra pieces of clothing used as costuming or 1D6 unusual items used as effects such as make-ups, wooden swords, or fireworks; tumbler/acrobats and dancers will have 1D6 extra sets of clothing

Exile: You were raised as an exile from normal society (*Roll 1D6 to determine why they were exiled: 1: criminal outlaws; 2: involvement in a failed rebellion; 3: a catastrophic loss of position; 4: a displaced or conquered people; 5: excommunicated by the Church for blasphemy; 6: voluntary hermitage or pilgrimage*).

Attribute Bonuses: You gain +1 Constitution.

Saving Throws: You gain +1 to saves against disease.

Restrictions: None

Special Abilities: You gain +10% to experience rewards if you are a Thief or Ranger.

Trappings: Weathered set of traveling clothes, cloak with a heavy hood, a hand weapon, +1D4 gold

Farmer. You were peasants who tended the fields or orchards growing food.

Attribute Bonuses: You gain +1 to Constitution.

Saving Throws: None

Restrictions: None

Special Abilities: You may roll your Perception on d6 to evaluate the quality of produce or on d8 to identify edible plants. You can roll on d8 to prepare a tasty entrée.

Trappings: Set of sweat-stained clothing, pack containing 1D10 days of food in the form of fresh produce, +1D6 gold

Fisher. You were peasants who fished the coasts and rivers for food.

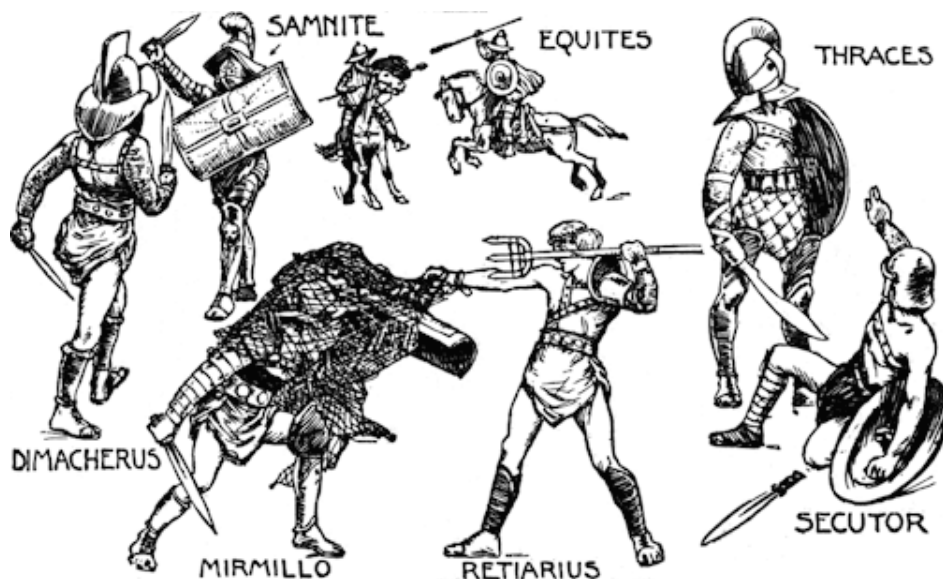
Attribute Bonuses: You gain +1 to Constitution.

Saving Throws: None

Restrictions: None

Special Abilities: You can fish in any healthy body of water and catch enough fish in d4 hours to feed yourself and d4 others. You may roll your Perception on d6 to evaluate the quality of fish. You can roll the same to prepare a tasty entrée.

Trappings: Set of worn clothing that smell fishy, fishing rod and gear or net, pack containing 1D6 days of food in the form of fresh fish, +1D6 gold



Gladiator. Your father was a slave in the combat pits and you were raised among the gladiator stock of his owner.

Attribute Bonuses: You gain +1 to Strength.

Saving Throws: You gain +2 to all saves against fear.

Restrictions: You cannot be a spellcaster.

Special Abilities: You gain a +10% to experience rewards if you are a Fighter or Ranger.

Trappings: Gladiatorial weapon, brand of the gladiator master, +1D6 gold

Healer. One or both of your parents worked in the houses of healing administrated by the Order of the Hospitallers (*Roll 1D6 to determine their specialty: 1: surgeon; 2: apothecary; 3: herbalist; 4: alienist; 5: nurse; 6: physician*).

Attribute Bonuses: You gain +1 to Wisdom.

Saving Throws: None

Restrictions: You cannot be a Fighter or Thief.

Special Abilities: You can, once per patient per day, use your expertise to either heal d4 hit points of damage or allow a fresh save with a +1 bonus against poison, disease, or madness. You gain +10% to experience rewards if you are a Cleric.

Trappings: Simple clothes, finely carved wooden Cross, pack holding 1D6 healing tools, a healing potion, and a copy of the Sacred Text, +1D6 gold

Hunter: You were a peasant raised to be a hunter like your father, tracking and trapping game, as well as skinning it.

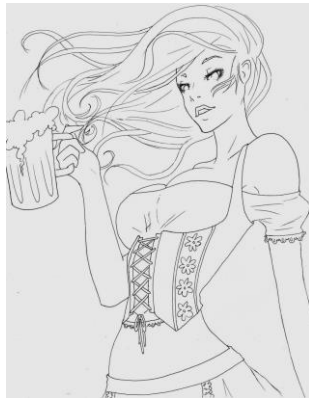
Attribute Bonuses: None

Saving Throws: None

Restrictions: You cannot be a Magic-User.

Special Abilities: You gain a +1 to attack rolls made with bows and may always use a bow regardless of class. You gain +10% to experience rewards if you are a Ranger.

Trappings: Weathered traveling clothes, worn cloak, short bow with 1D12 arrows, good knife, 1D6 animal traps, +1D6 gold



Innkeeper: Your family owned and ran an inn or tavern along the Imperial Road or in a town or city.

Attribute Bonuses: You gain +1 to Charisma. If you are a girl, you gain +1 to Appearance.

Saving Throws: None

Restrictions: None

Special Abilities: You may roll your Perception on d6 to prepare a tasty entrée. You gain either a +10% to the Thief skill Carouse or gain it at 25%.

Trappings: Set of well-made, if somewhat plain, clothing, +1D10 gold

Jeweler: Your father or mother was an artisan adept at crafting jewelry, polishing and setting precious stones, and cutting gems.

Attribute Bonuses: You gain +1 to Wisdom.

Saving Throws: None

Restrictions: None

Special Abilities: You may roll under half your Dexterity on a d20 to create or prepare a jewel. Roll a reaction roll to determine your audience's approval or disapproval. You may roll your Perception on d8 to evaluate the quality of precious stones and metals and jewelry.

Trappings: Suit of expensive clothes, small wooden box containing a magnifying glass and 1D6 tools used in cutting and polishing stones, a fine example of the parents' craftsmanship, +2D10 gold

Laborer: You were peasants or slaves and toiled at hard labor, usually felling trees, mining rocks, assisting more skilled workers by lifting and carrying, rowing at an oar bank, or picking crops in the fields.

Attribute Bonuses: You gain +1 to either Strength or Constitution.

Saving Throws: None

Restrictions: None

Special Abilities: You should treat your Strength as being one row higher in regards to Feats of Strength and encumbrance.

Trappings: Tattered clothing, +1D4 gold

Leatherworker: Your parents were artisans who worked with leather and similar animal hides, tanning it, molding it, and crafting it into gear, clothes, and armor.

Attribute Bonuses: You gain +1 to Dexterity.

Saving Throws: None

Restrictions: None

Special Abilities: You may roll under half your Dexterity on a d20 to create or repair items made of leather. You may roll your Perception on d8 to evaluate the quality of leather works and armors.

Trappings: Fine set of leather clothing, leather pack containing 1D6 tools used in leatherworking, +1D6 gold

Librarian: Your father or mother worked in the Church as a researcher and gatherer of books and scrolls.

Attribute Bonuses: You gain +1 to either Intelligence or Wisdom.

Saving Throws: None

Restrictions: You cannot be a Ranger or Druid.

Special Abilities: You gain +2 extra languages. You gain +10% experience rewards if you are a Magic-User or Cleric.

Trappings: Fine clothing, finely carved wooden Cross, pack holding a copy of the Sacred Text and 1D6 other books, +1D6 gold

Mason: Your father was an artisan who worked in stone.

Attribute Bonuses: You gain +1 to Strength.

Saving Throws: You gain a +1 save against traps made of stone.

Restrictions: None

Special Abilities: You may roll under your Strength on a d20 to create a work of stone. You may roll your Perception on d6 to evaluate the quality of stone work. On a d10 you can spot exploitable flaws in things like stone walls. On a d12 you can spot stone traps or doors that are hidden.

Trappings: Set of simple clothes, leather satchel containing a hammer and chisel, +1D10 gold

Merchant: Your family was wealthy, being successful in commerce- importing, exporting, buying, and selling goods.

Attribute Bonuses: You gain a +1 to either Intelligence or Charisma.

Saving Throws: None

Restrictions: None

Special Abilities: You may roll your Perception on d6 to evaluate the quality of goods. Every time you go to buy something at the market, you may roll a Reaction. If it is favorable, you pay 10% less on everything you purchase. You may use this at 1st level when purchasing your starting gear.

Trappings: Set of fine clothes, polished medallion proving the authority to barter on behalf of the merchant company, pack containing a journal to be used for recording transactions, abacus, 1D6 quills, vial of ink, and small set of scales that may or may not be balanced in the merchant's favor, +2D10 gold

Miller: Your father or mother was an artisan skilled at creating meal or flour. They also probably produced baked goods.

Attribute Bonuses: You gain +1 to Wisdom.

Saving Throws: None

Restrictions: None

Special Abilities: You may roll your Perception on d6 to evaluate the quality of baked foods. You can roll the same to prepare a tasty bread, cake, or pastry.

Trappings: Set of plain clothing, pack containing 1D10 days worth of fresh bread and 1D10 pounds of flour or cornmeal that can be traded or baked, 1D6 gold

Noble: Your family was born to wealth, influence, reputation, privilege, and prestige as one of society's leaders and landowners.

Attribute Bonuses: You gain +1 to Charisma and Appearance.

Saving Throws: None

Restrictions: You cannot be a Thief.

Special Abilities: You may roll your Perception on d8 to identify nobles, their holdings, servants, heraldry, signets, etc. If you are ever out of money and require goods or services, you may make a Reaction roll. If favorable, you are extended credit for whatever you require. You may treat your Charisma as one row higher when determining the number of retainers you may have.

Trappings: Refined set of trendy clothes, signet ring proving noble heritage, riding horse, +1D10 x10 gold



Potter. Your parents were artisans skilled in the crafting of clay into pots, plates, cups, and other useful wares.

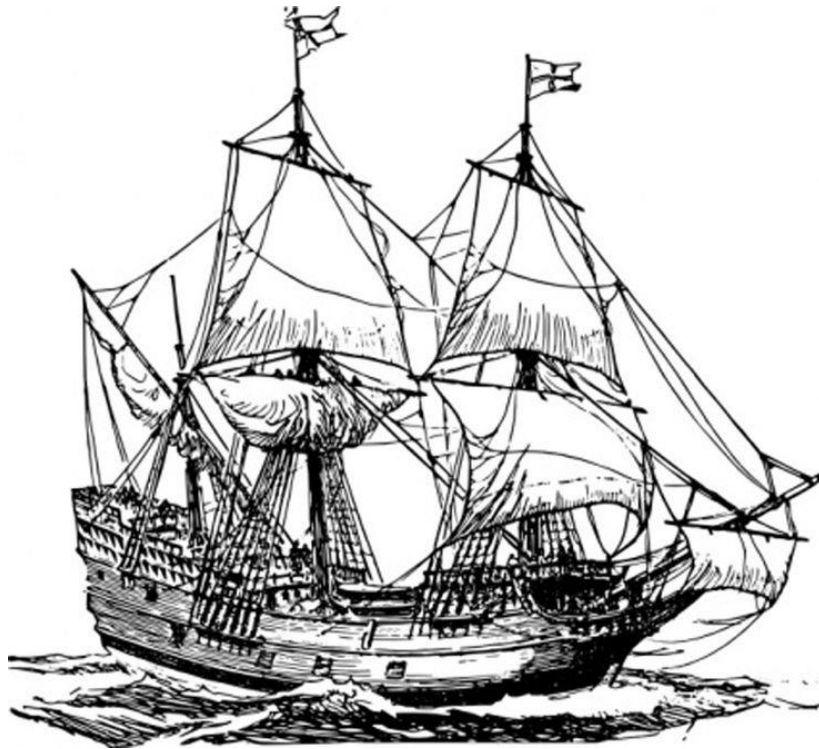
Attribute Bonuses: You gain +1 to either Dexterity or Wisdom.

Saving Throws: None

Restrictions: None

Special Abilities: You may roll under your Dexterity on a d20 to create a clay item. Roll a reaction roll to determine your audience's approval or disapproval. You may roll your Perception on d6 to evaluate the quality of pottery and other clay objects. You may roll on a d8 to identify what materials were used and where the item likely originated.

Trappings: Plain set of clothes with old clay stains, pack containing 1D6 examples of the family pottery, +1D10 gold



Sailor. You were an orphan of the seas, working aboard ships (*Roll 1D6 to determine the type of ship you served on: 1: transporting goods; 2: transporting passengers; 3: exploration and mapping; 4: hunting whales; 5: smuggling and piracy; 6: warfare and defense*).

Attribute Bonuses: You gain +1 to Constitution.

Saving Throws: You gain +1 on saves against disease.

Restrictions: You may not be a Magic-User.

Special Abilities: You can swim. You may roll your Perception on d10 to find your way by stargazing. You gain a +10% to experience rewards gained while at sea.

Trappings: Loose, light set of clothes, pack containing 1D6 exotic spices or goods collected while at distant ports, dagger, +1D6 gold

Scribe. You were an orphan of the Church, trained in letters, languages, and illumination and sent to translate, decorate, and copy texts and scrolls.

Attribute Bonuses: You gain +1 to Intelligence.

Saving Throws: None

Restrictions: You cannot be a Ranger or Druid.

Special Abilities: When encountering any language with which you are unfamiliar, you may roll your perception on a d6 to identify it and a d12 to decipher it after 1d4 days to study and translate. You may also Read Magic, as determined under Intelligence, by rolling on a d20 for any of the three if you are not a spellcaster. If you are a spellcaster, you gain +2 to your Read Magic ability.

Trappings: Priest's vestments, finely carved wooden cross, pack holding 1D10 quills, 2 vials of ink, a case holding 2D10 sheets of parchment, and copies of the Sacred Text and a lesser tome that you are in the process of illuminating and/or translating, +1D6 gold

Servant: Your family served a noble house as servants or slaves of the household (*Roll 1D6 to determine their role in the household: 1: steward/butler; 2: maid; 3: chef; 4: lady-in-waiting; 5: driver; 6: groom*).

Attribute Bonuses: You gain +1 to either Wisdom or Charisma. If you are a girl you get +1 Appearance.

Saving Throws: None

Restrictions: None

Special Abilities: You may roll your Perception on d8 to identify nobles, their holdings, servants, heraldry, signets, etc. You gain either a +10% to the Thief skill Carouse or gain it at 25%.

Trappings: Uniform of station, signet medallion proving either ownership by or allegiance to the noble family your parents serve, +1D10 gold

Shepherd: Your parents were peasants who worked with animals, herding them, breeding them, and caring for them (*Roll 1D6 to determine their specialty: 1: pigs; 2: sheep or goats; 3: cattle; 4: chickens; 5: horses; 6: oxen*).

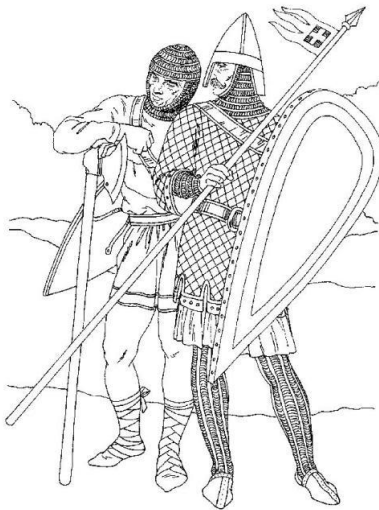
Attribute Bonuses: You gain +1 to Wisdom.

Saving Throws: None

Restrictions: None

Special Abilities: You may choose animals as retainers. You gain a +20% to Reaction rolls made with animals.

Trappings: Comfortable set of travelling clothes, large cloak that can double as a blanket or tent, wooden pole, animal companion of the family's specialty or a dog, +1D6 gold



Soldier: Your father was a warrior in the military (*Roll 1D6 to determine which military: 1: The Imperial Legions; 2: The Church's Paladins; 3: The city watch; 4: The local constabulary; 5: A noble's knight; 6: A mercenary*).

Attribute Bonuses: You gain +1 to Strength.

Saving Throws: You gain +1 to saves against fear.

Restrictions: You may not be a spellcaster.

Special Abilities: You may use any weapon, regardless of class. You gain +10% to experience rewards if you are a Fighter.

Trappings: Suit of sturdy brigandine or scale armor, tabard or cloak bearing the heraldry of your father's associated military, short spear or short sword, dagger, +1D6 gold

Tailor: Your father or mother was an artisan who worked in fabrics, creating clothing, hats, and shoes of various sorts from assorted fabrics.

Attribute Bonuses: You gain +1 to Dexterity.

Saving Throws: None

Restrictions: None

Special Abilities: You may roll under your Dexterity on a d20 to create or repair clothing. Roll a reaction roll to determine your audience's approval or disapproval. You may roll your Perception on d6 to evaluate the quality of fabric and clothing. You may roll on a d8 to identify what materials were used and where the item likely originated.

Trappings: Set of expertly tailored and crafted handmade clothes, pouch containing 1D10 needles, 1D6 spools of colored thread, 1D10 pins of varying sizes, and 1D6 patches of different colors, +1D10 gold

Warden: You were peasants of somewhat elevated status, working directly for a noble family on their estate, hunting animals and keeping poachers off the land.

Attribute Bonuses: You gain a +1 to either Dexterity or Wisdom.

Saving Throws: None

Restrictions: You cannot be a Thief.

Special Abilities: You may use a bow as weapon regardless of class. You may choose animals as retainers.

Trappings: Set of worn leather armor, shortbow with 2D6 arrows, riding horse, trained dog companion, +1D6 gold

CULTURAL BACKGROUNDS



Amazon: You are a barbarian woman from the coastal jungles of the Southern continent. Your people are warriors who have little use for men. Your people are horse masters of the highest order and superior archers (*Roll 1D8 to determine your family's role in society: 1-2: warrior; 3: queen; 4: oracle; 5: horse trainer; 6: farmer/shepherd; 7: scout; 8: artisan*).

Attribute Bonuses: You gain +1 to Dexterity and Appearance.

Saving Throws: You gain +2 to *Fear* or *Mind Control* saves.

Restrictions: You cannot be a Thief, Magic-User, or Cleric. You may choose only female henchmen.

Special Abilities: You gain a +1 to attack rolls made with bows or spears, your choice. You can always use the chosen weapon regardless of class.

Trappings: Oiled leather girdle and sandals with a chlamys worn in battle, fine quality chiton for times when not engaged in battle, leather bracers, longbow of superior quality and 2D10 arrows or long bronze-tipped spear that can easily double as a lance, fleet horse, +1D6 gold

Barbarian: You are a barbarian from the uncivilized lands of the world. You adhere to a strict code of honor, are very superstitious, and do not understand civilization. Your people are proud, fatalistic, and artistic, but prone to violence (*Roll 1D8 to determine your family's role in society: 1-3: warrior; 4: lord; 5: druid; 6: farmer; 7: shepherd; 8: fisher; 9: hunter; 10: artisan*).

Attribute Bonuses: You gain +1 to Strength.

Saving Throws: You gain +2 to saves against poisons, disease, or spells that seek to subvert your will.

Restrictions: You cannot be a Magic-User or Cleric. Unless you are a druid, you cannot use obviously magical items of any kind. You are illiterate until 3rd level regardless of your Intelligence. You cannot wear plate mail armor.

Special Abilities: You have cat-like reflexes that give you -1 bonus to Initiative and are surprised only on a 1 in 8. You were born to climb and gain +10% to any roll to do so.

Trappings: Sturdy suit of clothing with fur cloak and boots, a broad belt, +1D6 gold; warriors, lords, and artisans will all have a weapon of superior quality; warriors and lords will have an elaborate torc or arm band; druids will have an animal companion, a small harp, and a wooden staff; farmers and shepherds will have a loyal dog; fishers will have a small boat, a rod, and fishing gear; hunters will have a shortbow and 1D10 arrows





Dervish: You are one of the treacherous fanatics of the deserts of the near East, perpetually on the move and mercilessly slaughtering any who cross your path. Your people mastered alchemy and medicine... as well as torture and the slaughter of unarmed peasants (*Roll 1D6 to determine your father's role in society: 1-2: warrior; 3: sheikh; 4: priest; 5: shepherd/herder; 6: hunter; 7: artisan; 8: trader*).

Attribute Bonuses: You gain +1 to Constitution.

Saving Throws: You gain +2 to saves against fear and heat.

Restrictions: You cannot be a Cleric or Druid (dervish priests are Magic-Users). You cannot wear plate mail. You suffer a -30% to Reaction rolls made with infidel (that is, anyone other than dervish).

Special Abilities: You gain a +1 to attack and damage rolls made with shortbows or curved swords (sabres, tulwars, scimitars, etc), your choice. You can always use the chosen weapon regardless of class.

Trappings: Loose desert robes and keffiyah, leather armor, shortbow with 2D10 arrows or a sabre, a swift horse or stout camel, and +1D10 gold if male; flowing robes and veils, 1D10 jewelry/accessories, dagger, and +1D6 gold if female



Gypsy: You hail from or were adopted by the tribe of the Vistani, wandering the world without home. Gypsies make camp outside of a city, town, or village and perform for or steal from the locals for their way. Some welcome them, most do not. You have a dark side and an affinity for the darkness, though you may not be evil yourself (*Roll 1D8 to determine their area of expertise: 1: thieves; 2: fortune tellers; 3: dancers; 4: musicians; 5: jugglers; 6: knife throwers; 7: tumblers/acrobats; 8: traders*).

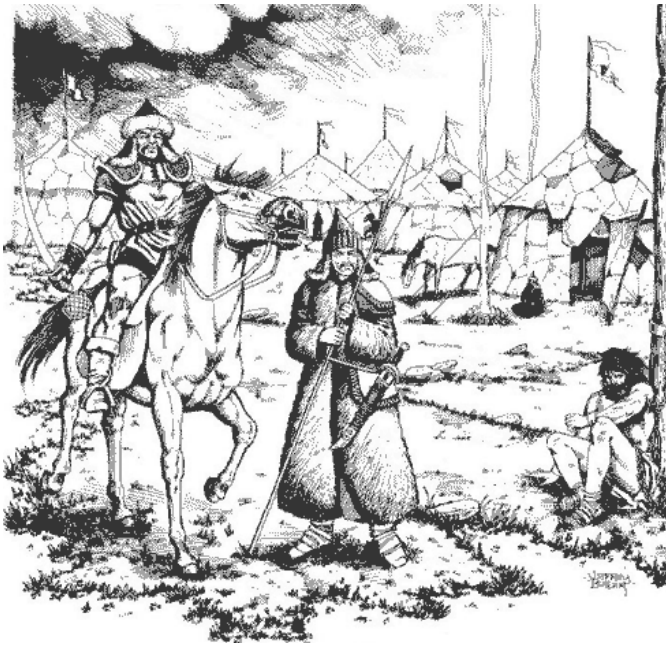
Attribute Bonuses: You gain +1 to either Dexterity or Charisma. If you are a girl, you gain +1 Appearance.

Saving Throws: You gain a +3 to fear saves.

Restrictions: You cannot be a Cleric.

Special Abilities: Once per day, you can roll your Perception on d12 to sense the presence of lycanthropes, ghosts, or vampires, your choice. If a girl, you may *Remove* or *Bestow Curse*, your choice, once per level.

Trappings: Colorful suit of clothing and 1D10 jewelry/accessories- one of which carries a secret device that identifies its owner as belonging to a specific gypsy family, dagger, +1D6 gold; thieves will have 1D6 hidden pockets sewn into their clothes; fortune tellers will have a high quality crystal ball or deck of tarot cards; dancers and tumblers/acrobats will have a set of revealing clothing and either a prop like a streaming ribbon or a simple instrument like a tambourine; musicians will have an instrument; jugglers will have 1D10 items they use for their act; knife throwers will have 1D6 extra knives or daggers; traders will have +1D100 gold worth of unrefined goods (such as fabrics and skins or raw iron bars), livestock, or produce for trade or sale



Nomad: You are one of the unstoppable riders of the Eastern steppes, perpetually on the move and conquering any kingdoms you cross. Your people mastered the bow and guerilla tactics (*Roll 1D6 to determine your father's role in society: 1: warrior; 2: khan; 3: priest; 4: shepherd/herder; 5: hunter; 6: artisan*).

Attribute Bonuses: You gain +1 to either Dexterity or Constitution.

Saving Throws: You gain +2 to saves against poisons, disease, or fear.

Restrictions: You cannot be a Magic-User or Cleric. You are illiterate until 3rd level regardless of your Intelligence. Unless you are a druid, you cannot use obviously magical items until 9th level or higher. You cannot wear plate mail.

Special Abilities: You gain +1 to all attack and damage rolls when attacking from horseback.

Trappings: Suit of lamellar armor, shortbow of stunning quality with 2D10 arrows, swift horse, +1D8 gold

Norse: You are a barbarian from the frozen Northern forests and coasts. Your people are famed for their dragonships and skill at navigation, but also for their violent raids on coastal villages. Your people are relentless, indomitable, and ferocious (*Roll 1D to determine your family's role in society: 1-2: warrior; 3: lord; 4: farmer; 5: shepherd; 6: fisher; 7: artisan; 8: viking; 9: berserker; 10: sailor*).

Attribute Bonuses: You gain +1 to Strength.

Saving Throws: You gain a +2 to saves against fear and cold.

Restrictions: You cannot be a Thief or Cleric. You can be a Magic-User, but only if a Runecaster. You are illiterate until 3rd level regardless of your Intelligence unless a Runecaster. You cannot wear plate mail.

Special Abilities: You can swim. You gain a +1 to attack rolls with broadswords or battle axes, your choice. You can always use the chosen weapon regardless of class.

Trappings: Chainmail shirt, horned helm, scarred round shield, heavy fur cloak, broadsword or battle axe, +1D6 gold





Pict: You are of one of the savage tribes of the untamed jungles. You do not have metalworking, but are fearless and cunning. Your people mastered bows and spears in combat and are matchless trackers and hunters (*Roll 1D8 to determine their role in society: 1-2: warrior; 3-4: hunter; 5: gatherer; 6: shaman or witch; 7: chieftain; 8: scout*).

Attribute Bonuses: You gain +1 to Dexterity.

Saving Throws: You gain +2 to saves against poison, disease, and fear.

Restrictions: You cannot be a Magic-User or Cleric. You are illiterate regardless of your Intelligence. You cannot wear metal armor nor use metal weapons.

Special Abilities: You gain a +1" to your movement. You are completely at home in nature and gain +5% to all ranger skills.

Trappings: Loincloth and moccasins, warpaints, 1D6 tattoos or ritual scars, spear or longbow with 1D10 arrows, animal token identifying your tribe- usually a bone piercing, feathered headdress, hide belt, or other such, +1D4 gold; shamans or witches will have a mystical staff; warriors will have a knife or handaxe; chieftains will have an elaborate headdress

Primitive: You are one of the primitive tribes of the lost places of the world where the great lizards still reign. You do not have metalworking, but are courageous and keenly attuned to nature. Your people mastered survival in their harsh, unforgiving homes (*Roll 1D6 to determine their role in society: 1: warrior; 2: hunter; 3: gatherer; 4: shaman; 5: chieftain; 6: scout*).

Attribute Bonuses: You gain +1 to both Strength and Constitution. You suffer a -2 to Intelligence and Appearance.

Saving Throws: None

Restrictions: You cannot be a Thief, Magic-User, or Cleric. You are illiterate regardless of your Intelligence. You cannot wear metal armor nor use metal weapons. You cannot use thrown weapons until 3rd level. You cannot use bows until 5th level.

Special Abilities: Your stout physique allows you to carry +20% more in all encumbrance categories. You gain a +1 to attack and damage rolls with a spear and can always use one regardless of class.

Trappings: Simple animal skin garment, stone-tipped spear, +1D4 gold; men will also have a club; shamans will have a mystical staff; chieftains will have an elaborate headdress





Tribal: You are one of the black-skinned tribes of the Southern deserts. You have little in the way of crafts or trades, but are dauntless, tireless, and independent. Your people mastered survival in their harsh, unforgiving lands (*Roll 1D6 to determine their role in society: 1: warrior; 2: hunter; 3: gatherer; 4: shaman or witch; 5: chieftain; 6: scout*).

Attribute Bonuses: You gain +1 to Constitution.

Saving Throws: You gain a +4 save against naturally occurring heat and thirst.

Restrictions: You cannot be a Magic-User or Cleric. You are illiterate until 3rd level regardless of your Intelligence. You cannot wear metal armor nor use metal weapons until 5th level.

Special Abilities: You may roll your Perception on a d8 to find food, water, and shelter in desert terrain. You gain a +1 to attack and damage rolls with a spear and may always use one regardless of class.

Trappings: Loincloth, +1D4 gold; shamans or witches will have a mystical staff; warriors, chieftains, hunters, and scouts will have a spear, stone knife, and hide shield; chieftains will also have an elaborate headdress.



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