

Character Classes

After choosing your character's race, you select his character class. Your character is assumed to have some previous training and guidance before beginning his adventuring career. Now, armed with a little knowledge, your character is ready to make his name and fortune.

Each character class has different special powers and abilities that are available only to that class. Each player must select a class for his character. They are as follows:

Bard	Jack of all trades, entertainers with a twist
Cleric	A follower of the gods
Craft*	Users of nature magic, subtle and powerful
Fighter	Sword jocks
Ranger	Trackers and scouts
Paladin	Holy warriors
Healer*	Physician and more
Magician	Wizards, the most versatile spell user
Rogue	Master of stealth and acquisition

* These classes are unique to this game. New players should not attempt one of these classes until they are more familiar with the game.

Specialized classes can be created from these basics or from whole cloth if the player has a concept that will not fit within the confines of an existing class.

Class Abilities

The following information is presented for all classes where applicable

Hit Die: The type of Hit Die used by characters of the class determines the number of hit points gained per level.

Class Table: This table details how a character improves as he or she gains experience levels. Class tables typically include the following:

Level: The character's level in that class.

Base Attack Bonus: The character's base attack bonus and number of attacks.

Fort Save: The base save bonus on Fortitude saving throws. The character's Constitution modifier also applies.

Ref Save: The base save bonus on Reflex saving throws. The character's Dexterity modifier also applies.

Will Save: The base save bonus on Will saving throws. The character's Wisdom modifier also applies.

Spells per Day: How many spells of each spell level the character can cast each day. If the entry is "-" for a given level of spells, the character may not cast any spells of that level. If the entry is "0," the character may only cast spells of that level if he or she has bonus spells. If the entry is a number, the character may cast that many spells plus any bonus spells. Bonus spells for magicians and healers are based on Intelligence. Bonus spells for clerics and craft are based on Wisdom.

A character can always choose to memorize a lower-level spell to fill a higher-level slot.

Special: Level-dependent class abilities, each explained in the "Class Features" sections that follow.

Class Features: Special characteristics of the class. When applicable, this section also mentions restrictions and disadvantages of the class. Class features include some or all of the following.

Weapon and Armor Proficiency: Which weapons and armor types the character is proficient with.

Other Features: Each class has certain unique capabilities.

Every four levels each class adds +1 to one ability score. This comes in at 4th, 8th, 12th level and so forth.

Table C1 -- Experience for Level; all classes

Lvl	XP per level	Notes
1	0	
2	1,000	
3	3,000	
4	6,000	-- First Ability Score Raise
5	10,000	
6	15,000	
7	21,000	
8	28,000	-- Second Ability Score Raise
9	36,000	
10	45,000	
11	55,000	
12	66,000	-- Third Ability Score Raise
13	78,000	
14	91,000	
15	105,000	
16	120,000	-- Fourth Ability Score Raise
17	136,000	
18	154,000	
19	171,000	
20	190,000	-- Fifth Ability Score Raise
21	210,000	
22	231,000	
23	253,000	
24	276,000	-- Sixth Ability Score Raise
25	300,000	

Bard

Ability Requirements: Dexterity 11
Intelligence 12
Charisma 13

Hit Die: d6
BAB Advancement: 1/2

The Bard is a character class that makes his way in life by his charm, talent, and wit. A good Bard should be glib of tongue, light of heart, and fleet of foot (when all else fails).

In precise historical terms, the title "Bard" applies only to certain groups of Celtic poets who sang the history of their tribes in epic poems. These Bards, found mainly in Ireland, Wales, and Scotland, filled many important roles in their society. They were storehouses of tribal history, reporters of the news, messengers, and even ambassadors to other tribes. However, in the game, the Bard is a more generalized character. Historical and legendary examples of the type include Alan-a-Dale, Will Scarlet, Amergin, and even Homer. Indeed, every culture has its storyteller or poet, whether he is called Bard, skald, fili, jongleur, or something else.

A Bard, by his nature, tends to learn many different skills. He is a jack-of-all-trades but master of none.

Table C2 -- Bard Abilities

Detect Noise	Slight of Hand	Read Languages	Bardic Song	Disguise
+3	+1	+2	+0	+1

A Bard receives 7 initial bonus points to distribute on the above abilities, plus 4 points per level.

A Bard gets the following bonuses on the skills and abilities listed below.

Influence reactions: Opposed check Diplomacy or Intimidation. A Bard may add 1/3 their level to the roll.

Inspirational Playing & Singing: The bard can grant +1 bonus

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Table C3 -- Bard Levels & Spell Progression

Level	(d6)	BAB	Saving Throws			Spell Level					
			Fort	Ref	Will	1	2	3	4	5	6
1	1	+0	+0	+2	+2						
2	2	+1	+0	+3	+3	1					
3	3	+2	+1	+3	+3	2					
4	4	+3	+1	+4	+4	2	1				
5	5	+3	+1	+4	+4	3	1				
6	6	+4	+2	+5	+5	3	2				
7	7	+5	+2	+5	+5	3	2	1			
8	8	+6/+1	+2	+6	+6	3	3	1			
9	9	+6/+1	+3	+6	+6	4	3	2			
10	10	+7/+2	+3	+7	+7	4	3	2	1		
11	11	+8/+3	+3	+7	+7	4	3	3	1		
12	12	+9/+4	+4	+8	+8	4	4	3	2		
13	13	+9/+4	+4	+8	+8	5	4	3	2	1	
14	14	+10/+5	+4	+9	+9	5	4	3	3	1	
15	15	+11/+6/+1	+5	+9	+9	5	4	4	3	2	
16	16	+12/+7/+2	+5	+10	+10	5	5	4	3	2	1
17	17	+12/+7/+2	+5	+10	+10	6	5	4	3	3	1
18	18	+13/+8/+3	+6	+11	+11	6	5	4	4	3	2
19	19	+14/+9/+4	+6	+11	+11	6	5	5	4	3	2
20	20	+15/+10/+5	+6	+12	+12	6	6	5	4	3	3
21	21	+15/+10/+5	+7	+12	+12	7	6	5	4	4	3
22	22	+16/+11/+6	+7	+13	+13	7	6	5	5	4	3
23	23	+16/+11/+6	+7	+13	+13	7	6	6	5	4	3
24	24	+17/+12/+7	+8	+14	+14	7	7	6	5	4	4
25	25	+17/+12/+7	+8	+14	+14	8	7	6	5	5	4

A) Bards may choose one of two traditions for spell use. Craft, or Magician. Once chosen the Bard may not change, and must take all his spells from the list for that class. Bards receive no bonus spells for high Intelligence or wisdom. Bards must keep books of the spells they learn. Bards cannot research new spells. Their magic source is either Mana or the Earth

to attack rolls, or +1 bonus to saving throws, or +2 bonus to morale while playing to all allies within 60 feet. Some spells will spread this effect further.

Counter Songs: Bards can counter spells with a sonic effect.

Ancient Lore: A bard can make a knowledge check for Lore about ancient items or events. They get +1/level.

Perform: All Bards are proficient singers, chanters, or vocalists and can play a musical instrument of the player's choice (preferably one that is portable). Additional instruments can be learned. The Bard gains an additional +1 for every skill rank spent in vocal or instrumental skills to the level maximum.

Spellcasting: In his travels, a Bard also manages to learn a few spells. A Bard can take his spells from one of two "traditions". Once a tradition is chosen the Bard cannot alter it. The traditions are Craft or Magician. A Bard can, if the player wishes, use a Healer tradition. However, while the spells can be learned, this imparts no medical knowledge.

A Bard keeps his spells in the manner of his tradition, either in a spell book for magicians, or in memory as per the Craft. A Bard must abide by all the restrictions on memorization and spell use that bind spellcasters of that tradition. Table C3 lists the number of spells a Bard can cast at each level.

Since Bards are dabblers rather than full-time spellcasters, their spells tend to be gained by serendipity and happenstance. Beginning Bards do not have a selection of spells. Beginning Bard characters at higher levels start with one to four spells per spell level castable, chosen either randomly or by the DM. The Bard can add new spells to his spell book as he finds them, but he

does not automatically gain additional spells as he advances in level. All spells beyond those he starts with must be found during the course of adventuring. The Bard's casting level is equal to his current level.

Weapon and Armor Skill: A Bard can use any weapon. He can wear any armor up to (and including) mail, but he cannot use a shield.

Combat and spells, however, are not the main strength of the Bard. His expertise is in dealing and communicating with others. To this end, the Bard has a number of special abilities. The base bonus for each ability is listed on **Table C2**. This base bonus must be adjusted for the Dexterity and race of the Bard as given in **Table A1** and **Table C31**. After all adjustments are made, the player must distribute (however he chooses) 7 additional bonus points to the various special abilities. Thereafter, each time the character advances a level, he receives an additional 4 points to distribute. No skills can be raised more than three points over the Bard's current level

Bardic Knowledge: If a bard lacks the appropriate Knowledge skill he may make a special Bardic knowledge check with a bonus equal to his level plus his Intelligence modifier to see whether he knows some relevant information about local notable people, legendary items, or noteworthy places. This check will not reveal the powers of a magic item but may give a hint as to its general function. The Bard may not take 10 or take 20 on this check; this sort of knowledge is essentially random. The DM will determine

the Difficulty Class of the check by referring to the table below.

Table C4 -- Bardic Knowledge

DC	Type of Knowledge
10	Common, known by at least a substantial minority of the local population.
20	Uncommon but available, known by only a few people in the area.
25	Obscure, known by few, hard to come by.
30	Extremely obscure, known by very few, possibly forgotten by most who once knew it, possibly known only by those who don't understand the significance of the knowledge.

Bardic Music: Once per day per level, a Bard can use song or poetics to produce magical effects on those around him or her. While these abilities fall under the category of Bardic music, they can include reciting poetry, chanting, singing lyrical songs, singing melodies, whistling, playing an instrument, or playing an instrument in combination with some spoken performance. As with casting a spell with a verbal component, a deaf Bard suffers a -4 penalty to use Bardic music. If the Bard fails, the attempt still counts against the daily limit.

The Bardic Music effects are:

Inspire Courage: A Bard with 3 or more ranks in Bardic Music can to inspire courage in his or her allies. To be affected, an ally must hear the Bard sing for a full round. The effect lasts as long as the Bard sings and for 5 rounds after the Bard stops singing (or 5 rounds after the ally can no longer hear the Bard). While singing, the Bard can fight but cannot cast spells, activate magic items by spell completion (such as scrolls), or activate magic items by command words (such as wands). Affected allies receive a +2 morale bonus to saving throws against charm and fear effects and a +1 morale bonus to attack and weapon damage rolls. Inspire courage is a supernatural, mind-affecting ability.

Countersong: A Bard with 3 or more ranks in Bardic Music can counter magical effects that depend on sound (but not spells that simply have verbal components). As with inspire courage, a Bard may sing, play, or recite a countersong while taking other mundane actions, but not magical actions. Each round of the countersong, the Bard makes a Bardic Music check. Any creature within 30 feet of the Bard (including the Bard) who is affected by a sonic or language-dependent magical attack may use the Bard's Bardic Music check result in place of his saving throw if, after rolling the saving throw, the Bard's Bardic Music check result proves to be better. The Bard may keep up the countersong for 10 rounds. Countersong is a supernatural ability.

Fascinate: A Bard with 3 or more ranks in Bardic Music can cause a single creature to become fascinated with him. The creature to be fascinated must be able to see and hear the Bard and must be within 90 feet. The Bard must also see the creature. The creature must be able to pay attention to the Bard. The distraction of a nearby combat or other dangers prevents the ability from working. The Bard makes a Bardic Music check, and the target can negate the effect with a Will saving throw equal to or greater than the Bard's check result. If the saving throw succeeds, the Bard cannot attempt to fascinate that creature again for 24 hours. If the saving throw fails, the creature sits quietly and listens to the song for up to 1 minute per level of the Bard. While fascinated, the target's Spot and Listen checks suffer a -4 penalty. Any potential threat (such as an ally of the Bard moving behind the fascinated creature) allows the fascinated creature a second saving throw against a new Bardic Music check result. Any obvious threat, such as casting a spell, drawing a sword, or aiming,

automatically breaks the effect.

While fascinating (or attempting to fascinate) a creature, the Bard must concentrate, as if casting or maintaining a spell. Fascinate is a spell-like, mind-affecting charm ability.

Inspire Competence: A Bard with 6 or more ranks in Bardic Music can help an ally succeed at a task. The ally must be able to see and hear the Bard and must be within 30 feet. The Bard must also see the creature. The ally gets a +2 competence bonus on his skill checks with a particular skill as long as he or she continues to hear the Bard's music. The DM may rule that certain uses of this ability are infeasible. The Bard can maintain the effect for 2 minutes (long enough for the ally to take 20). Inspire competence is a supernatural, mind-affecting ability.

Suggestion: A Bard with 9 or more ranks in Bardic Music can make a suggestion (as the spell) to a creature that he has already fascinated (see above). The suggestion doesn't count against the Bard's daily limit on Bardic music performances (one per day per level), but the fascination does. A Will saving throw (DC 13 plus the Bard's Charisma modifier) negates the effect. Suggestion is a spell-like, mind-affecting charm ability.

Inspire Greatness: A Bard with 12 or more ranks in Bardic Music can inspire greatness in another creature. For every three levels the Bard attains beyond 9th, the Bard can inspire greatness in one additional creature. To inspire greatness, the Bard must sing and the creature must hear the Bard sing for a full round, as with inspire courage. The creature must also be within 30 feet. A creature inspired with greatness gains temporary Hit Dice, attack bonuses, and saving throw bonuses as long as he or she hears the Bard continue to sing and for 5 rounds thereafter. (All these bonuses are competence bonuses.)

The target gains the following boosts:

- * +2 Hit Dice (d10s that grant temporary hit points).
- * +2 competence bonus on attacks.
- * +1 competence bonus on Fortitude saves.

Apply the target's Constitution modifier, if any, to each bonus Hit Die. These extra Hit Dice count as regular Hit Dice for determining effects such as the sleep spell. Inspire greatness is a supernatural, mind-affecting enchantment ability.



Detect Noise improves the Bard's chances of hearing and interpreting sounds. He may be able to overhear parts of a conversation on the other side of a door or pick up the sound of something stalking the party. To use the ability, the Bard must stand bare headed and concentrate for one minute. During this time, all other party members must remain silent.

Table C5 -- Detect Noise

DC	Sound
-10	A battle
0	People talking ¹
5	A person in medium armor walking at a slow pace (10 ft./round) trying not to make any noise.
10	An unarmored person walking at a slow pace (15 ft./round) trying not to make any noise
15	A 1st-level rogue using Move Silently to sneak past the listener
15	People whispering ¹
19	A cat stalking
30	An owl gliding in for a kill

¹ If you beat the DC by 10 or more, you can make out what's being said, assuming that you understand the language.

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Modifier	Condition
+5	Through a door
+15	Through a stone wall
+1	Per 10 feet of distance
+5	Listener distracted

Disguise: A Bard has the ability to disguise himself or others to appear to be what they are not. This is a mundane skill not requiring any kind of magic. There are several levels of disguise with an increasing range of difficulty, and circumstances that add or subtract to the Bard's chance of success.

For theatrical proposes success is assumed as the audience wants to be fooled. Under other circumstances the modifiers in Table C5 apply to the attempt to disguise.

Table C6 -- Disguise Modifiers

Disguise	Disguise Check Modifier
Minor details only	+5
Disguised as different gender ¹	-2
Disguised as different race ¹	-2
Disguised as different age category ¹	-2 ²

¹ These modifiers are cumulative; use any that apply.

² Per step of difference between your actual age category and your disguised age category. The steps are: young (younger than adulthood), adulthood, middle age, old, and venerable.

If you are impersonating a particular individual, those who know what that person looks like get a bonus on their Spot checks according to the table below. Furthermore, they are automatically considered to be suspicious of you, so opposed checks are always called for.

Familiarity Viewer's Spot Check Bonus

Recognizes on sight	+4
Friends or associates	+6
Close friends	+8
Intimate	+10

Use all Modifiers that would apply. The Bard would roll on his disguise skill, an untrained person uses their raw wisdom bonus. If the disguised person is a fighter with a 14 wisdom without the disguise skill dressed as a cleric. +2 wisdom -5 for does not have disguise skill, -2 for disguised as a cleric. A -5 to pull it off before he starts. The base DC is 18 for "specific type of person" the fighter must match a 23. Chances are he will not manage.

The disguise check is used as an opposed check only of the disguised person is impersonating someone specific or a member of a specific group and encounters someone that knows the person or the members of that group. The opposed character uses their will save bonus or spot check if that is higher to see through the disguise.

The player should roll the success of the disguise without knowing the exact DC they have to meet. The DM will have encountered persons react accordingly.

Slight of Hand enables the Bard to perform not only small feats of sleight-of-hand (useful for entertaining a crowd), but also to filch small purses, wallets, keys, and the like.

Rolls are not required for the casual entertaining use of this ability. Rolls are needed only when the Bard is attempting to flinch something or to impress someone with his feats of skill.

When a roll must be made it is either an opposed check. In the case of pickpocketing, against the target's "spot" check, or a perform check in the case of impressing an audience.

Read Languages is an important ability, since words are the meat and drink of Bards. They have some ability to read documents written in languages they do not know relying on words and phrases they have picked up in their studies and travels. The Bard should record those languages they have encountered before as past success will add a bonus to future attempts at the same tongue. The Bard will not become proficient in any language unless a dedicated study is made of that language for the propose of learning it.

The roll is an opposed check against the document. Each document will have a bonus depending on the rarity of the tongue. Use all bonuses that apply.

The DM can rule that a language is too rare or unfamiliar, especially if it has never been previously encountered by the Bard, effectively foiling his attempts to translate it. At the other extreme, the Bard need not make the dice roll for any language he knows. Success is assumed to be automatic in such cases.

Table C7 -- Read Languages DC Bonuses

Bonus	Circumstance
+2	Never Encountered
0	Encountered before
-1	Frequently encountered
-2	Very frequently encountered
-2	Common in the area
0	Uncommon
+2	Rare
+4	Very rare
+6	Not known to area
+2	Dead language



Cleric

Ability Requirements:	Wisdom 9 Other requirements by religion
Hit Die	d8
BAB Advancement	3/4

The cleric is a believer and advocate of a religion of a particular deity or deities. More than just a follower, he intercedes and acts on behalf of others, seeking to use his powers to advance the beliefs of his deity and ethos.

All clerics have certain powers: The ability to cast spells, the strength of arms to defend their beliefs, and special, deity-granted powers to aid them in their calling. While clerics are not as fierce in combat as warriors, they are trained to use weaponry in the fight for their cause. They can cast spells, primarily to further their god's aims and protect its adherents. They have few offensive spells, but these are very powerful.

All clerics use d8 for Hit Dice. Clerics gain additional spells for having high Wisdom scores. All clerics have a limited selection of weapons and armor, but the restrictions vary according to the religion and order. See *Religions of Greyhawke* for further details.

All clerics (unless otherwise specified) use **Table C8** to determine their advancement in level as they gain experience points, and to determine how many spells they receive at each level of experience.

Religions

All clerics must choose a religion to serve. A given religion might follow a single god, or an entire pantheon of gods. Each religion also allows certain spells, excludes others, and will have differing requirements. There is no such thing as a generic cleric. Expect your cleric to have abilities, spells, and restrictions unique to their religion. The *Religions of Greyhawke* book defines religions currently in use in the game. If you don't see something you like, or have ideas for a religion talk to the DM, something can be worked out.

Priesthood in any religion is defined in five categories: ethos, requirements, weapons & armor allowed, spells allowed, and granted powers.

Ethos: All priests must live by, and promote, certain tenets and beliefs. Ethos is generally divided into two categories. The *general ethos* that is followed by the entire religion, and the *priestly ethos*; those rules that set the cleric apart from his layman peers. A cleric is expected to promote the one, and live the other.

A priestly ethos usually differs only in that clerics have more rules than laymen. These rules guide the cleric's behavior. A war deity may order its priests to be at the forefront of battles and to actively crusade against all enemies. A harvest deity may want its priests to be active in the fields. The ethos may also dictate what wealth the cleric may retain, clothing, and behavior in politics and social life. The nature of the religion defines the strictures the cleric must follow.

Requirements: Before a character can become a cleric of a

Table C8 -- Cleric Experience Levels & Spell Progression

Hit Dice			Saving Throws			Spell Level									
Level	(d8)	BAB	Fort	Ref	Will	0	1	2	3	4	5	6	7	8	9
1	1	0	+2	0	+2	4	1								
2	2	+1	+3	0	+3	4	2								
3	3	+2	+3	+1	+3	5	2	1							
4	4	+3	+4	+1	+4	5	3	2							
5	5	+3	+4	+1	+4	6	3	2	1						
6	6	+4	+5	+2	+5	6	3	3	2						
7	7	+5	+5	+2	+5	7	3	3	2	1					
8	8	+6/+1	+6	+2	+6	7	3	3	3	2					
9	9	+6/+1	+6	+3	+6	8	4	3	3	2	1				
10	10	+7/+2	+7	+3	+7	8	4	4	3	3	2				
11	11	+8/+3	+7	+3	+7	9	4	4	4	3	2	1			
12	12	+9/+4	+8	+4	+8	9	5	4	4	3	3	2			
13	13	+9/+4	+8	+4	+8	9	5	5	4	4	3	2			
14	14	+10/+5	+9	+4	+9	10	5	5	5	4	3	3	1		
15	15	+11/+6/+1	+9	+5	+9	10	6	5	5	4	4	3	1		
16	16	+12/+7/+2	+10	+5	+10	11	6	6	5	5	4	4	1	1	
17	17	+12/+7/+2	+10	+5	+10	11	6	6	6	5	4	4	2	1	
18	18	+13/+8/+3	+11	+6	+11	12	7	6	6	5	5	4	2	1	1
19	19	+14/+9/+4	+11	+6	+11	12	7	7	6	6	5	5	2	2	1
20	20	+15/+10/+5	+12	+6	+12	12	7	7	7	6	5	5	2	2	1
21	21	+15/+10/+5	+12	+7	+12	12	8	7	7	6	6	5	3	2	2
22	22	+16/+11/+6/+1	+13	+7	+13	12	8	8	7	7	6	6	3	2	2
23	23	+17/+12/+7/+2	+13	+7	+13	12	8	8	8	7	6	6	3	3	2
24	24	+18/+13/+8/+3	+14	+8	+14	12	9	8	8	7	7	6	3	3	2
25	25	+18/+13/+8/+3	+14	+8	+14	12	9	9	8	8	7	7	4	3	3

B) Clerics receive bonus spells for high wisdom. They do not have to keep books, or memorize their spells. Any spell on the religion's list can be cast if the cleric is of a level to cast that level spell. Their magic source is the gods

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particular religion, certain requirements must be met. All clerics, regardless of religion, must have Wisdom scores of at least 9, beyond this, other requirements are specified as needed. A god of battle, for example, may require strong, healthy priests (13 Str, 12 Con). One whose sphere is art and beauty might demand high Wisdom and Charisma (14 or better). Most deities demand a specific type of behavior from their followers.

Weapons & Armor Allowed: Not all cults are opposed to the shedding of blood. Indeed, some require their priests to use swords, spears, or other specific weapons. A war deity might allow his priests to fight with spears or swords. An agricultural deity might emphasize weapons derived from farm implements, sickles and bills for example. A deity of peace and harmony might grant only the simplest and least harmful weapons.

Of course there are many other reasons a deity might be associated with a particular weapon or group of weapons. These are often cultural, reflecting the weapons used by the people of the area. There may be a particular legend associated with the deity, tying it to some powerful artifact weapon (Thor's hammer, for example).

The use of armor is usually in keeping with the weapons allowed. Peaceful deities do not allow armor as wearing armor is a sign of someone expecting battle. Those that expect their clerics in the thick of the fight are more inclined to allow them heavy armor. Check the specific profile of the religion you assign your Cleric for the weapons and armor allowed.

Spells Allowed: A priest of a particular religion is allowed to cast the spells the deity, or deities grant. Spell lists for each religion are included with the religion profile. Some religions grant many spells, some grant few. A balance between granted powers and spells has been attempted. All the standard spells are listed in *The Priest's Spell Book*. Some religions have spells unique to that religion. Those spells are listed at the back of the religion profile. Printed spell lists are available for each religion.

Granted Powers: Another aspect of a specific religion is the special powers available to its priests. The prime example of a cleric's granted power is the ability to turn undead. This ability, while common, is not equal or even granted to all Clerics. Other deities grant powers in accordance with their spheres of Influence.

Some religions grant many powers. Those religions that have many granted powers will generally have less access to spells.

Some of the more well known religions. These lists are not exclusive: Complete write-ups of the various religions are found in **Religions of Greyhawke**.

Full Pantheons of gods, or general sphere gods: Clerics either worship given gods or the whole.

Church of Creation: The three phoenixes, a general religion. of life and living.

Church of Heaven: The angels, patrons of those that seek good and those that protect the innocent.

Church of Mephistopheles: Patron of those that wish to do as they wish., the patron of the nation of Haven.

Church of Moreland: The no kidding theocracy of Moreland.

Church of the Sacred Self: A gnostic religion that worships the divine in all beings.

The Egyptians: Ancient gods and protectors of that ancient land.

The Enlightened Way: One god is all you need.

The Illuminati: The patrons of the Coranth Empire.

The Olympians: The gods of the Greeks. A god for every season and purpose.

The Orgy gods: A god for everything, the typical gods worshiped in the Trantais area.

The Roman Way: One god, many aspects. The unforgiving god of the wandering people.

The Vala: The gods of the First Children.

Specialist religions that concentrate on certain aspects.

Abba Eecreeana: The god of magic and a busy guy with four different religions.

Abican: Lust and fertility, primary animal.

Coran Oathkeeper: The god of soldiers and the keeper of oaths.

The Disciplines: Shadowhawk the god of cities thieves, and outcasts. the Keeper of life's changes.

Fellowship of Plenty: A merchants' religion.

Harimud of the Horseclans: Mistress of Earth and Air, patron of horses and the people of the Horseclans.

Holy Crafters: Tradesmen and protector of women and children.

Hospiliters of the Rose: The trainers of healers.

Judges of Tesral: Tesral god of justice, emperor of Eyrie.

Julian: God of healers, patron of those in need.

Kirt Hellheaver: God of adventurers, patron of the Sauroi.

Racial gods: Gods that are patrons of races.

Coran & Suszan: Centaurs

Even Blackmane: Patron of Tanuki, and Exotics

Glittergold: Gnomes

Grumsh: Orcs

Kirt Hellreaver: Sauroi and adventurers

Milikki: Foxfolk and nature

Moradin: God of Dwarves and smiths

Sharla: Leomans and beauty

Yondalla: Hobbits

Turn/Destroy -- Rebuke/Control Undead (Which your cleric does depends on his religion) Only one try per a given undead (Individual, not type). Clerics may attempt turning once per day per level plus turning bonus. Clerics may attempt to turn/rebuke up to twice their level in hit dice per try. A 7th level cleric can turn/rebuke 14 skeletons, 7 zombies, or 2 wraiths in a given turn attempt. They can try to turn/rebuke a single Undead of any hit dice. The undead turned in a large group would be up to the limit closest to the cleric. A turn/rebuke attempt is an opposed roll: **d20 + Cleric level + Wis Bonus + turning bonus -Vs. - d20 + hit dice + Wis bonus + turning bonus**

Success will turn/rebuke any undead away from the cleric. They will move away for six rounds at maximum move if possible and cannot come within 30 feet of that cleric again. If the undead

cannot move away from the cleric for six rounds they huddle as far away as possible and can only defend themselves for that six rounds, not attack. (they benefit from full AC but cannot attack) If forced inside the 30 foot range they are -2 to all rolls and cannot attack the turning cleric.

Any undead that are half the cleric's hit dice or less are subject to destruction/control. Destruction/Control happens if the cleric rolls the equal of the undead's hit dice better than the undead. Example, 8th Level Bob turning three Zombies rolls 20, the Zombies roll 18, 16, and 19. The first two zombies are destroyed or controlled, the last is turned/rebuked. Destroyed undead are, well, destroyed. Controlled undead can be ordered around by the controlling priest.

Craft

Ability Requirements: Intelligence 11
Constitution 11
Charisma 10

Hit Die d6

BAB Advancement 1/2

The Craft, or witches and hedge wizards as they are commonly called are practitioners of earth magic that draw their power of magic from the land itself.

Due to the source of their spell power they are very aware of the land and the condition that it is in. Most are what we would call environmentalists today. Craft teaching emphasizes respect for the Mother, that is the planet Greyhawke itself and the sentience within it. The Craft is not a religion but a philosophy and lifestyle. Craft-persons or practitioners as they are called, will always remember the balance of nature and respect it. They also practice the focusing of mind and body though meditation. It is in this manner that they tune themselves with the earth and regain their spells. The major Craft magical disciplines lie in the areas of alteration, charm, summoning, and divination.

The majority of the people see practitioners of the Craft as dispensers of small magic, simple cures, love philters of limited potency, advisors and suppliers of fertility preventives or encouragers, and readers of the possible futures. Few people realize the true power that these witches and hedge wizards can wield.

While the image of the lone practitioner living in the deep wood surrounded by nature's creatures far from the haunts of men

is not a false one, it is not the only circumstance the craft exist in. Practitioners will also be found in cities and towns, living in close contact with rural communities, and as advisers to lords and kings. Yes, a few, often the most powerful, fit the image of the lone dweller in nature. However, it is not the most common lifestyle.

Practitioners are restricted to the use of simple weapons, one-handed blades, blunt weapons such as staves, or unarmed combat. Practitioners from races or cultures with a tradition of bow or sling use may use those weapons. They will not wear armor or use shields of any kind. Only magical protections and devices are allowed. Craft uses a six sided die (d6) for hit points. Craft BAB advances 1/2 levels. Craft level advancement and spell casting are detailed in **Table C9**.

The Craft have abilities other than spells that are gained as they rise in levels. The Craft start with the skills of read/write native, read/write Celial (magical language), identify plant/animal +2, herbalism +2, and survival (native terrain) +2.

Craft are always in tune with the land where they dwell. They will be aware of impending danger to the land itself when at home. This would include earthquakes, storms, fires or other natural disasters. War or impending man made disasters will not "bother" them, unless a great loss of life is the likely outcome. The practitioner will have a feeling of unease, if they meditate on this the nature of the threat will be made known. From 3 to 8 hours warning will be had. What they do with this warning is up to them. Failure to meditate on the feelings will mean no warning. This ability is not usable in areas the practitioner does not commonly make their home.

Table C9 -- Craft Experience Levels & Spell Progression ^C

Level	d6	BAB	Saving Throws			Spell Level										Notes
			Fort	Ref	Will	0	1	2	3	4	5	6	7	8	9	
1	1	+0	+0	+0	+2	4	1									Identity Potion
2	2	+1	+0	+1	+2	4	2									
3	3	+1	+1	+1	+3	5	3	1								Brew Potion
4	4	+2	+1	+2	+3	5	3	2								
5	5	+2	+1	+2	+4	6	3	2	1							
6	6	+3	+2	+3	+4	6	4	2	2							Animal Empathy
7	7	+3	+2	+3	+5	7	4	3	2	1						
8	8	+4	+2	+4	+5	7	4	3	2	2						
9	9	+4	+3	+4	+6	8	5	3	3	2	1					
10	10	+5	+3	+5	+6	8	5	4	3	2	2					
11	11	+5	+3	+5	+7	9	5	4	3	3	2	1				
12	12	+6/+1	+4	+6	+7	9	6	4	4	3	2	2				
13	13	+6/+1	+4	+6	+8	10	6	5	4	3	3	2	1			
14	14	+7/+2	+4	+7	+8	10	6	5	4	4	3	2	2			
15	15	+7/+2	+5	+7	+9	11	7	5	5	4	3	3	2	1		
16	16	+8/+3	+5	+8	+9	11	7	6	5	4	4	3	2	2		Curtain Wall
17	17	+8/+3	+5	+8	+10	12	7	6	5	5	4	3	3	2	1	
18	18	+9/+4	+6	+9	+10	12	8	6	6	5	4	4	3	2	2	
19	19	+9/+4	+6	+9	+11	12	8	7	6	5	5	4	3	3	2	
20	20	+10/+5	+6	+10	+11	12	8	7	6	6	5	4	4	3	2	
21	21	+10/+5	+7	+10	+12	12	9	7	7	6	5	5	4	3	3	
22	22	+11/+6/+1	+7	+11	+12	12	9	8	7	6	6	5	4	4	3	
23	23	+11/+6/+1	+7	+11	+13	12	9	8	7	7	6	5	5	4	3	
24	24	+12/+7/+2	+8	+12	+13	12	10	8	8	7	6	6	5	4	4	
25	25	+12/+7/+2	+8	+12	+14	12	10	9	8	7	7	6	5	5	4	

C) Craft receive bonus spells for high Charisma. Craft keep spell books and memorize their spells. Craft can research spells. Their magic source is the Earth

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At 1st level they can identify potions as per the spell of the same name, with the same chance of success. This ability requires that the practitioner smell and/or sample the potion. This sampling is minimal, far too little to cause an effect. A save is only necessary for the more virulent poisons, and is made with +4 to the roll.

At 3rd level they gain the skill brew potions with a +4 to success.

The character can create a potion of any spell that the character knows and that targets a creature or creatures. Brewing a potion takes 1 day. When the character creates a potion, the character sets the caster level. The caster level must be sufficient to cast the spell in question and no higher than the character's own level. The base price of a potion is its spell level multiplied by its caster level multiplied by 50 gp. To brew a potion, the character must use up raw materials costing half this base price.

When the character creates a potion, the character makes any choices that the character would normally make when casting the spell. Whoever drinks the potion is the target of the spell. There is no save on potions, even if the spell allows a save.

Any potion that stores a spell with a costly material component also carries a commensurate cost. In addition to the costs derived from the base price, the character must expend the material component when creating the potion.

The DC for creating a given potion is the spell level +1 for each caster level over the minimum +10. Alchemical skill of +5 or better will give a +2 synergy bonus. Failure indicates that the concoction created will not have the properties desired. The materials are wasted and the effort for naught. Failing by more than six points will mean the Practitioner is not aware they have failed. The roll should be made by the DM in secret.

At 6th level wild animals of a normal nature will have no fear of them. (This is negated if the character is hunting). This does not include those creatures that would be considered "monsters" such as owlbears, will-o-wisps, etc. It does include creatures of a fay nature such as unicorns and pegasi. Such creatures can be persuaded to do the practitioner's bidding on a successful

diplomacy check, provided the practitioner can communicate their desires. The practitioner will also add their level to their roll. A bribe of food or something the animal values adds +2 to the practitioner's roll.

At 16th level the practitioner gains an extra-dimensional space called a Curtain Wall. This is a 40'x40'x10' room with a 10'x10' foot opening. The space can be opened at will any time there is space to allow the doorway to fully open. The door will not remain open if the practitioner is unconscious. It can be used for storage or transport. The Curtain Wall can be closed at one location and opened at any other location that the practitioner has personally visited. Under no circumstance can a practitioner be forced to open their Curtain Wall by magical suggestion, short of divine command. This is not to say that more mundane means of "persuasion" will not work.

Meditation

A practitioner must meditate to regain spells. They must meditate for 30 minutes and the session must be ended at the will of the practitioner. If the practitioner interrupted by an outside force all benefit is lost, and no spells are gained.

Meditation can also replace sleep for a period of time. Ten minutes of deep meditation will replace one hour of sleep. A practitioner can do this for one day for every level they have. Every day in excess of this maximum will lower their constitution by one point. Constitution is regained only by bed rest at the rate of one point per day. The practitioner must rest normally for twice the days they did not sleep before they begin to regain constitution. During this time they cannot meditate at all.

There is a danger in meditation. Should the practitioner be disturbed before they bring themselves out of this state they must make a will save DC 17. Failure will cause the loss of a quarter of their hit points and 5 strength points. Hit points are recovered normally. Strength will return at the rate of one point per hour of normal rest.



Fighter

The Fighter encompasses the character classes of heroes who make their way in the world primarily by skill at arms: fighters, paladins, and rangers.

Fighters are allowed to use any weapon. They can wear any type of armor. Fighters get 1d10 hit points per level. The disadvantage warriors have is that they are restricted in their selection of magical items and spells.

Fighter

Ability Requirements: Strength 9
Hit Die d10
BAB Advancement 1/1

To become a fighter, a character must have a minimum Strength score of 9. A good Dexterity and Constitution rating is highly desirable. All Fighters use Table C9 to determine their advancement in level as they earn experience points.

The fighter is a warrior, an expert in weapons and, if he is clever, tactics and strategy. As a master of weapons, the fighter is the only character able to have *weapon specialization* (explained in Skills). Weapon specialization enables the fighter to use a particular weapon with exceptional skill, improving his chances to hit and cause damage with that weapon. Only one weapon per character can be specialized in. A fighter character is not required to specialize in a weapon; the choice is up to the player. No other character class, not even ranger or paladin, is allowed weapon specialization.

While fighters cannot cast magical spells, they can use many magical items, including potions, protection scrolls, most rings, and all forms of enchanted armor, weapons, and shields.

Fighter Techniques

In addition to their basic ability to hit and damage Fighters learn various techniques to improve their combat ability. Only straight fighters get to choose from this selection of special techniques. The techniques fall into five categories. *Damage, Defense, Ranged, Finesse, and Mounted*. It is not necessary to take all of one's choices from a given category. Some techniques have a prerequisite of another technique, a given ability score, a skill ranking or BAB minimum. Your fighter must meet all the prerequisites of a technique in order to take it.

Table C11 -- Fighter Combat Techniques

Damage	Defense	Ranged	Finesse	Horseback
Cleave	Combat Expertise	Deadly Aim	Disarm	Mounted Archery
Great Cleave	Hold the Line	Far shot	Improved Critical	Mounted Combat
Penetrating Strike	Two Weapon Defense	Precise Shot	Spring Attack	Spirited Charge
Power Attack	Shield Focus	Rapid Reload	Two weapon fighting	Trample
Weapon Specialization		Rapid Shot	Weapon fineness	Unseat
		Sniper		

Table C10 -- Fighter Levels

Lvl	(d10) BAB	Saving Throws			Notes
		Fort	Ref	Will	
1	1 +1	+2	0	0	
2	2 +2	+3	0	0	Technique
3	3 +3	+3	+1	+1	
4	4 +4	+4	+1	+1	
5	5 +5	+4	+1	+1	Technique
6	6 +6/+1	+5	+2	+2	
7	7 +7/+2	+5	+2	+2	
8	8 +8/+3	+6	+2	+2	Technique
9	9 +9/+4	+6	+3	+3	
10	10 +10/+5	+7	+3	+3	
11	11 +11/+6/+1	+7	+3	+3	Technique
12	12 +12/+7/+2	+8	+4	+4	
13	13 +13/+8/+3	+8	+4	+4	
14	14 +14/+9/+4	+9	+4	+4	Technique
15	15 +15/+10/+5	+9	+5	+5	
16	16 +16/+11/+6/+1	+10	+5	+5	
17	17 +17/+12/+7/+2	+10	+5	+5	Technique
18	18 +18/+13/+8/+3	+11	+6	+6	
19	19 +19/+14/+9/+4	+11	+6	+6	
20	20 +20/+14/+10/+5	+12	+6	+6	Technique
21	21 +21/+15/+11/+6	+12	+7	+7	
22	22 +22/+16/+12/+7	+13	+7	+7	
23	23 +23/+17/+13/+8	+13	+7	+7	Technique
24	24 +24/+18/+14/+9	+14	+8	+8	
25	25 +25/+19/+15/+10	+14	+8	+8	

Damage Techniques

Cleave -- You can strike two adjacent foes with a single swing.

Prerequisites: Str 13, base attack bonus +1.

Benefit: As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this Technique. When you use this Technique, you take a –2 penalty to your Armor Class until your next turn.

Great Cleave -- You can strike many adjacent foes with a single blow.

Prerequisites: Str 13, Cleave, base attack bonus +4.

Benefit: As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the previous foe and also within reach. If you hit, you can continue to make attacks against foes adjacent to the previous foe, so long as they are within your reach. You cannot attack an individual foe more than once during this attack action. When you use this Technique, you take a –2 penalty to your Armor Class until your next turn.

Penetrating Strike -- Your attacks are capable of penetrating the special defenses of some creatures. Choose one type of weapon that you are proficient with.

Prerequisites: 8th-level fighter, proficiency with weapon.

Benefit: Your attacks with the selected weapon allow you treat it

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as one enhancement bonus higher for creatures hit only by magic weapons.

Power Attack -- You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.

Prerequisites: Str 13, base attack bonus +1.

Benefit: You can choose to take a –1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (–50%) if you are making an attack with an off-hand weapon or secondary natural weapon. When your base attack bonus reaches +4, and every 4 points thereafter, the penalty increases by –1 and the bonus to damage increases by +2. You must choose to use this ability before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Weapon Specialization - You are skilled at dealing damage with one weapon. Choose one type of weapon (including unarmed strike or grapple) You deal extra damage when using this weapon.

Prerequisites: Proficiency with selected weapon, fighter level 4th.

Benefit: You gain a +1 to hit and +2 bonus on all damage rolls you make using the selected weapon. *Bow* and *crossbow* specialists also gain an additional range category: point blank. Point-blank range for bows is from six feet to 60 feet. Point-blank range for crossbows is from six feet to 30 feet. At point-blank range, the character gains a +1 modifier on attack and damage rolls. Strength (for bows) and magical bonuses apply. Furthermore, if the character has an arrow nocked and ready, or a bolt loaded and the crossbow cocked, and has his target in sight, he can fire at the beginning of the round before any initiative rolls are made.

Defense Techniques

Combat Expertise -- You can increase your defense at the expense of your accuracy.

Prerequisite: Int 13.

Benefit: You can choose to take a –1 penalty on melee attack rolls and combat maneuver checks to gain a +1 dodge bonus to your Armor Class. When your base attack bonus reaches +4, and every +4 thereafter, the penalty increases by –1 and the dodge bonus increases by +1. You can only choose to use this technique when you declare that you are making an attack or a full-attack action with a melee weapon. The effects of this technique last until your next turn.

Hold the Line -- Attack those who charge you first.

Prerequisites: BAB +2, Dex 12

Benefit: You may make an extra attack against an opponent who charges you when he enters an area you threaten. Your attack happens immediately before the charge attack is resolved.

Two-Weapon Defense -- You are skilled at defending yourself while dual-wielding.

Prerequisites: Dex 15, Two-Weapon Fighting.

Benefit: When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), you gain a +1 shield bonus to your AC. When you are fighting defensively or using the total defense action, this shield bonus increases to +2.

Shield Focus -- You are skilled at deflecting blows with your shield.

Prerequisites: Shield Proficiency, base attack bonus +1.

Benefit: Increase the AC bonus granted by any shield you are using by +1.

Ranged Attack Techniques

Deadly Aim -- You can make exceptionally deadly ranged attacks by pinpointing a foe's weak spot, at the expense of making the attack less likely to succeed.

Prerequisites: Dex 13, base attack bonus +1.

Benefit: You can choose to take a –1 penalty on all ranged attack rolls to gain a +2 bonus on all ranged damage rolls. When your base attack bonus reaches +4, and every +4 thereafter, the penalty increases by –1 and the bonus to damage increases by +2. You must choose to use this technique before making an attack roll and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Precise Shot (Combat)

You are adept at firing ranged attacks into melee.

Prerequisite: BAB +1, proficient with a ranged weapon.

Benefit: You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard –4 penalty on your attack roll.

Rapid Reload -- Choose a type of crossbow (or firearm) You can reload such weapons quickly.

Prerequisite: Weapon Proficiency in the weapon chosen.

Benefit: The time required for you to reload your chosen type of crossbow is reduced to a free action for a hand or light crossbow, or a move action for a heavy crossbow.

Rapid Shot -- You can make an additional ranged attack.

Prerequisites: Dex 13, Point-Blank Shot.

Benefit: When making a full-attack action with a ranged weapon, you can fire one additional time this round. All of your attack rolls take a –2 penalty when using Rapid Shot.

Sniper -- With a well-placed shot, you can bring a swift and painful end to most foes.

Prerequisites: Deadly Aim base attack bonus +6.

Benefit: As a full round action, make a single shot with the weapon for which you have against a stunned or flat-footed opponent. If you hit, you deal additional damage like a Rogue sneak attack. The additional damage is not multiplied on a critical hit.

Table C12-- Sniper Damage Multipliers

BAB	Damage Multiplier
+6	×2
+10	×3
+14	×4
+18	×5

Finesse Techniques

Disarm -- You are skilled at knocking weapons from a foe's grasp.

Prerequisite: Int 13, Dex 9

Benefit: You receive a +4 bonus on checks made to disarm a foe. You also receive a +4 bonus to defense whenever an opponent tries to disarm you.

Improved Critical -- Attacks made with your chosen weapon are quite deadly.

Prerequisite: Proficient with weapon, base attack bonus +8.

Benefit: When using the weapon you selected, your threat range is increased. 20 becomes 19-20, 19-20=18-20, 18-20=17-20

Special: You can gain Improved Critical multiple times. The effects do not stack. Each time you take the technique, it applies to a new type of weapon.

This effect doesn't stack with any other effect or enhancement (keen, impact) that expands the threat range of a weapon.

Spring Attack -- You can deftly move up to a foe, strike, and withdraw before he can react.

Prerequisites: Dex 13, base attack bonus +4.

Benefit: You can move both before and after a single attack, but you must move at least 10 feet before the attack and the total distance that you move cannot be greater than your speed. You cannot use this ability to attack a foe that is adjacent to you at the start of your turn.

Normal: You cannot move before and after an attack.

Two-Weapon Fighting -- You can fight with a weapon wielded in each of your hands. You can make one extra attack each round with the secondary weapon.

Prerequisite: Dex 15.

Benefit: Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6. See Two-Weapon Fighting in Combat.

Normal: If you wield a second light weapon in your off hand, you can get one extra attack per round with that weapon. When fighting in this way you suffer a -2 penalty with your regular attack or attacks with your primary hand and a -6 penalty to the attack with your off hand.

Weapon Finesse -- You are trained in using your agility in melee combat, as opposed to brute strength.

Benefit: With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Special: Natural weapons are considered light weapons.

Horseback Techniques

Mounted Archery -- You are skilled at making ranged attacks while mounted.

Prerequisites: Ride 1 rank, proficient with a short bow or firearm

Benefit: The penalty you take when using a ranged weapon while mounted is halved: -2 instead of -4 if your mount is taking a double move, and -4 instead of -8 if your mount is running.

Mounted Combat -- You are adept at guiding your mount through combat.

Prerequisite: Ride 1 rank.

Benefit: Once per round when your mount is hit in combat, you may attempt a Ride check (as an immediate action) to negate the hit. The hit is negated if your Ride check result is greater than the opponent's attack roll.

Spirited Charge -- Your mounted charge attacks deal a tremendous amount of damage.

Prerequisites: Ride 1 rank, Mounted Combat

Benefit: When mounted and using the charge action, you deal double damage with a melee weapon (or triple damage with a lance).

Trample -- While mounted, you can ride down opponents and

trample them under your mount.

Prerequisites: Ride 1 rank, Mounted Combat.

Benefit: When you attempt to overrun an opponent while mounted, your target may not choose to avoid you. Your mount may make one hoof attack against any target you knock down, gaining the standard +4 bonus on attack rolls against prone targets.

Unseat -- You are skilled at unseating your mounted opponents.

Prerequisites: Str 13, Ride 1 rank, Mounted Combat

Benefits: When charging an opponent while mounted and wielding a lance, resolve the attack as normal. If it hits, you make an immediate opposed strength check in addition to the normal damage (Adding the damage to your roll). If successful, the target is knocked off his horse and lands prone in a space adjacent to his mount that is directly away from you.

When a fighter attains fame and glory he can attempt to attract men-at-arms. These soldiers, having heard of the fighter, come for the chance to gain fame, adventure, and cash. They are loyal as long as they are well-treated, successful, and paid well. Abusive treatment or a disastrous campaign can lead to grumbling, desertion, and possibly mutiny. To attract the men, the fighter must have a castle or stronghold and sizable manor lands around it. As he claims and rules this land, soldiers journey to his domain, thereby increasing his power. Furthermore, the fighter can tax and develop these lands, gaining a steady income from them.

In addition to regular men-at-arms, the fighter can also attract an elite bodyguard (his "household guards"). Although these soldiers are still mercenaries, they have greater loyalty to their Lord than do common soldiers. In return, they expect better treatment and more pay than the common soldier receives. Although the elite unit can be chosen randomly, it is better to ask your DM what unit your fighter attracts. This allows him to choose a troop consistent with the campaign. Table C10 lists possible men-at-arms.

Table C13 -- Fighter's Followers

Roll percentile dice on each of the following subtables of Table C12: once for the leader of the troops, once for troops, and once for a bodyguard unit (household guards). The Body Guard unit will be a tenth the size of the troop unit.

D% Leader

01-40	5th-level fighter
41-75	6th-level fighter
76-95	6th-level fighter plus 3rd-level fighter
96-99	7th-level fighter with heavy war horse
00	DM's Option

D% Troops/Followers (all 1st level)

01-50	20 medium cavalry, 100 medium infantry
51-75	20 medium infantry, 100 light infantry
76-90	40 medium infantry, 200 archers
91-99	10 heavy cavalry, 20 medium cavalry, 100 light cavalry
00	DM's Option

D% Elite Units

01-10	Mounted knights; 2nd level fighters
11-20	Expert archers; 2nd level fighters
21-30	Wardens; 2nd level rangers
31-40	Berserkers; 3rd level fighters
41-65	Mounted Knights; 3rd level fighters
66-99	Heavy infantry; 3rd level fighters
00	DM's Option

Character Classes

Paladin

Ability Requirements*:	Strength 12 Constitution 9 Wisdom 13
Hit Die	d10
BAB Advancement	1/1

*Others may be specified per religion or different from above

The paladin is a holy and heroic warrior, the symbol of all that his god and religion stand for. As such, he has high ideals that he must maintain at all times.

A character must meet the Individual order's requirement to be a paladin. He must have minimum ability scores of Strength 12, Constitution 9, and Wisdom 13. Paladins use **Table C14** for level advancement. A Paladin must follow the strictures place on him by his religion at all times. Failure to cleave strictly to the ethos of the order will result in a loss of granted abilities, and possibility expulsion from the order. He can use any weapon and wear any type of armor. Some orders of Paladin may require use of specific weapons and armor.

Paladin's are the strong right arm of their deities. A Paladin often enjoys an even closer rapport with his chosen (or choosing) deity than does the cleric. He finds himself the cleansing arm of the god. Sent into an area to remove corrupt priests and set matters to right. He is allowed great leeway and discernment in the ethos of his deity. He has many granted powers to aid in the cause of his order and his god. At higher levels he even has access to priest spells.

As a result of these abilities and privileges, he is held closer to the narrow path than most. An accidental breach of ethics is cause for a great penitence. A deliberate breach of ethos is cause for expulsion, or worse. Even a breach of ethics unavoidable in order to fulfill the god's will is not lightly treated. Doing bad to do good is not an excuse for any paladin.

A typical set of Paladin's Commandments reads thusly. Deviation is not tolerated. Atonement is possible but will always be difficult

- *Thou shall take faith in the word of thy god and obey his commandments.*
- *Thou shall defend the Church.*
- *Thou shall respect the oppressed and will constitute thyself the defender of them.*
- *Thou shall be loyal to thy chosen temporal lord, obeying his law and will unless it conflicts with the will of thy god.*
- *Thou shall not recoil before thine enemy.*
- *Thou shall not lie, and thou shall remain ever faithful to thy pledged word.*
- *Thou shall commend thy charity to the needful*
- *Thou shall in all things temper thy justice with mercy.*
- *Thou shall be ever and always the champion of their god against injustice and evil*

A paladin has the following special benefits. Note that any or all of these restriction and abilities can change for the Paladins of a given order. Details are located in **Religions of Greyhawke** and those rules override any rules here.

A paladin can detect the presence of evil up to 60 feet away by concentrating on locating evil in a particular direction. He can do this as often as desired, but each attempt takes one round. This ability detects evil monsters and characters. Note that most mortals will never detect as evil. It would require a dedication to fell acts and depraved powers to show as evil to any detect.

A paladin receives a +2 bonus to all saving throws.

A paladin is immune to all forms of disease. (Note that certain magical afflictions, such as lycanthropy, are curses)

Table C14 -- Paladin & Ranger Experience Levels

Level	(d10)	BAB	Saving Throws			Spells				Casting Level	Notes
			Fort	Refx	Will	1	2	3	4		
1	1	+1	+2	0	0	-	-	-	-		
2	2	+2	+3	0	0	-	-	-	-		
3	3	+3	+3	+1	+1	-	-	-	-		
4	4	+4	+4	+1	+1	-	-	-	-		Paladin gets horse.
5	5	+5	+4	+1	+1	1	-	-	-	1	Paladin & Ranger Spellcasting
6	6	+6/+1	+5	+2	+2	1	-	-	-	2	
7	7	+7/+2	+5	+2	+2	1	-	-	-	3	
8	8	+8/+3	+6	+2	+2	2	-	-	-	4	
9	9	+9/+4	+6	+3	+3	2	1	-	-	5	
10	10	+10/+5	+7	+3	+3	2	1	-	-	6	
11	11	+11/+6/+1	+7	+3	+3	2	1	-	-	7	
12	12	+12/+7/+2	+8	+4	+4	3	2	-	-	8	
13	13	+13/+8/+3	+8	+4	+4	3	2	1	-	9	
14	14	+14/+9/+4	+9	+4	+4	3	2	1	-	10	
15	15	+15/+10/+5	+9	+5	+5	3	2	1	-	11	
16	16	+16/+11/+6/+1	+10	+5	+5	3	3	2	-	12	
17	17	+17/+12/+7/+2	+10	+5	+5	4	3	2	1	13	
18	18	+18/+13/+8/+3	+11	+6	+6	4	3	2	1	14	
19	19	+19/+14/+9/+4	+11	+6	+6	4	3	2	1	15	
20	20	+20/+15/+10/+5	+12	+6	+6	4	3	3	2	16	
21	21	+21/+16/+11/+6	+12	+7	+7	4	4	3	2	17	
22	22	+22/+17/+12/+7	+13	+7	+7	4	4	3	2	18	
23	23	+23/+18/+13/+8	+13	+7	+7	4	4	3	2	19	
24	24	+24/+19/+14/+9	+14	+8	+8	4	4	3	3	20	
25	25	+25/+19/+15/+10	+14	+9	+9	4	4	4	3	21	

A paladin can heal by laying on hands. The paladin restores 2 hit points per experience level. He can heal himself or someone else, but only once per day.

A paladin can cure diseases of all sorts (though not cursed afflictions such as lycanthropy). This can be done only once per week for each five levels of experience (once per week at levels 1 through 5, twice per week at levels 6 through 10, etc.).

A paladin is surrounded by an aura of protection with a 10' radius. Within this radius, all summoned and specifically evil creatures suffer a -2 penalty to their attack rolls, regardless of whom they attack. Creatures affected by this aura can spot its source easily, even if the paladin is disguised.

A paladin using a holy sword projects a circle of power 10 feet in diameter when the sword is unsheathed and held. This power dispels hostile magic of a level up to the paladin's experience level. (A **holy sword** is a very special weapon; if your paladin acquires one, the DM will explain its other powers.)

A paladin gains the power to turn undead and fiends when he reaches 3rd level. He affects these monsters the same as does a cleric two levels lower--for example, at 3rd level he has the turning power of a 1st level cleric. See the section on priests for more details on this ability. **Note** If the Religion's clerics differ in this ability, the Paladins will also.

A paladin may call for his war horse upon reaching 4th level, or anytime thereafter. This faithful steed need not be a horse; it may be whatever sort of creature is appropriate to the character (as decided by the DM). A paladin's war horse is a very special animal, bonded by fate to the warrior. The paladin does not really "call" the animal, nor does the horse instantly appear in front of him. Rather the character must find his war horse in some memorable way, most frequently by a specific quest.

A paladin can cast priest spells once he reaches 5th level. He can typically cast only from the spheres of combat, divination, healing, and protective. Some religions and orders of Paladin may differ. Paladins receive no bonus spells for high wisdom. They do not memorize their spells or keep books, they cannot research spells. Their source of magic is the gods. The spell progression and casting level are listed in **Table C8**. The paladin cannot cast spells from clerical scrolls nor can he use priest items unless they are allowed to the fighter group.

A paladin may not possess more than 10 magical items. Furthermore, these may not exceed one suit of armor, one shield, four weapons (arrows and bolts are not counted), and four other magical items. Again, some orders will differ in this requirement.

A paladin never retains wealth. He may keep only enough treasure to support himself in a modest manner, pay his henchmen, men-at-arms, and servitors a reasonable rate, and to construct or maintain a small castle or keep (funds can be set aside for this purpose). All excess must be donated to the church or another worthy cause.

A paladin does not attract a body of followers. He can still hire soldiers and specialists.

A paladin may employ only henchmen that are willing to conform to his religious beliefs. A paladin will cooperate with

characters of other ethos only as long as they behave themselves. He will try to show them the proper way to live through both word and deed. The Paladin realizes that most people simply cannot maintain his high standards. He will not abide the company of those who commit acts that violate the ethos of his religion.

Ranger

Ability Requirements:	Dexterity 13 Constitution 14 Wisdom 14
Hit Die	d10
BAB Advancement	1/1

The ranger is a hunter and woodsman who lives by not only his sword, but also his wits. Robin Hood, Orion, and the huntresses of Diana are examples of rangers from history and legend. The abilities of the ranger make him particularly good at tracking, woodcraft, and spying.

The ranger must have scores not less than 14 in Constitution, 13 in Dexterity, and 14 in Wisdom. The Ranger uses **Table C13** for level advancement.

Although the ranger can use any weapon and wear any armor, several of his special abilities are usable only when he is wearing light armor.

Although he has the basic skills of a warrior, the ranger also has several advantages. When wearing light armor, a ranger can fight two-handed with no penalty to his attack rolls (see "Attacking with Two Weapons" under Combat). Obviously, the ranger cannot use a shield when fighting this way. A ranger can still fight with two weapons while wearing heavier armor than studded leather, but he suffers the standard attack roll penalties.

The ranger knows the skill of survival without expending any skill slots. These skills improve by +1 for every level the ranger has earned. The Ranger can also spend skill ranks to improve these abilities further to their skill maximum, three points over their current level.

To find tracks or to follow them requires a Tracking check. The character must make another Tracking check every time the tracks become difficult to follow, such as when other tracks cross them or when the tracks backtrack and diverge.

The character moves at half normal speed (or at normal speed with a -5 penalty on the check). The DC depends on the surface and the prevailing conditions:

While wearing light armor, the ranger can try to move silently and hide in shadows. His chance to succeed in natural surroundings are normal. When attempting these actions in non-natural surroundings (a musty crypt or city streets) the Ranger is at -10. Hiding in shadows and moving silently are not possible in any armor heavier than light armor. These skills improve by +1 for every three levels the ranger has earned (3rd to 5th level, +1; 6th to 8th level, +2, etc.). The Ranger can also spend skill slots to improve this ability further to the skill maximum, three points over their current level.



Character Classes

Rangers are adept with both trained and untamed creatures, having a limited degree of animal empathy. If a ranger carefully approaches or tends any animal, he can try to modify the animal's reactions.

When dealing with domestic or non-hostile animals, a ranger can approach the animal and befriend it automatically. He can easily discern the qualities of the creature (spotting the best horse in the corral or seeing that the runt of the litter actually has great promise).

When dealing with a wild animal or an animal trained to attack, the animal must roll a saving throw vs. will to resist the ranger's overtures. The ranger imposes a DC of 10 + Cha bonus +1 for each two levels. If the creature fails the saving throw, its reaction can be shifted one category as the ranger chooses. Of course, the ranger must be at the front of the party and must approach the creature fearlessly.

A ranger can learn craft spells, Due to their close association with nature Rangers can tap earth magic, to a limited degree. He does not gain bonus spells for a high Charisma score, nor is he ever able to use craft scrolls or magical items unless specially noted otherwise. A Ranger must seek out a craft practitioner to learn spells.

A Ranger attracts 2d6 followers. These followers might be normal humans, but they are often animals or even stranger denizens of the land. **Table C14** can be used to determine these, or your DM may assign specific followers.

Of course, your DM can assign particular creatures, either choosing from the list above or from any other source. He can also rule that certain creatures are not found in the region.

There is a 10% chance per level, cumulative, after the 1st that a follower will attach themselves to the ranger. This is checked each time the ranger gains a level. (It's as good a milestone as any other). These followers arrive over the course of several months. Often they are encountered during the ranger's adventures. While the followers are automatically loyal and friendly toward the ranger, their future behavior depends on the ranger's treatment of them. In all cases, the ranger does not gain any special method of communicating with his followers. He must either have some way

of speaking to them or they simply mutely accompany him on his journeys.

Of course, the ranger is not obligated to take on followers. If he prefers to remain independent, he can release his followers at any time. They reluctantly depart, but stand ready to answer any call for aid he might put out at a later time.

Table C15 -- Ranger's Followers

D%	Follower	D%	Follower
01-10	Bear, black	73	Hippogriff*
11-20	Bear, brown	74	Pegasus*
21	Brownie*	75	Pixie*
22-28	Cleric (roll race)	76-90	Ranger (roll race)
29-40	Dog/wolf	91-94	Raven
41-50	Falcon	95	Faun*
51-65	Fighter (roll race)	96-97	Thief (roll race)
66	Craft (roll race)	98-99	Natural Lycanthrope
67-72	Great cat (tiger, lion, etc.)*	00	Other wilderness creature

*If the ranger has a follower of this type, ignore this result and roll again

Like the paladin, the ranger has a code of behavior. A ranger must define and follow a code of ethics. It can be an existing code, or one of his own creation. However, that code must exist. Should the Ranger violate his code, by deliberate action or coercion he will feel remorse for the act and must atone, in his own manner, for the act. This could be as complex as spending years rebuilding an area he damaged, to as simple as killing the SOB that forced his hand.

Furthermore, rangers tend to be men constantly on the move. They cannot have henchmen, hirelings, mercenaries, or even servants unless those persons are willing to move about as does the ranger. Given the difficulty of moving a goodly number of people, these will mean "Not many". While they can have any monetary amount of treasure, they cannot have more treasure than they can carry. Excess treasure must either be converted to a portable form or donated to a worthy institution.

Table C14 -- Tracking Conditions

DC	Surface	DC	Surface
5	Very soft	15	Firm
10	Soft	20	Hard

Condition DC modifier

Every 3 creatures in the group being tracked
Size of creature or creatures being tracked:*

Bonus

Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium-size	0
Large	-1
Huge	-2
Gargantuan	-4
Colossal	-8
Every 24 hours since the trail was made	+1
Every hour of rain.	+1
Fresh snow cover	-10
Tracked party hides trail (Half Speed)	+5

Condition DC modifier

Poor visibility:**

Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3

*For a group of mixed sizes, apply only the modifier for the largest size category.

**Apply only the largest modifier from this category.

If the character fails a tracking check, the character can retry after 1 hour (outdoors) or 10 minutes (indoors) of searching.

Very Soft Ground: Any surface (fresh snow, thick dust, wet mud) that holds deep, clear impressions of footprints.

Soft Ground: Any surface soft enough to yield to pressure, but firmer than wet mud or fresh snow, in which the creature leaves frequent but shallow footprints.

Firm Ground: Most normal outdoor surfaces (such as lawns, fields, woods, and the like) or exceptionally soft or dirty indoor surfaces (thick rugs, very dirty or dusty floors). The creature might leave some traces (broken branches, tufts of hair) but leaves only occasional or partial footprints.

Hard Ground: Any surface that doesn't hold footprints at all, such as bare rock or indoor floors. Most stream beds fall into this category, since any footprints left behind are obscured or washed away. The creature leaves only traces.

Healer

Ability Requirements:	Intelligence 10 Dexterity 10
Hit Die	d8
BAB Advancement	1/2

Healers are a player character class that functions much as the modern doctor and veterinarian combined. While healers do not possess much in the way of combat ability, either in the form of melee or spells, they do possess useful skills for the inventive player.

The Healer is a detective. They must by observation and deduction find pathogens and vectors. They must learn the nature of the disease from the symptoms of the patient. In the cases of animals they do so without direct communication. These skills can be turned to more than medicine. Ideas and suggestions, not just healing spells and salves are the stock in trade of the Healer.

Characters of any race may be Healers. A minimum Intelligence and Dexterity of 10 are required to be a Healer. Healers may not use a weapon that draws blood, as bloodletting for any purpose except healing is an anathema to them. They may use staves, maces, clubs, or other weapons that do not draw blood. There is no gear against killing in defense of themselves or others, or for reasons of ethos. They may not use armor except for light armor, and/or magical devices and protections. Healers may use magic items that duplicate their abilities and spells.

Healers use **Table C16** for BAB, Saving Throws, and spell progression. Healers use an eight sided die (d8) for hit points. They have their own spells.

Healers gain the skill of unarmed combat as a feature of the class. They start with a +2 in that skill. They gain a +1 to unarmed combat on all odd levels.

Healer Medical Skills

Healers have non-magical skills to aid them in their duties. While they can cast many useful spells, they do not rely on them. To determine the initial value of each skill, start with the base scores listed in **Table C14**. To these base scores add (or subtract) any appropriate modifiers for Intelligence and Dexterity (**Table A1**).

The scores arrived at in the preceding paragraph do not reflect the effort a Healer has spent honing his skills and knowledge. To simulate this extra training, all Healers at 1st level receive 12 discretionary skill points that they can add to their base scores. No more than +3 points can be assigned to any single skill. No skill can be higher than the initial bonus plus the character's level +3. Other than these restrictions, the player can distribute the points however he wants.

Each time the Healer rises a level in experience, the player receives another +6 points to distribute. No more than +3 points per level can be assigned to a single skill. The DM may rule that some or all points must be applied to skills used during the adventure.

Table C17 -- Healer Base Medical Skill Scores

Diagnosis	+2	Nursing	+1
Medicine	+1	Identify Substance	+2
Surgery	-2	Mix Drugs	+1
First Aid	+1	Make Potion	-3

Medical Skill Explanations

Diagnosis: This is the ability to detect and identify pathological conditions. The skill is expressed as bonus of correctly identifying diseases and like conditions. Success at this ability is necessary for successful non-magical treatment of a condition. Failing the

DC check indicates the Healer does not know what the patient is suffering from. A roll that misses correct identification by more than 6 points will result in a wrong diagnosis. The Healer will believe the diagnosis to be correct. Success in this ability is not necessary to cast a *cure disease* spell.

Table C18 -- Diagnosis DC

DC	Disease is
10	common
15	uncommon
20	rare
25	very rare
DC Bonus	Circumstance*
+2	Never encountered
+2	Caused by magic
+4	Caused by a curse

*Apply all circumstance bonuses that apply to the case.

First Aid: This is standard mitigation of trauma and stabilizing of the patient's condition. It is expressed as a die roll representing the number of hit points a character will regain immediately by having their wounds and other injuries tended by the healer within ten minutes of receiving them. For each ten minutes that passes the benefit of one class of die is lost until the only benefit is cleaning and bandages.

Table C16 -- Healer Level & Spell Progression ^D

Level	(d8)	BAB	Saving Throws Fort Ref Will	Spells/Level 1 2 3 4 5 6 7	+ to damage
1	1	+0	+2 +0 +1	1	
2	2	+1	+2 +0 +1	2	
3	3	+1	+3 +1 +2	2 1	
4	4	+2	+3 +1 +2	2 2	+1
5	5	+2	+4 +2 +3	2 2 1	
6	6	+3	+4 +2 +3	3 2 2	
7	7	+3	+5 +3 +4	3 3 2 1	
8	8	+4	+5 +3 +4	3 3 2 1	+2
9	9	+4	+6 +4 +5	4 3 2 2 1	
10	10	+5	+6 +4 +5	4 4 3 2 1	
11	11	+5	+7 +5 +6	4 4 3 2 1 1	
12	12	+6/+1	+7 +5 +6	5 4 3 3 2 1	+3
13	13	+6/+1	+8 +6 +7	5 5 4 3 2 1 1	
14	14	+7/+2	+8 +6 +7	5 5 4 3 2 2 1	
15	15	+7/+2	+9 +7 +8	6 5 4 4 3 2 1	
16	16	+8/+3	+9 +7 +8	6 6 5 4 3 2 2	+4
17	17	+8/+3	+10 +8 +9	6 6 5 4 3 3 2	
18	18	+9/+4	+10 +8 +9	7 6 5 5 4 3 2	
19	19	+9/+4	+11 +9 +10	7 7 6 5 4 3 3	
20	20	+10/+5	+11 +9 +10	7 7 6 5 4 4 3	
21	21	+10/+5	+12 +10 +11	8 7 6 6 5 4 3	
22	22	+11/+6/+1	+12 +10 +11	8 8 7 6 5 4 4	
23	23	+11/+6/+1	+13 +11 +12	8 8 7 6 5 5 4	
24	24	+12/+7/+2	+13 +11 +12	9 8 7 7 6 5 4	
25	25	+12/+7/+2	+14 +12 +13	9 8 8 7 6 5 5	

D) Healers receive bonus spells for high intelligence. Healers keep spell books and must memorize their spells. Healers can research spells. Their magic source is Mana

Character Classes

Other characters can administer First Aid under the supervision of the healer. Characters tended by those supervised by the healer will regain hit points at one die class under the healer's current class. A minimum of one hit point will be gained. In no case can a character regain more hit points than were lost in that event.

As with other skills the Healer cannot have more than three ranks of skill over their current level.

Table C19 -- First Aid

Skill points	Die Class
1-4	d6
5-8	d8
9-12	d10
13-16	d12
17+	2d8

Identify Substance: This is the skill of correctly identifying medicinal herbs, common alchemical substances, poisons, potions, prepared medicines, and other such substances. Magical potions can be identified with this ability. The Healer need not taste or otherwise ingest the substance to test it. The DM may give bonuses for very common substances, and minuses for the very rare.

Table C20 -- Identify DC

DC	Substance is:
8	Very Common
12	Common
18	Uncommon
22	Rare
28	Very Rare
34	Unique*

Make Potion: This is the manufacture of magical potions. It is similar to the skill of *Make Drugs*, but different in that magic is required to succeed.

The character can create a potion of any spell that the character knows and that targets a creature or creatures. Brewing a potion takes 1 day. When the character creates a potion, the character sets the caster level. The caster level must be sufficient to cast the spell in question and no higher than the character's own level. The base price of a potion is its spell level multiplied by its caster level multiplied by 50 gp. To brew a potion, the character must spend up raw materials costing half this base price.

When the character creates a potion, the character makes any choices that the character would normally make when casting the spell. Whoever drinks the potion is the target of the spell. There is no save on potions, even if the spell allows a save.

Any potion that stores a spell with a costly material component also carries a commensurate cost. In addition to the costs derived from the base price, the character must expend the material component when creating the potion.

The DC for creating a given potion is the spell level +1 for each caster level over the minimum +10. A Knowledge Arcane skill of +5 or better will give a +2 synergy bonus. Failure indicates that the glop created will not have the properties desired. The materials are wasted and the effort for naught. Failing by more than six points will mean the Healer is not aware they have failed. The roll should be made by the DM in secret.

Failure once does not preclude trying again. In all cases success is not possible if the proper ingredients and equipment are not present.

Medicine: This is a non-magical non-invasive process to cure a pathological condition. This is expressed as a bonus plus the patient's current Constitution bonus against the disease DC to lower an acute or chronic condition by one level of severity, e.g., from terminal to severe, severe to serious, and so forth, each step requiring 1-10 days. A chronic disease will return unless the roll to cure is 4 points over the necessary total. I.E. Bork has a chronic skin ailment. Cass the Healer needs a roll of 12 or better to cure him of this outbreak. If Cass rolls a 16 or better Bork's ailment will not return. As with other abilities, the base roll can be improved with skills.

Table C21 -- Disease DC

DC	Severity	Bonus	Cause
10	Mild	-2	Disease is common
14	Serious	0	Disease is uncommon
18	Severe	+2	Disease is rare
22	Terminal	+4	Disease is caused by magic or a curse

Mix Drugs: The healer needs to make the drugs he uses in his practice. This skill allows the making of non-magical potions, powders, and the like. This is stated as a DC to succeed in the manufacture of a given potion or drug. Failure once does not preclude trying again. A knowledge herbalism of +5 or better will give a +2 synergy bonus to success. In all cases success is not possible if the proper ingredients are not present.

Table C22 -- Mix Drugs DC

DC	Drug is	Bonus	Cause
10	common	+2	Never encountered
15	uncommon	+2	magic ingredients
20	rare	+1-+4	make-shift equipment
25	very rare		

Nursing: This is the continuing care of ill and convalescing patients. An experienced Healer can use nursing to speed the recovery of characters from wounds or illness. This is represented by a bonus to daily hit point or ability score damage recovery while under the care of a Healer. The patient must follow the instructions of the Healer as to level of activity, diet, or any other matter the Healer deems necessary to gain the bonus. One Healer can care for up to ten patients any one time. Patients in a Healer run hospital will gain the benefit of the most skilled Healer, provided that there is one Healer for every 10 patients.

Table C23-- Nursing

Skill points	Bonus
1-4	+2
5-8	+3 hp +1 ability score
9-12	+4
13-16	+5 hp +2 ability score
17+	+6

Surgery: Surgery is an invasive attempt to correct a problem with mechanical repair of the damage, or removal of the diseased organ or tissue. Surgery is expressed as a bonus plus the patient's current Constitution bonus against the disease DC. A successful roll over the DC means that surgery was successful and the patient can recover normally. Failure can mean anything from disability to death, the result must be decided by the DM based on the severity of the patient's condition. **Table C23** gives additional modifiers depending on spells used and the prevailing environment. The surgery itself will cause 1-4 hit points damage, depending on the degree of invasiveness, again the DM must decide.

Table C24 -- Surgery Modifiers

Surgery takes place outdoors without cover;	-6
Surgery takes place outdoors with cover;	-3
Surgery takes place indoors or underground;	0
Sterile spell used;	+3
Cure wounds spell used;	Variable*
Local anesthetic spell used;	+4 to -1**
General anesthetic spell used;	-1 to +4**
Patient is in shock	-6

* +1 per 10% of patient's total hit points healed.

**The more invasive the surgery the more desirable *general anesthetic* becomes over *local anesthetic*, and vis-a-verse-a. The DM must decide the exact numbers, the worse one gets the better the other becomes.

To Damage bonus: This represents the fact that knowledge is a two edged sword. The skills that make a Healer able in his profession can also be turned to harm. This is the bonus on damage that a Healer receives for their knowledge of anatomy. This skill is based on level.

Table C25 -- Healer Damage Bonus

Level 1-3	+0
Level 4-7	+1
Level 8-11	+2
Level 12-15	+3
Level 16	+4

Healer Skills

Healers have a number of special skills to aid them in their profession. Other than their special list Healers may use any skill from the general lists. Table C26 lists the Healer Skills.

Table C26 -- Healer Skills

Skills	Relevant Ability
Research	Intelligence
Teaching	Intelligence
Team Leading	Wisdom

Research: A Healer with this skill may seek new drugs and cures, better treatments, new and safer surgical methods, new potions, and other things to improve the Healer profession. A Healer engaged in research may not adventure or engage in activities not related to the current research. Leaving a project for more than a few days will set it back by 1-4 weeks. Exact rules are difficult to make as research is not an exact science. A project can be as focused as a better cure for a single ailment, to as broad as investigating the medicinal properties of a number of new plants. The DM must decide the duration and DC of a given project after the player states the goals his character seeks. Researching a new procedure should take between 2-5 weeks. Investigating the properties of a single plant may take 2-16 months. A successful roll indicates that the desired result is achieved, or something useful is learned. A long project (2 or more months) should be broken into 3 or more rolls. Failure of any one roll will mean that the Healer must restart that segment of his study, or that the project should be abandoned.

Teaching: A healer with this proficiency can teach the profession of Healer to any qualified student. The course of study takes seven years during which time the student serves as the Healer's apprentice. A Healer can teach one apprentice for every two levels of teaching they have. Each student can act as a nurse under the supervision of the Healer. Students in the last two years of an

apprenticeship can teach first year students.

Team Leading: With this skill a Healer can teach simple treatments to non-healers and supervise their use. The skill of Heal can be taught in this manner. The person so taught and supervised will function as 1st level Healers in the skill they have been taught. Each skill will require one skill slot from the student. A Healer can supervise up to half his level times his Team Leading score in such nurses. Each nurse under the healer's supervision will expand the number of patients the Healer can personally care for, in a nursing situation, by two.

Healer Spells

Healers must learn their spells as do magicians. They have the same bonuses and penalties as magicians for high and low Intelligence. Like a magician, the healer must keep spell books of all the spells they know.



Character Classes

Magician

Ability Requirements: Intelligence 9
Hit Die d6
BAB Advancement 1/2

Magicians spend their lives in pursuit of arcane wisdom, magicians have little time for physical endeavors. They tend to be poor fighters with little knowledge of weaponry. However, they command powerful and dangerous energies with a few simple gestures, rare components, and mystical words.

Spells are the tools, weapons, and armor of the magician. He is weak in a toe-to-toe fight, but when prepared he can strike down his foes at a distance, vanish in an instant, become a wholly different creature, or even invade the mind of an enemy and take control of his thoughts and actions. No secrets are safe from a magician and no fortress is secure. His quest for knowledge and power often leads him into realms where mortals were never meant to go.

Magicians can wear only light armor of the soft kinds are permitted. The magician spends his time learning arcane languages, poring through old books, and practicing his spells. This leaves little time for learning other things (like how to wear armor properly and use it effectively). If the magician had spent his time learning about armor, he would not have even the meager skills and powers he begins with. If the player really *really* wants a magician that wears armor, I am willing to assign an XP rider to allow for it.

For similar reasons, magicians are severely restricted in the weapons they can use. They are limited to simple weapons. Typical choices are staves and daggers, items that are useful in both magic and self defense. Also unarmed combat is a good choice. As most masters of magic will agree that a mind is not fit

if housed in an unfit body, physical exercise that combines martial practice with fitness is often chosen.

Magicians can use more magical items than any other characters. These include potions, rings, wands, rods, scrolls, and most miscellaneous magical items. A magician can use a magical version of any weapon or armor allowed to his class.

Finally, all magicians can create new magical items, ranging from simple scrolls and potions to powerful staves and magical swords. However, he can construct powerful magical items only after he has learned the appropriate spells (or works with someone who knows them).

All magicians use **Table C27** to determine their advancement in level as they earn experience points, and to determine the levels and numbers of spells they can cast at each experience level. All magicians gain one six-sided Hit Die (1d6) per level.

Learning and casting spells require long study, patience, and research. Once his adventuring life begins, a magician is largely responsible for his own education; he no longer has a teacher looking over his shoulder and telling him which spell to learn next. This freedom is not without its price, however. It means that the magician must find his own source for magical knowledge: libraries, guilds, or captured books and scrolls.

Whenever a magician discovers instructions for a spell he doesn't know, he can try to read and understand the instructions. Once a spell is learned, it cannot be unlearned. It remains part of that character's repertoire forever. Thus, a character cannot choose to "forget" a spell so as to replace it with another.

A magician's spell book can be a single book, a set of books, a bundle of scrolls, or anything else your DM allows. The spell book is the magician's diary, laboratory journal, and encyclopedia, containing a record of everything he knows. Naturally, it is his most treasured possession; without it he is almost helpless.

Table C27 -- Magician Experience Levels & Spell Progression ^F

Level	(d6)	BAB	Saving Throws			Spell Level													Notes
			Fort	Ref	Will	0	1	2	3	4	5	6	7	8	9	10	11	12	
1	1	0	0	0	+2	4	1												Spells of tenth level and higher do not exist. These slots are for metamagic.
2	2	+1	0	0	+3	4	2												
3	3	+1	+1	+1	+3	5	3	1											
4	4	+2	+1	+1	+4	5	3	2											
5	5	+2	+1	+1	+4	6	3	2	1										
6	6	+3	+2	+2	+5	6	4	2	2										Metamagic
7	7	+3	+2	+2	+5	7	4	3	2	1									
8	8	+4	+2	+2	+6	7	4	3	2	2									
9	9	+4	+3	+3	+6	8	5	3	3	2	1								Metamagic
10	10	+5	+3	+3	+7	8	5	4	3	2	2								
11	11	+5	+3	+3	+7	9	5	4	3	3	2	1							
12	12	+6/+1	+4	+4	+8	9	6	4	4	3	2	2							Metamagic
13	13	+6/+1	+4	+4	+8	10	6	5	4	3	3	2	1						
14	14	+7/+2	+4	+4	+9	10	6	5	4	4	3	2	2						
15	15	+7/+2	+5	+5	+9	11	7	5	5	4	3	3	2	1					Metamagic
16	16	+8/+3	+5	+5	+10	11	7	6	5	4	4	3	2	2					
17	17	+8/+3	+5	+5	+10	12	7	6	5	5	4	3	3	2	1				
18	18	+9/+4	+6	+6	+11	12	8	6	6	5	4	4	3	2	2				Metamagic
19	19	+9/+4	+6	+6	+11	13	8	7	6	5	5	4	3	3	2	1			
20	20	+10/+5	+6	+6	+12	13	8	7	6	6	5	4	4	3	2	2			
21	21	+10/+5	+7	+7	+12	14	9	7	7	6	5	5	4	3	3	2	1		Metamagic
22	22	+11/+6/+1	+7	+7	+13	14	9	8	7	6	6	5	4	4	3	2	2		
23	23	+11/+6/+1	+7	+7	+13	15	9	8	7	7	6	5	5	4	3	3	2	1	
24	24	+12/+7/+2	+8	+8	+14	15	10	8	8	7	6	6	5	4	4	3	2	2	Metamagic
25	25	+12/+7/+2	+8	+8	+14	16	10	9	8	7	7	6	5	5	4	3	3	2	1

F) Magicians receive bonus spells for high Intelligence. Magicians keep spell books and memorize their spells. Magicians can research spells. Their magic source is Mana

A spell book contains the complicated instructions for casting the spell, the spell's recipe so to speak. Merely reading these instructions aloud or trying to mimic the instructions does not enable one to cast the spell. Spells gather and shape mystical energies; the procedures involved are often demanding, bizarre, and intricate. Before a magician can cast a spell, he must memorize its arcane formula. This done the power of the spell is available to the magician as long as he possesses the magical stamina to cast it. This stamina is expressed as the number of spells castable per day.

Initially the magician is able to cast only a few spells per day. Furthermore, some spells are more demanding and complex than others; these are impossible for the inexperienced magician to memorize. With experience, the magician's talent expands. He can memorize more spells and more complex spells.

It is possible for a desperate magician to cast a spell even if he has exhausted his allotment of magic for the day. The cost can be extreme. The magician must make a Fortitude DC 10 +3 for each level of the spell cast. Failure means the permanent lost of 1d4+spell level in constitution points. Even if the save is made the magician will take 2d4 hp damage from the casting per level of the spell cast.

Another important power of the magician is his ability to research new spells and construct magical items. Both endeavors are difficult, time-consuming, costly, occasionally even perilous. Through research, a magician can create an entirely new spell, subject to the DM's approval. Likewise, by consulting with your DM, your character can build magical items, either similar to those already given in the rules or of your own design. The rules for item creation are in the *Chapter 8: Magic*.

Unlike many other characters, magicians gain no special benefits from building a fortress or stronghold. They can own property and receive the normal benefits, such as monthly income and mercenaries for protection. However, the reputations of magicians tend to discourage people from flocking to their doors. At best, a magician may acquire a few henchmen and apprentices to help in his work.

Metamagic

This term refers to special techniques a caster learns to improve the spells they already know. Metamagic can simplify the casting of a spell, increase the area or effect of the spell or speed up the casting of the spell.

Only Magicians can use meta magic techniques. The first at third level. They will gain access to another metamagic technique every three levels.

A given metamagic technique can be used on any spell the caster knows that is appropriate to use with that technique. One does not have to learn the metamagic with a single spell in mind.

The technique will require that the spell used with the technique be cast at a higher level than normal. The metamagic technique description indicates by how much. Only one technique can be used on a given spell. It is not necessary to memorize the spell at the increased level as metamagic can be applied "on the fly". It does use the higher spell slot meaning that another spell cannot be cast of that level. You must have the spell slot to use. Metamagic cannot be used if the new casting level is greater than a spell level you can cast.

Unless indicated in the technique the increased spell slot *does not* improve the spell's DC. The save DC, if any, remains at the level of the unaffected spell.

Empower Spell: All variable, numeric effects of an empowered spell are increased by one-half.

Saving throws and opposed rolls are not affected, nor are spells without random variables. An empowered spell uses up a spell slot two levels higher than the spell's actual level.

Enlarge Spell: You can alter a spell with a range to increase its range by 100%. An enlarged spell uses up a spell slot one level higher than the spell's actual level.

Spells whose ranges are not defined by distance do not have increased ranges.

Extend Spell: An extended spell lasts twice as long as normal. A spell with a duration of concentration, instantaneous, or permanent is not affected by this technique. An extended spell uses up a spell slot one level higher than the spell's actual level.

Heighten Spell: A heightened spell has a higher spell level than normal (up to a maximum of 9th level). Unlike other metamagic skills, Heighten Spell actually increases the effective level of the spell that it modifies. All effects dependent on spell level (such as saving throw DCs and ability to penetrate a lesser globe of invulnerability) are calculated according to the heightened level.

Maximize Spell: All variable, numeric effects of a spell modified by this skill are maximized. Saving throws and opposed rolls are not affected, nor are spells without random variables. A maximized spell uses up a spell slot three levels higher than the spell's actual level.

Quicken Spell: Casting a quickened spell is an swift action. You can perform another action, even casting another spell, in the same round as you cast a quickened spell. You may cast only one quickened spell per round. A spell whose casting time is more than 1 full round action cannot be quickened. A quickened spell uses up a spell slot four levels higher than the spell's actual level.

Silent Spell: A silent spell can be cast with no verbal components. Spells without verbal components are not affected. A silent spell uses up a spell slot one level higher than the spell's actual level.

Still Spell: A stilled spell can be cast with no somatic components. Spells without somatic components are not affected. A stilled spell uses up a spell slot one level higher than the spell's actual level.

Widen Spell: You can alter a burst, emanation, line, or spread shaped spell to increase its area. Any numeric measurements of the spell's area increase by 100%. A widened spell uses up a spell slot three levels higher than the spell's actual level.

Spells that do not have an area of one of these four sorts are not affected by this technique.



Character Classes

Rogue

Ability Requirements: Dexterity 9
Hit Die d8
BAB Advancement 2/3

Rogues are people who feel that the world (and everyone in it) somehow owes them a living. They get by day by day, living in the highest style they can afford and doing as little work as possible. The less they have to toil and struggle like everyone else (while maintaining a comfortable standard of living), the better off they think they are. While this attitude is neither evil nor cruel, it does not foster a good reputation. Many a Rogue has a questionable past or a shady background he'd prefer was left uninvestigated.

Rogues combine a few of the qualities of the other character classes. They are allowed to use a wide variety of magical items, weapons, and armor.

Rogues have some special abilities that are unique to their group. All Rogues tend to be adept at languages and have a percentage chance to read strange writings they come across. All are skilled in climbing and clinging to small cracks and outcroppings, even more skilled than the hardy men of the mountains. They are alert and attentive, hearing things that others would miss. Finally, they are dexterous (and just a little bit light-fingered), able to perform tricks and filch small items with varying degrees of success.

Rogues have a number of special abilities, such as picking pockets and detecting noise. They are given a chance of success (this chance depends on the Defense Class of the task, level, Dexterity score, and race of the Rogue). When a Rogue tries to use a special ability, a d20 roll determines whether the attempt succeeds or fails. If the dice roll is equal to or greater than the task DC, the attempt succeeds. Otherwise, it fails.

All Rogues use **Table C28** to determine their advancement in

Table C28 -- Rogue Levels

Level	(d6)	BAB	Saving Throws			
			Fort	Ref	Will	
1	1	0	0	+2	0	evasion
2	2	+1	0	+3	0	
3	3	+2	+1	+3	+1	
4	4	+3	+1	+4	+1	
5	5	+3	+1	+4	+1	
6	6	+4	+2	+5	+2	imp evasion
7	7	+5	+2	+5	+2	
8	8	+6/+1	+2	+6	+2	
9	9	+6/+1	+3	+6	+3	
10	10	+7/+2	+3	+7	+3	
11	11	+8/+3	+3	+7	+3	
12	12	+9/+4	+4	+8	+4	
13	13	+9/+4	+4	+8	+4	
14	14	+10/+5	+4	+9	+4	
15	15	+11/+6/+1	+5	+9	+5	
16	16	+12/+7/+2	+5	+10	+5	
17	17	+12/+7/+2	+5	+10	+5	
18	18	+13/+8/+3	+6	+11	+6	
19	19	+14/+9/+4	+6	+11	+6	
20	20	+15/+10/+5	+6	+12	+6	
21	21	+15/+10/+5	+7	+12	+7	
22	22	+16/+11/+6/+1	+7	+13	+7	
23	23	+17/+12/+7/+2	+7	+13	+7	
24	24	+18/+13/+8/+3	+8	+14	+8	
25	25	+18/+13/+8/+3	+8	+14	+8	

levels as they gain experience points.

A character must have a minimum Dexterity score of 9 to qualify for the class. While high numbers in other scores (particularly Intelligence) are desirable, they are not necessary.

Thieves have a limited selection of weapons. Most of their time is spent practicing their roguish skills. The allowed weapons are club, dagger/knife, dart, crossbow, lasso, short bow, sling, any single handed sword, and staff. A Rogue can wear light armor. The Rogue's abilities are penalized when wearing any Heavier armor (see **Table E5 -- Armor**). All Rogues gain one six-sided Hit Die (1d6) per level.

The profession of thief is not honorable, yet it is not entirely dishonorable, either. Many famous folk heroes have been more than a little larcenous -- Reynard the Fox, Robin Goodfellow, and Ali Baba are but a few. At his best, the Rogue is a romantic hero fired by noble purpose but a little wanting in strength of character. Such a person may truly strive for good but continually run afoul of temptation.

At third level the Rogue gains the ability of Evasion. On any reflex save that allows you to save for half damage the Rogue saves for one quarter damage instead. This ability is automatic and does not have to be declared to be used.

At tenth level the Rogue gains the ability of Improved Evasion. Improved evasion is like evasion but instead of saving for quarter damage if the reflex save is made the Rogue takes no damage. This ability is automatic and does not have to be declared to be used.

Table C29 -- Thieving Skill Armor Adjustments

Skill	Padded or No Armor	Light Armor	Medium Armor	Heavy Armor
Climb Walls	0	-2	-4	-6
Detect Noise	0	0	0	0
Find Traps	0	-1	-2	-3
Remove Traps	0	-1	-2	-3
Hide in Shadows	0	-2	-3	-4
Move Silently	0	-2	-3	-4
Open Locks	0	-1	-2	-3
Slight of Hand	0	-2	-4	-6

Table C30 -- Thieving Skill Base Scores

Skill	Base Score	Ability Used
Climb Walls	+6	Strength
Detect Noise	+3	Wisdom
Disguise	+1	Wisdom
Find Traps	+1	Intelligence
Remove Traps	0	Dexterity
Forgery	0	Intelligence
Hide in Shadows	+1	Dexterity
Move Silently	+2	Dexterity
Open Locks	+2	Dexterity
Slight of Hand	+3	Dexterity
Read Languages	-3	Intelligence

To determine the initial value of each skill, start with the base scores listed on **Table C30**. To these base scores, add (or subtract) any appropriate modifiers for Dexterity, armor worn, and race (given on **Tables A1, C29** and **C31** respectively). Some characters may find that after adjustments they have negative scores. (Some races just aren't very good at certain things.) A Rogue character uses the "No Armor" column if wearing **bracers of defense** or a cloak without large or heavy protective clothing.

The scores arrived at in the preceding paragraph do not reflect the effort a Rogue has spent honing his skills. To simulate this extra training, all Rogue at 1st level receive 16 points that they can add to their base scores. No more than 4 points can be assigned to any single skill. No skill can be higher than the initial bonus plus the character's level +3. Other than these restrictions, the player can distribute the points however he wants.

Each time the Rogue rises a level in experience, the player receives another 8 points to distribute. No more than 3 points per level can be assigned to a single skill. As an option, the DM can rule that some portion of the points earned must be applied to skills used during the course of the adventure.

Climb Walls: Although everyone can climb rocky cliffs and steep slopes, the Rogue is far superior to others in this ability. Not only does he have a better chance of climbing than other characters, he can also climb most surfaces without tools, ropes, or devices. Only the Rogue can climb smooth and very smooth surfaces without climbing gear. Of course, the Rogue is very limited in his actions while climbing.

With each successful Climb check, the Rogue can advance up, down, or across a slope or a wall or other steep incline (or even a ceiling with handholds) one-half the character's speed as a full-round action. The character can move half that far, one-fourth of the character's speed, as a move-equivalent action. A slope is considered to be any incline of less than 60 degrees; a wall is any incline of 60 degrees or steeper.

A failed Climb check means that the character makes no progress, and a check that fails by 5 or more means that the character falls from whatever height the character has already attained. The DC of the check depends on the conditions of the climb.

Since the Rogue can't move to avoid a blow while climbing, enemies can attack the Rogue as if the Rogue were flat footed. The Rogue loses any Dexterity bonus to Armor Class. The character cannot use a shield while climbing.

Any time the Rogue takes damage while climbing, they must make a Climb check against the DC of the slope or wall. Failure means the Rogue falls from their current height and sustains the appropriate falling damage.

Accelerated Climbing: The Rogue tries to climb more quickly than normal. As a full-round action, the Rogue can attempt to cover the Rogue's full speed in climbing distance, but the Rogue suffers a -5 penalty on Climb checks and the Rogue must make two checks each round. Each successful check allows the Rogue to climb a distance equal to one-half the Rogue's speed. By accepting the -5 penalty, the Rogue can move this far as a move-equivalent action rather than as a full-round action.

Making Ones Own Handholds and Footholds: The character can make his or her own handholds and footholds by pounding pitons into a wall. Doing so takes 1 minute per piton, and one piton is needed per 10 feet. As with any surface with handholds and footholds, a wall with pitons in it has a DC of 15. In the same way, a climber with a hand ax or similar implement can cut holds in an ice wall.

Catching One's Self When Falling: It's practically impossible to catch the one's self on a wall while falling. Make a Climb check (DC = wall's DC + 20) to do so. A slope is a lot easier to catch one's self on (DC = slope's DC + 10).

Special: A character with 5 or more ranks in Rope Use gets a +2 synergy bonus on checks to climb a rope, a knotted rope, or a rope and wall combination.

Table C32 -- Climbing DC

DC	Wall or Surface
0	A slope too steep to walk up. A knotted rope with a wall to brace against.
5	A rope with a wall to brace against, or a knotted rope, or a rope affected by the <i>rope trick</i> spell.
10	A surface with ledges to hold on to and stand on, such as a very rough wall or a ship's rigging.
15	Any surface with adequate handholds and footholds (natural or artificial), such as a very rough natural rock surface or a tree. An unknotted rope.
20	An uneven surface with some narrow handholds and footholds, such as a typical wall in a dungeon or ruins.
25	A rough surface, such as a rock or a brick wall.
25	A Smooth surface or an overhang or ceiling with handholds but no footholds.
-10*	Climbing inside a chimney (artificial or natural) or location where one can brace against two opposite walls
-5*	Climbing an inside corner where the character can brace against perpendicular walls .
+5*	Surface is slippery.

*These modifiers are cumulative; use any that apply.

Detect Noise: A good Rogue pays attention to every detail, no matter how small, including faint sounds that most others miss. His ability to hear tiny sounds (behind heavy doors, down long hallways, etc.) is much better than the ordinary person's. Listening is not automatic; the Rogue must stand still and concentrate on what he's hearing for one round. He must have silence in his immediate surroundings and must remove his helmet or hat, if either covers his ears. Sounds filtering through doors or other barriers are unclear at best. Listening devices like a tin cup held to a door will increase the clarity of what is heard, but not the chance of hearing it.

Table C33 -- Detect Noise

DC	Sound
-10	A battle
0	People talking ¹
5	A person in medium armor walking at a slow pace (10 ft./round) trying not to make any noise.
10	An unarmored person walking at a slow pace (15 ft./round) trying not to make any noise
15	A 1st-level rogue using Move Silently to sneak past the listener
15	People whispering ¹
19	A cat stalking
30	An owl gliding in for a kill

¹ If you beat the DC by 10 or more, you can make out what's being said, assuming that you understand the language. A aid reduces this to 6 or more.

Modifier	Condition
+5	Through a door
+15	Through a stone wall
+1	Per 10 feet of distance
+5	Listener distracted

Disguise: A Rogue has the ability to disguise himself or others to appear to be what they are not. This is a mundane skill not requiring any kind of magic. There are several levels of disguise with an increasing range of difficulty, and circumstances that add or subtract to the Rogue's chance of success.

Character Classes

Table C31 -- Rogue Skill Racial Adjustments

Skill	Avian							Half-						
	1/2 Avian	Centaur	Dwarf	Elf	Fawn	Foxfolk	Gnome	Centaur	Half-elf	Human	Hobbit	Leoman	Sauroi	Tanuki
Climb Walls	-1	HA!	-2	--	-5	--	-3	-5	--	+1	-3	+6	-1	+6
Detect Noise	-3	+1	--	+1	+1	+6	+2	+1	--	--	+1	+2	--	+2
Disguise	-15**	-20**	-5**	--	-5**	-15**	-5**	-5**	--	--	-5**	-15**	-20**	-15**
Find Traps	--	-1	+3	--	-4	--	+2	--	--	+1	+1	-1	-4	--
Remove Traps	--	-1	+2	--	-3	--	+3	--	--	--	+1	-1	-3	+1
Forgery	--	-1	+1	--	-5	+1	+6	--	--	--	-1	-3	-4	-1
Hide in Shadows	-15*	-14	--	+2	+6	+2	+1	--	+1	--	+3	+2	-2	+2
Move Silently	-3	-10	--	+1	+4	+4	+1	-5	--	--	+2	+6	--	+6
Open Locks	--	-1	+2	-1	-3	--	+1	--	--	+1	+1	-1	-4	--
Slight of Hand	--	-	--	+1	+2	+1	--	--	+2	--	+1	-1	-7	--
Read Languages	--	+1	-1	+2	-6	+1	--	+1	--	--	-1	--	+2	--

* Darklin only reverses this to a +15

**Minus only applies if trying to disguise themselves as another species.

Table C34 -- Disguise Modifiers

Disguise	Disguise Check Modifier
Minor details only	+5
Disguised as different gender ¹	-2
Disguised as different race ¹	-2
Disguised as different age category ¹	-2 ²

¹ These modifiers are cumulative; use any that apply.

² Per step of difference between your actual age category and your disguised age category. The steps are: young (younger than adulthood), adulthood, middle age, old, and venerable.

If you are impersonating a particular individual, those who know what that person looks like get a bonus on their Spot checks according to the table below. They are automatically considered to be suspicious of you, so opposed checks are always called for.

Familiarity Viewer's Spot Check Bonus

Recognizes on sight	+4
Friends or associates	+6
Close friends	+8
Intimate	+10

Use all modifiers that would apply. The Rogue would roll on his disguise skill, an untrained person uses their raw wisdom bonus. If the disguised person is a fighter with a 14 wisdom without the disguise skill dressed as a cleric. + 2 wisdom -5 for does not have disguise skill, -2 for disguised as a cleric. A -5 to pull it off before he starts. The base DC is 18 for "specific type of person" the fighter must match a 23. Chances are he will not.

The disguise check is used as an opposed check only of the disguised person is impersonating someone specific or a member of a specific group and encounters someone that knows the person or the members of that group. The opposed character uses their will save bonus or spot check if that is higher to see through the disguise.

The player should roll for the success of the disguise without knowing the exact DC they have to meet. The DM will have encountered persons react accordingly.

Open Locks: A Rogue can try to pick locks, finesse combination locks (if they exist), and solve puzzle locks (locks with sliding panels, hidden releases, and concealed keyholes). Picking a lock requires tools. Using typical Rogue's tools grants normal chances for success. Using improvised tools (a bit of wire, a thin dirk, a stick, etc.) imposes a penalty on the character's chance for success. The DM sets the penalty based on the situation; penalties can range from -1 for an improvised but suitable tool, to -12 for an

awkward and unsuitable item (like a stick). The amount of time required to pick a lock is 1d10 minutes. A Rogue can try to pick a particular lock as many times as they wish. However, their chance does not remain the same. Every time an attempt fails the Rouge suffers a -2 circumstance to opening that lock, this time.. If a save vs. Will on the lock DC is made the DC remains the same. The thief can continue to try the lock until they either realize they will never get it open, or they succeed. Each failure is assumed to take 10 minutes.

Table C35 -- Lock DC

DC	Lock	Random
20	Simple lock	01-51
25	Common lock	52-75
30	Good lock	76-90
35	Quality lock	91-96
40	Masterwork lock	97-00

Find Traps: The Rogue is trained to find small traps and alarms. These include poisoned needles, spring blades, deadly gases, and warning bells. This skill is not effective for finding deadfall ceilings, crushing walls, or other large, mechanical traps. However, it might locate the trigger for such devices without indicating what that actual trap is.

To find the trap, the Rogue must be able to touch and inspect the trapped object. Locating a trap takes from 1 to 10 minutes. Normally, the DM rolls the dice to determine whether the Rogue finds a trap. If the DM says, "You didn't find any traps," it's up to the player to decide whether that means there are no traps or there are traps but the Rogue didn't see them. If the Rogue finds a trap, he knows its general principle but not its exact nature. A Rogue can check an item for traps as often as they wish under the same rules as that for opening locks, -2 to the circumstance for every failure unless a save vs Will on the trap DC is made.

Table C36 -- Find Trap DC

DC	Trap	Random
10	Simple trap	01-50
15	Common trap	51-65
20	Good trap	66-75
25	Clever trap	76-85
30	Fiendish trap	86-90
25*	Magical trap	91-00

*Plus spell level

Remove Traps Once a trap is found, the Rogue can try to remove it or disarm it. This also requires 1d10 minutes. If the dice roll indicates success, the trap is disarmed. If the dice roll indicates failure, the trap has confounded the Rogue. If the die roll is a 1, the Rogue accidentally triggers the trap and suffers the

consequences. He can try disarming the trap again at minus -2. As with locks every time an attempt fails the thief loses -2 to their success roll. If a save vs, Will on The Trap "Remove" DC is made the DC remains the same. The Rogue can continue to try the trap until they either realize they will never get it open, they spring it on themselves, or they succeed. Each attempt takes 1-10 minutes. Sometimes (usually because his skills are low) a Rogue will deliberately spring a trap rather than have unpleasant side effects if the trap doesn't work quite the way the Rogue thought, and he triggers it while standing in the wrong place.

This skill is far less useful when dealing with magical or invisible traps. Thieves can attempt to remove these traps, but their chances of success are much lower.

Table C37 -- Remove Trap DC

DC	Trap	Random
20	Simple trap	01-50
25	Common trap	51-65
30	Good trap	66-75
35	Clever trap	76-85
40	Fiendish trap	86-90
25*	Magical trap	91-00

*Plus spell level

Move Silently: A Rogue can try to move silently at any time simply by announcing that he intends to do so. While moving silently, the Rogue's movement rate is reduced to 1/2 normal. The check is an opposed roll against whomever might be listening. The Rogue always *thinks* he is being quiet. Successful silent movement improves the Rogue's chance to surprise a victim, avoid discovery, or move into position to stab an enemy in the back. Obviously, a Rogue moving silently but in plain view of his enemies is wasting his time.

Table C38 -- Move Silently Modifiers

Condition	Modifier
Rogue used half move	0
Rogue used full move	-5
Rogue is running	-20
Ambient noise	
Low	+5
Medium	+10
Loud	+15
Very Loud	+20

Hide in Shadows: A Rogue can try to disappear into shadows or any other type of concealment; bushes, curtains, crannies, etc. A Rogue can hide this way only when no one is looking at him; he remains hidden only as long as he remains virtually motionless. (The Rogue can make small, slow, careful movements: draw a weapon, uncork a potion, etc.) A Rogue can never become hidden while a guard is watching him, no matter what his die roll is. His position is obvious to the guard. However, trying to hide from a creature that is locked in battle with another is possible, as the enemy's attention is fixed elsewhere. The DM rolls the dice and keeps the result secret, but the Rogue always *thinks* he is hidden.

Hiding in shadows cannot be done in total darkness, since the talent lies in fooling the eye as much as in finding real concealment (camouflage, as it were). Spells, magical items, and special abilities that reveal invisible objects can reveal the location of a hidden Rogue.

Table C39-- Hide Modifiers

Condition	Modifier
Light cover (near bare room)	-10
Moderate cover	0
Heavy cover (cluttered storeroom)	+10
Natural settings	-10
Harsh light	-5
Total darkness	+5

Size of the creature hiding is:*

Fine	+16
Diminutive	+12
Tiny	+8
Small	+4
Medium-size	0
Large	-4
Huge	-8
Gargantuan	-12
Colossal	-16

Read Languages: Out of necessity Rogues tend to learn odd bits of information. Among these is the ability to read various languages, particularly as they apply to treasure maps, deeds, secret notes, and the like. The Rogue has enough exposure to languages that he has a chance to read most non-magical writing. This ability can be improved with more experience.

The roll is an opposed check against the document. Each document will have a bonus depending on the rarity of the tongue. Use all bonuses that apply. Once rolled the DC of the document does not change. If a second Rogue or a Bard takes a crack at it the document keeps the first DC rolled. Once read a document stays read. No further rolls are required for that character to read it.

The DM can rule that a language is too rare or unfamiliar, especially if it has never been previously encountered by the Rogue, effectively foiling his attempts to translate it. At the other extreme, the Rogue need not roll for any language he is skillful in. Success is assumed to be automatic in such cases.

Table C40 Read Languages

Bonus	Circumstance
+2	Never encountered
0	Encountered before
+1	Frequently encountered
+2	Very frequently encountered
-2	Common in the area
0	Uncommon
+2	Rare
+6	Very rare
+12	Not known to area
+4	Dead language

Sneak Attack: Rogues are weak in toe-to-toe hacking matches, but they are masters of the knife in the back. When attacking someone by surprise and from behind, a Rogue can improve his chance to successfully hit (+4 modifier for rear attack and negate the target's shield and Dexterity bonuses) and greatly increase the amount of damage his blow causes.

To use this ability, the victim must be flanked, the Rogue must be flanking the victim or his victim must be unaware that the Rogue intends to attack him. If an enemy sees the Rogue, hears him approach from a blind side, or is warned by another, he is not caught unaware and the sneak attack is handled like a normal attack. Opponents in battle will often notice a Rogue trying to maneuver behind them. The first rule of fighting is to never turn

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your back on an enemy! However, someone who isn't expecting to be attacked (a friend or ally, perhaps) can be caught unaware even if he knows the Rogue is behind him.

The multiplier given in **Table C40** applies to the amount of damage before modifiers for Strength or weapon bonuses are added.

Backstabbing does have limitations. First, the damage multiplier applies only to the first attack made by the Rogue, even if multiple attacks are possible. Once a blow is struck, the initial surprise effect is lost. Second, the Rogue cannot use it on every creature. The victim must be generally humanoid. Part of the skill comes from knowing just where to strike. A Rogue could sneak attack an ogre, but he wouldn't be able to do the same to a beholder. The victim must also have a definable back (which leaves out most slimes, jellies, oozes, and the like). Finally, the Rogue has to be able to reach a significant target area. To sneak attack a giant, the Rogue would have to be standing on a ledge or window balcony. Backstabbing him in the ankle just isn't going to be as effective.

Table C41 -- Sneak Attack Damage Multipliers

Thief's Level	Damage Multiplier
1-4	×2
5-8	×3
9-12	×4
13+	×5

Slight of Hand enables the Rogue to perform not only small feats of sleight-of-hand (useful for distracting a crowd), but mainly to filch small purses, wallets, keys, and the like.

Rolls are not required for the casual entertaining use of this ability. Rolls are needed only when the Rogue is attempting to flinch something.

In all cases where a roll must be made it is an opposed check. In the case of pickpocketing, against the target's "spot" check.

A Rogue can try to pick someone's pocket as many times as he wants. Neither failure nor success prevents additional attempts, but getting caught might!

If a Rogue wishes to impress a crowd with slight of hand a standard perform check is made.

Thieves' Cant: Thieves' Cant is a special form of communication known by all thieves and their associates. It is not a distinct language; it consists of slang words and implied meanings that can be worked into any language. The vocabulary of Thieves' Cant limits its use to discussing things that interest thieves: stolen loot, easy marks, breaking and entering, mugging, confidence games, and the like. It is not a language, however. Two thieves cannot communicate by Thieves' Cant unless they know a common language, and hail from the same city. In extreme cases of large cities, the Cant may differ significantly between the docks and the shantytown at the other side of the city. (London records 31 distinct dialects in a single square mile in 1900, 13 survive today.) The Cant is useful, however, for identifying fellow cads and bouncers by slipping a few tidbits of lingo into a normal conversation.

Use Scrolls: At 10th level, a Rogue gains a limited ability to use magician and priest scrolls. A Rogue's understanding of magical writings is far from complete, however. The Rogue has a chance to read the scroll incorrectly and reverse the spell's effect. This sort of malfunction is almost always detrimental to the Rogue and his party. It could be as simple as accidentally casting the reverse of the given spell or as complex as a foul-up on a *fireball* scroll, causing the ball of flame to be centered on the Rogue instead of its

intended target. The exact effect is up to the DM (this is the sort of thing DMs enjoy, so expect the unexpected).

The DC is the scroll's spell and caster level +10. Any check that fails by 5, or on a natural roll of 1 gains a misuse.

Rogues do not build castles or fortresses in the usual sense. Instead, they favor small, fortified dwellings, especially if the true purpose of the buildings can easily be disguised. A Rogue might, construct a well-protected den in a large city behind the facade of a seedy tavern or old warehouse. Rogues almost always build their strongholds in or near cities, since that is where they ply their trades most lucratively.

Once a Rogue gains a reputation of note he can attract followers, either a gang of scoundrels and scalawags or a group of scouts eager to learn from a reputed master. The disadvantage is that the Rogue must remain in one area long enough to gain a reputation, and risk the dangers associated with that. The Rogue attracts 4d6 of these fellows. They are generally loyal to him, but a wise Rogue is always suspicious of his comrades. **Table C31** can be used to determine the type and level of followers, or the DM can choose followers appropriate to his campaign.

Thieves tend to be very jealous of their territory. If more than one Rogue starts a gang in the same area, the result is usually a war. The feud continues until one side or the other is totally eliminated or forced to move its operation elsewhere.

Table C42 -- Rogue's Followers

D100 Roll	Follower Class	Level Range
01-10	Bard	1-4
11	Cleric	1-3
12-14	Craft	1-3
15-30	Fighter	1-4
31-32	Healer	1-4
33-37	Illusionist	1-3
38-42	Magician	1-3
44-50	Ranger	1-4
51-00	Rogue	1-8

D100 Roll	Race	D100 Roll	Race
01	Avian ^F	30	Half Centaur
02	Centaur	31-38	Half-Elf
03-08	Dwarf	39-43	Hobbit
09-18	Elf ^D	44-93	Human
19-21	Faun	94-95	Leoman
22	Foxfolk	96	Sauroi
23-28	Gnome	97-99	Other Humanoid ^E
29	Half Avian ^F	00	DM's Choice
D) 01-35	Calaquendi	F) 01	Arouan
36-70	Erinquendi	02-71	Avard
71-94	Mithquendi	72	Darklin
95	Morquendi	73-90	Glacian
96-00	Sulinarquendi	91-00	Phoenix

E) 01-20	Gnoll
21-40	Goblin
41-60	Hobgoblin
61-80	Ogre
81-00	Orc

Experience Riders

Some races as listed in *Chapter 3: Races* have a decided advantage over other races. They will have a "rider" listed for experience for level. The Experience table for level for riders 1

through 8 is listed below as well as the raw rider number. One level of rider is equal to one twentieth of a level. Riders over 12 are not really worth playing unless you like lagging a level or three behind the rest of the party.

Lvl	Raw Rider	1	2	3	4	5	6	7	8	9	10	11	12
1	0	0	0	0	0	0	0	0	0	0	0	0	0
2	50	1,050	1,100	1,150	1,200	1,250	1,300	1,350	1,400	1,450	1,500	1,550	1,600
3	150	3,150	3,300	3,450	3,600	3,750	4,000	4,150	4,300	4,450	4,600	4,750	4,900
4	300	6,300	6,600	6,900	7,200	7,500	7,800	8,100	8,400	8,700	9,000	9,300	9,600
5	500	10,500	11,000	11,500	12,000	12,500	13,000	13,500	14,000	14,500	15,000	15,500	16,000
6	750	15,750	16,500	17,250	18,000	18,750	19,500	20,250	21,000	21,750	22,500	23,250	24,000
7	1,050	22,050	23,100	24,150	25,200	26,250	27,300	28,750	29,800	30,850	31,900	32,950	34,000
8	1,400	29,400	30,800	32,200	33,600	35,000	36,400	37,800	39,200	40,600	42,000	43,400	44,800
9	1,800	37,800	39,600	41,400	43,200	45,000	46,800	48,600	50,400	52,200	54,000	55,800	57,600
10	2,250	47,250	49,500	51,750	54,000	56,250	58,500	60,750	63,000	65,250	67,500	69,750	72,000
11	2,750	57,750	60,500	63,250	66,000	68,750	71,500	74,250	77,000	79,750	82,500	86,250	88,000
12	3,300	69,300	72,600	75,900	79,200	82,500	85,800	89,100	92,400	95,700	99,000	102,300	105,600
13	3,900	81,900	85,800	89,700	93,600	97,500	101,400	105,300	109,200	113,100	117,000	120,900	124,800
14	4,550	95,550	100,100	104,650	109,200	113,750	118,300	122,850	127,400	131,950	136,500	141,050	145,600
15	5,250	110,250	115,500	120,750	126,000	131,250	136,500	141,750	147,000	152,250	157,500	162,750	168,000
16	6,000	126,000	132,000	138,000	144,000	150,000	156,000	162,000	168,000	174,000	180,000	186,000	192,000
17	6,800	136,000	142,800	149,600	156,400	163,200	170,000	176,800	183,600	190,400	197,200	204,000	210,800
18	7,700	161,700	169,400	177,100	184,800	192,500	200,200	207,900	215,600	223,300	231,000	238,700	246,400
19	8,550	179,550	188,100	196,650	205,200	213,750	222,300	230,850	239,400	247,950	256,500	265,050	273,600
20	9,500	199,500	209,000	218,500	228,000	237,500	247,000	256,500	266,000	275,500	285,000	294,500	304,000
21	10,500	220,500	231,000	241,500	252,000	262,500	273,000	283,500	294,000	304,500	315,000	325,500	336,000
22	11,550	242,550	254,100	265,650	277,200	288,750	300,300	311,850	323,400	334,950	346,500	358,050	369,600
23	12,650	265,650	278,300	290,950	303,600	316,250	328,900	341,550	354,200	366,850	379,500	392,150	404,800
24	13,800	289,800	303,600	317,400	331,200	345,000	358,800	372,600	386,400	400,200	414,000	427,800	441,600
25	15,000	315,000	330,000	345,000	360,000	375,000	390,000	405,000	420,000	435,000	450,000	465,000	480,000



