

Chapter Three

Player 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
Illusionist**	The most subtle, and powerful of the spell casters
Thief	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.

** Details of the Illusionists are lifted from the 1st edition AD&D

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 Ability Score Requirements

Each of the character classes has minimum scores in various abilities. A character must satisfy these minimums to be of that class.

Table C1 -- Class Ability Minimums

Character Class	Str	Dex	Con	Int	Wis	Cha
Bard	--	12	--	13	--	15
Cleric	--	--	--	--	09	--
Craft	--	--	13	13	10	--
Fighter	09	--	--	--	--	--
Healer	--	10	--	10	--	--
Illusionist	--	--	--	--	--	--
Magician	--	--	--	09	--	--
Paladin	12	--	9	--	13	--
Ranger	--	13	14	--	14	--
Thief	--	09	--	--	--	--

The complete character class descriptions that follow give the specific, detailed information you need about each class. These are organized according to groups. Information that applies to the entire group is presented at the start of the section. Each character class within the group is then explained.

The descriptions use game terms that are explained in this text.

Experience Points measure what a character has learned and how he has improved his skill during the course of his adventures. Characters accumulate experience points from adventure to adventure. When they accumulate enough, they rise to the next level of experience, gaining additional abilities and powers. The experience level tables for each character group list the *total*, accumulated experience points needed to reach each level.

Level is a measure of the character's power. A beginning character starts at 1st level or higher. To advance to the next level, the character must earn a requisite number of experience points. Different character classes improve at different rates. Each increase in level improves the character's survivability and skills.

Bard

Ability Requirements:	Dexterity 12 Intelligence 13 Charisma 15
Saving Throw Class	E
Hit Die	d6
Thac0 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 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.

To become a bard, a character must have a Dexterity of 12 or more, an Intelligence of 13 or more, and a Charisma of 15 or more. Experience is detailed in Table C2.

A bard, by his nature, tends to learn many different skills. He is a jack-of-all-trades but master of none. Although he fights as a rogue, he can use any weapon. He can wear any armor up to (and including mail, but he cannot use a shield. Bards use the Class E chart for saving throws (Table C32).

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 can learn two instruments for every proficiency slot spent.

In his travels, a bard also manages to learn a few spells. A bard can take his spells from one of three "traditions". Once a tradition is chosen the bard cannot alter it. The traditions are craft, magician, and illusionist. 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's Intelligence determines the number of spells he can know and the chance to know any given spell. These he keeps in the manner of his tradition, either in a spell book for magicians or illusionists, 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 C2 also 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. (An Intelligence check must still be made to see if the bard can learn a given spell.) 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.

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 percentage for each ability is listed on Table C3. This base percentage must be adjusted for the Dexterity and race of the bard as given in Table C25 and Table C27. After all adjustments are made, the player must distribute (however he chooses) 20 additional percentage points to the various special abilities. Thereafter, each time the character advances a level, he receives an additional 15 points to distribute.

Climb Walls enables the bard to climb near sheer surfaces without the aid of tools, just like the thief.

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 unhelmeted and concentrate for one round (one minute). During this time, all other party members must remain silent.

Prestidigitation 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. Complete details on pickpocketing (and your character's chances of getting caught) can be found in the Thief description. 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.

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 Read Languages column in Table C2 gives the base percentage chance to puzzle out a foreign tongue. It also represents the degree of comprehension the bard has if he is successful. 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 is proficient in. Success is assumed to be automatic in such cases.

The bard can also influence reactions of groups of NPCs. When performing before a group that is not attacking (and not intending to attack in just seconds), the bard can try to alter the mood of the listeners. He can try to soften their mood or make it uglier. The method can be whatever is most suitable to the situation at the moment; a fiery speech, collection of jokes, a sad tale, a fine tune played on a fiddle, a haunting lute melody, or a heroic song from the old homeland. Everyone in the group listening must roll a saving throw vs. paralyzation (if the crowd is large, make saving throws for groups of people using average hit dice). The die roll is modified by -1 for every three experience levels of the bard (round fractions down). If the saving throw fails, the group's reaction can be shifted one level toward either the friendly or hostile end of the scale, at the player's option. Those who make a successful saving throw have their reaction shifted one level toward the opposite end of the scale.

This ability cannot affect people in the midst of battle; it is effective only when the audience has time to listen. Furthermore, the form of entertainment used must be appropriate to the audience. A bard might be able to calm (or enrage) a bear with music, but he won't have much luck telling jokes to orcs unless he speaks their language.

The music, poetry, and stories of the bard can also be inspirational, rallying friends and allies. If the exact nature of an impending threat is known, the bard can heroically inspire his companions, granting a +1 bonus to attack rolls, or a +1 bonus to saving throws, or a +2 bonus to morale to those involved in melee. The bard must spend at least three full rounds singing or reciting before the battle begins. This affects those within a range of 10 feet per experience level of the bard.

The effect lasts one round per level. Once the effect wears off, it can't be renewed if the recipients are still in battle. Troops who have withdrawn from combat can be re-inspired by the bard's words.

Bards are also able to counter the effects of songs and poetry used as magical attacks. Characters within 30 feet of the bard are immune to the attack as long as the bard sings a counter song (or recites a poem, etc.). While doing this, the bard can perform no other action except a slow walk. Furthermore, if he is struck or fails a saving throw, his effort is ruined. Success is checked by having the bard make a saving throw vs. spell. Success blocks the attack. Failure means the attack has its normal effect (everyone affected rolls saving throws, normal damage is inflicted, etc.). The bard can use this ability once per encounter or battle. This power does not affect verbal spell components or command words; it is effective against spells that involve explanations, commands, or suggestions.

Bards learn a little bit of everything in their studies and travels. Thus, all bards can read and write their native tongue (if a written language exists) and all know local history without using a proficiency slot). Furthermore, bards have a 5% chance per experience level to identify the legendary purpose and function of any magical item. The bard need not handle the item but must examine it closely. Even if successful, the exact function of the item is not revealed, only its legendary known nature.

This ability does not enable the bard to identify the items exact properties, only its history and background. He has no idea of its bonuses or penalties or any special magical powers, except as can be implied from the histories. If the item is too new or has no history (it has spent all its days in a dwarf hold) then the bard has no chance of knowing anything about it.

Being something of a warrior, a bard can build a stronghold and attract followers. Once the bard gains sufficient fame, and provides a place for them to gather, that is he builds some manner of manor, castle, or feasting hall. The bard attracts 10d6 0th-level soldiers into his service. They arrive over a period of time, but they are not automatically replaced if lost in battle. Of course, a bard can build at any time, but no followers arrive until he gains some manner of fame. Additional followers in the manner of fellow bards, rouges, actors or other 0 level entertainers, may also gather at such a hold, if the bard makes his home open to them. While such followers would be reluctant, if not fearful of entering battle, they will defend the hold if it is attacked. Primarily they make the bard's stronghold a cheerful place full of creative ideas and laughter.

Upon reaching 10th level, a bard can attempt to use magical devices of written nature--scrolls, books, etc. However, his understanding of magic is imperfect (although better than that of a thief), so there is a 15% chance that any written item he uses is read incorrectly. When this happens, the magical power works differently than what is intended, generally to the detriment of the bard or his friends. The DM will tell you what happens to your character, based on the situation and particular magical item. The result may be unpleasant, deadly, or embarrassing.

Cleric

Ability Requirements:	Wisdom 9 Other requirements by religion
Saving Throw Class	A
Hit Die	d8
Thac0 Advancement	2/3

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 arm 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 d8s 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. Clerics use the Class A chart for saving Throws (Table C32).

All clerics (unless otherwise specified) use Table C4 to determine their advancement in level as they gain experience points, and to determine how many spells they receive at each level of experience.

All clerics gain one eight-sided Hit Die (1d8) Per level from 1st through 9th. After 9th level, priests earn 2 hit points per level and they no longer gain additional hit point bonuses for high Constitution scores.

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 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 (16 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 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 (Table C5). 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.

Craft

Ability Requirements:	Intelligence 13 Constitution 13 Charisma 10
Saving Throw Class	C
Hit Die	d8
Thac0 Advancement	1/3

The Craft, or witches and hedge wizards as they are commonly called are practitioners of earth magic. That is they draw their power of magic from the earth 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 through meditation. It is in this manner that they tune themselves with the earth and regain their spells.

The majority of the people see practitioners of the Craft as dispensers of small magic. Simple cures, love philters of limited potency, and reading of the futures. Few realize the true power that

these witches and hedge wizards can wield. The major Craft disciplines lie in the areas of alteration, charm, summoning, and divination. Spells of dramatic effect are not what they do best.

While the image of the lone practitioner living far from the haunts of men, in the deep woods surrounded by the creatures of the wood is not a false one, it is not the only circumstance craft exist in. Practitioners will also be found in cities, and towns, living in communities that consist solely of craft, and as advisers to lords and kings. Yes, a few, often the most powerful, fit the image of the lone dweller in nature, it is not the most common lifestyle.

Characters of any race may be Craft. Characters must have an intelligence of 13, a constitution of 13, and a charisma of 10 to be Craft.

Practitioners are restricted to the use of one-handed swords and 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 except for magical protections and devices. Craft uses an eight sided die (d8) for hit points and saves on the class C chart. Craft Thac0 advances 1/3 levels. Craft level advancement and spell casting are detailed in Table C6.

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

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.

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 4th level they can brew potions and poisons given the proper ingredients. The chance of success is equal to their save vs spell, with a +1 for every intelligence point over 16.

At 8th level wild animals of a normal nature will have no fear of them (this is negated if the practitioner is hunting). Such creatures can be persuaded to do the practitioner's bidding on a successful charisma check, provided the practitioner can communicate their desires. A bribe doesn't hurt.

At 14th level the practitioner is immune to Charm and Suggestion.

At 18th 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 five minutes for every spell level they need to recover. This does not have to be done in one session but 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 can not 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 save vs. system shock. 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.

All warriors use Table C8 to determine their advancement in level as they earn experience points. All warriors gain one 10-sided hit die per level from 1st through 9th. After 9th level, warriors gain just 3 hit points per level and they no longer gain additional hit point bonuses for high Constitution scores

All warriors gain the ability to make more than one melee attack per round as they rise in level. Table C9 shows how many melee attacks fighters, paladins, and rangers can make per round, as a function of their levels.

Fighter

Ability Requirements:	Strength 9
Saving Throw Class	B
Hit Die	d10
Thac0 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.

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 Proficiencies). 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.

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 sizeable 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.

Paladin

Ability Requirements*:	Strength 12 Constitution 9 Wisdom 13
Saving Throw Class	B
Hit Die	d10
Thac0 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. 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 ethics 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 paladin has the following special benefits:

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 and not diseases.)

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 -1 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 that 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 9th level. He can cast only spells of the combat, divination, healing, and protective spheres. (Spheres are noted in the spell description). The acquisition and casting of these spells abide by the rules given for priests.

The spell progression and casting level are listed in Table C13. Unlike a priest, the paladin does not gain extra spells for a high Wisdom score. The paladin cannot cast spells from clerical scrolls nor can he use priest items unless they are allowed to the warrior 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.

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. This money can never be given to another player character or NPC controlled by a player.

A paladin must tithe to whatever charitable and/or religious institution he serves. A tithe is 10% of the paladin's income, whether coins, jewels, magical items, wages, rewards, or taxes. It must be paid immediately.

A paladin does not attract a body of followers upon reaching 9th level or building a castle. 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.

Note that any or all of these restriction and abilities can change for the paladins of a given order.

Ranger

Ability Requirements:	Dexterity 13 Constitution 14 Wisdom 14
Saving Throw Class	B
Hit Die	d10
Thac0 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.

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

Although he has the basic skills of a warrior, the ranger also has several advantages. When wearing studded leather or lighter 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 is skilled woodsman. The ranger knows tracking without expending any proficiency slots. Furthermore, this skill improves by +1 for every three levels the ranger has earned (3rd to 5th level, +1; 6th to 8th level, +2, etc.). While wearing studded leather or lighter armor, the ranger can try to move silently and hide in shadows. His chance to succeed in natural surroundings is given on Table C11 (modified by the ranger's Dexterity and race, as given on Tables 25 and 27). When attempting these actions in non-natural surroundings (a musty crypt or city streets) the chance of success is halved. Hiding in shadows and moving silently are not possible in any armor heavier than studded leather--the armor is inflexible and makes too much noise.

In their roles as protectors, rangers tend to focus their efforts against some particular creature, usually one that marauds their homeland. Before advancing to 2nd level, every ranger must select a species enemy. Typical enemies include giants, orcs, lizard men, trolls, or ghouls; your DM has final approval on the choice. Thereafter, whenever the ranger encounters that enemy, he gains a +4 bonus to his attack rolls. This enmity can be concealed only with great difficulty, so the ranger suffers a -4 penalty on all encounter reactions with creatures of the hated type. Furthermore, the ranger will actively seek out this enemy in combat in preference to all other foes unless someone else presents a much greater danger.

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. rods to resist the ranger's overtures. (This table is used even though the ranger's power is non-magical.) The ranger imposes a -1 penalty on the die roll for every three experience levels he has earned (-1 at 1st to 3rd, -2 at 4th to 6th, etc.). 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 Intelligence 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.

Rangers can build castles, forts, or strongholds, but do not gain any special followers by doing so.

A ranger attracts 2d6 followers. These followers might be normal humans, but they are often animals or even stranger denizens of the land. Table C12 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 -- it is highly unlikely that a tiger would come wandering through a territory similar to western Europe!

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. (*"Yeah, this bear's been with me for years. Don't know why--he just seems to follow me around. I don't own him and can't tell him to do anything he don't want to do," said the grizzled old woodsman sitting outside the tavern.*)

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.

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 of coercion he will feel remorse for the act and must atone, in his own manner, for the act. This could be a 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 loners, 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.

Healer

Ability Requirements:	Intelligence 10 Dexterity 10
Saving Throw Class	A
Hit Die	d8
Thac0 Advancement	1/3

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 skill 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 suggestion, 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 leather, and/or magical devices and protections. Healers may use magic items that duplicate their abilities and spells. They may use any magic item that does not have a one class restriction, i.e., "cleric" or "mage". However, they may use restricted items that meet the first stipulation.

Healers use Table C5 of level advancement and spell progression. Healer's thac0 advances 1/3 levels. They use the Class A saving throws. Healers use a six sided die (d6) for hit points. They have their own spells.

Healer 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 C15. To these base scores add (or subtract) any appropriate modifiers for Intelligence and Dexterity (Tables C19 and Table C20).

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 60 discretionary percentage points that they can add to their base scores. No more than 15 points can be assigned to any single skill. Other than this restriction the player can distribute the points however he wants.

Each time the Healer rises a level in experience, the player receives another 30 points to distribute. No more than 15 points per level can be assigned to a single skill, and no skill can be raised above 95% without bonuses. The DM may rule that some or all points must be applied to skills used during the adventure.

Skill Explanations

Diagnosis: This is the ability to detect and identify pathological conditions. The skill is expressed as base percentage of correctly identifying diseases and like conditions. Adds for types of beings

can be gained with proficiencies, generally 20% for each base proficiency in a given species. Success at this ability is necessary for successful non-magical treatment of the condition. A roll that misses correct identification by more than 30% 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.

Medicine: This is a non-magical non-invasive process to cure a pathological condition. This is expressed as a base percentage plus the patient's Constitution ability score to lower an acute or chronic condition by one level of severity, e.g., from terminal to severe, severe to mild, and mild to cure, each step requiring 1-10 days. A chronic disease will return unless the roll to cure is under 10% of the necessary total. I.E. Bork has a chronic skin ailment. Cass the healer needs a roll of 40% or under to cure him of this outbreak. If Cass rolls 04% or under Bork's ailment will not return. As with other abilities, the base percentage can be improved with proficiencies.

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 base percentage plus the patient's Constitution ability score. A successful roll under this number 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 C17 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.

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 one turn of receiving them. For each turn that passes the benefit of one class of die is lost until the only benefit is cleaning and bandages. 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.

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 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 highest level Healer, provided that there is one Healer for every 10 patients.

Identify Substance: This is the skill of correctly identifying medicinal herbs, common alchemic 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.

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 percentage chance to succeed in the manufacture of a given potion or drug. Failure once does not preclude trying again. A alchemical proficiency will increase the chance of success by 30%. In all cases success is not possible if the proper ingredients are not present.

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. This is stated as a percentage chance to succeed in the manufacture of a given potion. Failure once does not preclude trying again. A alchemical proficiency will increase the chance of success by 10%. In all cases success is not possible if the proper ingredients and equipment are not present.

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 C16). The Healer must have an anatomy proficiency for the creature he is attacking to gain the damage bonus.

Healer Proficiencies

Healers have a number of special Proficiencies to aid them in their profession. Other than their special list Healers may use any Proficiency from the general lists. Table C18 lists the Healer Proficiencies.

Research: A Healer with this proficiency 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 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.

Spellcraft: This allows a Healer to research new spells for the profession. The rules for Magician research apply. A healer cannot research a spell that is not beneficial in nature.

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 he has. 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 proficiency a Healer can teach simple treatments to non-healers and supervise their use. The skills of First Aid and Nursing 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 proficiency slot from the student. A Healer can supervise up to his level 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.

Anatomy: The term anatomy covers an entire class of proficiencies. Each anatomy taken gives the Healer a +20% bonus in treating that kind of creature. The bonus applies to the skills of Diagnosis, Medicine, and Surgery. The Anatomies are as follows:

Avian; all types of birds, from chickens to rocs

Bovine; cattle, oxen, goats, and like creatures, this also covers An

Canine; any dogs or dog-like creature

Centaur; centaurs

Dragon-kind; all dragons and wyverns

Dwarf-kind; Dwarves, gnomes, and related types.

Elf-kind; the various Elven peoples

Equine; horses, asses, etc.

Feline; cats of every size and shape

Fey; Brownies, Sylphs, Pixies, and their kin.

High Avian; all greater avians, (phoenix, aviard, etc.)

Human; men, Hobbits, and like creatures

Saurian; Dragons or other warm blooded reptiles

The above list is not comprehensive. Other anatomy types can be specified and used. Hybrid types (half-elf, half-avian, Leomans, etc.) can be taken as individual anatomy types, or covered under their separate parent types, i.e., A Healer that had the Elf-kind anatomy would get a 10% bonus on treating a Leoman. Should he have Elf-kind and Feline, he would receive the full 20%.

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.

Illusionist

Ability Requirements:	Dexterity 16 Intelligence 9
Saving Throw Class	D
Hit Die	d4
Thac0 Advancement	1/3

The Illusionist are spellcasters working in a single arcane practice of magic. They spend their lives in pursuit of the arcane edge between reality and imagination. The most powerful find, and master it. Unlike magicians, the illusionist does not deal with changing reality with force, but by changing reality by changing the perception of reality. While far more difficult than direct action, the possibilities are limitless. Illusionists have little time for physical endeavors. They tend to be poor fighters with little knowledge of weaponry. However, they command the worlds of perception and reality. These can be far more dangerous to the unwary than mere weapons of steel.

Illusions are the tools, of the Illusionist. He is weak in a toe-to-toe fight, He cannot strike down foes with fireballs, but when prepared he can shift the foe's perceptions of what is and is not real, or even invade the mind of an enemy and make him doubt his own thoughts and actions. His quest for knowledge and power lead him into realms of unreality were mortal man was never meant to go.

Illusionists cannot wear any heavy armor. Padded or leather armor of the soft kinds (AC7 or worse) are permitted. The Illusionist 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 Illusionist had spent his time learning about armor, he would not have even the meager skills and powers he begins with.

Illusionists are severely restricted in the weapons they can use. They are limited to one weapon. 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.

Illusionists can use more magical items than any other characters. The Illusionist can use any item allowed to magicians, even those that duplicate spells they cannot cast. These include potions, rings, wands, rods, scrolls, and most miscellaneous magical items. A Illusionist can use a magical version of any weapon or armor allowed to his class.

Finally, all Illusionists can create new magical items, that deal with illusion. Once he reaches 7th level, a Illusionist can pen magical scrolls.

All Illusionists use Table C22 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 Illusionists gain one four-sided Hit Die (1d4) per level from 1st through 10th levels. After 10th level, Illusionists earn 1 hit point per level and they no longer gain additional hit point bonuses for high Constitution scores.

Learning and casting spells require long study, patience, and research. Once his adventuring life begins, a Illusionist 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 Illusionist must find his own source for magical knowledge: libraries, guilds, or captured books and scrolls.

Whenever a Illusionist 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 Illusionist'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 Illusionist'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.

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 Illusionist can cast a spell, he must memorize its arcane formula. This done the power of the spell is available to the Illusionist 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 Illusionist 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 Illusionist to memorize. With experience, the Illusionist's talent expands. He can memorize more spells and more complex spells.

Another important power of the Illusionist is his ability to research new spells. The endeavor is difficult, time-consuming, costly, occasionally even perilous. Through research, a Illusionist can create an entirely new spell, subject to the DM's approval.

Unlike many other characters, Illusionists 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 Illusionists tend to discourage people from flocking to their doors. At best, a Illusionist may acquire a few henchmen and apprentices to help in his work.

Magician

Ability Requirements:	Intelligence 9
Saving Throw Class	D
Hit Die	d4
Thac0 Advancement	1/3

The magician group encompasses all spellcasters working in the various fields of magic--both those who specialize in specific types of magic and those who study a broad range of magical theories. Spending 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 cannot wear any heavy armor. Padded or leather armor of the soft kinds (AC7 or worse) 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 one weapon. 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. Once he reaches 9th level, a magician can pen magical scrolls and brew potions. He can construct more powerful magical items only after he has learned the appropriate spells (or works with someone who knows them).

All magicians use Table C23 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 four-sided Hit Die (1d4) per level from 1st through 10th levels. After 10th level, magicians earn 1 hit point per level and they no longer gain additional hit point bonuses for high Constitution scores.

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.

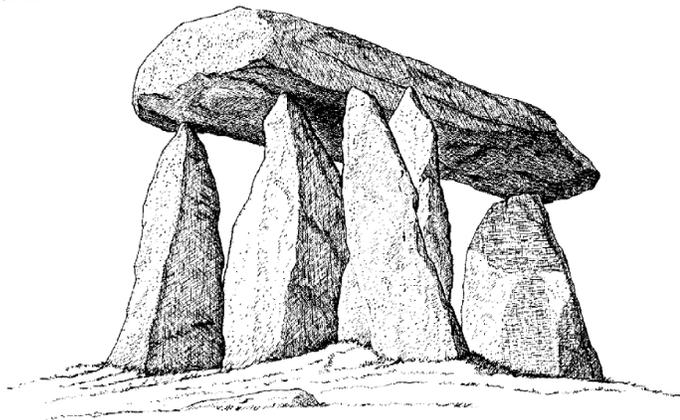
A spell book contains the complicated instructions for casting the spell, the spell's recipe so to speak. Merely reading these instructions aloud or trying to mimic the instructions does not enable one to cast the spell. Spells gather and shape mystical energies; the procedures involved are often demanding, 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 system shock roll -10% for each level of the spell cast, +1% for each level they have. Failure means the death of the magician. If the save is failed by more than 30% the magician's body is consumed in the spell, and no Resurrection is possible. In any case the magician will take 2 hit points 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.

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.



Rogue

Ability Requirements:	Dexterity 9
Saving Throw Class	E
Hit Die	d6
Thac0 Advancement	1/2

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 percentage chance of success (this chance depends on the class, level, Dexterity score, and race of the rogue). When a rogue tries to use a special ability, a percentile dice roll determines whether the attempt succeeds or fails. If the dice roll is equal to or less than the special ability score, the attempt succeeds. Otherwise, it fails.

All rogues use Table C24 to determine their advancement in 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 thieving skills. The allowed weapons are club, dagger/knife, dart, crossbow, lasso, short bow, sling, any single handed sword, and staff. A rogue can wear leather, studded leather, padded leather, or Elven chain armor. The rogue's abilities are penalized when wearing any allowed armor other than leather (see Table C26).

All rogues gain one six-sided Hit Die (1d6) per level from 1st through 10th. After 10th level, rogues earn 2 hit points per level and no longer receive additional hit point bonuses for high Constitution scores.

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.

To determine the initial value of each skill, start with the base scores listed on Table C28. To these base scores, add (or subtract) any appropriate modifiers for Dexterity, armor worn, and race (given on Tables C25, C26 and C27, respectively). Some characters may find that after adjustments they have negative scores. In this case, the character must spend points raising his skill percentage to at

least 1% before he can use the skill. (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 thieves at 1st level receive 60 discretionary percentage points that they can add to their base scores. No more than 30 points can be assigned to any single skill. Other than this restriction, the player can distribute the points however he wants.

Each time the rogue rises a level in experience, the player receives another 30 points to distribute. No more than 15 points per level can be assigned to a single skill, and no skill can be raised above 95 percent, including all adjustments for Dexterity, race, and armor. 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.

Skill Explanations

Pick Pockets: The rogue uses this skill when filching small items from other people's pockets, sleeves, girdles, packs, etc., when palming items (such as keys), and when performing simple sleight of hand.

A failed attempt means the rogue did not get an item, but it does not mean that his attempt was detected. To determine whether the victim noticed the rogue's indiscretion, subtract three times the victim's level from 100. If the rogue's pick pockets roll was equal to or greater than this number, the attempt is detected. For example, a 1st level victim notices the attempt only if the roll was 00 (100), while a 13th level character notices the attempt on a dice roll of 61 or more. In no case will the attempt succeed and be noticed at the same time.

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!

Open Locks: A rogue can try to pick padlocks, finesse combination locks (if they exist), and solve puzzle locks (locks with sliding panels, hidden releases, and concealed keyholes). Picking a padlock 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 -5 for an improvised but suitable tool, to -60 for an awkward and unsuitable item (like a stick). The amount of time required to pick a lock is 1d10 rounds. 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 thief loses 10% to their success roll. If a save vs, Int on 5d6/level is made the percentage 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 attempt takes 1-10 rounds.

Find/Remove 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.

To find the trap, the rogue must be able to touch and inspect the trapped object. 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 once per experience level. Searching for

a trap takes 1d10 rounds.

Once a trap is found, the rogue can try to remove it or disarm it. This also requires 1d10 rounds. If the dice roll indicates success, the trap is disarmed. If the dice roll indicates failure, the trap has confounded the thief. If the dice roll is 96-100, the rogue accidentally triggers the trap and suffers the consequences. He can try disarming the trap again at minus 10%. As will locks every time an attempt fails the thief loses 10% to their success roll. If a save vs, Int on 5d6/level is made the percentage remains the same. The thief 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 rounds. Sometimes (usually because his percentages 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 half their normal percentages.

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 1/3 normal. The DM rolls percentile dice to determine whether the rogue is moving silently; 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.

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 dice 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). However, hidden characters are concealed only to those without infravision. Spells, magical items, and special abilities that reveal invisible objects can reveal the location of a hidden rogue.

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.

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 climbing percentage 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--he is unable to fight or effectively defend himself.

Read Languages: Out of necessity, thieves 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. At 4th level, the rogue has enough exposure to languages that he has a chance to read most non-magical writing. This ability naturally improves with more experience. However, your DM can rule that some languages (those the rogue has never encountered) are indecipherable to the rogue.

The die roll to read a language must be made every time the character tries to read a document (not just once per language). A successful die roll means the rogue puzzled out the meaning of the writing. His understanding of the document is roughly equal to his percentage chance for success: a 20% chance means that, if the rogue understands it at all, he gets about 20% of the meaning. A different document in the same language requires another die roll (it probably contains different words). It isn't necessary to keep notes about what languages the rogue has read in the past, since each document is handled individually.

Only one die roll can be made for any particular document until success is had with a different document in the same language. If the die roll fails, the rogue can try again after gaining insight from a different document.

If the character knows how to read a given language because he spent a proficiency slot on it, this die roll is unnecessary for documents in that language.

Thieves have other abilities not listed on Table C28:

Backstab: Thieves 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 rogue must be behind his victim and the 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 backstab is handled like a normal attack (although bonuses for a rear attack still apply). Opponents in battle will often notice a rogue trying to maneuver behind them--the first rule of fighting is to never turn 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 C29 applies to the amount of damage after 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 backstab 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 backstab 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.

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 bounders 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 25% 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).

Thieves 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, for example, construct a well-protected den in a large city behind the facade of a seedy tavern or old warehouse. Naturally, the true nature of the place will be a closely guarded secret! Thieves almost always build their strongholds in or near cities, since that is where they ply their trades most lucratively.

This, of course, assumes that the rogue is interested in operating a band of thieves out of his stronghold. Not all thieves have larceny in their hearts, however. If a character devoted his life to those aspects of thieving that focus on scouting, stealth, and the intricacies of locks and traps, he could build an entirely different sort of stronghold--one filled with the unusual and intriguing objects he has collected during his adventurous life. Like any rogue's home, it should blend in with its surroundings; after all, a scout never advertises his whereabouts. It might be a formidable maze of rooms, secret passages, sliding panels, and mysterious paraphernalia from across the world.

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.

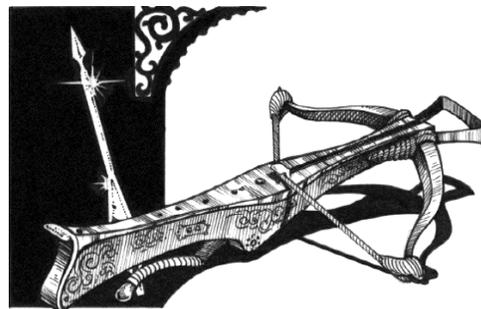


Table C2 -- Bard Experience Levels & Spell Progression^A

Level	Bard	Hit Dice (d6)	Spell Level					
			1	2	3	4	5	6
1	0	1						
2	1,900	2	1					
3	4,000	3	2					
4	7,500	4	2	1				
5	15,000	5	3	1				
6	30,000	6	3	2				
7	50,000	7	3	2	1			
8	68,000	8	3	3	1			
9	100,000	9	4	3	2			
10	200,000	10	4	3	2	1		
11	300,000	10+1	4	3	3	1		
12	600,000	10+2	4	4	3	2		
13	1,000,000	10+3	5	4	3	2	1	
14	1,280,000	10+4	5	4	3	3	1	
15	1,840,000	10+5	5	4	4	3	2	
16	1,560,000	10+6	5	5	4	3	2	1
17	2,120,000	10+7	6	5	4	3	3	1
18	2,400,000	10+8	6	5	4	4	3	2
19	2,680,000	10+9	6	5	5	4	3	2
20	2,960,000	10+10	6	6	5	4	3	3
21	3,240,000	10+11	7	6	5	4	4	3
22	3,520,000	10+12	7	6	5	5	4	3
23	3,800,000	10+13	7	6	6	5	4	3
24	4,080,000	10+14	7	7	6	5	4	4
25	4,360,000	10+15	8	7	6	5	5	4

+280,000 each additional level

Table C3 -- Bard Abilities

Climb Walls	Detect Noise	Presti-digitation	Read Languages
50%	20%	10%	5%

A Bard receives 20 initial points to distribute on all abilities, plus 15 points per level.

Influence reactions: Target save vs. PPD -1/3 levels of bard

Inspirational Playing & Singing: +1 bonus to attack rolls, or +1 bonus to saving throws, or +2 bonus to morale

Counter Songs: Bard save vs. Spell

Ancient Lore: 5%/level

A) Bards may choose one of three traditions for spell use. Craft, Magician, or Illusionist. 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

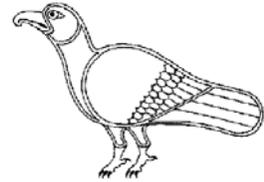


Table C4 -- Cleric Experience Levels & Spell Progression^B

Level	Cleric	Hit Dice (d8)	Spell Level						
			1	2	3	4	5	6	7
1	0	1	1						
2	1,500	2	2						
3	3,000	3	2	1					
4	6,000	4	3	2					
5	13,000	5	3	2	1				
6	27,500	6	3	3	2				
7	55,000	7	3	3	2	1			
8	110,000	8	3	3	3	2			
9	225,000	9	4	3	3	2	1		
10	450,000	9+2	4	4	3	3	2		
11	675,000	9+4	4	4	4	3	2	1	
12	900,000	9+6	5	4	4	3	3	2	
13	1,125,000	9+8	5	5	4	4	3	2	
14	1,350,000	9+10	5	5	5	4	3	3	1
15	1,575,000	9+12	6	5	5	4	4	3	1
16	1,800,000	9+14	6	6	5	5	4	4	1
17	2,025,000	9+16	6	6	6	5	4	4	2
18	2,250,000	9+18	7	6	6	5	5	4	2
19	2,475,000	9+20	7	7	6	6	5	5	2
20	2,700,000	9+22	7	7	7	6	5	5	2
21	2,925,000	9+24	8	7	7	6	6	5	3
22	3,150,000	9+26	8	8	7	7	6	6	3
23	3,375,000	9+28	8	8	8	7	6	6	3
24	3,600,000	9+30	9	8	8	7	7	6	3
25	3,825,000	9+32	9	9	8	8	7	7	4

+225,000 each additional level



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

Table C5 -- Clerics Turning Against Undead

Type or Hit Dice of Undead	Level of Priest												
	1	2	3	4	5	6	7	8	9	10-11	12-13	14+	
Skeleton or 1 HD	10	7	4	T	T	D	D	D*	D*	D*	D*	D*	
Zombie	13	10	7	4	T	T	D	D	D*	D*	D*	D*	
Ghoul or 2 HD	16	13	10	7	4	T	T	D	D	D*	D*	D*	
Shadow or 3 HD	19	16	13	10	7	4	T	T	D	D	D*	D*	
Wight or 4 HD	20	19	16	13	10	7	4	T	T	D	D	D*	
Ghast or 5 HD	--	20	19	16	13	10	7	4	T	T	D	D	
Wraith or 6 HD	--	--	20	19	16	13	10	7	4	T	T	D	
Mummy or 7 HD	--	--	--	20	19	16	13	10	7	4	T	T	
Spectre or 8 HD	--	--	--	--	20	19	16	13	10	7	4	T	
Vampire or 9 HD	--	--	--	--	--	20	19	16	13	10	7	4	
Ghost or 10 HD	--	--	--	--	--	--	20	19	16	13	10	7	
Lich or 11+ HD	--	--	--	--	--	--	--	20	19	16	13	10	
Special**	--	--	--	--	--	--	--	--	20	19	16	13	

*An additional 2d4 creatures of this type are turned.

**Special creatures include unique undead, free-willed undead of the Negative Material Plane, certain Greater and Lesser Powers, and those undead that dwell in the Outer Planes.

Paladins turn undead as priests who are two levels lower.



© 1991 JULIA LACQUEMENT - ALL RIGHTS RESERVED

Table C6 -- Craft Experience Levels & Spell Progression^c

Level	Craft	Hit Dice (d8)	Spell Level									
			1	2	3	4	5	6	7	8	9	
1	0	1	1									
2	3000	2	2									
3	6000	3	3	1								
4	12,000	4	4	2								
5	30,000	5	4	2	1							
6	60,000	6	4	2	2							
7	120,000	7	4	3	2	1						
8	225,000	8	4	3	3	2						
9	420,000	9	4	3	3	2	1					
10	820,000	9+2	4	4	3	3	2					
11	1,220,000	9+4	4	4	4	3	3					
12	1,620,000	9+6	4	4	4	4	4	1				
13	2,020,000	9+8	5	5	5	4	4	2				
14	2,420,000	9+10	5	5	5	4	4	3	1			
15	2,820,000	9+12	5	5	5	4	4	4	2			
16	3,220,000	9+14	5	5	5	5	5	5	2	1		
17	3,620,000	9+16	6	6	6	5	5	5	2	2		
18	4,020,000	9+18	6	6	6	6	6	6	2	2	1	
19	4,420,000	9+20	7	7	7	6	6	6	3	3	2	
20	4,820,000	9+22	7	7	7	7	7	7	3	3	2	
21	5,220,000	9+24	8	8	8	7	7	7	3	3	2	
22	5,620,000	9+26	8	8	8	8	8	8	4	4	3	
23	6,020,000	9+28	9	9	9	8	8	8	4	4	4	
24	6,420,000	9+30	9	9	9	9	9	9	5	5	4	
25	6,820,000	9+32	10	10	10	9	9	9	5	5	5	

+400,000 each additional level



Table C7 -- Craft Abilities

1st level: *Identify potions*: Save vs. Spell.

4th level: brew potions: Save vs. Spell, +1/Int over 16

8th level: Automatic *animal friendship* unless hunting

14th level the practitioner is immune to *charm* and *suggestion*.

18th level: Gains **Curtain Wall**

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



Table C8 -- Fighter Experience Levels

Level	Fighter	Paladin/ Ranger	Hit Dice (d10)
1	0	0	1
2	2,000	2,250	2
3	4,000	4,500	3
4	8,000	9,000	4
5	16,000	18,000	5
6	32,000	36,000	6
7	64,000	75,000	7
8	125,000	150,000	8
9	250,000	300,000	9
10	500,000	600,000	9+3
11	750,000	900,000	9+6
12	1,000,000	1,200,000	9+9
13	1,250,000	1,500,000	9+12
14	1,500,000	1,800,000	9+15
15	1,750,000	2,100,000	9+18
16	2,000,000	2,400,000	9+21
17	2,250,000	2,700,000	9+24
18	2,500,000	3,000,000	9+27
19	2,750,000	3,300,000	9+30
20	3,000,000	3,600,000	9+33
21	3,250,000	3,900,000	9+36
22	3,500,000	4,200,000	9+3
23	3,750,000	4,500,000	9+42
24	4,000,000	4,800,000	9+45
25	4,250,000	5,100,000	9+48

+250,000 each additional level

Table C9 -- Warrior Melee Attacks per Round

Warrior Level	Attacks/Round
1-6	1/round
7-12	3/2 rounds
13 & up	2/round

Table C11 -- Ranger Abilities

Ranger Level	Hide in Shadows	Move Silently	Casting Level	Craft Spell Levels ^H		
				1	2	3
1	10%	15%	--	--	--	--
2	15%	21%	--	--	--	--
3	20%	27%	--	--	--	--
4	25%	33%	--	--	--	--
5	31%	40%	--	--	--	--
6	37%	47%	--	--	--	--
7	43%	55%	--	--	--	--
8	49%	62%	1	1	--	--
9	56%	70%	2	2	--	--
10	63%	78%	3	2	1	--
11	70%	86%	4	2	2	--
12	77%	94%	5	2	2	1
13	85%	95%*	6	3	2	1
14	93%	95%	7	3	2	2
15	95%*	95%	8	3	3	2
16	95%	95%	9	3	3**	3

* Maximum percentile score

** Maximum spell ability

Table C10 -- Fighter's Followers

Roll percentile dice on each of the following subtables of Table C28: once for the leader of the troops, once for troops, and once for a bodyguard unit (household guards).

Die	Roll	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	

Die	Roll	Troops/Followers (all 0th-level)
01-50	20 medium cavalry, 100 medium infantry	
51-75	20 medium infantry, 60 light infantry	
76-90	40 medium infantry, 20 archers	
91-99	10 heavy cavalry, 20 medium cavalry, 30 light cavalry	
00	DM's Option	

Die	Roll	Elite Units
01-10	10 mounted knights; 1st level fighters	
11-20	10 expert archers; 1st level fighters	
21-30	15 wardens; 1st level rangers	
31-40	20 berserkers; 2nd level fighters	
41-65	20 expert archers; 1st level fighters	
66-99	30 heavy infantry; 1st-level fighters	
00	DM's Option	

Table C12 -- Ranger's Followers

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

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

H) Ranger cast spells from the craft list. They must memorize their spells and keep spell books. They receive no bonus spells for high Intelligence. Rangers cannot research spells. Their source of magic is the Earth.

Table C13 -- Paladin Spell Progression ^G

Level	Spell Level			Casting Level	
	1	2	3	4	Level
9	1				1
10	2				2
11	2	1			3
12	2	2			4
13	2	2	1		5
14	3	2	1		6
15	3	2	1	1	7
16	3	3	2	1	8
17	3	3	2	1	9*
18	3	3	3	2	""
19	3	3	3	2	""
20+	3	3	3	3	""

+ Maximum casting ability
* Maximum Casting level

G) Paladins 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.

Table C16 -- Healer Damage Bonus

Level 1-6	+0
Level 7-13	+1
Level 14-19	+2
Level 20 +	+3

Table C15 -- Healer Base Skill Scores

Diagnosis	10%	Nursing ^B	00%
Medicine	05%	Identify Substance	10%
Surgery	-10%	Mix Drugs	05%
First Aid ^A	00%	Make Potion	-30%

A) The Healer starts with a 1d6 hit point recovery to the patient for administering first aid. They rise one die type (d8, d10) for every 35 points placed into the ability to a maximum of 1d12

B) The Healer starts with a +1 to patient hit point recovery due to nursing. They gain an addition +1 for every 35 points placed into the ability to a maximum of +4.

A healer receives 60 initial points to distribute on all abilities, plus 30 points per level.



Table C14 -- Healer Experience level & Spell Progression ^D

Level	Healer	Hit Dice (d6)	Spells/Level							
			1	2	3	4	5	6	7	
1	0	1	1							
2	2,400	2	2							
3	4,800	3	2	1						
4	9,600	4	2	2						
5	24,000	5	2	2	1					
6	48,000	6	3	2	2					
7	96,000	7	3	2	2	1				
8	180,000	8	3	3	2	1				
9	336,000	9	4	3	2	2				
10	492,000	10	4	3	3	2	1			
11	700,000	10+2	4	4	3	2	1			
12	1,000,000	10+4	5	4	3	3	1			
13	1,300,000	10+6	5	4	4	3	2	1		
14	1,600,000	10+8	5	5	4	3	2	1		
15	1,900,000	10+10	6	5	4	4	2	1		
16	2,200,000	10+12	6	5	5	4	3	1	1	
17	2,500,000	10+14	6	6	5	4	3	2	1	
18	2,800,000	10+16	7	6	5	5	3	2	1	
19	3,100,000	10+18	7	6	6	5	4	2	1	
20	3,400,000	10+20	7	7	6	5	4	3	1	
21	3,700,000	10+22	8	7	6	6	4	3	2	
22	4,000,000	10+24	8	7	7	6	5	3	2	
23	4,300,000	10+26	8	8	7	6	5	4	2	
24	4,600,000	10+28	9	8	7	7	5	4	3	
25	4,900,000	10+30	9	8	8	7	6	4	3	

+ 300,000 each additional level

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

Table C17 -- Healer Skill Formulas & Modifiers

Diagnosis: Skill% + Anatomy

Medicine: Skill% + Anatomy + Patient Con.

Surgery: Skill% + Anatomy + Patient Con + mods

Surgery Modifiers

Surgery takes place outdoors without cover; - 30%

Surgery takes place outdoors with cover; - 15%

Surgery takes place indoors or underground; - 0%

Sterile spell used; + 30%

Cure Wounds spell used; Variable*

Local Anesthetic spell used; +20% to -05%**

General Anesthetic spell used; -05% to +20%**

Patient is in shock -30%

* + 01% per 01% of patient's 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

Table C18 -- Healer Proficiencies

Proficiency	# of Slots Required	Relevant Ability	Check Modifier
Research	1	Intelligence	-1
Spellcraft	1	Intelligence	-2
Teaching	2	Intelligence	n/a
Team Leading	1	Intelligence	n/a
Anatomy	1	Special	Special

Table C19 -- Intelligence Adjustments. to Healer Skills

Intelligence	Diagnosis	Medicine	Surgery	First Aid	Nursing	Identify Substance	Damage Bonus	Mix Drugs	Make Potions
9	-12%	-10%	-05%	-02%	03%	-05%	n/a	-05%	-10%
10	-09%	-06%	-03%	n/a	n/a	-03%	n/a	-03%	-06%
11	-03%	-02%	-01%	n/a	n/a	-01%	n/a	-01%	-02%
12-15	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a
16	03%	03%	01%	01%	01%	n/a	n/a	02%	01%
17	06%	05%	03%	02%	03%	05%	n/a	05%	05%
18	09%	07%	05%	03%	07%	09%	n/a	08%	09%
19	12%	09%	07%	04%	09%	13%	n/a	11%	13%
20	15%	11%	09%	05%	11%	17%	n/a	14%	17%
21	18%	13%	11%	06%	13%	21%	n/a	17%	21%
22	21%	15%	13%	07%	15%	25%	n/a	20%	25%

Table C20 -- Dexterity Adjtmnts. to Healer Skills

Dexterity	Diagnosis	Medicine	Surgery	First Aid	Identify Nursing	Damage Substance	Mix Bonus	Make Drugs	Potions
9	n/a	n/a	-06%	-03%	n/a	n/a	-06%	n/a	n/a
10	n/a	n/a	-04%	-02%	n/a	n/a	-04%	n/a	n/a
11	n/a	n/a	-02	-01%	n/a	n/a	-02%	n/a	n/a
12-15	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a
16	n/a	n/a	02%	01%	n/a	n/a	02%	n/a	n/a
17	n/a	n/a	04%	02%	n/a	n/a	04%	n/a	n/a
18	n/a	n/a	06%	03%	n/a	n/a	06%	n/a	n/a
19	n/a	n/a	08%	04%	n/a	n/a	08%	n/a	n/a
20	n/a	n/a	10%	05%	n/a	n/a	10%	n/a	n/a
21	n/a	n/a	11%	06%	n/a	n/a	12%	n/a	n/a
22	n/a	n/a	12%	07%	n/a	n/a	14%	n/a	n/a

Table C21 -- Healer Average Skills Per Level

Level	Diagnosis	Medicine	Surgery	First Aid	Nursing	Identify Substance	Damage Bonus	Mix Drugs	Make Poitions
1	10%	05%	na	1d6	+1	10%	+0	10%	na
2	15%	10%	na	"	"	20%	"	20%	na
3	20%	15%	na	"	"	30%	"	30%	na
4	25%	20%	05%	"	"	40%	"	40%	na
5	30%	25%	10%	"	"	50%	"	50%	na
6	35%	30%	15%	1d8	+2	55%	"	55%	10%
7	40%	35%	20%	"	"	60%	+1	60%	20%
8	45%	40%	25%	"	"	65%	"	65%	30%
9	50%	45%	30%	"	"	70%	"	70%	35%
10	55%	50%	35%	"	"	75%	"	75%	40%
11	60%	55%	40%	1d10	+3	80%	"	80%	45%
12	65%	60%	45%	"	"	82%	"	82%	50%
13	70%	65%	50%	"	"	84%	"	84%	55%
14	75%	70%	55%	"	"	86%	+2	86%	60%
15	80%	75%	60%	"	"	88%	"	88%	65%
16	82%	80%	65%	1d12	+4	90%	"	90%	70%
17	84%	82%	70%	"	"	"	"	"	75%
18	86%	84%	75%	"	"	"	"	"	80%
19	88%	86%	80%	"	"	"	"	"	82%
20	90%	88%	82%	"	"	"	+3	"	84%
21	"	90%	84%	"	"	"	"	"	86%
22	"	"	86%	"	"	"	"	"	88%
23	"	"	88%	"	"	"	"	"	90%
24	"	"	90%	"	"	"	"	"	"

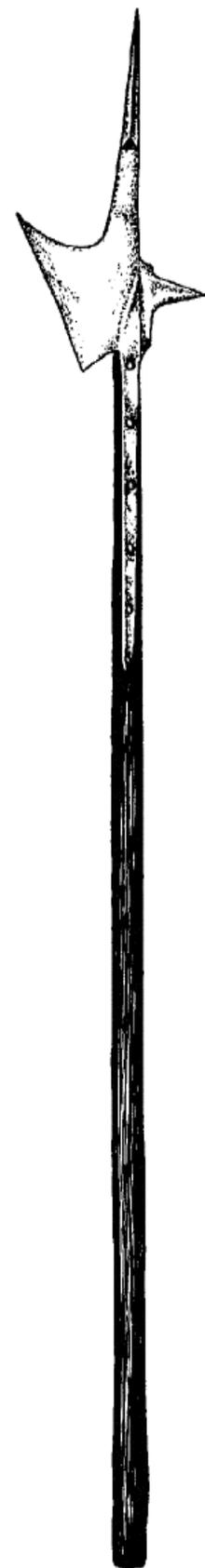


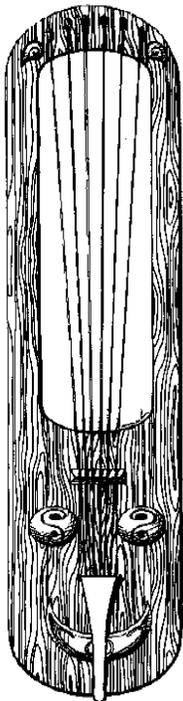
Table C22 -- Illusionist Experience Levels & Spell Progression^E

Level	Illusionist	Hit Dice (d4)	Spells/level							
			1	2	3	4	5	6	7	
1	0	1	1							
2	2,300	2	2							
3	4,600	3	2	1						
4	9,200	4	3	1						
5	18,400	5	4	2	1					
6	36,800	6	4	3	1					
7	55,200	7	4	3	2					
8	82,800	8	4	3	2	1				
9	108,000	9	5	3	3	2				
10	230,000	10	5	4	3	2	1			
11	345,000	10+1	5	4	3	2	2			
12	695,000	10+2	6	4	4	3	2	1		
13	1,045,000	10+3	6	5	4	3	2	2		
14	1,395,000	10+4	6	5	4	3	3	2	1	
15	1,745,000	10+5	7	5	5	4	3	3	2	
16	2,095,000	10+6	7	6	5	4	3	3	2	
17	2,445,000	10+7	7	6	5	4	4	3	2	
18	2,795,000	10+8	8	6	6	5	4	4	3	
19	3,145,000	10+9	8	7	6	5	4	4	3	
20	3,495,000	10+10	8	7	6	5	5	4	3	
21	3,845,000	10+11	9	7	7	6	5	5	4	
22	4,195,000	10+12	9	8	7	6	5	5	4	
23	4,545,000	10+13	9	8	7	6	6	5	5	
24	4,895,000	10+14	10	8	8	7	6	6	5	
25	5,245,000	10+15	10	9	8	7	6	6	5	

+350,000 each additional level



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



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

Table C23 -- Magician Experience Levels & Spell Progression^F

Level	Magician	Hit Dice (d4)	Spells/level											
			1	2	3	4	5	6	7	8	9			
1	0	1	1											
2	2,500	2	2											
3	5,000	3	3	1										
4	10,000	4	4	2										
5	20,000	5	4	2	1									
6	40,000	6	4	2	2									
7	60,000	7	4	3	2	1								
8	90,000	8	4	3	3	2								
9	135,000	9	4	3	3	2	1							
10	250,000	10	4	4	3	3	2							
11	375,000	10+1	4	4	4	3	3							
12	750,000	10+2	4	4	4	4	4	1						
13	1,125,000	10+3	5	5	5	4	4	2						
14	1,500,000	10+4	5	5	5	4	4	3	1					
15	1,875,000	10+5	5	5	5	4	4	4	2					
16	2,250,000	10+6	5	5	5	5	5	5	2	1				
17	2,625,000	10+7	6	6	6	5	5	5	2	2				
18	3,000,000	10+8	6	6	6	6	6	6	2	2	1			
19	3,375,000	10+9	7	7	7	6	6	6	3	3	2			
20	3,750,000	10+10	7	7	7	7	7	7	3	3	2			
21	4,125,000	10+11	8	8	8	7	7	7	3	3	2			
22	4,500,000	10+12	8	8	8	8	8	8	4	4	3			
23	4,875,000	10+13	9	9	9	8	8	8	4	4	4			
24	5,250,000	10+14	9	9	9	9	9	9	5	5	4			
25	5,625,000	10+15	10	10	10	9	9	9	5	5	5			

+375,000 each additional level

Table C24 -- Rogue Experience Levels

Level	Thief	Hit Dice (d6)
1	0	1
2	1,250	2
3	2,500	3
4	5,000	4
5	10,000	5
6	20,000	6
7	40,000	7
8	70,000	8
9	110,000	9
10	160,000	10
11	220,000	10+2
12	440,000	10+4
13	660,000	10+6
14	880,000	10+8
15	1,100,000	10+10
16	1,320,000	10+12
17	1,540,000	10+14
18	1,760,000	10+16
19	1,980,000	10+18
20	2,200,000	10+20
21	2,420,000	10+22
22	2,640,000	10+24
23	2,860,000	10+26
24	3,080,000	10+28
25	3,300,000	10+30

+220,000 each additional level

Table C25 -- Thieving Skill Dexterity Adjustments

Dexterity	Pick Pockets	Open Locks	Find/Remove Traps	Move Silently	Hide in Shadows
9	-15%	-10%	-10%	-20%	-10%
10	-10%	-5%	-10%	-15%	-5%
11	-5%	--	-5%	-10%	--
12	--	--	--	-5%	--
13-15	--	--	--	--	--
16	--	+5%	--	--	--
17	+5%	+10%	--	+5%	+5%
18	+10%	+15%	+5%	+10%	+10%
19	+15%	+20%	+10%	+15%	+15%
20	+20%	+25%	+15%	+20%	+20%
21	+25%	+30%	+20%	+25%	+25%
22	+30%	+32%	+25%	+30%	+30%

Table C26 -- Thieving Skill Armor Adjustments

Skill	Padded, Hide or No Armor	Elven Chain	Studded Leather	Chain mail* or Ring Mail*
Pick Pockets	+5%	-20%	-30%	-25%
Open Locks	--	-5%	-10%	-10%
Find/Remove Traps	--	-5%	-10%	-10%
Move Silently	+10%	-10%	-20%	-15%
Hide in Shadows	+5%	-10%	-20%	-15%
Detect Noise	--	-5%	-10%	-5%
Climb Walls	+10%	-20%	-30%	-25%
Read Languages	--	--	--	--

Table C27 -- Thieving Skill Racial Adjustments

Skill	Avian-1/2 Avian	Centaur	Dwarf	Elf	Fawn	Foxfolk	Gnome 1/2 Centaur	Half-elf	Human	Hobbit	Leoman	Sauroi
Pick Pockets	-15%	-25%	--	+5%	+10%	+5%	--	+10%	--	+5%	-5%	-35%
Open Locks	--	-5%	+10%	-5%	-15%	--	+5%	--	+5%	+5%	-5%	-20%
Find/Remove Traps	--	-5%	+15%	--	-20%	--	+10%	--	+5%	+5%	-5%	-20%
Move Silently	-15%	-50%	--	+5%	+20%	+20%	+5%	-25%	--	+10%	+30%	--
Hide in Shadows	-80%*	-75%	--	+10%	+30%	+10%	+5%	--	+5%	+15%	+10%	-10%
Detect Noise	-5%	+05%	--	+5%	+05%	+30%	+10%	+5%	--	+5%	+10%	--
Climb Walls	-5%	HA!	-10%	--	-25%	--	-15%	-25%	+5%	-15%	+35%	-5%
Read Languages	--	+5%	-5%	+10%	-30%	+05%	--	+5%	--	-5%	--	--

* Darklin only reverses this to a +80%

Table C28 -- Thieving Skill Base Scores

Skill	Base Score
Pick Pockets	15%
Open Locks	10%
Find/Remove Traps	5%
Move Silently	10%
Hide in Shadows	5%
Detect Noise	15%
Climb Walls	60%
Read Languages	0%

Table C29 -- Backstab Damage Multipliers

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

A1st level thief receive 60 initial points. No more than 30 points can be assigned to any single skill.

For each additional level the thief receives another 30 points to distribute. No more than 15 points per level can be assigned to a single skill, and no skill can be raised above 95 percent.

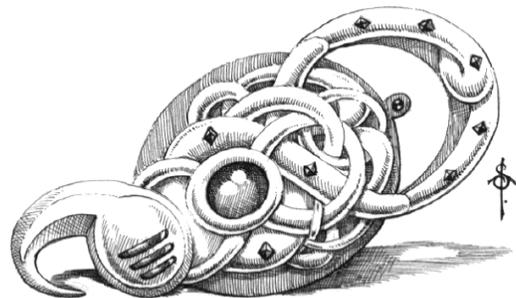


Table C30 -- Thief Average Ability Table

Level of Thief	Find/Pick Pockets	Open Locks	Remove Traps	Move Silently	Hide In Shadows	Hear Noise	Climb Walls	Read Languages
1	30%	25%	20%	15%	10%	10%	85%	--
2	35%	29%	25%	21%	15%	10%	86%	--
3	40%	33%	30%	27%	20%	15%	87%	--
4	45%	37%	35%	33%	25%	15%	88%	20%
5	50%	42%	40%	40%	31%	20%	90%	25%
6	55%	47%	45%	47%	37%	20%	92%	30%
7	60%	52%	50%	55%	43%	25%	94%	35%
8	65%	57%	55%	62%	49%	25%	96%	40%
9	70%	62%	60%	70%	56%	30%	98%	45%
10	80%	67%	65%	78%	63%	30%	99%	50%
11	90%	72%	70%	86%	70%	35%	99%	55%
12	95%	77%	75%	94%	77%	35%	99%	60%
13	99%	82%	80%	99%	85%	40%	99%	65%
14	99%	87%	85%	99%	93%	40%	99%	70%
15	99%	92%	90%	99%	99%	50%	99%	75%
16	99%	97%	95%	99%	99%	50%	99%	80%
17	99%	99%	99%	99%	99%	55%	99%	80%

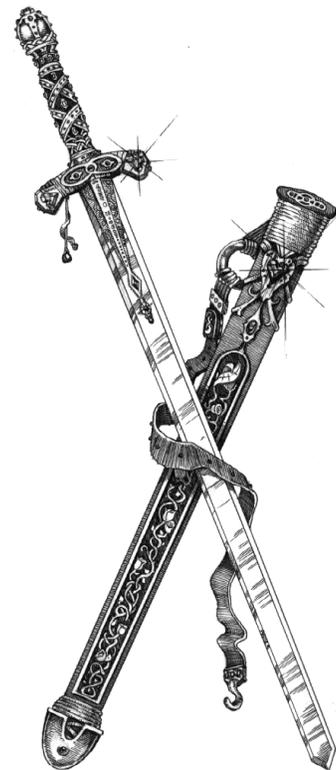


Table C32 -- Saving Throws

	Class	Paralization Poison	Petrification Death Polymorph	Rod, Staff, or Wand	Breath Weapon	Spell
A) Cleric	1-2	13	15	14	17	16
Healer	3-4	12	14	13	16	15
	5-6	11	13	12	15	14
	7-8	10	12	11	14	13
	9-10	9	11	10	13	12
	11-12	8	10	9	12	11
	Class B					
B) Fighter	1-2	15	14	16	13	17
Paladin	3-4	14	13	15	12	16
Ranger	5-6	13	12	14	11	15
General	7-8	12	11	13	10	14
	9-10	11	10	12	9	13
	11-12	10	9	11	8	12
	Class C					
C) Craft	1-2	14	15	17	16	13
	3-4	13	14	16	15	12
	5-6	12	13	15	14	11
	7-8	11	12	14	13	10
	9-10	10	11	13	12	9
	11-12	9	10	12	11	8
	Class D					
D) Magician	1-2	16	15	14	17	13
Illusionist	3-4	15	14	13	16	12
	5-6	14	13	12	15	11
	7-8	13	12	11	14	10
	9-10	12	11	10	13	9
	11-12	11	10	9	12	8
	Class E					
E) Rogue	1-2	13	14	16	15	17
Bard	3-4	12	13	15	14	16
	5-6	11	12	14	13	15
	7-8	10	11	13	12	14
	9-10	9	10	12	11	13
	11-12	8	9	11	10	12

Table C31 -- Thief'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	Thief	1-8

D100 Roll	Race	D100 Roll	Race
01	Avian ^D	30	Half Centaur
02	Centaur	31-38	Half-Elf
03-08	Dwarf	39-43	Hobbit
09-18	Elf ^E	44-93	Human
19-21	Faun	94-95	Leoman
22	Foxfolk	96	Sauroi
23-28	Gnome	97-99	Other Humanoid ^F
29	Half Avian ^D	00	DMs Choice

D) D100 Roll	Race	F) D100 Roll	Race
01-35	Calaquendi	01	Arouran
36-70	Erinquendi	02-71	Avard
71-94	Mithquendi	72	Darklin
95	Morquendi	73-90	Glacian
96-00	Sulinarquendi	91-00	Phoenix

E) D100 Roll	Race
01-20	Gnoll
21-40	Goblin
41-60	Hobgoblin
61-80	Ogre
81-00	Orc

Table C32 -- Saving Throws

		Paralization	Petrification	Rod, Staff,	Breath	
	Class A	Poison, Death	Polymorph	or Wand	Weapon	Spell
A) Cleric Healer	1-2	13	15	14	17	16
	3-4	12	14	13	16	15
	5-6	11	13	12	15	14
	7-8	10	12	11	14	13
	9-10	9	11	10	13	12
	11-12	8	10	9	12	11
	13-14	7	9	8	11	10
	15-16	6	8	7	10	9
	17-18	5	7	6	9	8
	19-20	4	6	5	8	7
	21+	3	5	4	7	6
Class B						
B) Fighter Paladin Ranger General	1-2	15	14	16	13	17
	3-4	14	13	15	12	16
	5-6	13	12	14	11	15
	7-8	12	11	13	10	14
	9-10	11	10	12	9	13
	11-12	10	9	11	8	12
	13-14	9	8	10	7	11
	15-16	8	7	9	6	10
	17-18	7	6	8	5	9
	19-20	6	5	7	4	8
	21+	5	4	6	3	7
Class C						
C) Craft	1-2	14	15	17	16	13
	3-4	13	14	16	15	12
	5-6	12	13	15	14	11
	7-8	11	12	14	13	10
	9-10	10	11	13	12	9
	11-12	9	10	12	11	8
	13-14	8	9	11	10	7
	15-16	7	8	10	11	6
	17-18	6	7	9	10	5
	19-20	5	6	8	9	4
	21+	4	5	7	8	3
Class D						
D) Magician Illusionist	1-2	16	15	14	17	13
	3-4	15	14	13	16	12
	5-6	14	13	12	15	11
	7-8	13	12	11	14	10
	9-10	12	11	10	13	9
	11-12	11	10	9	12	8
	13-14	10	9	8	11	7
	15-16	9	8	7	10	6
	17-18	8	7	6	9	5
	19-20	7	6	5	8	4
	21+	6	5	4	7	3
Class E						
E) Rogue Bard	1-2	13	14	16	15	17
	3-4	12	13	15	14	16
	5-6	11	12	14	13	15
	7-8	10	11	13	12	14
	9-10	9	10	12	11	13
	11-12	8	9	11	10	12
	13-14	7	8	10	9	11
	15-16	6	7	9	8	10
	17-18	5	6	8	7	9
	19-20	4	5	7	6	8
	21+	3	4	6	5	7