

Appendix B – Other Classes

The Order of Hoch Ta'Lung

Ability Requirements	Dexterity 12 Wisdom 12
Hit Die	d8
BAB Advancement	2/3

The Hoch Ta'Lung are an order that has sworn itself to keep the creatures of the outer planes from upsetting the balance of the world. This ban applies to creatures from any outer plane, good or evil. To this end they reason where they can, and fight where they must.

The order has three branches. The first, are the warrior monks, trained in the weapons of nature, and the ways of the Mother and Father. They do the primary work of the Order. The second is the Craft, certain members of that class that have dedicated themselves to the purpose of the Hoch Ta'Lung. The last are the Priests, drawing power from those gods that are in accord with the order. We will discuss the warrior as the other two are standard classes with an added ethical set.

A Hoch Ta'Lung Monk uses a d8 for hit dice. They can wear no armor except for magical protections such as bracers, or rings. Cloaks are not allowed as they would interfere with free movement. The Hoch Ta'Lung are martial artists, preferring unarmed combat, or weapons made from wood. While they will use some metal weapons, they avoid them when possible. Hoch Ta'Lung are trained to do real damage with both unarmed combat, or with weapons that usually do only "stun" damage. They can also heal any damage they personally inflict in the manner that Paladins can lay on hands. They can do this once a day for each level they have. A single laying on will heal up to 6d6 of damage, but only that caused by the Hoch Ta'Lung himself.

Table XB2 -- Allowed Weapons

Weapon	Damage	Damage Type	Shield bonus ¹
Any bow type	as bow used	real	no
Kau sin ke	1d8	real	no
Lajatang	1d10	real	yes
Nunchahu	1d6	stun	no
Sai	1d4	stun	yes
Staff	1d8/1d8	real	yes ²
Tetsubo	1d8-1d12	real	no
Three-piece rod	1d8	stun	yes
Tui-fa	1d6	stun	yes

1: Against melee attacks only.

2: Character gives up the shield bonus if the staff is used to attack twice.

Stun damage is calculated normally until the end of melee. One fourth of "stun" damage is real, and lasts passed the melee. Three quarters of the damage will quickly fade at the end of the fight. (One turn for each point of stun damage.) A character brought to zero hit points that has part of that damage in stun damage will not be dead, but unconscious. They will remain out for the normal stun recovery. Any real damage they have taken will remain.

Hoch Ta'Lung have a number of special maneuvers and disciplines to aid their cause as Follows.

A Hoch Ta'Lung can perform the maneuver of Hidden Movement. This appears to be a teleport or blink maneuver to anyone that does not clearly see it, and that is the entire point. A Hoch Ta'Lung makes a Reflex save DC 25 to perform this maneuver on any round in which it was not performed in the previous round. If successful no one notices the Warrior's rapid

Table XB1 -- Hoch Ta'Lung, Experience Levels & Spell Progression

Level	d8	BAB	Furry of Blows	Unarmed Damage	Ki x/day	Saving throws	Fort	Ref	Will	AC Bonus	Move Bonus	Craft Spells	1	2	3
1	1	+0	-2/-2	1d6	--	+1	+1	+1	+0	0	--	--	--	--	--
2	2	+1	-1/-1	1d6	1	+2	+2	+2	+0	0	--	--	--	--	--
3	3	+2	+0/+0	1d6	1	+2	+2	+2	+0	+10f	--	--	--	--	--
4	4	+3	+1/+1	1d8	2	+3	+3	+3	+0	+10f	--	--	--	--	--
5	5	+3	+1/+1	1d8	2	+3	+3	+3	+1	+20f	--	--	--	--	--
6	6	+4	+2/+2	1d8	3	+4	+4	+4	+1	+20f	1	--	--	--	--
7	7	+5	+3/+3	1d8	3	+4	+4	+4	+1	+20f	2	--	--	--	--
8	8	+6/+1	+4/+4/-1	1d10	4	+5	+5	+5	+1	+20f	2	1	--	--	--
9	9	+6/+1	+4/+4/-1	1d10	4	+5	+5	+5	+1	+30f	2	2	2	--	--
10	10	+7/+2	+5/+5/+0	1d10	5	+6	+6	+6	+2	+30f	2	2	2	1	1
11	11	+8/+3	+6/+6/+1	1d10	5	+6	+6	+6	+2	+30f	3	2	2	1	1
12	12	+9/+4	+7/+7/+2	2d6	6	+7	+7	+7	+2	+40f	3	2	2	2	2
13	13	+9/+4	+7/+7/+2	2d6	6	+7	+7	+7	+2	+40f	3	3	3	2	2
14	14	+10/+5	+8/+8/+3	2d6	7	+8	+8	+8	+2	+40f	3	3	3	3	3
15	15	+11/+6/+1	+9/+9/+4/-1	2d6	7	+8	+8	+8	+3	+40f	3	3	3	3	3
16	16	+12/+7/+2	+10/+10/+5/+0	2d8	8	+9	+9	+9	+3	+50f	3	3	3	3	3
17	17	+12/+7/+2	+10/+10/+5/+0	2d8	8	+9	+9	+9	+3	+50f	3	3	3	3	3
18	18	+13/+8/+3	+11/+11/+6/+1	2d8	9	+10	+10	+10	+3	+60f	3	3	3	3	3
19	19	+14/+9/+4	+12/+12/+7/+2	2d8	9	+10	+10	+10	+3	+60f	3	3	3	3	3
20	20	+15/+10/+5	+13/+13/+8/+3	2d10	10	+11	+11	+11	+3	+60f	3	3	3	3	3
21	21	+15/+10/+5	+13/+13/+8/+3	2d10	10	+11	+11	+11	+4	+60f	3	3	3	3	3
22	22	+16/+11/+6/+1	+14/+13/+8/+4/-1	2d10	11	+12	+12	+12	+4	+60f	3	3	3	3	3
23	23	+17/+12/+7/+2	+15/+15/+9/+5/+0	2d10	11	+12	+12	+12	+4	+60f	3	3	3	3	3
24	24	+18/+13/+8/+3	+16/+16/+10/+6/+1	2d10	12	+13	+13	+13	+4	+60f	3	3	3	3	3
25	25	+18/+13/+8/+3	+16/+16/+10/+6/+1	2d10	12	+13	+13	+13	+4	+60f	3	3	3	3	3

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movement to a new location. This grants a +2 to hit on attacks made right after the Hidden Movement. Hidden Movement is a move action.

They can perform the Furry of Blows. By taking a -2 to all attacks An unarmed Hoch Ta'Lung warrior can attack one more time in a round at their full attack value.

The Hoch Ta'Lung warrior is extremely hardy, and in tune with the land around them. When in a harsh environment the Hoch Ta'Lung will require only half the food and water required for a normal man. However, when entering a new environment they require 3 days to adapt to the conditions. This only applies to a sudden change, such as a teleport, or a sharp terrain break.

The Hoch Tu'Lung gains the First Aid skill as a ability of the class. They will gain one rank per level in the skill. They can use skill ranks to increase this to level +4 ranks.

The Hoch Ta'Lung can use only magic items usable by the Craft, Or items made for the Hoch Ta'lung. Items of healing, magic weapons of the types permitted, or items of protective magic only. A Hoch Ta'Lung will not keep any items they cannot personally use, and no more items than they find personally useful.

The Hoch Ta'Lung can focus their Ki, or spirit due to their close relationship with the Mother and Father. This concentration can be used for arcane effects. It can be called once per day, per every other level of the Warrior. It can only be used when the Warrior has rested the night before. No more than one Ki power can be used at a time. The Abilities are:

-- **Animal affinity:** The warrior studies the seven sacred beasts when in training. They learn the nature of the beasts and how to call upon their abilities. The Warrior can call upon the abilities of one type of animal for every two levels they have. The animals can be chosen in any order. The Beasts are:

Hawk: The Hawk has great perception. When in tune with the Hawk the warrior can see as a hawk, and has a +1 per level on all spot checks for invisible or hidden objects. This ability lasts for one round per Intelligence point

Wolf: The Wolf has great endurance. While in tune with the Wolf the Warrior banishes personal fatigue as per the *comfort* spell. This ability lasts for one hour per Constitution point.

Monkey: The Monkey is the master of quickness. While in tune with the Monkey the Warrior has a +4 to his Dexterity. This ability lasts for one round per level.

Tiger: The Tiger is fearless in combat. While in tune with the Tiger the Warrior gains a +2 on all rolls to hit and damage. This ability lasts for 1 round per level.

Ox: The Ox has great strength. When in tune with the Ox the

warrior gains his level in Strength. This is lifting and pulling power only, no combat adds are gained. This lasts for one turn per Constitution point.

Horse: The Horse has great speed. When in tune with the Horse the Warrior can run as a light horse (double movement). This lasts for one turn per Strength point.

Dragon: the most awesome of the beasts. When in tune with the Dragon, the Warrior gains +6 to his Charisma, and those that hear will take his words with great weight. This ability lasts for one round per level.

-- **Distance strike:** The Warrior must focus for one round, the next punch can be "thrown" 10 foot +5 foot/level

-- **Structural damage:** The Warrior must focus for two full rounds, the strikes of the third round will do 3 times his normal dice of damage to a non-living target only.

The Hoch Ta'Lung gain craft spells at higher levels. Starting a 6th level the Hoch Ta'Lung warrior has limited access to craft spells. Each spell must be taught to the Warrior by a adept of the craft. They can know two spells for each one they can cast per day. They must prepare their spells prior to casting. Casting level is as a first level craft at sixth level and will progress to a maximum of 9th level at 14th level. They can only learn and cast spell of the first three craft levels.

Hoch Ta'Lung Weapons

Kau sin ke – The “Steel whip”. A short whip made from long links of metal. It is from three to four feet long.



Lajatang – A staff with a crescent blade on each end. It is from 5 to 7 foot long.

Nunchahu – A pair of clubs usually about a foot long each attached by a short length of chain.

Sai – A short fork made of metal. It is not sharp having neither point or edge.

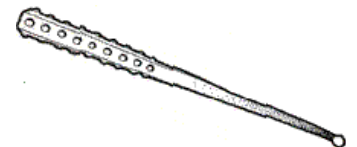
Staff -- Bo: The usual wooden staff from five to six feet long.

Jo: A shorter staff no longer than four foot. damage is 1d6.

Tetsubo – A long wooden club usually studded with metal. These clubs could be from three feet long to as large as the wielder. Size matters. Damage can be 1d8 for a "small" one to 1d12 for a six-foot+ model.



Three-piece-rod -- A set of three usually wooden rods about two feet long connected by chain links. It can be used for attack or defense in several styles.



Tui-fa – A device believed to have started as a rice grinder handle. It is usually used in pairs and held in many ways depending on what the wielder wishes to do.

Shaman

Ability Requirements

Intelligence 12

Wisdom 12

Charisma 12

Hit Die

d8

BAB Advancement

2/3

Shamans can be from one one of several belief systems. They

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usually involve ancestor worship, the worship of nature or aspects of nature, or even a combination of the two rather than a pantheon of gods. The common thread is the mix of Cleric and Craft abilities. They never have as much access to the spells of either as do possessors of the pure classes.

Cultures with Shamanic traditions are usually what are called “primitive” cultures. They have less access to technology, are illiterate, and usually nomadic. Shamans cannot start with literacy and may have taboos against it.

Shaman weapons will be those of the culture they come from. They will have a more limited selection, usually a weapon symbolic to the position of Shaman itself. Shamans cannot wear armor, and frequently must go nude or partially nude for ritual reasons. If not showing skin they have clothing that marks them as a member of the class resplendent with charms and totems.

Shamans take spells from both the Clerical and the Craft list. They keep these spell sources separate. Shamans have to learn all their spells, either through visions or from an older Shaman. Most Shamanic traditions are illiterate. A Shaman will know twice as many spells of each level and each list as they can cast. They can cast freely from all spells they know.

Shaman special abilities will reflect their culture and what is considered important to the culture. It is usually common to give abilities at 1st, 4th, 8th and 12th levels. Shamans should not have more than two of any class. Usually two of the 1st level abilities and one each of the higher level abilities. The list is not exclusive and other abilities can be stipulated. This are listed for inspiration and to give an idea of the limits.

Shamans will also frequently have totems, be they animals, plants, special spirits or even sacred objects. They may have special abilities that revolve around the totems, their proper

treatment and so forth. Totems should both benefit and restrict. For example, a fire totem might grant resistance to fire, but the Shaman is not permitted to extinguish a fire.

Shamans also deal in taboos. Behaviors that are forbidden them as a sign of their special connection, or things only the Shamans can do and are taboo to the average people, or by gender or only children. Taboo can be many things. If the culture has taboos special abilities should be tied into them.

Totems and taboos are often interwoven into the culture to define roles in society by age and by gender. Some effort should be put in to constricting the society behind the shaman.

First Level Abilities

Identify Potions: As per the craft ability

Alert to Divination: The Shaman gets a spot check to know if they are being scryed on.

In Tune with Nature: The Shaman gets a spot check to know if all is not right with the land.

Turn Undead: Not a function of all Shamans. The Shaman can turn/destroy or rebuke/control undead.

First Aid & Nursing: These skills are gained as class abilities with one rank plus Wisdom Bonus for each level.

Familiar: Shaman gains a totem animal as a familiar. Use magician rules for familiars.

Fourth Level Abilities

Animal Affinity: The Shaman can get wild animals to talk to him

Table XB3 – Shaman Experience & Spell Progression

Level	d8	BAB	Saving Throw			Cleric Spell level								Craft Spell level								Class Ability		
			Fort	Ref	Will	0	1	2	3	4	5	6	7	0	1	2	3	4	5	6	7		8	9
1	1	+0	+2	+0	+2	2	1							2										First Ability
2	2	+1	+3	+0	+3	2	1							2	1									
3	3	+2	+3	+1	+3	2	2							2	1									
4	4	+3	+4	+1	+4	2	2	1						2	2	1								Second Ability
5	5	+3	+4	+1	+4	3	2	1						3	2	1								
6	6	+4	+5	+2	+5	3	2	1	1					3	2	1	1							
7	7	+5	+5	+2	+5	3	2	2	1					3	2	1	1							
8	8	+6/+1	+6	+2	+6	4	2	2	1	1				4	2	1	1	1						Third Ability
9	9	+6/+1	+6	+3	+6	4	2	2	1	1				4	2	2	1	1						
10	10	+7/+2	+7	+3	+7	4	2	2	2	1	1			4	2	2	1	1	1					
11	11	+8/+3	+7	+3	+7	5	3	2	2	1	1			5	2	2	2	1	1					
12	12	+9/+4	+8	+4	+8	5	3	2	2	2	1	1		5	2	2	2	2	1					Fourth Ability
13	13	+9/+4	+8	+4	+8	5	3	3	2	2	1	1		5	3	2	2	2	1	1				
14	14	+10/+5	+9	+4	+9	6	3	3	2	2	2	1		6	3	3	2	2	1	1				
15	15	+11/+6/+1	+9	+5	+9	6	3	3	3	2	2	1	1	6	3	3	2	2	1	1	1			
16	16	+12/+7/+2	+10	+5	+10	6	4	3	3	2	2	2	1	6	3	3	2	2	2	1	1			
17	17	+12/+7/+2	+10	+5	+10	7	4	3	3	3	2	2	1	7	4	3	3	2	2	1	1	1		
18	18	+13/+8/+3	+11	+6	+11	7	4	4	3	3	2	2	1	7	4	3	3	3	3	2	1	1		
19	19	+14/+9/+4	+11	+6	+11	7	4	4	3	3	3	2	2	7	4	4	3	3	3	2	1	1	1	
20	20	+15/+10/+5	+12	+6	+12	8	4	4	4	3	3	2	2	8	4	4	4	3	3	3	2	1	1	
21	21	+15/+10/+5	+12	+7	+12	8	5	4	4	3	3	3	2	8	5	4	4	4	3	3	2	2	1	
22	22	+16/+11/+6/+1	+13	+7	+13	8	5	4	4	4	3	3	2	8	5	4	4	4	3	3	3	2	1	
23	23	+17/+12/+7/+2	+13	+7	+13	9	5	5	4	4	3	3	2	9	5	5	4	4	4	3	3	3	2	
24	24	+18/+13/+8/+3	+14	+8	+14	9	5	5	4	4	4	3	3	9	5	5	5	4	4	4	3	3	2	
25	25	+18/+13/+8/+3	+14	+8	+14	9	5	5	5	4	4	3	3	9	6	5	5	5	4	4	3	3	2	

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and sometimes do

Brew Potions: As
Will of the Ancestors: As

Cure Disease: As

Shadow Curse/Bless: The Shaman can summon a minor spirit to curse someone with bad luck (-2 on die rolls except Knowledge checks), or cast off such a curse.

A Shadow Blessing give the affected person a Spirit protector. This grants a +2 to rolls (Except Knowledge checks) or a -2 to those attempting to harm the “Blessed One”

The curse or blessing will last 24 hours for each level of the Shaman. A Shaman cannot have more than one such curse/bless for every five levels. To cast an additional curse or bless will end the oldest curse or blessing currently running.

Eighth Level Abilities

Animal Shape: The Shaman can assume the shape of a totem animal several times a day.

Spell Tattoos: Can create tattoos that act as protection or warding items. A single tattoo can have no better than a total of a +3 enhancement bonus.

Reading: The shaman can do a major divination once per day.

Shadow Guardian/Foe: The Shaman can summon a greater Spirit to guard a person for 24 hours or one combat which ever comes first. The Spirit will get in the way of any attack and take the damage for the protected person. A Greater Spirit has 36 hit points. And any damage the guarded person would take come off that first, except for mass effect spells. A targeted spell affects the Guardian Spirit first.

A Shadow Foe gets in the way of the target's attempts to hurt someone else. It intercepts the attacks of the cursed target protecting those they try and hurt. It also has 36 hit points.

Twelfth Level Abilities

Defender of Nature: Shaman can “rouse the wrath of the land” to defend it from those that invade. Usually no more than once a week or so. Natural animals and plants within several hundred yards attack invaders.

Portents of the Spirits: Shaman can predict major events in the future.

Skin of Iron: By creating a tattoo bodysuit the Shaman can grant the wearer major protections, even a high armor class. This can take weeks or months depending on the intricate nature of the tattoos. The body suit can have up to a +10 enhancement bonus. No more than +8 can be in armor, no more than +2 for saving throw protection. Other functions and protections as per the magic item rules.

Faithful Spirit: the Shaman gains the aid of a minor spirit as his constant companion. They will often take the shape of a common animal.

These examples are not considered exclusive and others can be stipulated. All such abilities should be in tune with the cultural background of the Shaman in question.

Some sample Shamans using the abilities listed.

Medicine Man: *First Level:* Identify Potion, First Aid & Nursing, *Fourth Level:* Brew Potion, *Eighth Level:* Spell Tattoos, *Twelfth Level:* Skin of Iron.

Spells should focus on healing, plants, and protections.

Spirit Shaman: *First Level:* Turn Undead, Familiar, *Fourth Level:* Shadow curse/bless, *Eighth Level:* Shadow guardian/foe,

Twelfth Level: Faithful Spirit

Spells should be primarily concerned with summoning and control/dismissal of extra planer creatures and undead.

Diviner: *First Level:* Alert to divination, In tune with nature, *Fourth Level:* Will of the Ancestors, *Eighth Level:* Reading, *Twelfth Level:* Portent of the Spirits.

Spells would focus on divinations obviously.

Totem Animal: *First Level:* In tune with nature, familiar, *Fourth Level:* Animal Affinity, *Eighth Level:* Animal Shape, *Twelfth Level:* Defender of Nature.

Spells should focus on animals, alterations, and protections.

General Class

Ability Requirements none

Hit Die d6

BAB Advancement 1/2

General class is the class for people that have no class. Common peasants, no account courtiers, merchants, and any NPC that simply doesn't have a character class but needs to be stated out.

General class characters cannot wear armor. They will be proficient with only simple weapons such as staves, and knives. They use no spells,

The only General Class advantage is 6+int skill points per level. (6+int)*2 at first level.

Table XB4 – General Class

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

Hobbit Pyrotechnician

Ability Requirements As Rogue
Hit Die d6
BAB Advancement 1/2

The character must be a Hobbit and of one of the *Five Families* in the business. They guard the secrets of fireworks very jealously.

Many generations ago William Brambletoes was a farmer with a scientific bent. He would experiment in the shed with various chemicals looking for a better fertilizer to increase his crop yields.

One day his mix detonated with some force causing serious injury and burning down the shed. Rather than discouraging him, as his wife and neighbors had hoped, it sent him on a new quest. William Brambletoes had discovered gunpowder.

Being a mild mannered sort of Hobbit he did not think of violent uses for his new burning powder, but found that the various chemical within his shed had burned with different colors. He began to create fireworks.

Subsequent generations of the Brambletoes and the Five Families that eventually married into the clan have developed and protected the secret of the spectacular devices they produce zealously. It is said that Magicians within the family have laid curses on the formulas that will do great harm to any not of the Five Families that attempts them. Being that in spite of the popularity of the fireworks no one has been able to duplicate the work of the Five Families, that might well be true.

The Five Families are Brambletoes, Amblefoot, Billington, Nook, and Willingwell.

Saving throws are as per a Rogue. The main difference being in the class abilities which follow.

At second level the Pyrotechnician gains the ability of evasion. Due to an ingrained skill at ducking, on any reflex save that allows you to save for half damage the Pyrotechnician saves for one quarter damage instead. This ability is automatic and does not have to be declared to be used.

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

Other Pyrotechnician abilities are identical or function similar to the rogue abilities. In addition to the base scores in the table below the Pyrotechnician gets 16 points to distribute at first level and 8 points per level thereafter. Because all Pyrotechnicians are Hobbits the racial modifiers have been rolled into the Base Skill bonuses. Any of the listed skills here can be raised to level +3.

Table XB5 -- Pyrotechnician Experience Levels

Level	d6	BAB	Fort	Ref	Will	RS	Notes:
1	1	0	0	+2	0	+16	Evasion
2	2	+1	0	+3	0	+8	
3	3	+2	+1	+3	+1	+8	
4	4	+3	+1	+4	+1	+8	
5	5	+3	+1	+4	+1	+8	
6	6	+4	+2	+5	+2	+8	Imp Evasion
7	7	+5	+2	+5	+2	+8	
8	8	+6/+1	+2	+6	+2	+8	
9	9	+6/+1	+3	+6	+3	+8	
10	10	+7/+2	+3	+7	+3	+8	
11	11	+8/+3	+3	+7	+3	+8	
12	12	+9/+4	+4	+8	+4	+8	
13	13	+9/+4	+4	+8	+4	+8	
14	14	+10/+5	+4	+9	+4	+8	
15	15	+11/+6/+1	+5	+9	+5	+8	
16	16	+12/+7/+2	+5	+10	+5	+8	
17	17	+12/+7/+2	+5	+10	+5	+8	
18	18	+13/+8/+3	+6	+11	+6	+8	
19	19	+14/+9/+4	+6	+11	+6	+8	
20	20	+15/+10/+5	+6	+12	+6	+8	
21	21	+15/+10/+5	+7	+12	+7	+8	
22	22	+16/+11/+6/+1	+7	+13	+7	+8	
23	23	+17/+12/+7/+2	+7	+13	+7	+8	
24	24	+18/+13/+8/+3	+8	+14	+8	+8	
25	25	+18/+13/+8/+3	+8	+14	+8	+8	

NOTE: When doing your character skills, some skills overlap; hide = hide in shadows, prestidigitation = slight of hand. Don't duplicate effort by placing points in both categories.

Note that the Intelligence bonus for skills can be applied to either standard skills or class skill. It can be split between the two if you have enough.

Table XB6 -- Pyrotechnician Base Skills

Class Skill	Bonus	Ability
Apply Device	+2	Wisdom
Build Device	+0	Dexterity
Alchemy	+0	Intelligence
Devise Device	+1	Intelligence
Hide in Shadows	+4	Wisdom
Identify Substance	+0	Wisdom
Move Silently	+4	Dexterity
Read Languages	-1	Intelligence
Slight of Hand	+4	Dexterity

Apply Device: Using fireworks for unusual tasks, like setting a cracker to blow a lock. Chances are equal to the device DC, lock or trap. Beating the DC indicates the correct device or amount of stuff was used and the lock/trap has been disabled, albeit with a good deal of noise.



Build Device: A check to see if fireworks are successfully assembled. The Pyrotechnician can take 10 on these tasks.

Table XB7 -- Build Device DC

DC	Example Item
10	Crackers, rockets, "stars"

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14	Roman candles
17	star shell
20	double star shell
25	Shaped shells
30	Stacked shaped shells
35	Unique Masterworks

Craft Alchemy: In specific towards the fireworks trade a knowledge of which chemicals burn well and what colors they burn. This skill also allows magical elements to be included into the displays. While the Pyrotechnician is not a spell caster they do use magic in making the fireworks. A Craft Alchemy check must be made for any unusual magical effects added to a given firework. That would include shells that change shape as they burn (more than that from the usual bursting).

Devise Device: The ability to design new fireworks. Important for creating fresh and unique displays for the rich and powerful. It is not only important to come up with things, but to design them so they work. It can be applied to everything from a new star formula to produce a different color to concocting a shell that bursts into the King's face. Producing things like the dragon from Lord of the Rings requires magic as well as the Pyrotechnics skills.

The DM should decide the DC for the stated complexity of the new device and the roll is made accordingly. One cannot take 10 or 20 on Devise Device.

Table XB8 – Devise Device DC

DC	Condition
10	Easy Device
14	Moderate Device
17	Difficult Device
20	Hard Device
25	Extraordinary Device
30	Near Impossible Device
35	Masterwork Device

Hide in Shadows: A Pyrotechnician can try to disappear into shadows or any other type of concealment; bushes, curtains, crannies, etc. A Pyrotechnician can hide this way only when no one is looking at him; he remains hidden only as long as he remains virtually motionless. (The Pyrotechnician can make small, slow, careful movements: draw a weapon, uncork a potion, etc.) A Pyrotechnician 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 Pyrotechnician always *thinks* he is hidden.

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



Table XB9 -- Hide Modifiers

Condition	Modifier
Light cover (near bare room)	-10
Moderate cover	0

Heavy cover (cluttered storeroom)	+10
Natural settings	-10
Harsh light	-5
Total darkness	-5
Size of creature or creature hiding is:*	
Small	+4

Identify Substance: The pyrotechnician can identify most substances without harm. These would include toxins, common and uncommon elemental and chemical substances, even the rare things only magic can produce. They might not be able to do anything with it, but they might know what it is.

Table XB10 -- Identify Substance DC

DC	Condition
14	Common substances (copper sulfate)
17	Uncommon (diamond dust)
20	Rare (powered Unicorn horn)
25	Very rare (alacha (Devil spice))
30	Near unique (god's hair)
35	magical substance (essence of cat's stealth)

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

Table XB11-- Move Silently Modifiers

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

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

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

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

Table XB12 -- Read Languages

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

Slight of Hand enables the Pyrotechnician to perform not only small feats of sleight-of-hand (useful for distracting a crowd), but to filch small items, or deposit them unseen.

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

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

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

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

Table XB13 -- Engineer Experience Levels

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

Engineer

Ability Requirements

Hit Die

BAB Advancement

As Rogue

d8

3/4

This subclass of Rogue tries to gadget their way out of situations.

Engineers are typically Dwarves or Gnomes although any race can take the class. The Engineer is a D&D McGyver. He improvises things from what is around him and gets things done. They are not very stealthy with these devices if they have to toss one together. If the Engineer has time and help they can build huge and awesome things. Small and intricate is not the work of the engineer.

Engineers can wear medium armor, and use any one-handed melee weapons. They are adequate fighters in a pinch

Saving throws are as per the Rogue class. Class skills work the same way and they get the same amount of points to spend on class skills. Some of the skills differ as in indicated below. They get Basic math and Read/Write as free skills of the class, but they are not considered class abilities.

Note that the Intelligence bonus for skills can be applied to either standard skills or class skill. It can be split between the two if you have enough.

Table XB14 -- Engineer Skills

Class Skill	Bonus	Ability
Apply/ Remove Device	+1	Wisdom
Architecture & engineering	+1	Intelligence
Build Device	+1	Dexterity
Design Device	+0	Intelligence
Geology	+1	Intelligence
Improvise Device	-2	Intelligence
Open Locks	+1	Dexterity
Read Languages	+1	Intelligence

Apply/ Remove Device: Placing or removing devices. Apply functions come in only when using a device the engineer is not familiar with. It is not required for an improvised device unless that device was not made by the engineer.

Remove device applies to all traps or devices, again, that the engineer themselves did not make. These could be anything from a elaborate portcullis to a trap in a chest. The Engineer can remove traps down to the size of a large chest. Tiny mechanisms are not the forte of the engineer.

Architecture & Engineering: This skill is required to aid in building and designing structures, a function of the engineer. Such knowledge is also handy if you want to take something down.

Architecture & engineering is required anytime the engineer wishes to damage a structure such a a bridge, drop a wall, or castle tower. A successful roll indicates the engineer knows how to do it, execution is all that remains. As long as the engineer or those he directs can reach the structure and carry out his plans the structure is doomed.

Architecture & engineering is also used to design and build structures. The engineer is equally capable of building simple huts to mighty castles or cathedrals.

Table XB15 -- Architecture & Engineering DC

DC	Type of Structure
10	Doors, huts, basic wood structures.
15	Simple stone walls, reinforced doors.
20	Towers, complex walls, underground structures.
25	Stone bridges, vaults, corbels, round towers.

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30	Buttressed walls, vaults, high arches, any structure five stories or taller.
35	Massive walls, flying buttresses, Gothic arches and vaults. Buildings seven stories or taller*.

* Masonry structures of over ten stories are near impossible to design.

Build Device: To actually build it yourself or supervises others in building a larger structure.

The Build DC is -5 from the design DC. Be it a whole structure or a mechanism, -3 if the Engineer did not design it themselves. Mechanisms will usually be a single roll, large structures some taking years to complete will require a series of rolls. In such a case the total cost is divided by ten and a completion total is set, usually ten times the structure DC. The Engineer makes rolls on the set schedule Ten rolls over the “on time” completion period, and when the total is reached the structure is finished. If ten rolls do not finish the structure they're “over budget and behind schedule”. Additional time periods are rolled. The given costs are used until the structure is complete.

Mechanisms are usually done on a single roll. Failure does not doom the project, again more money, a quarter of the build cost and another roll, repeat until the DC is made, or the person suppling the money quits.

Design Device: When time is in their side the Engineer can carefully plan. This skill reflects that condition. A successful roll will produce a plan that will work, to be made either by the engineer or plans another craftsman can follow to build the device.

Design Device is used for something smaller than a building. An elaborate doorway, a mechanical murder hole, A tiger trap. Any time the Engineer has time to plan they can use this roll.

Table XB16 -- Design Device DC

DC	Condition
10	Easy Device. A double locked door with concealed lock
14	Moderate Device: Secret door, simple dead fall.
17	Difficult Device: Multifunction doorways, Locks and traps, portcullis and drawbridge.
20	Hard Device: Flying ship landing gear, self loading catapults.
25	Extraordinary Device:
30	Near Impossible Device: Complex death traps or Rube Goldberg devices.
35	Masterwork Device: Planetaria, moving roofs, large scale automatia.

Geology: A knowledge of the earth and it's components. An Engineer can judge the fitness of ground, figure out how to drop a cave or shore it up.

A Geology roll is required when dealing with natural conditions. Selecting a site for a building foundation, planing a cave in or preventing one. It is also used to judge building materials (stone) and its suitability for the task at hand. Lastly for assaying ore and the probable yield of a mine site

The DM must set the DC based on the conditions and the desired result. Refer to the standard Skill DC.

Improvise Device: When time is not on your side. The true McGyver function of making what you need with what you have.

In general “Hard Devices” cannot even be attempted. The DM has to make this one up on the fly. Decide how difficult the device described is, and assign the DC +4 for the circumstance of being improvised. Add or subtract bonuses and penalties for what the Engineer has or is available in the environment.

Open Locks: An engineer can try to pick locks, finesse combination locks (if they exist), and solve puzzle locks (locks with sliding panels, hidden releases, and concealed keyholes). There are the smallest devices the engineer has any chance of dealing with. Picking a lock requires tools. Using typical Rogue's tools grants normal chances for success. Using improvised tools (a bit of wire, a thin dirk, a stick, etc.) imposes a penalty on the character's chance for success. The DM sets the penalty based on the situation; penalties can range from -1 for an improvised but suitable tool, to -12 for an awkward and unsuitable item (like a stick). The amount of time required to pick a lock is 1d10 minutes. An Engineer 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 Engineer suffers a -2 circumstance to opening that lock, this time.. If a save vs, Will on the lock DC is made the DC remains the same. The Engineer can continue to try the lock until they either realize they will never get it open, or they succeed. Each try is assumed to take 10 minutes.

Table XB17 -- Lock DC

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

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

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

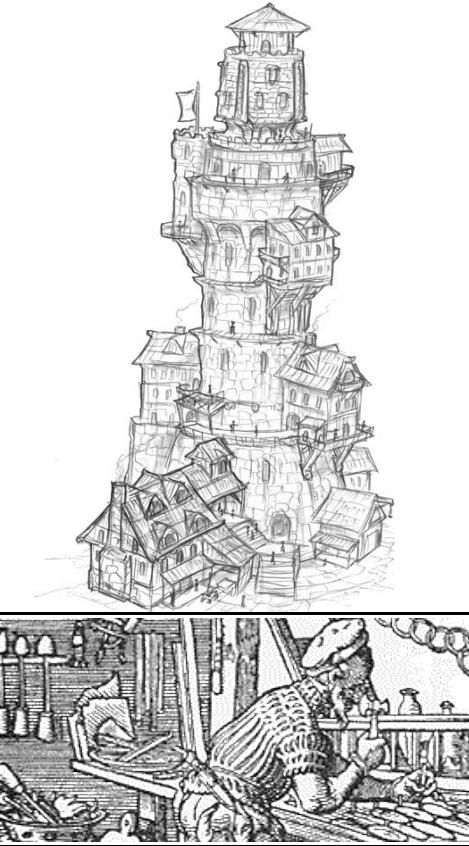
The DM can rule that a language is too rare or unfamiliar, especially if it has never been previously encountered by the Rogue, effectively foiling his attempts to translate it. At the other extreme, the Rogue need not roll for any language he is skillful in. Success is assumed to be automatic in such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

Table XB18 Read Languages

Bonus	Circumstance
+2	Never encountered
0	Encountered before

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+1	Frequently encountered
+2	Very frequently encountered
-2	Common in the area
0	Uncommon
+2	Rare
+6	Very rare
+12	Not known to area
+4	Dead language



Toymaker

Ability Requirements	As Rogue
Hit Die	d6
BAB Advancement	1/2

Clockmakers-Toymakers are usually Gnomes, but again any race can be toymakers. Only Fauns are excluded from this class without a good explanation as to how they ended up with a mechanical bent and the education to use it.

The Toymaker is interested in small devices. They retain most of the normal Rogue abilities with a concentration of using devices to accomplish some tasks.

The specialty of the toymaker is small devices, clockworks and automata on the small scale. They do not deal with large things like buildings, but can build a jack in the box that rolls up to a target and splashes acid on it.

Toymakers can use light armor and single handed melee weapons.

Saving throws are as per the Rogue class. Class skills work the same way and they get the same amount of points to spend on class skills. Some of the skills differ as in indicated below.

Note that the Intelligence bonus for skills can be applied to

either standard skills or class skill. It can be split between the two if you have enough.

Table XB19 -- Toymaker Skill Base Scores

Skill	Base Score	Ability Used
Build Device	+0	Dexterity
Detect Noise	+3	Wisdom
Devise Device	+1	Intelligence
Disable Device	0	Dexterity
Find Traps/Investigate	+1	Intelligence
Hide in Shadows	+1	Dexterity
Improvise Device	-1	Intelligence
Move Silently	+2	Dexterity
Open Locks	+2	Dexterity
Slight of Hand	+3	Dexterity
Read Languages	-3	Intelligence

Build Device: To actually build it yourself or supervises others in building copies of a device. The Toymaker must be working from a plan or a copy of the device to be made.

The Build DC is -5 from the design DC, -3 if the if the toymaker did not design it themselves. Equal to the Design DC if working from a copy of the device.

Most devices are done on a single roll. Failure does not doom the project, more money, a quarter of the build cost and another roll, repeat until the DC is made, or the person suppling the money quits.

Detect Noise: A toymaker 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 Toymaker must stand still and concentrate on what he's hearing for one round. He must have silence in his immediate surroundings and must remove his helmet or hat, if either covers his ears. Sounds filtering through doors or other barriers are unclear at best. Listening devices like a tin cup held to a door will increase the clarity of what is heard, but not the chance of hearing it.

Table XB21 -- Detect Noise

DC	Sound
-10	A battle
0	People talking ¹
5	A person in medium armor walking at a slow pace (10 ft./round) trying not to make any noise.
10	An unarmored person walking at a slow pace (15 ft./round) trying not to make any noise
15	A 1st-level rogue using Move Silently to sneak past the listener
15	People whispering ¹
19	A cat stalking
30	An owl gliding in for a kill
¹ If you beat the DC by 10 or more, you can make out what's being said, assuming that you understand the language.	
Modifier	Condition
+5	Through a door
+15	Through a stone wall
+1	Per 10 feet of distance
+5	Listener distracted

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Table XB20 -- Toymaker Experience Levels

Level	d6	BAB	Fort	Ref	Will	RS	Notes:
1	1	0	0	+2	0	+16	Evasion
2	2	+1	0	+3	0	+8	
3	3	+2	+1	+3	+1	+8	
4	4	+3	+1	+4	+1	+8	
5	5	+3	+1	+4	+1	+8	
6	6	+4	+2	+5	+2	+8	Imp Evasion
7	7	+5	+2	+5	+2	+8	
8	8	+6/+1	+2	+6	+2	+8	
9	9	+6/+1	+3	+6	+3	+8	
10	10	+7/+2	+3	+7	+3	+8	
11	11	+8/+3	+3	+7	+3	+8	
12	12	+9/+4	+4	+8	+4	+8	
13	13	+9/+4	+4	+8	+4	+8	
14	14	+10/+5	+4	+9	+4	+8	
15	15	+11/+6/+1	+5	+9	+5	+8	
16	16	+12/+7/+2	+5	+10	+5	+8	
17	17	+12/+7/+2	+5	+10	+5	+8	
18	18	+13/+8/+3	+6	+11	+6	+8	
19	19	+14/+9/+4	+6	+11	+6	+8	
20	20	+15/+10/+5	+6	+12	+6	+8	
21	21	+15/+10/+5	+7	+12	+7	+8	
22	22	+16/+11/+6/+1	+7	+13	+7	+8	
23	23	+17/+12/+7/+2	+7	+13	+7	+8	
24	24	+18/+13/+8/+3	+8	+14	+8	+8	
25	25	+18/+13/+8/+3	+8	+14	+8	+8	

Design Device: When time is in their side the Toymaker can carefully plan. This skill reflects that condition. A successful roll will produce a plan that will work, to be made either by the Toymaker or plans another craftsman can follow to build the device.

Disable device: Toymakers are at a -4 circumstance penalty for any trap bigger than a breadbox. They can also break or turn off magical Automata they get a chance to examine them as disabling a magical trap. Golems are not included in this as they don't have mechanisms in them.

Once a trap or device is found, the Toymaker can try to remove it or disarm it. This also requires 1d10 minutes. If the dice roll indicates success, the trap/device is disarmed. If the dice roll indicates failure, the trap/device has confounded the Toymaker. If the dice roll is a 1, the Toymaker accidentally triggers the trap/device and suffers the consequences. He can try disarming the trap again at minus -2. As with locks every time an attempt fails the Toymaker loses -2 to their success roll. If a save vs Will on The Trap "Remove" DC is made the DC remains the same. The Rogue can continue to try the trap until they either realize they will never get it open, they spring it on themselves, or they succeed. Each attempt takes 1-10 minutes. Sometimes (usually because his skills are low) a Toymaker will deliberately spring a trap rather than have unpleasant side effects if the trap doesn't work quite the way the Toymaker thought, and he triggers it while standing in the wrong place.

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

Table XB23 -- Remove Trap DC

DC	Trap	Random
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Table XB22 -- Devise Device DC

DC	Condition
10	Easy Device. Simple lock, pull string puppets.
14	Moderate Device: simple spring wound motors, marionettes.
17	Difficult Device: Simple automata complex locks,
20	Hard Device: Puzzle boxes, two function automata
25	Extraordinary Device: Trick locks, multi-function automata
30	Near Impossible Device: Rube Goldberg devices. Programed toys, automatic theaters.
35	Masterwork Device

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

*Plus spell level

Find Traps/Investigate: The Toymaker is trained in the making and function of small devices. they are able to locate small traps and alarms. These include poisoned needles, spring blades, deadly gases, and warning bells. This skill is not effective for finding deadfall ceilings, crushing walls, or other large, mechanical traps. However, it might locate the trigger for such devices without indicating what that actual trap is. Likewise their training allows them to examine an unknown devices and deduce its function. Not all devices are traps.

To find the trap/deduce the function, the Toymaker must be able to touch and inspect the object of interest. Locating a trap/deducing a function takes from 1 to 10 minutes. Normally, the DM does not reveal the DC of the device. The player rolls the dice and if the DM says, "You didn't find any traps," or "You think it does X" it's up to the player to decide whether that means there are no traps or there are traps but the Toymaker didn't see them. If the Toymaker finds a trap, he knows its general principle but not its exact nature. If they beat the DC by four or more then know exactly how the device works. This gives a +2 circumstance bonus to disabling the device. A Toymaker can check an item for traps as often as they wish under the same rules as that for opening locks, -2 to the circumstance for every failure unless a save vs Will on the trap DC is made.

Table XB24 -- Find Trap/Investigate DC

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

25* Magical device 91-00
*Plus spell level

Hide in Shadows: A Toymaker can try to disappear into shadows or any other type of concealment; bushes, curtains, crannies, etc. A Toymaker can hide this way only when no one is looking at him; he remains hidden only as long as he remains virtually motionless. (The Toymaker can make small, slow, careful movements: draw a weapon, uncork a potion, etc.) A Toymaker 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 Toymaker always *thinks* he is hidden.

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

Table XB25 -- Hide Modifiers

Condition	Modifier
Light cover (near bare room)	-10
Moderate cover	0
Heavy cover (cluttered storeroom)	+10
Natural settings	-10
Harsh light	-5
Total darkness	-5
Size of creature or creature hiding is:*	
Fine	+16
Diminutive	+12
Tiny	+8
Small	+4
Medium-size	0
Large	-4
Huge	-8
Gargantuan	-12
Colossal	-16

Improvise Device: When time is not on your side improvise device is the true McGyver function of making what you need with what you have.

In general "Hard Devices" cannot even be attempted. The DM has to make this one up on the fly. Decide how difficult the device described is, and assign the DC +4 for the circumstance of being improvised. Add or subtract bonuses and penalties for what the engineer has or is available in the environment.

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

Table XB26 -- Move Silently Modifiers

Condition	Modifier
Toymaker used half move	0
Toymaker used full move	-5

Toymaker is running	-20
Ambient noise	
Low	+5
Medium	+10
Loud	+15
Very Loud	+20

Open Locks: A Toymaker can try to pick locks, finesse combination locks (if they exist), and solve puzzle locks (locks with sliding panels, hidden releases, and concealed keyholes). Picking a lock requires tools. Using typical Toymaker's tools grants normal chances for success. Using improvised tools (a bit of wire, a thin dirk, a stick, etc.) imposes a penalty on the character's chance for success. The DM sets the penalty based on the situation; penalties can range from -1 for an improvised but suitable tool, to -12 for an awkward and unsuitable item (like a stick). The amount of time required to pick a lock is 1d10 minutes. A Toymaker can try to pick a particular lock as many times as they wish. However, their chance does not remain the same. Every time an attempt fails the Rouge suffers a -2 circumstance to opening that lock, this time.. If a save vs. Will on the lock DC is made the DC remains the same. The thief can continue to try the lock until they either realize they will never get it open, or they succeed. Each failure is assumed to take 10 minutes.

Table XB27 -- Lock DC

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

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

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

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

Table XB28 -- Read Languages

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

Appendix B - Other Classes

Slight of Hand enables the Toymaker to perform not only small feats of sleight-of-hand (useful for distracting a crowd), but mainly to filch small items or plant devices for later use and so on.

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

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

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

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

Necromancer

The primary benefit of being a necromancer is the rapid rise in power. They advance more quickly than the average magician. Over time the requirements of that power become burdensome and difficult, making the Necromancer a target and making further polite society impossible. Most go mad in time, although that is not a certain outcome.

- -5 rider for Experience.
- Necromancy school one extra spell a day.
- Must never produce a child, either as sire or dam. All magical ability will be lost until that child is slain by ritual.
- They automatically have spell resistance 10 plus their level vs any Healing school spells.
- All damage healing spells loose 2 points benefit per die, minimum one point per die gained when a Necromancer is within 60 yards. Such spells do minimum benefit if the Necromancer is the target.
- A Necromancer heals at half the rate of normal people. Scaring is certain.
- A Necromancer is untroubled by disease. That is not to say they do not get them, but the ill effects of the disease do little but make them cranky and a carrier of that disease. They cannot avoid scaring from disease.
- Necromancers 4th level and higher detect as evil.

A Necromancer must kill or be in the vicinity of death to restore spell levels. Rest is not required. Non-sentient life will restore half of one spell level per hit die per life spent. Sentient life 1 to 3 spells slot per hit die per life spent. The pure and innocent as much as six.

Non-sentient life dying or killed - 0.5 spell level, per hit die.

Average person that dies without ritual - 1 spells slot per hit die.

Average person that dies with ritual - 2 spell slots per hit die.

Average person killed without ritual - 2 spells slots per hit die.

Average person killed with ritual - 3 spell slots per hit die.

Innocent that dies without ritual - 2 spell slots per hit die.

Innocent that dies with ritual - 3 spell slots per hit die.

Innocent killed without ritual - 3 spell slots per hit die.

Innocent killed with ritual - 6 spell slots per hit die.

In this circumstance "dies" would refer to a death by natural causes, innocent trauma or disease. "Killed" means slain with deliberation. This would include execution, murder, and sacrifice. The ritual in question is to dedicate the death to the purposes of the Necromancer.

A spell has one "slot" for each level of the spell. Zero level spells take half a slot. First level spells take one slot, third level spells take three slots and so forth. A fifth level magician with 6,3,2,1 spells would required 16 spells slots to totally recover their spells. The death of 32 animals, 16 plague victims, 6 persons murdered under ritual, 3 innocent babes murdered by ritual, or some combination of the above.

Note that a Necromancer does not recover spells after rest and can recover spells at any time by taking life. The necromancer cannot be engaged in other activities while regaining spells. They can't gain spell slots while in combat for example. They can gain them *from* combat, but cannot be engaged in combat themselves. To recover spells the Necromancer must be in a meditative state centered on the death of nearby creatures. They can do nothing but slay a bound creature in this state. Self defense or spell casting is not possible.

The lowest level spell slots are filled first. So zero and first level spells are always topped off first.

It is possible for a lower level Necromancer to practice by setting up close to a hospital, gibbit, gladiatorial arena or even a slaughter house, and siphoning off the power afforded by the death that is the natural result of such locations. A **necromantic engine** is a near necessity under the circumstances as death is not timed to the convenience of the necromancer.

Should a necromancer decide to drop the class and become a normal magician, they go into negative levels equal to the experience hole they are in, and cannot advance until they make up the experience hole. The negative levels cannot be lifted any other way except returning to the practice of necromancy. If the Necromancer is to the point of detecting as Evil only an atonement spell from a cleric friendly to the former Necromancer will erase that.

The disadvantages of slow healing, minimum effect from healing spells, and resistance to healing spells remain until each is atoned for. Quests to undue evil acts are likely to be called for.

Death Ritual: Not a spell per say but a granted ability. It requires a bit of blood from a creature the necromancer has killed the kind of creature in not important. The victim must be physically marked with that blood.

Necromatic Items

Necromantic Engine: Made from the skull and heart of a person the necromancer has personally killed. They must be killed for the purpose of making the engine. The skull is cleaned, and the preserved heart suspended within the brain cavity. 1000 gp in gems is set within the brain cavity for each 10 spell slots the engine is intended to hold to a maximum 10,000 gp or 100 spell slots. *Create undead*, *protection from good 10r*, and *vampiric touch* must be cast on the skull. Total cost is ten times the cost of the gems in preservation fluid, incense, and other ritual materials. The skull of one marked by life cannot be enchanted greater than 30 spell slots. It requires an innocent be sacrificed to improve on that. The best are made from the skulls of pure virgins or newborns.

Once completed the **necromantic engine** will absorb the life force of any being that dies within a 50 yard radius of the skull. Sentient beings that die within that radius will require the next level of spell to restore them. *Raise dead* will not work. *Resurrection* acts like a *raise dead*. Healing spells function at minimum effect. The item shows a strong aura of evil. An

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

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

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

existing skull can be improved.

Skull of Death: AKA Cross of Death. This item shows strong evil and necromantic magic. It is bleached bone amulet in the shape of an ankh, but with the loop replaced with a relief of a death's head, and shaft a thin dagger blade. The eyes of the skull are picked out in black diamond and a ruby is set at the intersection. of the elements. The item is made from the breast bone of a female virgin slain for that reason alone. The bone cross is carved out of the living flesh of the young woman and she must live through the entire carving process. More will not be gone into.

In the hands of a necromancer the item has the following benefits.

-- *Turn clerics:* All priests, unless worshipping an evil god of death themselves will be turned by the necromancer as if a cleric against that hit dice of undead. Craft are also affected as undead of twice their level.

-- *Double spell effect for all spells of the necromantic school.*

-- *Bind undead to the Necromancer's command.* All mindless undead within 60 yards of the Necromancer will obey his will. Those under other control are entitled to a will save at the controller's level DC 22. Willful undead of corporeal nature will be charmed, as per that spell should they fail a will save DC 22. Incorporeal undead, Liches, and Vampires are unaffected.

-- *Cause fear,* as per the *fear* spell in any non-cleric that views the item when boldly presented. Save will DC 18

-- *Once per day the skull of death will cast a power word kill, or a finger of death* at the choice of the Necromancer.

In order to use a found skull of death the necromancer must sacrifice a virgin themselves to that purpose. Any other person

Necromancer Experience Adjustment

Level	-5 rider	Base	Adjusted XP
1	0	0	0
2	-250	1,000	750
3	-750	3,000	2,250
4	-1,500	6,000	4,500
5	-2,500	10,000	7,500
6	-3,750	15,000	11,250
7	-5,250	21,000	15,750
8	-7,000	28,000	21,000
9	-9,000	36,000	27,000
10	-11,250	45,000	33,750
11	-12,750	55,000	42,250
12	-16,500	66,000	49,500
13	-19,500	78,000	58,500
14	-22,750	91,000	68,250
15	-26,250	105,000	78,750
16	-30,000	120,000	90,000
17	-34,000	136,000	102,000
18	-38,500	154,000	115,500
19	-42,750	171,000	128,250
20	-47,500	190,000	142,500
21	-52,500	210,000	157,500
22	-57,750	231,000	173,250
23	-63,250	253,000	189,750
24	-13,800	276,000	262,200
25	-75,000	300,000	225,000

that possess a skull of death will have a lingering aura of evil around them. For every week the item is carried they must make a

Appendix B – Other Classes

Will save DC 20, or succumb to the lure of the amulet. Spell casters will seek out the secrets of necromancy, clerics will turn from their gods to seek power, fighters and thieves will become needlessly cruel, and seek a necromancer to serve. Certain priests and paladins might even have to atone for touching the item.

The item requires fear, mass charm, power word kill, finger of death. An adult female virgin expended in the process, 10,000 gp in black diamonds to encrust the eye sockets. One ruby of 5000 gp worth.

Vivamancer

The opposite of the Necromancer is the Vivamancer. Persons pure of heart that can access the path of life magics. The path of the vivamancer is difficult and slow, but the rewards definite.

The Vivamancer is a difficult path to follow. It requires a code of behavior as rigorous as any Paladin.

A Vivamancer cannot engage in acts of vengeance.

A Vivamancer cannot engage in wanton destruction of life.

Killing in defense or killing for food, those are one thing. Killing them all and letting the gods sort them out is right out.

A Vivamancer should sire or bear children. This is not a must.

They are required to be good parents if they do have children.

+5 rider on experience for level.

Gain access to the Clerical healing school of spells. +1 spell per level of the healing school.

Spells resistance 10 plus level vs any Necromancy school spell.

Vivamancers heal at twice the normal rate. All healing magic works on them at maximum effect.

Immunity to Disease.

Healing spells cast within 60 feet of a Vivamancer gain 2 hit points for each die.

Good will and fortitude saves.

Vivamancers have a difficult time controlling their own fertility. Spells to control fertility have a 50% failure rate and never last more than a month in spite of given durations. Potions and elixirs have a 70% mischance and half the duration. Items of fertility control have a 25% mischance per instance. Barrier methods work as well as they would normally. Fertility control on the partner works.

Vivamancer Experience Adjustment

Level	+5 rider	Base	Adjusted XP
1	0	0	0
2	250	1,000	1,250
3	750	3,000	3,750
4	1,500	6,000	7,500
5	2,500	10,000	12,500
6	3,750	15,000	18,750
7	5,250	21,000	26,250
8	7,000	28,000	35,000
9	9,000	36,000	45,000
10	11,250	45,000	56,250
11	12,750	55,000	67,750
12	16,500	66,000	82,500

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

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

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

Appendix B - Other Classes

13	19,500	78,000	97,500
14	22,750	91,000	113,750
15	26,250	105,000	131,250
16	30,000	120,000	150,000
17	34,000	136,000	170,000
18	38,500	154,000	192,500
19	42,750	171,000	213,750
20	47,500	190,000	237,500
21	52,500	210,000	262,500
22	57,750	231,000	288,750
23	63,250	253,000	316,250
24	13,800	276,000	289,800
25	75,000	300,000	375,000

Vivamancers gain their magic from the presence of life itself. They are surrounded by life the essence of their spells The greater the amount of life and the health of that life the quicker they can regain spells. Vivamancers can regain magic by meditating at any time. As long as they rest in a place where life exists they regain spells normally with rest.

Terrain	Spell slots per hour	Rest to regain spells.	Notes
Forest/reef	12	5	The densest of life's holds is the forest or the reef zone
Farmland:	10	6	While farmland is certainly full of life the variety of that life suffers.
Urban setting	6	8	Life is packed densely in the city, but it is seldom that healthy. Lack of flora means that without a great effort it ends.
Plains / shallow seas	8	7	About average on the life scale
Dessert:/ deep sea	6	8	While the desert is not lifeless it is a place of great difficulty. Likewise the deep seas harbor little life.
Swamp / tidal regions	10	6	Swamps, fresh or salt seethe with life. While the average city dweller might not find a swamp a good place to live, most things do.
Above the tree line/underd ark	4	9	Harsh thin and cold.

Vivamancer Items

The Amulet of Truth -- The amulet of truth will render the truth inescapable and undeniable. The effect this will have depends on the degree to which one is denying the truth. For something like admitting that the popular girls don't really like you the effect is minimal. If that is the worse thing you have going on, lucky you.

To the undead it is devastating rendering further undeath impossible. Liches are included in this as they are the primary target of the amulet of truth. A lich that makes the necessary saving throw crumbles away. They are delayed 1d4 months from reforming. If they fail the save not only do they crumble away but their phylactery shatters rendering them truly dead.

