Advanced Dungeons & Dragons®

Player's Option™:
Skills & Powers Book

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Foreword

When I first began playing the AD&D® game (more years ago than I care to remember), the system seemed to offer rules for every conceivable eventuality—indeed, the books contained more systems and procedures than any player or DM could possibly need.

It didn't take long to disabuse myself of that notion. As I recall, it was the first time the players asked me, the DM, if their characters could swim. How well? How fast, and for how long? And if their characters couldn't swim, could they float for awhile? And how many gold pieces could you carry before you sank like a stone?

Many of those questions have been subsequently answered in accessories and, most significantly, in the AD&D 2nd Edition game rules. However, for every situation defined by rules, and every new procedure introduced to the game, more questions were asked by creative (dare I say 'devious'?) players, and more systems were improvised by every DM.

It would nice the say that the Player's Option™: Skills & Powers system will put all that to rest—but we'd all recognize that as an exaggeration, to say the least. Nor would that be a realistic objective. Part of adventure gaming is the discovery of the unknown and the unexpected, and we'll always need a referee to oversee this.

However, I believe that this book adds a lot to the game, and I hope you will agree that it does so without increasing the game's complexity. The word 'option' is in the title for a very good reason: We have attempted to add to the number of choices available to players and DMs alike, without adding to the complications of resolving these choices.

I sincerely hope that you'll decide that we have succeeded.

Doug Niles, April 25, 1995

All things in nature must evolve in order to keep pace with their surroundings. Organisms must adapt as their environment changes if they wish to thrive. This also is true in gaming. The AD&D game is one of the oldest role-playing rules systems around. And it's a great system; its longevity is proof enough of that. But in the time that the AD&D game has existed, gaming itself has evolved, and so has the game. The original AD&D game evolved from the D&D game in the late 1970s. Then, in the early '80s, the Unearthed Arcana book, the first major evolution of the AD&D game, was published. More evolutions followed, culminating in 1989 with the publication of the AD&D 2nd Edition game rules. Now, the Player's Option books (and the DM™ Option: High-level Handbook to be published later this year) represent the latest evolutions of the AD&D game.

The central concept behind the Player's Option books is player choice. We wanted to expand the AD&D game in ways that had never been explored before. We hoped to offer the players and DMs of the AD&D game more options (there's that word again) than

they ever had. We wanted to give those who play the AD&D game more choices, more control over their game and their characters than was previously considered possible. We hope we've succeeded, but in truth, that decision is not in our hands. You, the DMs and players of the game will have the final say in this matter.

We hope you use these rules in your games. We also hope you'll give us your feedback on these rules and the AD&D games you play using them, thus insuring that the game will continue to evolve.

Me, I'm just happy to have had an impact on the game that has influenced my life for so many years.

Dale Donovan, April 26, 1995

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Chapter 1:
Character Points

Introduction Welcome to Player's Option *Skills & Powers*, the companion to the Player's Option *Combat & Tactics* book. This volume unveils new role-playing possibilities without increasing the complexity of the AD&D® game. Just as the *Combat & Tactics* book widened the scope of encounters, this tome expands character creation. Together, these books heighten players' involvement with their characters, the campaign, and the AD&D game as a whole. Use what you like, change what you don't like, and above all have fun!

The chapters in this book are building blocks for constructing Player's Option characters. AD&D game players will find several familiar terms, such as kits. But these kits are different than those presented in supplements such as *The Complete Fighter's Handbook*. Instead, Player's Option kits are packages coupled with special skills that add depth and flavor to characters. There are other changes and additions, and these will unfold as you read this book. One such change is selecting character abilities using a character point system. Here's an overview of what character points do:

Character Points Every character begins play with a number of character points determined by his race and class. Further, every time a character advances a level, he gains 3 to 5 character points. The character point system is a new concept for the AD&D

game. The points serve numerous purposes, and these are summarized below. Note: This book assumes that a typical campaign will award 3 CPs per level, and that most characters will use one of these during play (see below). Larger character point awards will result in a higher-powered campaign, but if both DM and players agree, that's fine—enjoy yourselves.

- Character points are used to purchase weapon proficiencies. New weapon proficiencies usually cost 2 or 3 character points. This is discussed in chapter seven.
- Similarly, character points are used to purchase nonweapon proficiencies. Purchasing a nonweapon proficiency usually costs from 2 to 5 points. Also, character points are used to purchase traits, and bonus character points are awarded for taking disadvantages. This is discussed in chapter six.
- Points can be used to increase proficiency scores. One character point improves a proficiency score by a +1 permanent bonus. For example, A wizard with an Intelligence of 17 has a spellcraft proficiency score of 11. The character will successfully use this proficiency on a d20 roll of 11 or less. The wizard could improve this score from 11 to 12 by spending 1 character point. This is covered in chapter six.
- Points can be spent to acquire racial abilities for demihumans, such as infravision or the elves' attack bonus with swords or bows. Racial abilities cost 5 to 10 character points. Humans have no racial abilities and can spend their points in other ways. This is discussed in chapter three.
- Player characters can spend points on acquiring class abilities, such as the paladin's capacity to *lay on hands*. Each class ability usually costs 10 character points. There is more information about this in chapter four.
- Priests and wizards can spend points to gain extra spells. Only one additional enchantment per level can be purchased this way, and the cost is 2 points plus 1 point per level of the spell purchased. Priests and wizards cannot purchase higher level spells than they can cast. Look to chapters four and eight for more information on magic and character points.
- Points can be spent to improve a character's roll for additional hit points when advancing a level. For every 2 character points spent, the player can roll one additional die when determining new hit points, taking the highest number from the dice rolled.
- Character points also can be used in the course of play, not just during character creation or between adventures. During a game session, a player can spend saved points to give his character a second chance to accomplish a feat, or to reroll a failed attack, saving throw, proficiency check, or even a low damage roll.

For example, Leon chooses to save 2 character points after creating his fighter. During a game, Leon's fighter tries to strike an ogre. The attack roll fails. However, the ogre strikes the fighter, wounding him badly. In the next round, fearing for his fighter's life, Leon declares that he will spend a character point if his attack misses. The roll indeed fails, and Leon now can spend a point and reroll his attack. If this attack roll succeeds, the first roll is ignored and Leon's fighter has struck the ogre. If the reroll failed, Leon's character still misses and play continues.

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

More information about character points can be found throughout this volume. The following section discusses establishing character statistics.

Character Generation

The *Player's Handbook* details several methods for determining a character's six ability scores. These are summarized below, in addition to a few new ideas that allow players more control over their characters. DMs should review all the options and choose one for their campaign so that all characters are created using the same method.

The six systems of character creation from the *Player's Handbook* generate different types of heroes. Methods I and III yield characters with few scores of 15 or above. These methods are best for campaigns in which the heroes arise from the common people. These characters usually have average ability scores, and are often less capable of amazing feats. Low-fantasy or low-magic campaigns with a grim or gritty tone are the perfect settings for such characters.

However, if epic story lines filled with rousing adventure and swashbuckling action are preferred—and the characters are expected to perform three miraculous quests before breakfast—higher ability scores are called for. Characters generated using Method IV are particularly suited for this type of campaign. The other generation methods give varying results.

Method I: Roll 3d6 for each of a character's six ability scores and record the dice total in the following order: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma.

Method II: Roll 3d6 twice for each ability. Choose the highest total of each pair of rolls and record the scores in the order: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma.

Method III: Roll 3d6 six times, noting each total. Players place the totals in the abilities of their choice.

Method IV: Roll 3d6 12 times and note the totals. Players can choose the six highest totals and assign those six to abilities in any order they want.

Method V: Players roll 4d6 for each ability score and select the three highest numbers. Then the numbers are assigned to characters' abilities as desired.

Method VI: All six abilities begin with a score of 8. The player has an additional 7d6 to divide among those scores. All the points from a d6 must be applied to one ability score. Scores of 18 are possible only if the total of one or more dice, added to the base of 8, add up to exactly 18. Scores higher than 18 are not possible—except in some campaigns, such as the Dark Sun® setting.

Example: Leon wants to use Method VI to create his character. His 7d6 rolls are: 5, 1, 5, 1, 3, 3, and 4. Remember, his PC already has the following base points as well:

Strength 8
Dexterity 8
Constitution 8
Intelligence 8
Wisdom 8
Charisma 8

Leon wants to create a cleric, who should be wise but also capable of defending himself well in combat. Leon chooses to place the points he rolled on the 7d6 as such:

Strength 8+5	=13
Dexterity 8+4	=12
Constitution 8+3	=11
Intelligence 8+3	=11
Wisdom 8+5+1	=14
Charisma 8+1	=9

Leon need not add any of his 7d6 results to an ability score if he is willing to accept an 8 in one or more abilities.

New Systems

Here are four new methods of determining a character's six ability scores.

Method VII: Each player has 75 points to divide among a character's six ability scores. No score can be lower than 3, and none can be higher than 18. Also, all racial maximums and minimums must be observed. When all six abilities have numbers assigned, double-check the math by adding the ability scores together. They should total 75. If not, there is a mistake somewhere. Start again.

Leon wants to create a wizard character using this system, and divides his 75 points as follows:

Strength 9
Dexterity 15
Constitution 15
Intelligence 18
Wisdom 9
Charisma 9

Method VIII: The player assigns 24d6 among a character's six ability scores. Each ability score must have at least 3d6, but no more 6d6, devoted to it. If the player desires a character with a high Strength, he could devote 4d6, 5d6, or even 6d6 to that ability. Next, the appropriate number of dice are rolled for each ability, and the total of the three highest results become the score. Any and all other dice rolled for that ability are discarded.

For example, Leon wants to create a rogue character using this method. He decides to

divide his 24d6 as follows:

Strength 4d6
Dexterity 6d6
Constitution 3d6
Intelligence 4d6
Wisdom 3d6
Charisma 4d6

Leon rolls the number of dice he assigned to each ability and records the results:

Strength **5,** 2, **5, 4**
Dexterity **6, 5,** 3, 1, 3, **4**
Constitution **6, 1, 2**
Intelligence **5, 4, 3,** 3
Wisdom **4, 4, 2**
Charisma **6, 4,** 2, **4**

Taking the three highest results from each set of dice and discarding the results of the other dice, Leon's rogue character has the following ability scores:

Strength 14
Dexterity 15
Constitution 9
Intelligence 12
Wisdom 10
Charisma 14

Method IX: A player rolls 2d6 to randomly determine the number of points that can be divided among his character's six abilities and the maximum score of each ability. No ability score can be lower than 3. The 2d6 result is found on the chart below.

Point Generation

2d6 roll	Points	Maximum
2	68	18
3	70	18
4	72	17
5	72	18
6	74	17
7	74	18
8	76	17
9	76	16
10	78	16
11	78	15
12	80	15

For example, Leon wants to create a character using this method. His 2d6 result is a 4. Consulting the chart, Leon notes that he has 72 points to work with, and no ability scores can exceed 17 (excepting racial bonuses, etc.) Leon is now free to assign his 72 points.

Method X: Players use character points to create their adventurer's statistics. A player divides 75 points among his PC's Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma scores. Fighters can purchase 10 points of exceptional Strength for each extra character point spent. For example, it costs 21 of the 75 character points to give a fighter an 18/30 Strength (18+3=21). Racial minimums and maximums must be observed.

Character Backgrounds

Now that the character's numbers have been generated, it's time to flesh out a background. This Player's Option book introduces several new elements to developing characters' histories and personalities. Two of these elements, traits and disadvantages, are detailed in chapter six. Briefly, traits are minor benefits or advantages that players can purchase with character points. These include: internal compass, keen eyesight, light sleeper, lucky, and precise memory.

Disadvantages are minor hindrances or inconveniences that yield bonus character points. Some disadvantages are: allergies, clumsy, colorblind, greedy, lazy, unlucky, and a number of phobias. Players might want to look ahead to the traits and disadvantages section of chapter six to get an idea of which traits and disadvantages they want to work into a character's background.

Background Events

Another new aspect of character creation is determining the events that turned a player's character into an adventurer.

Below is a list of 20 sample events that might have sent a character on a life of adventure. After all, every character needs some reason to live such a dangerous life. The list can be expanded, and details can be added about each event. Recommended nonweapon proficiencies that could fit with the listed background event are included for reference and inspiration. Roll 1d20 to randomly determine a background, or choose one that suits the character.

Table 1: Background Events

1d20	Event
1	Accused of a crime
2	Apprenticeship
3	Enslaved
4	Exiled
5	Failed business venture
6	Fell in love
7	Fled a disaster
8	Found or stole a valuable item
9	Homeless

10	Ideological differences
11	Joined the circus
12	Kidnapped
13	Killed someone
14	Made a powerful enemy
15	Orphaned
16	Ran away from home
17	Reformed
18	Touched by magic
19	Went to sea
20	Witnessed a crime

Accused of a crime: The character is publicly accused of a crime he did not commit. It might be a case of mistaken identity, or the character could have been framed for a crime. The character was forced to flee and become an adventurer rather than face certain punishment. *Suggested NWPs:* Any.

Apprenticeship: The character entered into an apprenticeship—an arrangement where a practiced craftsman taught him a skill in exchange for money or services. Apprenticeships need not be limited to mundane trades; characters can enter into apprenticeships with other adventurers. Many a fighter began his career as a mere squire, and more than one young person with a talent for the Art signed with the local hedge wizard. *Suggested NWPs:* Vocational skills such as animal handling, animal training, blacksmithing, boat piloting, cobbling, engineering, gem cutting, sculpting, weaving, and so on. Adventuring skills such as blind-fighting or spellcraft also might be learned.

Enslaved: The character was a slave or indentured servant. The details of the character's escape are left to the player and the DM. It is likely such a character will carry a grudge against those who owned him or will strive fervently to free other slaves. *Suggested NWPs:* Survival, hunting, fishing, foraging, bowyer/fletcher, and weaponsmithing.

Exiled: For some reason—bad behavior, an unacceptable profession, an incompatible alignment, shady associates, etc.—the character is banished from his family. Or perhaps the character is cast out from the society in which he was raised. The offense could be a breach of some tribal or community law or religious taboo. With nowhere to turn, the character is forced to live by his wits. The PC might develop many skills, including thieving abilities. *Suggested NWPs:* Fire-building, fishing, tracking, hunting, healing, herbalism, set snares, and survival.

Failed business venture: Perhaps the character was a cobbler and opened a shoe store. Maybe he owned a tavern, was a brewer, or made a living painting portraits. No matter the character's profession, his business venture failed and he had to pursue another line of work—as an adventurer. *Suggested NWPs:* Any appropriate to the character's previous profession.

Fell in love: The character becomes attracted to someone, and their relationship propels the character toward an adventuring career. Perhaps the love interest is an adventurer, whom the character accompanies on quests. The love interest might be outside the character's social class, and either or both families could protest or attempt to end the courtship. The outcome of the romance is left to the player and the DM. Questing

to find a lost love or to avenge the loss of one can make for powerful role-playing and exciting adventures. *Suggested NWPs:* Dancing, etiquette, gaming, musical instrument, and so on.

Fled a disaster: The character's homeland suffered a tremendous disaster—an earthquake, flood, plague, or war. The character managed to escape, perhaps just barely. Without a home to return to, the character becomes an adventurer, maybe with the goal of preventing the spread or future occurrence of the disaster that cost his home. Or it could be he searches for loved ones lost when the disaster struck. *Suggested NWPs:* Hunting, fishing, set snares, fire-building, and survival.

Found or stole a valuable item: The character uncovered or stole something of value or interest to others. It could be gold; jewelry or gems; a minor magical item; a map to a dungeon, lost city, or treasure hoard; a prized horse and carriage; or a glass slipper. Whatever the item, someone wants it back. The previous owner might believe the character stole the item—whether the PC actually did. Or the owner might try to reward the observant character for recovering the item. Either way, this item can be the cause of a long-term relationship between the character and the owner. This background event also helps explain how a 1st-level rogue gained his abilities. *Suggested NWPs:* Appraising, forgery, gem cutting, heraldry, and other skills that allow the character to notice the item's true worth.

Homeless: The character has no place to live. Perhaps he sold the homestead to raise money for an adventuring career. Maybe his property was seized by unscrupulous means. The landlord could have foreclosed, or the land could have been confiscated by the crown for back taxes. With nothing to hold the character in one place, he sets out on a life of adventure—and, perhaps, revenge. *Suggested NWPs:* Agriculture, mining, carpentry, and local history.

Ideological differences: The character wasn't comfortable in the society in which he was raised. The character could be religious in an agnostic culture, lawfully-inclined in a chaotic society, or disgusted by his homeland's evil practices. One example of the latter is Drizzt Do'Urden and his loathing of the drow culture from which he came. The character leaves his society behind to find one that suits him better. *Suggested NWPs:* Any.

Joined the circus: Many are fascinated by the color, excitement, and romance of a traveling troupe of performers. The character was one such person, and he left home and hearth behind to take up a life with entertainers. *Suggested NWPs:* Juggling, jumping, musical instrument, tightrope walking, throwing, singing, dancing, tumbling, and ventriloquism.

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

Killed someone: Either through intent or accident, someone dies and the character is accused. The authorities and the victim's relatives are after the character, and if caught,

the character will likely face death. *Suggested NWPs:* Skills such as disguise, survival, and forgery would be useful in evading capture.

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

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

Ran away from home: The character fled home early in life. Possible reasons include: boredom, wanting to see the world, breaking free from an unhappy home life, and wanderlust. Perhaps someone searches for the character, and the character believes someone is hounding him. *Suggested NWPs:* Any.

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

Touched by magic: The character became an adventurer because something magical happened in his life. Perhaps he was ripped from his home world or plane because he unknowingly triggered a portal. Maybe he was an animal who became a man because of a wizard's experiment. Or he could have been a priest killed in a disaster and reincarnated into a new form—and he must start a career from scratch. The possibilities are endless. *Suggested NWPs:* Any.

Went to sea: The character is from an ocean-going community or culture and decides to seek his fortune on the waves. The many lands and peoples he encounters open his eyes to the diversity in the world. *Suggested NWPs:* Boat piloting, rope use, seamanship, navigation, and weather sense.

Witnessed a crime: The character saw, heard, or has evidence that a terrible crime took place. However, turning in the culprits is not possible. The culprits might be powerful in local politics, they could be foreign spies or saboteurs, or the crime may be so out of character for them that simply no one would believe the character's outrageous accusation against them. In any case, the culprits would not be made to pay for their crimes and thus would be free to take vengeance against the witness. Perhaps the player character's family sent him away to avoid retribution. Or maybe the character fled on his own to protect others. *Suggested NWPs:* To flee the criminals, the character might need to learn disguise, reading lips, running, endurance, ventriloquism, navigation, boat piloting, charioteering, and seamanship.

Chapter 2:
Ability Scores

Once a player character's six ability scores have been established, it's time to introduce the Player's Option concept of *subabilities*. Each standard ability score—Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma—is divided into two subabilities. These are more specific definitions of what makes up a character. For example, a character's Strength score is divided into the subabilities of Stamina, which reflects being able to physically exert oneself over a period of time, and Muscle, which measures the raw power needed to force open locked doors or overturn banquet tables.

To determine a character's subabilities, simply double the score of the parent ability (Strength, Wisdom, etc.) and divide that total between the subabilities. The scores for the two subabilities must be within four points of each other. Only whole numbers are allowed, no subability score can be lower than 3, and—with the exception of Strength—no subability score can be higher than 18. Racial modifiers to ability scores are exceptions to this rule. Also, subabilities can exceed racial ability maximums and minimums.

For example, Leon is determining the subabilities for his fighter. The fighter's six ability scores are:

Strength 16	Intelligence 12
Dexterity 14	Wisdom 8
Constitution 12	Charisma 11

Leon doubles the fighter's Strength score (16x2=32), and divides the 32 points as follows: Stamina—15, Muscle—17 (15+17=32). Leon records this on his character's record sheet.

Strength 16	Constitution 12
Stamina 15	Intelligence 12
Muscle 17	Wisdom 8
Dexterity 14	Charisma 11

Subabilities are used as the base numbers for many proficiencies in the *Player's Option* system. See chapter six for more information.

Subability scores also are used in place of the six standard ability scores when ability checks are called for. For example, if Leon's fighter wanted to lift a large piece of fallen masonry that is trapping a fellow adventurer, the DM normally would call for one Strength check to see if the fighter is capable of lifting the heavy block of stone, and another Strength check to see if the fighter can hold the block aloft long enough for the other character to crawl free. Without subabilities, the fighter stands an equal chance of succeeding at both attempts.

Using the same scenario with the *Player's Option* system, the DM would call for a Muscle check (Muscle score of 17) to see if the fighter has the sheer power to lift the

stone block off his friend. Assuming that roll is successful, next a Stamina check (Stamina 15) would be needed to hold the masonry in the air long enough for his friend to move out from under it.

The 12 subabilities are listed below, along with their effects on characters.

Strength

The subabilities derived from a character's Strength score are Stamina and Muscle, and these are the only subabilities that can have scores higher than 18—provided the character is a warrior. Such characters can have exceptional subability scores, just as they can have exceptional Strength scores. If a warrior qualifies for exceptional subability scores, roll percentile dice (1d100) and consult the charts under Stamina and Muscle. A warrior with an 18 Strength score might decide to have 18s in both subabilities, at which point he would roll percentile dice for both. Or, the warrior might have a 20 Stamina or Muscle, with the other subability having a score of 16—or any combination in between.

Characters from other classes can have scores of 18 in Strength subabilities, but cannot have exceptional subability scores, and do not roll percentile dice for these subabilities.

Stamina

The Stamina subability score determines muscle efficiency. A character with a Stamina score higher than his Muscle score may not have masses of huge muscles, but the muscles he has will be rock hard. Characters like these may surprise others—not because they can lift four hay bales at once, but because they can lift one or two at a time for 10 hours straight.

Table 2: Stamina

Stamina Score	Weight Allowance
3	5
4–5	10
6–7	20
8–9	35
10–11	40
12–13	45
14–15	55
16	70
17	85
18	110
18/01–50	135
18/51–75	160
18/76–90	185
18/91–99	235
18/00	335
19	485
20	535
21	635
22	785
23	935

24	1,235
25	1,535

Weight Allowance: This is the weight in pounds a character can carry without being encumbered (see Encumbrance, chapter seven, for more information). Characters carrying less than or equal to their weight allowance move at their full normal speed.

Sprinting: Stamina is used when a character needs to make a Sprinting check.

Fatigue: A character's Stamina influences when he becomes fatigued.

Proficiencies: Stamina is the base number for proficiencies such as swimming, carpentry, and stonemasonry.

Muscle

The Muscle subability measures the sheer power a character can exert at a moment's notice. A character with a Muscle score higher than his Stamina score will look quite strong. Males will have bulging biceps, broad chests, and wide shoulders. While females don't generate the muscle mass of males, they will have well-defined, strongly toned forms.

Table 3: Muscle

Muscle Score	Att. Adj.	Dam. Adj.	Max. Press	Open Doors	Bend Bars/ Lift Gates
3	–3	–1	10	2	0%
4–5	–2	–1	25	3	0%
6–7	–1	0	55	4	0%
8–9	0	0	90	5	1%
10–11	0	0	115	6	2%
12–13	0	0	140	7	4%
14–15	0	0	170	8	7%
16	0	+1	195	9	10%
17	+1	+1	220	10	13%
18	+1	+3	255	11	16%
18/01–50	+1	+3	280	12	20%
18/51–75	+2	+3	305	13	25%
18/76–90	+2	+4	330	14	30%
18/91–99	+2	+5	380	15(3)	35%
18/00	+3	+6	480	16(6)	40%
19	+3	+7	640	16(8)	50%
20	+3	+8	700	17(10)	60%
21	+4	+9	810	17(12)	70%
22	+4	+10	970	18(14)	80%
23	+5	+11	1,130	18(16)	90%
24	+6	+12	1,440	19(17)	95%
25	+7	+14	1,535	19(18)	99%

Attack Adjustment: This modifier is subtracted from or added to d20 rolls during combat. A bonus with a + sign makes an opponent easier to hit, while a penalty with a –

sign makes an opponent more difficult to strike.

Damage Adjustment: This modifier is applied to damage rolls after successful physical attacks in combat.

Maximum Press: This is the most weight a character can lift over his head. He cannot walk more than a few steps with it, nor can he hold it very long.

Open Doors: This indicates the chance a character has to force open a heavy door or one that is stuck closed. To open such a door, a player rolls 1d20. If the result is equal to or less than the number listed for the character's Muscle score, the door opens. A character who failed can try again, but each successive attempt takes more time and makes more noise. The numbers in parentheses are a character's chances to open a locked, barred, or magically held door. Only one attempt for each such door is allowed.

Bend Bars/Lift Gates: This represents the character's chance (rolled on 1d100) to bend iron bars, lift a vertical gate or portcullis, or perform a similar feat of Muscle power. If the number rolled on 1d100 is equal to or less than the listed score, the character bends the bars or lifts the gate. If the roll fails, the character cannot attempt the same feat again. The character could, however, attempt to bend the bars of a gate he failed to lift, or vice versa.

Proficiencies: One example of a proficiency that uses the Muscle score as a base number is jumping—an ability that utilizes the muscles' explosive power rather than endurance.

Dexterity

This ability score is divided into the subabilities of Aim, which represents hand-eye coordination and manual acuity, and Balance, which denotes reflexes and overall agility. Leon chooses to use these Dexterity subabilities for his character:

Strength 16	**Dexterity** 14
Stamina 15	Aim 12
Muscle 17	Balance 16
Constitution 12	Wisdom 8
Intelligence 12	Charisma 11

Aim

A character with a high Aim score might be an expert marksman or a sleight-of-hand artist.

Table 4: Aim

Aim Score	Missile Adj.	Pick Pockets	Open Locks
3	–3	–30%	–30%
4	–2	–25%	–25%
5	–1	–25%	–20%
6	0	–20%	–20%
7	0	–20%	–15%
8	0	–15%	–15%
9	0	–15%	–10%

10	0	–10%	–5%
11	0	–5%	0%
12–15	0	0%	0%
16	+1	0%	+5%
17	+2	+5%	+10%
18	+2	+10%	+15%
19	+3	+15%	+20%
20	+3	+20%	+20%
21	+4	+20%	+25%
22	+4	+25%	+25%
23	+4	+25%	+30%
24	+5	+30%	+30%
25	+5	+30%	+35%

Missile Adjustment: This modifier is applied to the d20 combat roll whenever a character attacks with a missile weapon, such as firing arrows or hurling a spear. As above, negative modifiers are penalties to the die roll, and positive numbers are bonuses.

Pick Pockets: This modifier applies only to rogue characters who have the ability to pick another character's pockets (see chapter four).

Open Locks: Similarly, this modifier is used only by rogue characters with the open locks ability.

Proficiencies: The juggling, cobbling, pottery, rope use, seamstress/tailor, forgery, and gem cutting proficiencies all use Aim as their base number.

Balance

A character possessing a high Balance score may be an acrobat or a tightrope walker. A new rule for the Player's Option system is that all unarmored warrior and rogue characters gain an additional +2 bonus to armor class while unencumbered. This bonus is in addition to any the characters might receive for high Balance scores.

Table 5: Balance

Balance Score	Reac. Adj.	Def. Adj.	Move Silently	Climb Walls
3	–3	+4	–30%	–30%
4	–2	+3	–30%	–25%
5	–1	+2	–30%	–20%
6	0	+1	–25%	–20%
7	0	0	–25%	–15%
8	0	0	–20%	–15%
9	0	0	–20%	–10%
10	0	0	–15%	–5%
11	0	0	–10%	0%
12	0	0	–5%	0%
13–14	0	0	0%	0%
15	0	–1	0%	0%
16	+1	–2	0%	0%

17	+2	–3	+5%	+5%
18	+2	–4	+10%	+10%
19	+3	–4	+15%	+15%
20	+3	–4	+15%	+20%
21	+4	–5	+20%	+20%
22	+4	–5	+20%	+25%
23	+5	–6	+25%	+25%
24	+5	–6	+25%	+30%
25	+5	–6	+30%	+30%

Reaction Adjustment: This modifier is applied to a d10 to determine if a character is surprised by an unexpected encounter. The more positive the value, the less likely the character is to be surprised.

Defensive Adjustment: This modifier is applicable to a character's saving throws versus attacks that can be dodged, such as *lightning bolt* spells, hurled boulders, etc. It also modifies the character's armor class, representing the character's ability to dodge normal missile attacks and parry melee attacks. The lower the negative value, the more difficult the character will be to strike.

Move Silently: This concerns only those rogue characters who have the move silently ability. The higher the positive value, the easier the skill becomes for the character.

Climb Walls: This modifier also applies to those rogue characters with the climb walls ability.

Proficiencies: Balance is used as a base number for such proficiencies as tumbling, dancing, seamanship, tightrope walking, and charioteering.

Constitution

Constitution is divided into the subabilities of Health, which is a measurement of a character's ability to resist diseases and other hardships, and Fitness, which indicates overall physical condition and the character's ability to endure punishment. Leon sets up his character's Constitution subabilities like this:

Strength 16	**Constitution** 12
Stamina 15	Health 12
Muscle 17	Fitness 12
Dexterity 14	Intelligence 12
Aim 12	Wisdom 8
Balance 16	Charisma 11

Health

A character with a high Health score would seldom get sick and be little affected by allergies and other ailments.

Table 6: Health

Health Score	System Shock	Poison Save
3	35%	0

4	40%	0
5	45%	0
6	50%	0
7	55%	0
8	60%	0
9	65%	0
10	70%	0
11	75%	0
12	80%	0
13	85%	0
14	88%	0
15	90%	0
16	95%	0
17	97%	0
18	99%	0
19	99%	+1
20	99%	+1
21	99%	+2
22	99%	+2
23	99%	+3
24	99%	+3
25	100%	+4

System Shock: This is the percentage chance (on a 1d100) that the character has to survive magical effects that age or alter his body—such as petrification (and reversing it), polymorphing, magical aging, etc. If the system shock result is equal to or less than the listed chance, the character survives the process of alteration.

Poison Save: This modifier applies to saving throws made versus poisons.

Fitness

A character with a high Fitness score has great endurance and can suffer more damage than other characters while continuing to function.

Table 7: Fitness

Fitness Score	Hit Point Adjustment	Resurrection Chance
3	–2	40%
4	–1	45%
5	–1	50%
6	–1	55%
7	0	60%
8	0	65%
9	0	70%
10	0	75%
11	0	80%
12	0	85%

13	0	90%
14	0	92%
15	+1	94%
16	+2	96%
17	+2(+3)	98%
18	+2(+4)	100%
19	+2(+5)	100%
20	+2(+5) 1	100%
21	+2(+6) 2	100%
22	+2(+6) 2	100%
23	+2(+6) 3	100%
24	+2(+7) 3	100%
25	+2(+7) 3	100%

Parenthetical bonuses apply only to warrior characters. All other character classes are limited to a +2 maximum bonus per hit die.

1 All 1s rolled on hit dice are considered 2s.
2 All 1s and 2s rolled on hit dice are considered 3s.
3 All 1s, 2s, and 3s rolled on hit dice are considered 4s.

Hit Point Adjustment: This modifier is applied to the hit dice roll every time a character advances to a new experience level. No roll yields fewer than 1 hit point, regardless of any modifier.

This bonus ends when a character reaches 10th level (9th for warriors and priests). Hit points gained after this are given on the experience point table for each class. See the *Player's Handbook* for details.

Resurrection Chance: This is the percentage chance (on a 1d100) that a dead character has of being successfully brought back to life through magical *resurrection* or *raise dead* spells. If the roll is equal to or less than the listed chance, the character is brought back to life.

Proficiencies: Fitness serves as the base number for such proficiencies as Endurance.

Intelligence This becomes the subabilities of Reason, which measures a character's capacity for learning and deduction, and Knowledge, which shows a general level of education, experience, and the ability to remember information. Leon assigns his character's subability scores like this:

Strength 16	**Constitution** 12
Stamina 15	Health 12
Muscle 17	Fitness 12
Dexterity 14	**Intelligence** 12
Aim 12	Reason 11
Balance 16	Knowledge 13
Wisdom 8	Charisma 11

Reason

This ability defines how well a character handles new information. A character with a high Reason score would be good at solving riddles and puzzles, and would be talented at using deductive, logical thinking.

Table 8: Reason

Reason Score	Spell Level	Max. # Spells	Spell Immunity
3–8	—	—	—
9	4th	6	—
10–11	5th	7	—
12	6th	7	—
13	6th	9	—
14	7th	9	—
15	7th	11	—
16	8th	11	—
17	8th	14	—
18	9th	18	—
19	9th	All	1
20	9th	All	2
21	9th	All	3
22	9th	All	4
23	9th	All	5
24	9th	All	6
25	9th	All	7

Spell Level: This is the highest level of magical spells that can be cast by wizards with corresponding Reason scores.

Max. # Spells: This is the most spells per level that a wizard with that Reason score can memorize.

Spell Immunity: This is the level of illusion/phantasm spells that a character with that Reason score is immune to. All immunities are cumulative, so a character with a 21 Reason score is immune to first-, second-, and third-level illusion spells.

Proficiencies: Reason is used as the base number for such proficiencies as engineering, navigation, and spellcraft.

Knowledge

This score is a measurement of the character's educational experiences—whether in a school or on the streets, his grasp of languages, and his memory capacity. A character with a high Knowledge score can speak many languages, knows something about several subjects, and can remember the slightest detail of a past event.

Table 9: Knowledge

Knowledge Score	Bonus # Profs.	% Learn Spell

3–8	1	—
9	2	35%
10	2	40%
11	2	45%
12	3	50%
13	3	55%
14	4	60%
15	4	65%
16	5	70%
17	6	75%
18	7	85%
19	8	95%
20	9	96%
21	10	97%
22	11	98%
23	12	99%
24	15	100%
25	20	100%

Bonus # Proficiencies: This is the maximum number of additional languages a character with the appropriate Knowledge score can learn. If you are using the character point system introduced in the previous chapter, this is the number of bonus character points the character gains when buying proficiencies. For example, Theodor the fighter has an Intelligence/Knowledge of 12, which gives him 3 bonus proficiencies under the standard rules, or 3 extra character points under the character point system.

% Learn Spell: This is the percentage chance (on 1d100) that a wizard can learn to cast a particular spell. If the roll is equal to or less than the listed chance, the wizard can learn the spell. If the roll is higher than the listed chance, the wizard can try to learn the spell later—after gaining an experience level.

Proficiencies: Knowledge is the base number used with proficiencies such as ancient and local history, ancient and modern languages, and reading/writing.

Wisdom

Wisdom is divided into the subabilities of Intuition—which determines the character's awareness of his surroundings, grasp of a situation, and understanding of other people, and Willpower—which measures the character's strength of will and commitment. Leon decides his character has little Willpower. The character's statistics now read:

Strength 16	**Intelligence** 12
Stamina 15	Reason 11
Muscle 17	Knowledge 13
Dexterity 14	**Wisdom** 8
Aim 12	Intuition 10
Balance 16	Willpower 6
Constitution 12	Charisma 11

Health 12
Fitness 12

Intuition

A character with a high Intuition score likely would be very perceptive and good at making educated guesses, and would be difficult to fool or lie to effectively.

Table 10: Intuition

Intuition Score	Bonus Spells	% Spell Failure
3	0	50%
4	0	45%
5	0	40%
6	0	35%
7	0	30%
8	0	25%
9	0	20%
10	0	15%
11	0	10%
12	0	5%
13	1st	0%
14	1st	0%
15	2nd	0%
16	2nd	0%
17	3rd	0%
18	4th	0%
19	1st, 3rd	0%
20	2nd, 4th	0%
21	3rd, 5th	0%
22	4th, 5th	0%
23	1st, 6th	0%
24	5th, 6th	0%
25	6th, 7th	0%

Bonus Spells: This is the number of additional spells that priest characters receive, according to their Intuition scores. Note that the extra spells are cumulative, and the priest can cast only those spells allowed by his experience level.

% Spell Failure: This is the percentage chance that a priest's spell will fail when cast. Those priests with low Intuition scores run the risk of having spells misfire.

Proficiencies: Intuition is the base number for such diverse proficiencies as tracking, healing, orienteering, weather knowledge, religion, and hunting.

Willpower

This score gauges a character's strength of will, ability to resist magical forces, and sense of commitment to a cause. A character with a high Willpower would be difficult to harm with mind-affecting magic spells, could be quite stubborn, and would resist

interrogation.

Table 11: Willpower

Willpower Score	Magic Def. Adj.	Spell Immunity
3	–3	—
4	–2	—
5	–1	—
6	–1	—
7	–1	—
8–14	—	—
15	+1	—
16	+2	—
17	+3	—
18	+4	—
19	+4	1*
20	+4	2*
21	+4	3*
22	+4	4*
23	+4	5*
24	+4	6*
25	+4	7*

Magic Defense Adjustment: This modifier applies to the character's saving throws versus magical spells that affect the victim's *mind—beguiling, charm, fear, hypnosis, possession, suggestion*, etc. This modifier is applied automatically, without any effort on the part of the character or player making the saving throw.

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

1. Immunity to: *cause fear, charm person or mammal, command, friends*, and *hypnotism* spells.
2. Immunity to: *forget, hold person, ray of enfeeblement*, and *scare*.
3. Immunity to: *fear*.
4. Immunity to: *charm monster, confusion, emotion, fumble*, and *suggestion.*
5. Immunity to: *chaos, feeblemind, hold monster, magic jar*, and *quest*.
6. Immunity to: *geas, mass suggestion*, and *rods of rulership*.
7. Immunity to: *antipathy/sympathy, death spell*, and *mass charm*.

Proficiencies: This score serves as the base number for such proficiencies as animal handling, animal training, riding—land-based, and riding—airborne.

Charisma Charisma is split into the subabilities of Leadership, which measures forcefulness of personality and how willing others are to follow the character's lead, and Appearance, which gauges physical attractiveness, presence, and poise. Leon decides his

character will have these Leadership and Appearance scores:

Strength 16	**Intelligence** 12
Stamina 15	Reason 11
Muscle 17	Knowledge 13
Dexterity 14	**Wisdom** 8
Aim 12	Intuition 10
Balance 16	Willpower 6
Constitution 12	**Charisma** 11
Health 12	Leadership 10
Fitness 12	Appearance 12

Leadership

A character with a high Leadership often may be a group's leader, or at least its spokesman. Generals and those who can calm or incite a mob with a few words all have good Leadership scores.

Table 12: Leadership

Leadership Score	Loyalty Base	# of Henchmen
3	–6	1
4	–5	1
5	–4	2
6	–3	2
7	–2	3
8	–1	3
9–11	0	4
12–13	0	5
14	+1	6
15	+3	7
16	+4	8
17	+6	10
18	+8	15
19	+10	20
20	+12	25
21	+14	30
22	+16	35
23	+18	40
24	+20	45
25	+20	50

Loyalty Base: This modifier is applied to henchmen's loyalty scores (see the *Dungeon Master® Guide*). This modifier can be crucial during battles, where good morale is vital.

Max. # of Henchmen: This is the maximum number of permanent allies and retainers a character can attract. This does not affect the number of hirelings,

mercenaries, or other servitors a character can have.

Proficiencies: This score is used as the base number for such nonweapon proficiencies as gaming and disguise.

Appearance

This determines the physical presence and attractiveness of the character. A character with a high Appearance score would be handsome or beautiful, perhaps even famous for outstanding looks (such as Helen of Troy).

Table 13: Appearance

Appearance Score	Reaction Adjustment
3	–5
4	–4
5	–3
6	–2
7	–1
8–12	0
13	+1
14	+2
15	+3
16	+5
17	+6
18	+7
19	+8
20	+9
21	+10
22	+11
23	+12
24	+13
25	+14

Reaction Adjustment: This number modifies the Reaction Roll made when a character interacts with NPCs and intelligent creatures for the first time (see the DMG). Obnoxious behavior can negate bonuses for a high Appearance score, just as solicitous manners can overcome a weakness.

Proficiencies: This score acts as the base number for proficiencies such as dancing and etiquette.

Alternate Subability Method

Rather than simply assigning numbers to subability scores, players can determine the scores randomly. First, generate the basic ability score; for example, Leon rolls 3d6 for his character's Strength score and gets a 13. Second, the player assigns the base score to one of the subability scores; Leon assigns his roll of 13 to his character's Strength/Stamina score. Third, roll a die or flip a coin to see if the remaining subability

score will be better or worse than the base score. Leon rolls 1d6 and gets a 4, so his character's Strength/Muscle score will be higher than Strength/Stamina. Last, add or subtract 1d4 to the base score to determine the what the second subability actually is; Leon rolls a 3, so his character's Strength/Muscle score is 16.

Subability Checks

Subabilities are more specific definitions of a character's aptitudes. They can be used more often to determine the success of actions beyond simple proficiency checks. The concept of ability checks was introduced in the *Player's Handbook*. This concept is expanded with subabilities. Specific examples of the various subability checks follow. The lists are not intended to be all-encompassing, but simply guidelines of the uses of subability checks.

Stamina: This subability is used to ascertain a character's physical exertion over a period of time. Sample opportunities to call for Stamina checks include a character holding a heavy weight or propping up a collapsing ceiling. When a character is in pursuit of an NPC or monster that has the same movement rate, the Stamina check determines who will tire first. Other checks could involve long-term physical exertion such as swimming vast distances, defending the castle walls from attackers over the course of hours or days, or staying awake long enough to memorize spells for the next day—after a long day of adventuring.

Muscle: Times to call for Muscle checks include when characters try to pick up heavy objects, leap chasms, arm wrestle, and display feats of strength.

Aim: Potential times to use Aim checks include when characters enter games of skill, such as darts; when they try sleight-of-hand maneuvers; and when they try to catch things thrown at them, such as balls, coins, or books.

Balance: Balance checks can be called for when a character walks along a narrow ledge to reach a window, when he flees across a rope bridge while trying to avoid attackers' missile weapons, and when he catches a handhold after an enemy damages that rope bridge and causes it to collapse.

Health: Health checks can be used to determine a character's resistance to a disease, and to find out if a character catches the flu going around the kingdom. They also determine a character's resistance to intoxicants, drugs, or poisons.

Fitness: Fitness checks can be used to gauge an adventurer's resistance to longer-term hardships such as forced marches, food or water deprivation, and non-lethal torture.

Reason: Good times to call for Reason checks include when a character is searching for clues at the scene of a crime, when someone is trying to learn new information, or when a character is attempting to read a code or decipher a cryptic message.

Knowledge: Knowledge checks can be used when characters try to understand a strange language or recall bits of information they have seemingly forgotten.

Intuition: These checks are called for when adventurers think they are being followed, that their NPC friend is acting strangely, or when someone attempts to con them.

Willpower: Willpower checks are needed when a character's force of will is challenged, such as when he is offered a bribe, is interrogated, or is blackmailed. Other possibilities include when a character tries to persuade an NPC about an important issue

or point, or when a character is tortured to surrender valuable information.

Leadership: Situations calling for Leadership checks include when an adventurer leads NPCs into battle, when one adventurer asks a favor of another, or when a character attempts to instill a belief or attitude into a crowd or mob.

Appearance: Appearance checks can be used in social circumstances where the involved character has no established reputation. Or the checks might determine if an NPC becomes romantically interested in the character.

One problem with ability checks as they now stand follows:

"Leon, see if your 17 Muscle fighter can lift that iron chest."

(Rolling a d20) "Missed it. I rolled a 19."

"Tomas, check if your 6 Muscle wizard can do it."

"Yes!—I made it with a 4!"

The above reflects that sometimes a character with a high score will fail, only to have a character with a lower score get lucky and succeed. Depending on the number of points in each subability score, the character can make additional attempts at feats. The rule is: for each point in a subability above 15, the player can roll an additional 1d20 for checks against that subability. For example, because Leon's fighter has a 17 Muscle, the character can make up to three checks—the initial check, plus two more. So if Leon's fighter wants to force open a trap door, Leon rolls 3d20. If any of the dice register a successful check, the fighter opens the door. Tomas' character, with a 6 Muscle only rolls 1d20.

This multiple d20 system does not eliminate the possibility of a character with a low ability score succeeding where a character with a higher ability score fails. But the system does reduce the number of times such an improbable incident will occur.

Heightened Difficulties

An additional benefit of this system is that the DM can set particularly difficult checks for characters with high ability scores—requiring two or more successes on the characters' multiple d20 rolls.

For example, if the iron chest Leon's fighter wants to lift had been welded in place, the DM could claim that two or even all three of the fighter's d20 rolls be successful for the chest to come free. This further reinforces the idea that characters with low scores are not as capable as their comrades with higher scores.

For those occasions when a lone adventurer cannot succeed at an ability check due to insufficient dice, additional characters might be able to help. If the DM rules that more than one character can attempt the feat, roll the d20s of the character with the highest ability score, then add 1d20 for each additional character assisting the primary character.

This system also can be used to determine the outcome of direct ability-vs.-ability contests between characters. The winner of such a contest is the one who successfully rolls the highest result—if that result is equal to or under the ability score in question. For example, if two characters with 14 Aim scores compete to see who can hit a far-off boulder with thrown stones—and the results of the d20 rolls are a 14 and a 6—the character who rolled the 14 wins the contest and strikes the boulder first. Both characters' rolls succeeded, but the 14 is a higher degree of success than the 6. If the character with the 14 result had instead rolled a 15 or a 5, the other competitor would have won, in the

first case because 15 is not a successful Aim check, and in the second because a 6 is higher than a 5.

Another common example of such a contest is an arm-wrestling match. Marshall has a ranger with a Strength of 15 and subability scores of Stamina 13 and Muscle 17. Brian has a fighter with a Strength of 13 and subability scores of 13 in both Stamina and Muscle. These characters decide to arm wrestle to see who gets the first choice of treasure. The first ability check would be against Muscle to see if either character could overwhelm the other with a burst of Strength. Marshall and Brian roll 1d20, and both Muscle check results are 11. The characters have matched power for power.

The next check (and all subsequent checks) would be against Stamina to see which character tires first. Marshall rolls a 7 and Brian rolls a 12. Both are successes, but Brian's roll was higher. Brian's character wins the arm-wrestling match despite having lower Strength and Muscle scores. Simply put, Brian's character got lucky, and the next match between the characters could turn out differently.

Abilties vs. Thief Skills

A note should be made regarding ability checks that mirror the class abilities of rogues. Characters with high Balance scores may, by the numbers, seem to be better at thieving skills than some rogues, especially low-level ones. DMs should take care not to let nonrogue characters steal the spotlight away from the real rogues. The climb walls ability is a good example. Most characters with above average Balance scores would have a relatively simple time climbing a craggy rock face or cliff, but only thieves can climb brick walls or sheer surfaces.

DMs who wish to grant characters with high ability scores some chance of success at feats similar to thieving abilities could require multiple successes for such characters to succeed.

Chapter 3: Racial Requirements

Player's Option characters can be humans, elves, dwarves, gnomes, and halflings—or they might be half-elves, half-orcs, or even half-ogres. DMs can devise additional races for characters, too, so the choices can be as wide and as colorful as the campaign in which they adventure.

Players should consult the following table, which lists minimum and maximum ability scores for the common races. Minimum scores are listed to the left of the slashes, maximums to the right. Starting character statistics must fall within these ranges, though the statistics can increase and decrease during the course of play. For example, if an elf has his Dexterity score reduced to less than 6 because he fell afoul of a magical curse, the character is still an elf. If a halfling drank a potion that increased his Intelligence to 19, he is still a halfling.

Table 14: Racial Requirements

Ability	Dwarf	Elf	Gnome	Half-elf	Half-orc	Half-ogre	Halfling	Human

Str	8/18	3/18	6/18	3/18	6/18	14/18	7/18*	3/18
Dex	3/17	6/18	3/18	6/18	3/17	3/12	7/18	3/18
Con	11/18	7/18	8/18	6/18	8/18	14/18	10/18	3/18
Int	3/18	8/18	6/18	4/18	3/17	3/12	6/18	3/18
Wis	3/18	3/18	3/18	3/18	3/14	3/12	3/17	3/18
Cha	3/17	8/18	3/18	3/18	3/12	3/8	3/18	3/18

* Halfling fighters cannot possess exceptional Strength scores.

Racial Ability Adjustments

Once the character's ability scores have been determined, the race chosen, and the Racial Requirements table consulted, modify the ability scores based on the Racial Adjustments table—and determine the subability scores as per the rules in chapter two.

Table 15: Racial Adjustments

Race	Adjustments
Dwarf	+1 Con, –1 Cha
Elf	+1 Dex, –1 Con
Gnome	+1 Int, –1 Wis
Half-elf	None
Half-orc	+1 Str, +1 Con, –2 Cha
Half-ogre	+1 Str, +1 Con, –1 Int, –1 Cha
Halfling	+1 Dex, –1 Str
Human	None

Racial Level Limits

The Racial Level Limits chart lists the maximum experience levels attainable by the various races. For more on classes, see chapter four.

Table 16: Racial Level Limits

Class	Dwarf	Elf	Gnome	Half-elf	Half-orc	Half-ogre	Halfling	Human
Bard	—	—	—	U	—	—	—	U
Cleric	10	12	9	14	4	4	8	U
Druid	—	—	—	9	—	—	—	U
Fighter	15	12	11	14	10	12	9	U
Illusionist	—	—	15	—	—	—	—	U
Mage	—	15	—	12	—	—	—	U
Paladin	—	—	—	—	—	—	—	U
Ranger	—	15	—	16	—	—	—	U
Thief	12	12	13	12	8	—	15	U

U This symbol represents unlimited class advancement for characters of those races.
— A member of this race cannot choose this class.

Exceeding These Limits

The Dungeon Master Guide included an optional rule where demihuman characters

could exceed level limits if they possessed high prime-requisite ability scores. This rule is official in the *Player's Option* system. See the chart below for bonus levels granted to those characters with high scores in their class prime requisites.

Table 17: Prime Requisite Bonuses

Ability Score	Bonus Levels
14–15	+1
16–17	+2
18	+3
19	+4
20+	+5

The bonus levels are added to the character's maximum experience level shown in the Racial Level Limits table.

Character Points Each race detailed below receives a number of character points that can be spent on racial skills and other abilities. This lets players personalize their characters. No longer must all dwarves have exactly the same abilities, skills, and bonuses. Players can purchase packages of abilities, or they can customize their characters.

Demihumans can save 5 character points from this process and apply them at any other point in the character creation process. Humans can save 10 points. Nonstandard races such as lizard men and thri-kreen cannot save any racial character points—any points not spent on racial abilities are lost.

Racial Variants

Numerous off-shoot races can be player characters. For example, a player fond of dwarven characters could choose from the hill, mountain, gray, or deep varieties. Players who select such a character purchase the standard package of abilities for the subrace. Optionally, a player can customize a character by choosing individual abilities from the list for that race. Generally, buying a package of abilities is the most efficient way to spend character points.

Racial Languages: A character from a demihuman subrace receives an initial package of languages for no additional cost in character points. However, no character can know more languages than his or her Intelligence/Knowledge score allows (see Table 9). If a racial package offers more languages than a character can know, the player can choose which languages the character knows.

Dwarves Dwarves are a short, stocky race, averaging about 4–41_2' tall. They often have ruddy complexions, dark hair, and piercing, dark eyes. The natural life span for a dwarf is about 350 years. They are a serious lot, given rarely to frivolity. They prefer a good, hard day's work. Though sometimes considered dour or taciturn, few doubt the dwarves' courage or bravery. They have little talent for magic, but excel at fighting, war craft, and arts such as engineering.

Dwarves typically live in hilly or mountainous regions, enjoying the strength of the

earth and rocks that make up their underground homes. Dwarves mine the earth for precious metals and gems, and they are particularly fond of gold.

Because of their resistance to magic, dwarves have difficulty using enchanted items. All magical items not specially suited to the dwarf's character class have a 20% (on 1d100 roll) to malfunction. A check for malfunction is made every time the dwarf attempts to use the item. If the check is passed, the item works until it is turned off, put away, or its duration expires. If the check fails, the magical qualities of the item cannot be called upon, though the item might function normally the next time the dwarf tries to use it. Malfunction checks apply to magical wands, rods, staves, rings, amulets, potions, horns, and jewels. The checks do not apply to dwarven clerics using clerical magical items, and to weapons, shields, armor, gauntlets, and girdles. If a dwarf possesses a *cursed* item and it malfunctions, the dwarf will recognize the nature of the item and can safely dispose of it.

The standard dwarven subraces are: hill, mountain, deep, and gray. A dwarven character might choose to be a fighter, cleric, or thief. A dwarf also can be multi-classed as a fighter/cleric or a fighter/thief.

Players who choose dwarves for their characters have 45 character points to spend on racial abilities. These points can be spent to customize a dwarf from the general skill list below, or they can be used to purchase a subrace's skill package. Only 5 points can be retained for use later in the character creation process.

Deep Dwarves

Character point cost: 45

As their name implies, deep dwarves live farther underground than their hill or mountain relatives. They prefer the security and the isolation that living far beneath the earth provides.

The typical deep dwarf is 4–41_2' tall and weighs 120 pounds. They are large-boned, but thinner than their cousins who live closer to the surface. And they can move easily through the narrow tunnels they dig in the bedrock.

Deep dwarves seldom have contact with creatures from the surface—few such creatures can reach remote underground places—and the deep dwarves feel no need to dig tunnels to the surface. Most deep dwarves are neutral, lawful neutral, or chaotic neutral. Players may choose any alignment for their deep dwarf characters.

Languages: Deep dwarves can speak their own racial dialect, gray dwarf, illithid, troglodyte, deep gnome, and undercommon (the trade language of all Underdark races).

Deep Dwarves' Special Abilities

Infravision, 90'	Saving Throw Bonuses
Melee Combat Bonuses*	Mining Detection Abilities

* Attack bonus applies vs. drow, troglodytes, and orcs.

Deep Dwarf Racial Penalties

Deep dwarves suffer a –1 penalty to all rolls when in bright sunlight or within the radius of a *continual light* spell. *Light* spells and all other light sources have no effect on a deep dwarf.

Gray Dwarves

Character point cost: 45

Also known as duergar, gray dwarves live far underground—at times even beyond the deep dwarves. However, since they occasionally reside near each other, gray and deep dwarves tend to come into conflict over the resources of the Underdark.

An average gray dwarf is about 4' tall and weighs 120 pounds. The thinnest of the subraces, gray dwarves almost appear emaciated. Most are bald, and those who are not usually shave their heads. Their beards are white. Gray dwarves rarely venture above ground, as they find sunlight to be painful to their eyes.

Most gray dwarves are lawful evil in alignment, with neutral tendencies. Player character gray dwarves can be of any alignment.

Languages: Duergar begin play with knowledge of their own tongue, deep dwarf, dark elf, illithid, kuo-toa, troglodyte, and undercommon.

Gray Dwarves' Special Abilities

Infravision, 120'	Saving Throw Bonuses
Melee Combat Bonuses*	Stealth
Mining Detection Abilities	

* No attack bonus applies , the character receives only the defensive benefits.

Gray Dwarf Racial Penalties

Gray dwarves suffer a –1 penalty on all rolls when exposed to bright sunlight or *continual light* spells. Other light sources do not impair them. Other types of dwarves distrust duergar, and as such, duergar suffer an initial –2 penalty to reaction rolls from their cousins.

Hill Dwarves

Character point cost: 40

Hill dwarves live in areas of rolling headlands—often dwelling underground, though they are known to have outposts on the surface.

A typical hill dwarf stands 4' tall and weighs about 150 pounds. He is well-muscled and stocky, with tan or brown skin, dark hair, and bright eyes. Hill dwarves prefer earth tones and seldom wear jewelry. They are the most common of all the dwarven varieties, as they adapt well to life above and below ground. Most hill dwarves are lawful good, but player characters can be of any alignment.

Languages: Hill dwarves can speak their own tongue as well as other dwarven dialects. In addition, hill dwarves can speak gnome, goblin, orc, and gnoll.

Hill Dwarf Special Abilities

Hill dwarves have the following racial abilities: the dwarven saving throw bonuses versus poison and magical attack; the dwarven melee combat bonus; infravision to a range of 60 feet; and the dwarven mining detection abilities.

Hill Dwarves' Special Abilities

Infravision, 60'	Saving Throw Bonuses
Melee Combat Bonuses	Mining Detection Abilities

Hill Dwarf Racial Penalties

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

Mountain Dwarves

Character point cost: 40

This variety of dwarf lives beneath the mountains in isolated strongholds. Most mountain dwarves value their privacy and avoid contact with outsiders. A typical mountain dwarf stands 41_2' tall and weighs 170 pounds. Their hair is lighter than their hill dwarf cousins', and their skin tends to have a reddish tint.

Mountain dwarves are often wary of hill dwarves, as they are suspicious of their cousins' dealings with the outer world. Most mountain dwarves are lawful good, but player characters can be any alignment.

Languages: Mountain dwarves can begin with their own tongue, hill dwarf, gnome, hill giant, gnoll, bugbear, and common.

Mountain Dwarves' Special Abilities

Infravision, 60'	Saving Throw Bonuses
Melee Combat Bonuses	Mining Detection Abilities

Mountain Dwarf Racial Penalties

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

Dwarven Abilities

A character with leftover character points may select additional racial abilities after taking one of the standard subrace packages. Or, if the player wishes to create his own customized dwarven character, he can pick and choose from the list of dwarven abilities listed below. Abilities cost either 5 or 10 character points; refer to the descriptions below.

- **Axe bonus (5):** +1 to attack rolls with hand or battle axes.
- **Better Balance (10):** +1 to the Balance subability score. This allows a dwarven character to have more than a 4 point difference in the Dexterity subabilities.
- **Brewing (5):** +2 to the Brewing proficiency score. The dwarf must have this proficiency to gain this benefit.
- **Close to the earth (5):** Dwarves with this ability heal faster in subterranean settings. When this character is underground, he heals 2 points of damage overnight rather than the 1 point normally healed by other races. This bonus does not apply if the character is above ground.
- **Constitution/Health bonus (10):** A Constitution/Health score bonus of +1, because the dwarf is accustomed to the cold and often damp Underdark.
- **Crossbow bonus (5):** Because dwarves favor crossbows, they gain a +1 attack bonus

with any crossbow. Hurled weapons are limited in tunnels, and other bows require large pieces of wood which are not readily accessible.

- **Determine stability (5):** The character is an expert at determining if the ground is stable. By concentrating for one round, the character can determine if there will be a dangerous tremor, collapse, rockfall or slide when the character enters an area. The chance of success is 1–4 on 1d6.
- **Determine age (5):** By examining a building or ruins, the dwarf stands an excellent chance of determining the approximate age of the structure. The chance of success is 1–5 on 1d6.
- **Dense skin (10):** If the dwarf is struck by a blunt weapon, the character suffers only half the damage the attack would normally inflict.
- **Detect poison (5):** By sniffing food or drink, the dwarf can determine if it has been poisoned. The chance of success is 1–4 on 1d6.
- **Evaluate gems (5):** A dwarf with this ability can determine within 10% the value of any given gem.
- **Expert haggler (5):** This dwarf drives a hard bargain. Anything he purchases costs 10% less than the listed price.
- **Hit point bonus (10):** The dwarf gains an additional hit point each time the character attains a new level.
- **Illusion resistant (5):** These dwarves gain a +2 bonus on attempts to disbelieve illusions.
- **Improved Stamina (10):** +1 to the Stamina subability score. This allows a dwarven character to have more than a 4 point difference in the Strength subabilities.
- **Infravision (10):** Dwarves have infravision to 60 feet—the ability to see heat patterns given off by living warm-blooded creatures in the dark.
- **Mace bonus (5):** +1 to attack rolls with the footman's mace.
- **Meld into stone (10):** Once a day a dwarf with this ability can *meld into stone* as a priest of the same level.
- **Melee combat (10):** Dwarves have a +1 bonus to their attack rolls vs. orcs, half-orcs, goblins, and hobgoblins. Further, when ogres, half-ogres, ogre magi, trolls, giants, or titans fight dwarves, these aggressors suffer a –4 penalty on all attack rolls. Dwarves are small and have defensive tactics against these large foes.
- **Mining Detection Abilities (10):** A character with this skill is familiar with mining, tunneling and stonework. By concentrating for one round the character can:
  - Determine the approximate depth underground, 1–3 on 1d6.
  - Detect any sliding or shifting walls or rooms, 1–4 on 1d6.
  - Detect any grade or slope in the passage they are passing through, 1–5 on 1d6.
  - Detect stonework traps, pits, and deadfalls, 1–3 on 1d6.
  - Detect new construction in stonework., 1–5 on 1d6.
- **More muscles (10):** +1 to the Muscle subability score. This allows a dwarven character to have more than a 4 point difference in the Strength subabilities.
- **Pick bonus (5):** +1 to attack rolls with military picks.
- **Saving Throw Bonuses (10):** Dwarves gain bonuses to saving throws vs. poison and against magical attacks from rods, wands, and spells based on their Constitution/Health scores. Determine the dwarf's Constitution/Health score and

consult the chart below:

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

- **Short sword bonus (5):** +1 to attack rolls with short swords.
- **Stealth (10):** If the dwarf is not in metal armor, a –2 penalty is applied to opponent's surprise rolls if the dwarf is at least 90 feet ahead of a party of characters without this ability, or accompanied only by characters with equivalent stealth skills. The dwarf is also difficult to surprise himself and receives a +2 bonus to his own surprise rolls.
- **Stone tell (10):** Once a day a dwarf with this ability can use the stone tell ability, as a priest of the same level.
- **Warhammer bonus (5):** +1 to attack rolls with the war hammer.

Elves

Elves tend to be taller than dwarves, and shorter and slimmer than humans. Their features are angular and finely chiseled, and although elves may appear thin and weak, they are actually quick and strong. When circumstances dictate, elves can be fierce warriors, taking any steps necessary to protect themselves, their homes, and their friends. Most elves are between 5 and 5 1/2' tall and weigh about 110 pounds. They prefer to live in natural settings such as secluded forests and groves. They are chaotic by nature, and other races sometimes consider elves frivolous and aloof.

Elves are an extremely long-lived race, averaging about 1,200 years. This may explain some of their attitudes—life is to be taken slowly and enjoyed; never rush about to accomplish things; there is plenty of time for all activities. Elves enjoy singing, dancing, and looking for the natural beauty in everything they see.

Perhaps because they live so long, elves find it difficult to make friends with the shorter-lived races. Some elves don't want to bother getting close to humans when those friends will die of old age so soon. However, elves who do make friends outside their race treat their comrades as equals. Friends—and enemies—are never forgotten.

Elves are fascinated by magic and devote time and energy to studying arcane forces. Even powerful human mages respect and admire elves' understanding of magic.

The standard elven subraces are: aquatic, dark, gray, high, and wood. Player character elves can be the following classes: fighter, mage, cleric, or thief. They also can take the following multi-class combinations: fighter/mage, fighter/thief, fighter/mage/thief, or mage/thief.

Players who choose elves for their characters have 45 character points to spend on racial abilities. These points can be spent to customize an elf from the general skill list below, or they can be used to purchase a subrace's skill package. Only 5 points can be retained for use later in the character creation process.

Aquatic Elves

Character point cost: 40

Aquatic elves, also called sea elves, live in oceans, lagoons, inlets, bays, and other bodies of salt water. They patrol the shallows and depths and rule from their courts of living coral. Though not often seen, when they are encountered it is common to find dolphins among them.

Aquatic elves serve to keep the evil inhabitants of the depths in check. Sahuagin are particularly hated foes, as are sharks that are large enough to threaten sea folk.

Skin colors vary from silver-green to pale blue. Hair is usually green or blue-green, matching the kelp beds where most sea elves make their homes. Their coloring helps conceal the elves from their natural predators. Aquatic elves have gill slits like fish, and they process the air they need out of the water. Unlike most fish, aquatic elves can live for some time out of water.

Aquatic elves can move about on land for a number of days equal to their Fitness scores. However, the longer they spend out of water, the weaker they become. For every two days spent out of the water, aquatic elves suffer a –1 penalty to all ability scores, and to proficiency checks and attack and damage rolls. If any ability or subability score reaches zero, the elf dies. Weakened elves recover within two turns when they return to salt water. Elves who enter fresh water do not recover, but the process of dehydration halts. Aquatic elves can stay in fresh water indefinitely. However, if an aquatic elf leaves fresh water, the dehydration process starts again.

Most aquatic elves are chaotic good, but player characters can be any alignment.

Languages: Aquatic elves begin play with knowledge of their own tongue, kuo-toa, sahuagin, dolphin. merman, and undersea common.

Aquatic Elves' Special Abilities

Confer Water Breathing	Stealth
Resistance	Trident Bonus
Secret doors	

Aquatic Elf Racial Penalties

Aquatic elves can be out of water only for a number of days equal to their Fitness scores. They cannot gain the elven attack bonus for bows, as such weapons are ineffective underwater.

Dark Elves

Character point cost: 45

The dark elves, also known as drow, live underground. Nearly all of them are evil, and they have used their cunning to become masters of much of the Underdark. Most intelligent creatures shun them. In many ways, dark elves are the twisted, corrupt versions of their above-ground relatives.

Drow have jet black skin, the better to hide their movements underground. And they tend to be shorter than other elves. The only other physical difference drow exhibit is their eyes, which glow a feral red—evidence, perhaps, of the hatred that burns in their hearts and minds.

Very few dark elves are of good alignment, and these are usually player characters.

Languages: Dark elves begin play with: drow, elf, gray dwarf, illithid, undercommon, kuo-toa, bugbear, and orcish.

Dark Elves' Special Abilities

Infravision, 120'	Spell abilities
Resistance	Stealth
Secret doors	

Dark Elf Racial Penalties

Dark elves suffer a –1 penalty on all rolls when exposed to bright sunlight or continual light spells. Lesser light sources do not bother them. All other elves hate dark elves, resulting in an initial reaction roll penalty of –2.

Gray Elves

Character point cost: 45

Gray elves are considered the most noble and reclusive of elvenkind, devoting time to improving their minds. Also known as the faerie, this race has withdrawn from the world around them, stepping forth only to combat great evils. To some—even other elves—this retiring nature makes gray elves seem aloof and uncaring. Indeed, the faerie can be haughty, disdaining contact with their cousins and considering themselves to be the highest, purest, most noble form of elf.

Tall and slender, gray elves have amber or violet eyes and silver or pale golden hair. They prefer to dress in white, silver, or golden yellow with cloaks of dark tones such as deep blue or purple.

Most gray elves are chaotic good, though player characters can be any alignment.

Languages: Gray elves begin with six languages of their choice. The languages are subject to the DM's approval.

Gray Elves' Special Abilities

Bow bonus	Secret doors
Infravision, 60'	Stealth
Resistance	Sword bonus
Reason bonus	

Gray Elf Racial Penalties

Due to their reclusive and often haughty ways, gray elf characters suffer a –1 reaction roll penalty when dealing with other elves, and a –2 penalty when encountering other races.

High Elves

Character point cost: 40

The most common type of elf, these are also the most open, friendly, and cooperative. High elves set the physical standards for elves, being about 5' tall and weighing about 110 pounds. High elves are the palest of all elves, with a skin tone resembling the color of fine cream. High elves usually have blond hair and blue eyes or darker hair, ranging from sandy brown to jet black, with intensely green eyes. High elves like to wear pastel shades. When out on a hunt or adventuring in the forest, high elves typically cover themselves in a cloak of forest green in the spring and summer and one of tan or russet in

the autumn.

Most high elves are chaotic good, though as player characters they can be any alignment.

Languages: High elves begin with high elf, common, elf, gnome, halfling, goblin, hobgoblin, orc, and gnoll.

High Elves' Special Abilities

Bow bonus	Secret doors
Infravision, 60'	Stealth
Resistance	Sword bonus

High Elf Racial Penalties

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

Sylvan (Wood) Elves

Character point cost: 40

Sylvan elves, or wood elves as they also are known, descended from the same stock as other elves. However, they prefer to live a more primitive lifestyle, more in touch with their roots in the primeval forests they have made their homes. They are geared toward simple survival, and they concentrate on their environment rather than on philosophical debates and the study of magic. Sylvan elves enjoy the beauty of a singing bird, the patterns of an intricate spider web, and their own practice of tattooing. They are the most temperamental and emotional elves.

Sylvan elves are more muscular than other elves, and their complexions are darker. They have yellow to coppery-red hair and brown eyes, though some rare cases of hazel or blue eyes are known. Any sylvan elf born with hazel or blue eyes is considered a good omen for the tribe, believed to be destined for personal greatness. Sylvan elves normally dress in browns and greens, the better to blend in with the forest.

Unlike most of their brethren, sylvan elves tend toward neutral alignments, though player characters can be of any alignment.

Languages: Sylvan elves begin with their own dialect, in addition to elf, centaur, pixie, dryad, treant, and brownie. Sylvan elves rarely learn the common tongue, as they wish to have as little to do with the outside world as possible.

Sylvan Elves' Special Abilities

Bow bonus	Secret doors
Infravision, 60'	Stealth
Resistance	Spear bonus

Sylvan Elf Racial Penalties

On rare occasions when a sylvan elf leaves his forest (most often as a player character), the elf's discomfort is visible. Anyone encountering a sylvan elf outside his home suffers a –1 reaction roll penalty, as the elf is uneasy around strangers.

Elven Abilities A character with leftover character points may select additional racial abilities after taking one of the standard subrace packages. Or, if the player wishes to create his own customized elven character, he can pick and choose from the list of elven abilities listed below. Abilities cost 5 to 15 character points; refer to the descriptions below.

- **Aim bonus (10):** +1 to the Aim subability score. This negates the requirement that Dexterity subabilities must be within 4 points of each other. They can be within 5.
- **Balance bonus (10):** +1 to the character's Balance subability score. This negates the requirement that Dexterity subabilities must be within 4 points of each other. They can be within 5.
- **Bow bonus (5):** +1 on attacks with long or short bows.
- **Cold resistance (5):** +1 bonus on saving throws vs. cold- and ice-based attacks, as the elf's body is less susceptible to extreme temperatures.
- **Companion (10):** The elf gains the companionship of a cooshee or an elven cat. See the Animal Master kit for more specifics on companion animals.
- **Confer water breathing (10):** Once a day, the elf can confer the ability to breathe water upon another individual or creature. This ability lasts one hour for every level of the elf conferring the ability. For example, a 6th level aquatic elf thief could confer water breathing on another for six hours.
- **Dagger bonus (5):** +1 attack roll bonus with daggers.
- **Heat resistance (5):** +1 bonus on saving throws vs. heat- and fire-based attacks, as the elf's body is less susceptible to extreme temperatures.
- **Infravision (10):** 60' infravision range.
- **Javelin bonus (5):** +1 attack roll bonus when using a javelin.
- **Less sleep (5):** The elf requires only four hours worth of sleep to be rested. This is especially valuable to spellcasters.
- **Magic identification (10):** A 5% chance per experience level of identifying the general purpose and function of any magical item, reflecting their interest in the arcane. This is as per the bard ability—see The Player's Handbook for more information.
- **Reason bonus (10):** +1 to the Reason subability, due to gray elves' devotion to developing their intellects.
- **Resistance (10):** 90 percent resistant to sleep and charm-related spells.
- **Secret doors (5):** because of their acute senses, elves are quick to spot concealed doors and hidden entranceways. Merely passing within 10' of a concealed door allows an elf a one-in-six chance (a 1 on 1d6) to notice it. If actively searching, an elf's chances improve to a two-in-six chance (1 or 2 on 1d6) to find secret doors, and a three-in-six (1, 2, or 3 on 1d6) to notice a concealed door.
- **Speak with plants (10):** Once a day, the elf can use the *speak with plants* ability, as a priest of the same level.
- **Spear bonus (5):** +1 attack roll bonus when using a spear.
- **Spell Abilities (15):** Once a day the elf can cast *faerie fire, dancing lights,* and *darkness* as a priest or wizard of the same level. When the character reaches 4th level, he can add, *levitate, detect magic,* and *know alignment.*

- **Stealth (10):** When the elf is alone and is not wearing metal armor, he gains a bonus to surprise opponents. The opponent suffers a –4 penalty, a –2 if the elf has to open a door.
- **Sword bonus (5):** +1 on attack rolls using a short sword or a long sword.
- **Trident bonus (5):** +1 on attack rolls when using a trident.

Gnomes

Distantly related to dwarves, gnomes are smaller—averaging 3–31_2' tall and weighing about 70 pounds. Gnomes have deep tan or brown skin and white hair. The most distinguishing feature are their noses, in which they take great pride. For some reason, all gnomes have very large noses—compared to the rest of their facial features.

The average life span for a gnome is 350 years. Gnomes tend to live in hilly meadows and rocky woodlands. Their small size makes them wary of larger races, though gnomes are not hostile unless the larger folk are evil.

Gnomes are much less dour than their dwarven relatives, with sly and lively senses of humor. Many people—mostly gnomes—say that gnomes have elevated practical jokes to an art form. Gnomes also love living things and finely wrought items of all types. But most especially they love gems and jewelry and are considered by many to be the best gem cutters and jewelers in existence.

Gnomes have some difficulty using enchanted items. All magical items used by a gnome—that are not specially suited to his class—have a 20% chance (on 1d100 roll) to malfunction. A check for malfunction is made every time the character attempts to use the item, and a malfunction affects only the current attempt. If the check is passed, the item performs until it is turned off, put away, or its duration expires. Malfunction checks apply to magical wands, rods, staves, rings, amulets, potions, horns, jewels, and all other items except weapons, shields, armor, gauntlets, illusionist trappings, girdles, and—if the gnome is a thief—items that mimic thieving abilities. Malfunction checks do not apply to gnome priests using clerical magical items.

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

The standard gnomish subraces are deep, rock, and forest gnomes. Gnome characters can choose from the following classes: fighter, thief, cleric, or illusionist. Gnomes also can be multi-classed, mixing any two—but not more—of the above classes.

Players who choose gnomes for their characters have 45 character points to spend on racial abilities. These points can be spent to customize a gnome from the general skill list below, or they can be used to purchase a subrace's skill package. Only 5 points can be retained for use later in the character creation process.

Deep Gnomes

Character point cost: 45

Most surface dwellers consider deep gnomes, or svirfneblin as they call themselves, to be the gnomish equivalents of gray dwarves and dark elves—evil counterparts of their above-ground cousins. This is untrue. Deep gnomes are no more or less evil than their surface-dwelling cousins, and their notorious reputation is a result of ignorance and mistaken association.

Deep gnomes tend to be smaller than other gnomes, but their wiry frames are just as strong. They also prefer to wear cool tones that reflect their stony underground habitats.

Most males are bald, while females tend to have stringy gray hair.

The majority of deep gnomes are neutral with good tendencies, but player characters can be of any alignment.

Languages: Deep gnomes begin with the following languages: svirfneblin, gnome, common, undercommon, dark elf, kuo-toa, and the bizarre language of earth elementals.

Deep Gnomes' Special Abilities

Dart bonus	Mining detection abilities
Freeze	Saving throw bonus
Infravision, 120'	Stealth
Melee combat bonus*	

* Svirfneblin only gain defensive adjustments; they have no attack roll bonuses versus particular enemies.

Deep Gnome Racial Penalties

Due to their unfortunate reputation, deep gnomes suffer a –2 reaction roll penalty when initially encountering individuals of other races.

Forest Gnomes

Character point cost: 45

Forest gnomes are less common than rock gnomes. They fill an important niche in the ecology of the woodlands, caring for small plants and animals that other races sometimes overlook. Unlike other gnomes, forest gnomes prefer to make their homes above ground in small log cabins or in large, hollow trees.

The smallest of gnomes, they average only 21_2' in height. They share the physique of rock gnomes—though their noses are not quite as large. Forest gnomes wear their hair and beards long, and the color runs from brown to black in their youth, fading to gray or white with age. Their skin tends toward a greenish cast to tan, rather like some tree barks, and their eyes are blue or brown.

Although most forest gnomes are neutral good, player characters can claim any alignment.

Languages: Forest gnomes speak their own dialect, gnome, treant, dryad, brownie, satyr, and pixie.

Forest Gnomes' Special Abilities

Animal friendship	Melee combat bonuses*
Forest movement	Saving throw bonus
Hide	

* Forest gnomes may apply their defensive adjustment when fighting any man-sized or larger creatures; their racial enemies are orcs, lizard men, troglodytes, or any creature which they have directly observed damaging woodlands.

Forest Gnome Racial Penalties

Forest gnomes cannot have infravision.

Rock Gnomes

Character point cost: 40

Rock gnomes are the most common gnomes, and they can be encountered in a variety of climates and environments. The most noticeable feature of the rock gnome is his nose. All gnomes have large noses, but rock gnomes sport the biggest noses of all. Rock gnomes love gems, especially diamonds bigger than their noses.

Rock gnomes stand about 31_2' tall and weigh about 70 pounds. Eye color is predominately blue, although green or brown are seen occasionally. Their hair is usually white or pale gray.

Rock gnomes are typically neutral good, but player characters can choose any alignment.

Languages: Rock gnome player characters start with: common, dwarf, gnome, halfling, goblin, kobold, and the simple languages of burrowing mammals—moles, badgers, etc.

Rock Gnomes' Special Abilities

Infravision, 60'	Mining detection abilities
Melee combat bonuses	Saving throw bonus

Rock Gnome Racial Penalties

None.

Gnome Abilities

A character with leftover character points may select additional racial abilities after taking one of the standard subrace packages. Or, if the player wishes to create his own customized gnome character, he can pick and choose from the list of gnome abilities listed below. Abilities cost either 5 or 10 character points; refer to the descriptions below.

- **Animal friendship (10):** Once a day a gnome gains an *animal friendship* spell ability, as the priest spell, with respect to burrowing animals.
- **Melee Combat bonus (10):** +1 bonus on their attack rolls vs. kobolds and goblins—the gnomes' traditional rivals for space and resources. Also, gnolls, bugbears, ogres, half-ogres, ogre magi, trolls, giants, and titans suffer a –4 penalty on their attack rolls vs. gnomes.
- **Dagger bonus (5):** +1 to attack rolls with daggers.
- **Dart bonus (5):** +1 to attack rolls with darts, their preferred missile weapon.
- **Defensive bonus (5):** +1 to Armor Class when in their native underground environment.
- **Engineering bonus (5):** If the gnome has the engineering proficiency, he gains a +2 bonus to the proficiency score.
- **Forest movement (10):** The ability to *pass without trace* through their native woodland as the druidic ability.
- **Freeze (10):** the ability to "freeze" in place in their underground environment. This gives them a 60% chance not to be noticed by passersby.
- **Hide (10):** the ability to *hide in woods* with a chance equal to a thief of the same

level's *hide in shadows* ability.

- **Infravision (10):** 60' infravision range.
- **Mining Detection Abilities (10):** A character with this skill is familiar with mining, tunneling and stonework. By concentrating for one round the character can:
  Determine the approximate depth underground, 1–4 on 1d6.
  Determine approximate direction underground, 1–3 on 1d6.
  Detect any grade or slope in the passage they are passing through, 1–5 on 1d6.
  Detect unsafe walls, ceilings, or floors, 1–7 on 1d10.
- **Short sword bonus (5):** +1 to attack rolls with short swords.
- **Saving Throw Bonus (5):** like dwarves, gnomes are resistant to most magic. This grants them a bonus to all saving throws vs. magical wands, staves, rods, and spells. This bonus is determined by the character's Health sub-ability score. For every 3 1/2 points of Constitution/Health, the gnome receives a +1 bonus. These bonuses are summarized on the chart below.

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

- **Potion identification (5):** A gnome with this ability has a percentage chance equal to his Wisdom score of identifying a potion by appearance and scent.
- **Reason bonus (10):** +1 bonus to the Reason subability.
- **Sling bonus (5):** +1 bonus "to hit" when using a sling.
- **Stealth (10):** If the gnome is not in metal armor, a –4 penalty is applied to opponent's surprise rolls if the gnome is at least 90 feet ahead of a party of characters without this ability, or accompanied only by characters with equivalent stealth skills. The gnome is also difficult to surprise himself and receives a +2 bonus to his own surprise rolls.

Halfling

Most halflings are about 3' tall and weigh 60 to 70 pounds. They are generally plump, with round, broad, and often florid faces. They have curly hair atop their heads and on the tops of their typically bare feet. The average life expectancy of a halfling is 150 years.

Halflings are a sturdy and industrious people, generally quiet and peaceful. They enjoy all the creature comforts, and while not overly ambitious, they are friendly and open. Their homes are well-furnished burrows, and most of their work is done out in the sunshine. Halflings get along with the others races, including humans, and they can be found in practically any civilization.

The standard halfling subraces are: hairfoot, stout, and tallfellow. Halfling characters can be of the following classes: cleric, fighter, or thief. The race's multi-class options are limited to fighter/thief.

Players who choose halflings for their characters have 35 character points to spend on racial abilities. These points can be spent to customize a halfling from the

general skill list below, or they can be used to purchase a subrace's skill package. Only 5 points can be retained for use later in the character creation process.

Hairfoot Halflings

Character point cost: 30

The most common halfling, hairfoots prefer rural settings. They are a practical people, and there are many bakers, millers, farmers, and innkeepers in their society. Averaging 3' tall, hairfoots are stockier than their cousins. Their complexions run from pale peach to ruddy to dark brown, and their eyes are usually black or dark brown. Their hair can be blond, brown, red, black, and shades in between—though with few exceptions it is always curly. Hairfoots are distinguished from other halflings by their lack of facial hair.

Most hairfoots are lawful good, though player characters can be of any alignment.

Languages: Hairfoots can begin with any four halfling, human, or elf dialects.

Hairfoots' Special Abilities

Attack bonus
Stealth
Saving throw bonuses

Hairfoot Racial Penalties

None.

Stout Halflings

Character point cost: 35

Stouts are not as common as hairfoots, and they tend to be stockier. As a result, they also tend to be stronger. Stouts usually live apart from human societies, choosing instead to live near dwarves. There may be some dwarven blood somewhere in the stouts' ancient past.

Ruddy in complexion, stouts vividly blush when pleased or embarrassed. Their hair tends to be light, and their eyes usually are blue, gray, or green. They favor practical, sturdy clothes, such as well-cured leather. They are the most industrious of all halflings, and are even comfortable around bodies of water and boats.

Most stouts are lawful good, though players can choose any alignment for their characters.

Languages: Stouts can begin with any six halfling, human, or dwarven dialects.

Stout Racial Abilities

Attack bonus
Saving throw bonuses
Infravision, 60'
Stealth
Mining detection abilities

Stout Racial Penalties

Stouts suffer a –1 penalty on reaction rolls from elves because of the halflings' friendship with dwarves.

Tallfellow Halflings

Character point cost: 35

These halflings are the tallest and slimmest of their kind, averaging a little over 4' tall. Their favorite locale is temperate woodlands. As such, they often live nearer to elves than humans.

They usually wear their hair long, sometimes covered with small caps. And they tend to wear clothes of greens and tans to help them blend into the woods. Tallfellows are the best carpenters, and they often live in spacious above-ground wooden houses. When they need to travel, tallfellows prefer riding small ponies to walking.

Most tallfellows are lawful good, but player characters can be of any alignment.

Languages: Tallfellows begin with the following languages: common, halfling, elf, gnome, centaur and dryad.

Tallfellow Racial Abilities

Attack bonus	Secret Doors
Hide	Stealth
Saving throw bonuses	

Tallfellow Racial Penalties

Tallfellows suffer a –2 reaction roll penalty vs. dwarves, due to the halflings' friendship with elves.

A character with leftover character points may select additional racial abilities after taking one of the standard subrace packages. Or, if the player wishes to create his own customized halfling character, he can pick and choose from the list of halfling abilities listed below. Abilities cost either 5 or 10 character points; refer to the descriptions below.

- **Aim bonus (10):** +1 to the halfling's Aim subability score.
- **Attack bonus (5):** +1 attack bonus with hurled weapons and slings.
- **Balance bonus (10):** +1 to the Balance subability. This allows the character to have up to a difference of 5 in the Dexterity subability scores.
- **Detect evil (5):** Halflings are very perceptive. Once a day a halfling with this ability can detect evil in creatures or individuals. This ability does not function on items or locations.
- **Detect secret doors (5):** The halfling can detect secret and concealed doors, as an elf
- **Hide (10):** the ability to *hide in woods* with a chance equal to a thief of the same level's *hide in shadows* ability.
- **Health bonus (10):** +1 to the halfling's Health subability score.
- **Infravision (5):** Infravision with a 30' range, which indicates some stout blood in the character's lineage.
- **Mining Detection Abilities (5):** A character with this skill is familiar with mining, tunneling and stonework. By concentrating for one round the character can:
  Determine approximate direction underground, 1–3 on 1d6.
  Detect any grade or slope in the passage they are passing through, 1–3 on 1d4.
- **Reaction bonus (5):** +1 to reaction rolls due to other races' acceptance of halflings.
- **Saving Throw Bonuses (10):** Halflings have a high resistance to magical spells and poison. This natural block grants halfling characters a bonus to all saving throws vs. magical wands, staves, rods, and spells, and applies vs. any poisonous or toxic

substances. This bonus is determined by the character's Constitution/Health score. For every 3 1/2 points of Health, the character receives a +1 bonus. These bonuses are summarized below. Halflings—unlike dwarves and gnomes—are not hindered when using magical items.

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

- **Stealth (10):** Like elves, halflings gain a bonus to surprise opponents, but only if the halfling is not wearing metal armor. The halfling can move so quietly that opponents suffer a –4 penalty to their surprise rolls. If the halfling must open a door or move aside some other obstruction, this penalty is reduced to –2.
- **Taunt (5):** Once a day the halfling can taunt someone, as per the 1st level wizard spell.

Half-Elves

Half-elves are the offspring of human and elf parents. They average 5 1/2' tall and weigh about 150 pounds. They possess elements of both parents' heritages, and can be the following classes: cleric, druid, fighter, ranger, mage, specialist wizard, thief, or bard. Multi-class combinations are: cleric (or druid)/fighter, cleric (or druid)/fighter/mage, cleric/ranger, cleric (or druid)/mage, fighter/mage, fighter/thief, fighter/mage/thief, and mage/thief.

Half-elves can be any alignment.

Half-elves comprise a single subrace (see below).

Players who choose half-elves for their characters have 25 character points to spend on racial abilities. These points can be spent to customize a half-elf from the general skill list below, or they can be used to purchase the subrace's skill package. Only 5 points can be retained for use later in the character creation process.

Half-Elf Standard Racial Abilities (20)

Infravision, 60'	Resistance
Languages*	Secret Doors

* Common, elf, gnome, halfling, goblin, hobgoblin, orc, and gnoll

If the player wishes to create his own customized half-elf character, he can pick and choose from the list of half-elf abilities listed below. Abilities cost either 5 or 10 character points; refer to the descriptions below.

- **Bow bonus (5):** +1 to attack rolls with any bows other than crossbows.
- **Cold resistance (5):** +1 bonus on saving throws vs. cold- and ice-based attacks, as the elf's body is less susceptible to extreme temperatures.
- **Detect secret doors (5):** because of their acute senses, half-elves are quick to spot

concealed doors and hidden entranceways. Merely passing within 10' of a concealed door allows an elf a one-in-six chance (a 1 on 1d6) to notice it. If actively searching, an elf's chances improve to a two-in-six chance (1 or 2 on 1d6) to find secret doors, and a three-in-six (1, 2, or 3 on 1d6) to notice a concealed door.

- **Health bonus (10):** +1 bonus to the character's Health subability score; the score can be up to 5 points higher than the character's Fitness score.
- **Heat resistance (5):** +1 bonus on saving throws vs. heat- and fire-based attacks, as the elf's body is less susceptible to extreme temperatures.
- **Infravision (10):** Infravision with a range of 60'.
- **Less sleep (5):** The half-elf requires only four hours worth of sleep to be rested. This is especially valuable to spellcasters.
- **Resistance (5):** 30% resistance to sleep and charm spells.
- **Stealth (10):** When the half-elf is alone and is not wearing metal armor, he gains a bonus to surprise opponents. The opponent suffers a –4 penalty, a –2 if he has to open a door.
- **Sword bonus (5):** +1 to attacks with long swords or short swords.

Half-Orc

Another example of a hybrid, half-orcs are products of human and orc parents. Of a height similar to half-elves, half-orcs usually resemble their human parent enough to pass for a human in public. Their skin ranges from peach to olive to deep tan, and their hair can be blond, red, brown, black, gray, and shades in between. Half-orcs can be members of the following classes: fighter, cleric, or thief. They can be multi-classed in any two classes, but not three. Half-orcs can be of any alignment.

Players who choose half-orcs for their characters have 15 character points to spend on racial abilities. These points can be spent to customize a half-orc from the general skill list below, or they can be used to purchase the subrace's skill package. Only 5 points can be retained for use later in the character creation process.

Half-Orc Standard
Racial Abilities (10)
Infravision, 60'
Languages*

* Common, orc, dwarf, goblin, hobgoblin, and ogre.

Half-orc Penalties

In human societies, half-orcs suffer a –2 reaction roll penalty.

If the player wishes to create his own customized half-orc character, he can pick and choose from the list of orc abilities listed below. Abilities cost either 5 or 10 character points; refer to the descriptions below.

- **Active sense of smell (5):** The character's sense of smell is sensitive enough to give a +1 bonus to surprise rolls.
- **Acute taste (5):** The character's sense of taste is so sensitive he gains a +2 bonus to saving throws vs. imbibed poisons.

- **Attack bonus (5):** +1 attack bonus with one weapon of the player's choice.
- **Damage bonus (5):** +1 damage bonus with one weapon of the player's choice.
- **Fitness bonus (10):** +1 bonus to the character's Fitness subability score, due to his hardy heritage. The character's Fitness score may be up to 5 points higher than his Health subability score.
- **Infravision (10):** Infravision with a 60' range.
- **Mining Detection Abilities (5):** A character with this skill is familiar with mining, tunneling and stonework. By concentrating for one round the character can:
  Detect any grade or slope in the passage they are passing through, 1 on 1d4.
  Detect new construction in stonework., 1–2 on 1d6.
- **Stamina bonus (10):** +.1 bonus to the character's Stamina subability score. The character's Stamina score may be up to 5 points higher than his Muscle subability score.

Half-Ogre This hybrid comes from ogre and human parents. They average 7–8' tall, have ruddy complexions, dark hair, and dark eyes. They look like huge humans. Half-ogres can be fighters or clerics, and they cannot be multi-classed. Half-ogres can be any alignment.

Players who choose half-ogres for their characters have 15 character points to spend on racial abilities. These points can be spent to customize a half-ogre from the general skill list below, or they can be used to purchase the subrace's skill package. Only 5 points can be retained for use later in the character creation process.

Half-Ogre Standard Racial Abilities (10)
Languages*
Tough Hide

* Common, ogre, orc, troll, stone giant, and gnoll.

Half-ogre Penalties

Half-ogres qualify as Large creatures and suffer more damage from many weapons. Also, certain smaller races enjoy combat bonuses against half-ogres.

If the player wishes to create his own customized half-ogre character, he can pick and choose from the list of half-ogre abilities listed below. Abilities cost either 5 or 10 character points; refer to the descriptions below.

- **Attack bonus (5):** +1 attack bonus with one melee weapon.
- **Damage bonus (5):** +1 to damage rolls with one melee weapon
- **Fitness bonus (10):** +1 bonus to the character's Fitness subability score, due to his hardy heritage. The character's Fitness score may be up to 5 points higher than his Health subability score.
- **Hit point bonus (10):** One additional hit point whenever new hit points (for advancing to a new level) are rolled.
- **Infravision (5):** Infravision with a 30' range.
- **Muscle bonus (10):** +1 bonus to the character's Muscle subability score, due to his

great size. The character's Muscle score may be up to 5 points higher than his Stamina subability score.

- **Poison resistance (5):** +1 to saving throws versus poison.
- **Tough hide (5):** Half-ogres have a natural Armor Class of 8. If the character wears armor that would improve his AC to better than 8, this ability has no effect. If the character wears armor that gives him an AC of 8 or worse, he may add a +1 bonus to his Armor Class.

Humans Humans can advance without limit in all character classes. This is a standard human ability and costs no character points. **Humans receive 10 character points.** These can be spent on various weapon or nonweapon proficiencies or saved for use during the game. In addition, humans can spend the points to choose from the following abilities.

- **Attack bonus (5):** +1 to attack with any weapon of the human's choice.
- **Balance bonus (10):** +1 bonus to the character's Balance subability score. The character's Balance score may be up to 5 points higher than his Aim subability score.
- **Experience bonus (10):** +5% experience point bonus. This is cumulative if the human meets the class requirements to gain a 10% experience point bonus.
- **Health bonus (10):** +1 bonus to the character's Health subability score. The character's Health score may be up to 5 points higher than his Fitness subability score.
- **Hit point bonus (10):** One additional hit point whenever new hit points (for advancing to a new level) are rolled.
- **Secret doors (10):** A human with a trace of elven blood may have the ability to spot concealed doors and hidden entranceways. Merely passing within 10' of a concealed door allows the character a one-in-six chance (a 1 on 1d6) to notice it. If actively searching, the character's chances improve to a two-in-six chance (1 or 2 on 1d6) to find secret doors, and a three-in-six (1, 2, or 3 on 1d6) to notice a concealed door.
- **Tough hide (10):** A few rare human characters have a natural Armor Class of 8. If the character wears armor that would improve his AC to better than 8, this ability has no effect. If the character wears armor that gives him an AC of 8 or worse, he may add a +1 bonus to his Armor Class.

Other Races At the DM's option, players may choose almost any manner of being as a player character. For example, the Dark Sun® campaign allows players to run half-giant characters, dwarf/human crossbreeds, or feral halflings—all with ability scores ranging from 5 to 20 instead of 3 to 18. If a player has a specific character race from an unusual campaign world that he wishes to use, DMs can simply skip the selection of Racial Abilities and take the character race with all its benefits and hindrances exactly as it appears. Generally, players may not customize these unusual races, and they receive zero character points for selecting a non-standard race.

For the DM's convenience, a short list of common humanoid and monstrous character races is provided on page 42, with standard abilities and hindrances. These creatures appear in *The Complete Book of Humanoids* and *The Monstrous Manual*™, and more detailed descriptions of their lifestyles and societies can be found in those books. A

player can choose one of these races for his character if the DM agrees, but the character gains no additional character points in this step.

The races described here include: aarakocra, alaghi, bugbear, bullywug, centaur, flind, giff, githzerai, gnoll, goblin, hobgoblin, kobold, lizard man, minotaur, mongrelman, ogre, orc, satyr, swanmay, thri-kreen, and wemic.

Ability Score Requirements

Just like demihumans, characters must qualify for these optional races by meeting certain ability score criteria. The ability score adjustments noted are applied after a character has met the required scores. Some of these adjustments can elevate a humanoid or monstrous character to ability scores of 19 or 20, or reduce a characteristic to 2.

Race	**Str**	**Dex**	**Con**	**Int**	**Wis**	**Cha**
Aarakocra	4/17	7/17	6/17	3/18	3/17	3/18
Alaghi	10/17	3/17	12/18	5/18	3/16	3/16
Bugbear	7/17	8/17	8/18	4/17	3/18	4/15
Bullywug	6/18	4/18	6/18	4/15	3/16	4/15
Centaur	11/18	5/18	10/17	3/16	3/17	3/18
Flind	7/17	6/18	6/18	3/16	3/16	4/17
Giff	14/18	3/15	10/18	3/15	3/16	3/17
Githzerai	3/18	3/18	3/18	3/18	3/18	3/18
Gnoll	5/17	5/18	5/18	4/15	3/16	4/15
Goblin	5/16	4/17	5/16	3/18	3/18	4/13
Hobgoblin	6/18	6/18	5/18	3/18	3/18	4/15
Kobold	4/17	4/18	5/16	3/17	3/18	3/14
Lizard man	8/18	3/18	6/18	3/17	3/18	3/16
Minotaur	10/18	5/14	10/18	5/14	5/18	5/18
Mongrelman	6/17	6/18	8/18	4/18	3/18	3/9
Ogre	14/18	3/8	12/18	4/10	3/9	4/10
Orc	5/17	3/17	8/18	3/16	3/16	5/14
Satyr	6/18	8/18	6/17	4/18	3/18	3/17
Swanmay	13/18	12/17	14/18	9/18	13/17	9/18
Thri-kreen	8/18	12/18	5/18	5/18	5/18	3/15
Wemic	10/17	7/18	11/18	3/18	3/18	3/18

Racial Ability Score Adjustments

After selecting a race, modify the character's ability scores as shown below.

Race	**Adjustments**
Aarakocra	+1 Dexterity,-1 Strength, –1 Constitution
Alaghi	+2 Strength, –2 Intelligence
Bugbear	+1 Strength,-1 Intelligence, –1 Charisma
Bullywug	+1 Dexterity,-1 Intelligence, –1 Charisma
Centaur	+1 Constitution, +1 Wisdom, –2 Dexterity
Flind	+1 Strength, –1 Charisma
Giff	+2 Strength, –1 Dexterity, –1 Intelligence

Githzerai	None
Gnoll	+1 Strength, –1 Intelligence, –1 Charisma
Goblin	–1 Strength, –1 Charisma
Hobgoblin	–1 Charisma
Kobold	–1 Strength, –1 Constitution
Lizard man	None
Minotaur	+2 Strength, +2 Constitution, –2 Wisdom, –2 Charisma
Mongrelman	–1 Intelligence, –1 Charisma, +1 one other score
Ogre	+2 Strength, +2 Constitution, –2 Intelligence, –2 Charisma
Orc	+1 Strength, –2 Charisma
Satyr	+1 Dexterity, +1 Constitution, –1 Intelligence, –1 Charisma
Swanmay	+1 Dexterity, +1 Wisdom
Thri-kreen	+1 Dexterity, +1 Wisdom, –1 Intelligence, –1 Charisma
Wemic	+1 Strength, –1 Dexterity

Humanoid and Monstrous Character Level Limits by Class

Race	Fighter	Ranger	Priest	Wizard	Thief	Bard
Aarakocra	11	–	7	–	11	–
Alaghi	12	–	Druid 12	–	–	–
Bugbear	12	–	Cleric 8	–	9	–
Bullywug	10	–	7	–	9	–
Centaur	12	10	Druid 14	12	–	12
Flind	12	–	Cleric 9	–	11	–
Giff	11	–	Cleric 8	–	9	–
Githzerai	9	–	–	12	15	–
Gnoll	11	–	Cleric 9	–	11	–
Goblin	10	–	Cleric 9	–	12	–
Hobgoblin	11	–	Cleric 9	–	12	–
Kobold	8	–	Cleric 9	–	12	–
Lizard man	12	–	7	–	9	–
Minotaur	12	8	7	8	10	–
Mongrelman	10	–	Cleric 10	10	8	8
Ogre	12	–	3	–	–	–
Orc	10	–	Cleric 9	–	11	–
Satyr	11	7	–	–	11	–
Swanmay	–	14	Druid 12	–	–	–
Thri-kreen	16	12	12	–	–	–
Wemic	12	–	7	–	–	10

Abilities and Restrictions

a. Charge Attack: The creature is capable of making a charge attack, gaining a +2 bonus to attack and inflicting double damage with an impaling weapon such as a spear, javelin, or lance. Aarakocra perform a diving attack, centaurs charge like knights, and

bullywugs leap at their enemies.

b. Move Silently: The creature can move silently, as the thief ability, with a base success of 40%, +5% per level.

c. Hide in natural settings: The creature can hide in natural settings, just as a thief can hide in shadows. The base success chance is 35%, plus 5% per level. If a flat percentage score appears next to this ability, use this score instead; for example, a satyr's abilities include c(90%), which means that a satyr has this ability with a 90% success chance.

d. Infravision: The character possesses infravision (the ability to see in the dark) to a range of 60 feet.

e. Surprise opponents: When alone or with a group of similarly stealthy creatures, the character gains a bonus on his chance to surprise his enemies. Bugbears inflict a –3 penalty on opponents' surprise checks. A bullywug using its chameleon power inflicts a –2 penalty to opponent's surprise checks, or a –6 if the bullywug attacks with a leap from a place of concealment.

f. Amphibious: The character is at home in either water or air environments. Combat penalties for fighting in water do not apply to the character, although using Type S or B weapons underwater is still very difficult. Bullywugs are true amphibians and can breathe water; lizard men are still air-breathers, but they can hold their breath for a number of rounds equal to 2_3 their Constitution score before checking for drowning.

g. Leap: The character's powerful leg muscles enable him to make astounding leaps, bounding up to 30 feet forward or 10 feet into the air. Leaping to close with an enemy is considered a charge attack, and the character suffers double damage if he lands on a spear or similar weapon set against a charge. Bullywugs gain the special ability to inflict double damage with a leap. Note that thri-kreen can actually leap 50 feet forward or 20 feet in the air, but they do not gain this ability until they reach 3rd level.

h. Detect new construction: The creature has natural skills for mining, and can spot new or unusual construction with the percentage score noted. This is similar to the dwarven or gnome abilities as described earlier in this chapter.

i. Detect sloping passages: The creature can note subtle grades or slopes in underground passageways and chambers with the percentage score noted.

j. Detect sliding or shifting walls: The creature can detect walls that move or shift with the percentage score noted.

k. Attacked last: The character comes from a race notorious for its cowardice and ineffectiveness in combat. Consequently, enemies are likely to dismiss the character as a negligible threat and concentrate their attacks on other, more impressive, members of the character's party unless the character displays some unusual prowess, powerful magic, or skill.

l. Hard to surprise: The monstrous character's keen senses make it very difficult to surprise him. The character receives a +2 bonus to all surprise checks.

m. Tracking: The character's sense of smell is so acute that he can track, as per the tracking proficiency, with a 50% chance of success. Normal modifiers for old or confused trails may apply.

n. Spell immunity: Minotaurs have the unique power of immunity to *maze* spells, due to their familiarity with labyrinths and other such places.

o. Fearlessness: Minotaurs also enjoy a +3 saving throw bonus versus fear, including

fear, scare, cause fear, or *emotion* spells, dragon fear, and similar effects.

p. Sound mimicry: Mongrelmen have the ability to perfectly imitate any sound they hear. They cannot create magical effects such as a harpy's song, a sphinx's roar, or a *shout* spell by imitating these sounds, although they can duplicate the non-magical aspects of these sounds exactly.

q. Pick pockets: Mongrelmen also have the ability to pick pockets as the thief ability, with a success chance of 70% plus 5% per level.

r. Create magical pipes: Satyrs can create pan pipes that can cast *charm*, *sleep*, or *cause fear* effects within a 60 foot radius. To gain this ability, the satyr must invest 4 character points in the music/instrument trait when first created, and then devote 2 character points to the Music proficiency at least three times. He can't spend more than 2 character points per level on the proficiency, so the earliest he can gain this ability is at 3rd level. The pipes themselves are easily crafted and have no magical properties; it's the satyr's unearthly skill that creates the magical effects.

s. Magic resistance: The character is magic resistant. Giff have a flat 10% magic resistance, while githzerai have a magic resistance of 5% per level—for example, a 6th-level githzerai has a magic resistance of 30%.

t. Antennae: A thri-kreen's antennae give it a sensitivity to motion and serve to lessen darkness-based combat penalties by 1 point while fighting enemies within 15 feet.

u. Paralyzing bite: At 5th level, a thri-kreen gains the ability to paralyze its prey with a bite. The victim must save versus poison or be paralyzed 2–16 rounds (1–8 rounds if larger than man-sized, or only 1 round if size H or larger.)

v. Dodge missiles: At 7th level, a thri-kreen gains the ability to dodge thrown or fired missiles with a roll of 9 or better on a d20.

w. Racial weapons: At 5th level, a thri-kreen automatically gains proficiency in the chatkcha, a crystalline throwing wedge commonly used by the mantis warriors. At 7th level, the character gains proficiency in the gythka, a thri-kreen polearm. Consider these weapons to be equal to a javelin and a bill-guisarme respectively for damage, range modifiers, etc.—but note that the chatkcha returns to its thrower if it misses its target.

x. Swan form: Swanmays may *polymorph* themselves into a swan form at will. While in swan form, they can only be struck by +1 or better weapons, can fly at the listed rate, and have a magic resistance of 2% per level. A swanmay's equipment and belongings remain behind when she transforms. The swanmay requires a magical token (a cloak, ring, or similar item) to perform her transformation, and if she loses it she can no longer transform until she gets it back.

Penalties

y. Claustrophobia: Aarakocra are extremely claustrophobic and are uncomfortable indoors or underground. An aarakocra character suffers a –3 penalty to attack rolls in such settings.

z. Size: A number of monstrous characters enjoy the mixed blessings of being a Size Large (L) creature. While this permits them to wield large weapons in a single hand, or even use huge weapons with both hands, it also means that they suffer damage as large creatures.

aa. Dehydration: A character with this restriction is vulnerable to dehydration if he

spends too much time out of the water. The character must wet his entire body (a water skin full will do) three times per day, or lose 2 points of Constitution per missed bath. If the character's Constitution falls to 0, he dies of dehydration.

bb. Light: Many humanoids are accustomed to darkness, and they find bright light to be disorienting and painful. A character with this weakness suffers a –1 penalty to attacks in daylight or within the radius of *continual light* spells.

cc. Racial enmity: Some humanoids are the natural enemies of common demihuman races, who have evolved special fighting techniques to combat them. Dwarves gain a +1 bonus to attack rolls against orcs, goblins, and hobgoblins; gnomes gain a +1 bonus to attack rolls against kobolds and goblins. In addition, ogres suffer a –4 penalty to hit dwarves, and ogres, bugbears, and gnolls suffer a –4 penalty to hit gnomes.

dd. Hideous appearance: Mongrelmen are so warped in appearance that they have an effective Charisma of 1 (a –7 penalty) for purposes of Reaction Checks.

ee. Easily distracted: Satyrs are very susceptible to distraction. Encountering a female of 15 or higher Charisma causes the satyr to forget everything except the idea of wooing the woman for 1–6 full turns, or even more if she is at all friendly. Even a bitter enemy can fascinate the satyr if she makes any effort at all, and in all circumstances satyrs have to succeed in a saving throw versus spells to consciously harm a beautiful woman—or ignore her. A bottle of strong drink can have the same effect.

ff. Inhuman form: Some monstrous characters are restricted from wearing armor or some magical items by their body form. For example, thri-kreen and alaghi cannot wear armor; centaurs, wemics, or bullywugs can't wear magical boots or magical armor due to their unusual shapes; and so on. In a questionable case, the DM should decide if a character can use a piece of equipment or not using his best judgment of the situation.

The Races

Aarakocra

Aarakocra are a race of intelligent bird-men who live among the highest mountain peaks. The average aarakocra stands about five feet tall, with a wingspan of nearly 20 feet. An aarakocra's feet are powerful talons that can be used to grasp and manipulate objects, and it also has small wing-hands about halfway along the leading edge of each wing. Like all true avians, aarakocra have hollow bones, and most weigh no more than 80 or 90 pounds. The aarakocras' voices are not well-suited for common, and they punctuate their speech with caws, screeches, and whistles.

Aarakocra are strong and swift fliers, and they can make a special diving attack with a drop of 200 feet or more. They receive no penalties for aerial missile fire. Aarakocra avoid grappling or combat on the ground, but their talons and beak serve as formidable weapons in a pinch. As a race, aarakocra are extremely claustrophobic, and dislike being indoors or underground.

Alaghi

Distant cousins of the yeti, alaghi are forest-dwelling humanoids with barrel chests, short legs, and long, powerful arms. Their necks are thick and short, and their heads tend

to be broad and flat with wide jaws. Alaghi are covered from toe to crown in long, thick hair ranging in hue from charcoal gray to reddish brown. Alaghi stand well over six feet tall and weigh more than 300 pounds.

Most alaghi live as semi-nomadic hunter-gatherers. They tend to be shy and peaceful creatures, with a driving sense of curiosity. Alaghi love riddles and games of strategy, especially a good game of chess. Alaghi tend to hoot and hiss when they speak, and their fearsome size and power can often frighten people who are not used to them.

Bugbear

Bugbears are the largest variety of goblinkind, standing about seven feet tall with muscular frames. They have light yellow to light brown hides, with thick coarse hair and bestial eyes. Their ears are large and prominent, and their mouths are full of sharp fangs. Bugbears are true carnivores, with keen sight and hearing, and they can move with amazing stealth when they try.

Most bugbears live by plundering and ambush, taking slaves and eating anything they kill. A player character bugbear is an extremely unusual representative of his species who must struggle to control a vicious temperament and natural inclination to bully those weaker than himself. Even the most honorable bugbears can be fatally misled by avariciousness and hunger for power.

Bullywug

Bullywugs are bipedal frog-like amphibians inhabiting swamps, marshes, and other dank locations. They are covered with smooth, mottled green hide, with huge frog-like faces and bulging eyes. Bullywugs are strong swimmers and comfortable in water or out of it, but they are vulnerable to dehydration once they leave their native swamps.

A player character bullywug is actually a member of an advanced variety of this species, since most bullywugs are savages and marauders of the worst sort. Common bullywugs are scarcely able to wield a stone spear or club, but advanced bullywugs are able to wear armor and use most human weapons with little trouble.

Centaur

These powerful and noble creatures have the torso and upper body of a human and the lower body of a horse. They are a strong and proud race, easily offended and impulsive. Centaurs can make use of any human weapon, but they’re especially fond of oaken clubs, longbows, and medium lances, the latter of which they can wield in the same fashion as a human rider on a medium warhorse.

Centaur society is generally pastoral and peaceful, but they can be fierce warriors when the need arises. Like many woodland creatures, they have a great respect for nature’s balance, and try not to disturb the world they live in. Centaurs are on good terms with elves, gnomes, and halflings, but they are suspicious of humans and dwarves.

Flind

Flinds are warlike humanoids with many of the worst traits of hyenas and similar scavengers. They are covered with mangy brown or reddish-brown fur, with bestial muzzles and long, muscular limbs. Flinds are closely related to gnolls, but are stronger, smarter, and more fierce than their cousins. Gnolls look upon flinds as leaders, heroes,

and champions.

Unlike the chaotic pack-like society of most gnolls, flind society tends to be organized and less savage. Flinds are quick to resort to violence, just like gnolls, but unlike their lesser cousins they're much more likely to consider the consequences and risks first, and then carefully plan their attack.

Giff

The giff are a race of hulking, powerfully-muscled mercenaries that resemble bipedal hippopotami. Their legs are cylindrical and stocky, with a heavy torso and clumsy but strong thick-fingered hands. Their faces are very hippopotamus-like, with small eyes and ears, and their skulls are exceedingly dense and strong. Giff are not known as towering intellectuals, but they are immensely strong and loyal to their employers.

The life of soldiering has become the only occupation in giff society, and bands of giff hire out their services to all causes. Therefore, a giff considers it his only purpose in life to keep himself fit, strong, and ready for action. They are fascinated by weapons (the more complicated, the better) and the trappings of military life, such as regimental histories, parades, and other forms of spit and polish.

Githzerai

Native to the chaotic plane of Limbo, the githzerai are a monastic race of travelers and traders who can be found in almost all the infinite planes. Githzerai appear human, but they tend to be thin and gaunt, with drawn faces and sharp features. They favor plain clothing and conservative tones.

Githzerai society is extremely chaotic, but it is not without its own laws and mores. An individual githzerai is usually strongly loyal to his race, even if he is completely out of contact with his fellows. It is not unusual for a githzerai to spend years at a time in a single plane, wandering and adventuring.

Gnoll

Gnolls are hyena-like humanoids with mangy yellow or brown fur, drooling muzzles full of long, sharp teeth, and gaunt but powerful frames. They give the impression of starving scavengers, with the disposition to match, and they are among the most chaotic and faithless of all humanoids. Gnolls have a hard time seeing past the moment, and patience is a virtue unheard of in gnoll society.

Player character gnolls must work hard to overcome the strong (and generally well-justified) prejudices they will encounter in the world outside their band. Their short tempers and bestial habits are not much help in dispelling these beliefs. Despite these distasteful qualities, gnolls can be brave and fierce fighters and valuable companions—provided they're not given too many tests of honor, honesty, or loyalty.

Goblin

Goblins are small humanoids standing about four feet tall, with long arms, bandy legs, and harsh mannerisms. A goblin's face is broad and flat, with a wide fang-filled mouth, pointed ears, and an olive or dull yellow coloration. Goblins are generally cowardly, opportunistic, and untrustworthy.

Goblin society is fairly savage, and each tribe has an exact pecking order. Moving up

this ladder by pulling down those above them is the typical dream of most goblins, and cooperation with others of their kind is always halfhearted. Typically, a goblin will let others do his work or fighting for him any time he can, and then strike from ambush only after he's sure his enemies have been weakened to the point where they can't threaten him. Or, if the wrong side is winning the fight, a goblin isn't above reevaluating his allegiances in the middle of a battle.

Hobgoblin

Hobgoblins are stocky humanoids with hairy hides of dark red to gray, and they stand about six and a half feet tall. They have yellow eyes and sharp yellow teeth, and favor dressing in brightly colored outfits. Hobgoblins wage a perpetual war with all other intelligent creatures, especially the other humanoid races. And they are proud of their status as the pariahs of the humanoid cultures. They feel that they are only weakened by alliances or treaties with other creatures.

Hobgoblin society is built around war, with military organization, and they seek out conflict wherever they can find it. Unlike the giff, who believe in the "rules" of warfare, hobgoblins seek to terrify and antagonize their enemies at all times. A player character hobgoblin is a rare individual indeed, since association with "weaklings" and "inferiors" is taken as a sign of weakness and decadence in hobgoblin society.

Kobold

The smallest and weakest race of goblinkind is the race of kobolds. A kobold stands about three feet in height, with a scaly hide of dark brown to rusty black, and glowing red eyes in a vaguely dog-like face. Kobolds tend to be cowards and whiners, but are quick to turn on their enemies when they find themselves with an advantage of numbers or position. Due to their lack of physical prowess, kobolds specialize in dirty tricks, distractions, and traps, using these to incapacitate or distract larger foes.

Kobolds strive to be taken seriously by larger races, and often try to make up for their shortcomings with ferocity and tenacity. Kobold PCs are unusual examples of the race, but even the most pleasant kobolds are still mean-spirited and spiteful from time to time.

Lizard man

A lizard man is a reptilian humanoid standing between six and seven feet tall. They weigh between 200 and 250 pounds, and their hides are covered with tough scales of dark green to brown. Lizard men have long, dangerous claws and thick, powerful tails up to four feet in length. They are exceptional swimmers and can hold their breath twice as long as most other air-breathing creatures, but they are slow and somewhat clumsy on land.

Generally, lizard men are dim savages who have not even mastered the use of the most basic tools and weapons, but PC lizard men are members of a more advanced variety that is capable of using weapons and armor. Despite this, lizard men are barbarians by any definition of the word, and human society and behavior is baffling to them. Unlike some other barbarians, lizard men are likely to react to this with violence instead of curiosity.

Minotaur

These are not the minotaurs of the Dragonlance® game setting, but instead standard minotaurs as described in the Monstrous Manual. Most are cursed humans, or the offspring of minotaurs and humans. Minotaurs are powerfully built and tower more than seven feet in height, with the head of a bull and the body of a human male. Minotaurs revere physical strength above all else, and they believe that the strong should naturally rule the weak. Minotaurs view surrender as an admission of weakness, and are likely to fight to the death regardless of the circumstances.

Many minotaurs are brutal savages, but they are not always mindless killers. They are ruthless, harsh, and stubborn, but they can be surprisingly intelligent and introspective.

Mongrelman

Mongrelmen combine the worst features of many species, including humans, orcs, gnolls, ogres, bugbears, and more questionable heritages. No two look alike, but all appear to be poorly constructed combinations of various humanoid races, with misshapen limbs of different shapes and proportions. Without exception, mongrelmen are hideously ugly, and most are ashamed of their appearance and go to great lengths to conceal their bodies from others.

Mongrelmen are often enslaved by evil societies, and ostracized even by good ones. Without a place in the world, they have developed great patience and a surprising degree of human kindness and compassion within their misshapen forms. They tend to avoid bloodshed when they can, staying in the shadows and living by petty theft and scavenging.

Ogre

Ogres are great brutes standing more than nine feet tall, with thick torsos, heavy limbs, stringy hair, and warty hides. They are usually ill-tempered beings who enjoy violence for its own sake, indulging in all manner of cruelty to entertain themselves. Ogres are extremely strong and hardy, but their lack of mental prowess is the stuff of legend.

Ogres live by raiding and scavenging, taking what they want from those too weak to defend themselves. A player character ogre is rare in the extreme—the intelligence and character necessary to rise beyond the petty cruelties and appetites of their kind just isn't found in many ogres.

Orc

Orcs resemble primitive humans, with gray-green skin and coarse hair. They stoop slightly, have low, jutting foreheads, snouts, canine teeth, and short pointed ears. They stand between five and a half and six feet tall, and often have powerful, stocky builds. Orcs are aggressive hunters and raiders who constantly seek to expand their territory at the expense of their neighbors.

Orcs respect skill in battle, and from time to time an orc champion approaches human standards of bravery and honor in battle. A player character orc is one of these heroes. Even the best orcs are quick to take offense and are somewhat bloodthirsty.

Satyr

The half-human, half-goat satyrs are a race of pleasure-loving beings, Like the sylvan

locations they dwell in, satyrs are personifications of nature, embodiments of all that is wild and carefree. Satyrs have the head, torso, and arms of a human, with the hind legs of a goat. Two sharp black horns jut through the coarse, curly hair on top of the head. They love to spend their days and nights in sport, and they never miss an opportunity to chase after wood nymphs or other comely creatures.

Satyrs are an inoffensive race—they just want to have fun. And when one takes up the life of an adventurer, he's usually looking for entertainment. They don't understand seriousness or violence, and while they can fight with the best, they're more likely to view a battle as just another kind of contest or game. Satyrs are very impulsive, and are generally unreliable companions despite their good intentions.

Swanmay

Swanmays are human females who are gifted with the magical power to transform themselves into swans. In human form, they are indistinguishable from other people, although they're frequently women of striking looks and grace. In swan form, they are great white birds of extraordinary beauty. All swanmays carry a magical token of some kind—a ring, cloak, or belt, for instance—that allows them to change shape.

Swanmays belong to a special sisterhood of druids and rangers, living in communal lodges in hidden forests. Their homes are always near silent lakes or marshes. They oppose poachers, raiders, and others who disturb the natural order of the land, and they act as friends and protectors of the forest folk. Many swanmays give up routine adventuring to guard their homes against the forces of evil, but a few—player character swanmays—wander the land to fight evil wherever they find it.

Thri-kreen

The thri-kreen are a race of large, intelligent insects often referred to as mantis warriors. They roam the deserts and savannas, existing as nomadic hunters. Mature thri-kreen are roughly seven feet tall at the shoulder, with six limbs and a tough, sandy-colored exoskeleton. They have black compound eyes, short antennae, and a complicated jaw structure. The thri-kreen's uppermost four limbs are equipped with opposable claws that can grasp tools or weapons, or serve as weapons themselves. The thri-kreen language is made up of clicks and grindings, and they have difficulty learning the common tongue.

Thri-kreen are organized into hunting packs, and they constantly roam their territory. It's unusual for a thri-kreen to leave its pack-mates and travel alone, and even more unusual for one to take up with others not of its kind. A PC thri-kreen has probably lost its true family in some disaster or another, and accepts its companions as a substitute family.

Wemic

Wemics are part human and part lion, combining the two as centaurs combine human and horse. The wemic's leonine body has a human torso where the lion's neck and head would be. The leonine body is covered with dusky golden fur, with a white underbelly, while the human half tends toward a tawny skin tone and a slight catlike cast to the face and eyes. Wemics are aboriginal nomads who live through hunting—they use fire and craft weapons and tools, but rarely build any kind of permanent dwelling. Wemics

believe that everything in the world is a living thing, from the skies to the sun or earth, and they are very superstitious.

Wemics are playful and curious as cubs, and a small number never grow out of this stage. Wemic adventurers are most often characters of this sort, although other wemics may choose to trade with humans or sell their services as guides, and come into contact with a player character party in that fashion.

Racial Abilities and Restrictions

Naturally, each of the unique races described in this section have their own special powers, benefits, and hindrances. When a player selects a character, he must accept the standard abilities and restrictions of that race—there are no optional variations or abilities, such as those described for dwarves, elves, or the other standard demihuman races. The racial abilities are summed up on the chart below.

Race	**AC**	**hp**	**MV**	**Natural Attacks**	**Characteristics**
Aarakocra	7	+0	6, Fl 36(C)	1d3/1d3/1d3 (talons, beak)	a, y, ff
Alaghi	4	+9	12	2d6 (fist)	b, c, ff, z
Bugbear	10	+3	9	—	d, e, z
Bullywug	6	+0	6, Sw 15	—	a, c (75%), e, f, g, aa
Centaur	5	+4	18	1d6/1d6 (hooves)	a, z, ff
Flind	10	+2	12	—	c
Giff	6	+4	6	2d6 (head butt)	s (10%), z
Githzerai	10	+0	12	—	d, s
Gnoll	10	+2	12	—	cc
Goblin	10	+0	6	—	d, h (25%), bb, cc
Hobgoblin	10	+0	9	—	d, h(40%), i(40%), j(40%),cc
Kobold	10	+0	6	—	d, k, bb, cc
Lizard man	5	+0	6, Sw 12	1d3/1d3/1d6 (claws, tail)	f, aa
Minotaur	6	+6	12	2d6 (head butt)	d, l, m, n, o, z
Mongrelman	5	+0	9	—	c (80%), p, q, dd
Ogre	5	+4	9	—	z
Orc	10	+0	12	—	d, h(35%), i(25%), bb, cc
Satyr	5	+0	18	2d4 (head butt)	c (90%), d, l, r, ee
Swanmay	7	+0	15, Fl 19(D)	—	x
Thri-kreen	5	+0	18	1d4 (x4), 2–5 (claws, bite)	g, t, u, v, w, ff
Wemic	6	+5	12	1d4/1d4 (claws)	g (50'), z, ff

AC is the creature's natural Armor Class. If the creature wears armor that is superior to its natural defenses, it may use the better value as its AC. If the creature wears armor that is inferior to its natural AC, its AC improves by only 1 place. For example, a lizard man (AC 5) in leather armor (AC 8) is actually AC 4, since the leather armor provides a small

measure of extra protection. However, a lizard man in plate mail (AC 3) is AC 3.

HP is the creature's bonus hit points at first level. After the character determines his hit points normally for his class and level, he may add this number to his hit point total.

MV is the creature's normal movement rate while unencumbered. Several monstrous character races allow flying or swimming as alternative means of movement.

Natural attacks describe any natural attacks the character can make without any weapons. Generally, a character must choose to either use his natural attacks or fight with a weapon in a round, but there are three exceptions: centaurs and wemics can attack with a weapon and use their natural attacks at the same time, and thri-kreen can attack with a weapon and use their bite at the same time.

Chapter 4: Character Classes

The next step in creating a Player's Option hero is choosing a vocation. There are four basic types of characters in the AD&D game: warriors, wizards, priests, and rogues.

Each character receives a number of points to spend on class abilities. That means priests of the same faith no longer are carbon copies of each other. Warriors can have widely varying skills. Characters are limited only by their players' imaginations.

Character points are used to purchase skills, and the number of points available vary with classes.

Character classes share common terminology. Three of the most-used terms are:

Experience points—the measure of a character's learning. They are awarded by the DM after each adventure in response to a character's actions and accomplishments. When a character gains enough experience points, he advances a level and his abilities improve.

Level—refers to the stage of the character's development in his class. A beginning character is first level. When the character earns enough experience points, he advances to second, then third, and so on. Different classes advance at different rates.

Prime requisite—is the term that refers to the ability score most important to a particular class. For example, Strength is the prime requisite for fighters. A character needs to meet all ability score and prime requisite requirements to become a member of a certain class. Some classes have more than one prime requisite. Any character with a prime requisite score of 16 or greater receives an extra 10% bonus to experience point awards.

Warriors

Warriors make their way in the world by the strength of their muscles and the swiftness of their swords. Warrior classes include the fighter, paladin, and ranger. Using the Player's Option system, all members of the warrior group:

- Have the ability to select any weapon and wear any type of armor available in the

campaign.

- Roll d10s to determine their hit points from 1st to 9th level. Thereafter, they gain three hit points per level.
- Are prevented from using certain magical items.
- Can become proficient in "shield," which grants them an Armor Class bonus. See the proficiencies section for more details.
- At higher levels make additional melee attacks in a combat round. The chart below details this progression.

Table 18: Warrior Melee Attacks By Level

Level	Attacks/Round
1–6	1/round
7–12	3/2 rounds
13+	2/round

Use the table below to determine the rate at which they advance in levels.

Table 19: Warrior 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

Fighter

Ability Requirements: Strength 9
Prime Requisite: Strength
Allowed Races: All

Fighters are experts with weapons, and they are often masters of tactics and strategy. Perseus, Hercules, Hiawatha, Beowulf, and Sinbad are fighters of legend. Hannibal, Alexander the Great, Charlemagne, and Spartacus are real-world warriors.

The principal attribute of a fighter is Strength, as he needs to heft and use his weapons and carry the weight of his armor for long periods. Good scores in Dexterity and Constitution also are desirable. Fighters can be of any alignment.

Building a Fighter with Character Points

Fighters have 15 character points to spend on abilities. Each of the abilities below cost 5 to 10 character points. Any unspent points can be used to acquire nonweapon proficiencies or saved for use during the game. A standard fighter spends his character points to acquire the abilities of weapon specialization and gaining followers.

1d12 for hit points (10): Instead of rolling a 10-sided die to determine initial hit points and how many new hit points the fighter receives at each level, a 12-sided dice is rolled instead.

Building (5): The knowledge to construct heavy war machines, siege engines, and siege towers.

Defense bonus (10): +2 bonus to Armor Class if unarmored and unencumbered.

Followers (5/10): By purchasing this skill, a fighter can gain followers as described in the *Player's Handbook* if he establishes a stronghold and is at least 9th level. If this is purchased as a 10-point ability, the fighter can attract followers whenever he establishes a stronghold, regardless of level. Refer to the warrior section of the *Player's Handbook* for more details on followers.

Increased movement (5): A fighter's base movement score is 15 rather than 12.

Leadership (5): The ability to lead large numbers of troops into battle. The fighter is able to take charge of up to 100 soldiers per level. He knows how to use messengers and signals, is familiar with military terminology, and understands the mechanics of moving a large number of men.

Magic resistance (10): Gain a 2% Magic Resistance for each level. For example, a 9th level fighter would have an 18% Magic Resistance score.

Move silently (10): A fighter with this ability has a chance to move silently like a thief. This chance is equal to his Dexterity score plus his level. For example, an 8th level fighter with a 17 Dexterity score has a 24% chance to move silently. The fighter cannot wear armor above studded leather. Look to the thief table for penalties for additional armor.

Multiple specialization (10): This ability can be taken in place of the 5-point ability to specialize in a single weapon. A fighter with this ability can specialize in as many weapons as he desires. The character point cost must be met for each individual specialization.

Poison resistance (5): Fighters with poison resistance gain a +1 bonus to all saving throws versus poison.

Spell resistance (5): Fighters with spell resistance gain a +1 bonus to all saving

throws versus spells.

Supervisor (5): The authority to supervise the construction of defensive works such as ditches, pits, fields of stakes, and hastily built wooden and stone barricades. With time permitting, the fighter also can supervise the building of semi-permanent fortifications.

War machines (5): The knowledge to operate heavy war machines and siege engines such as ballistae, catapults, rams, bores, and siege towers.

Weapon specialization (5): This fighter has the ability to specialize in a particular weapon. The character point cost for acquiring the specialization must also be met (see page 118).

Optional Restrictions

A fighter can gain bonus character points to spend on the above abilities by accepting a voluntary restriction on his normal abilities. The restrictions with their point values follow:

Limited armor (5/10/15): A fighter with this restriction is limited in his selection of armor. If the character is restricted to chain mail or lighter armor, this restriction gives him 5 CPs; if he is limited to studded leather or lighter armor, he gains 10 CPs; and if he cannot wear any armor at all, this restriction is worth 15 CPs. (The character can always use a shield.)

Limited weapon selection (5): A fighter with this restriction is limited in his choice of weapons. He can choose to gain proficiency only in melee weapons (no missile weapons allowed); he can choose to learn only cleric weapons (bludgeoning weapons); or he can choose to learn only thief weapons (club, dagger, dart, hand crossbow, knife, lasso, short bow, sling, broadsword, long sword, short sword, and staff).

Limited magical item use (5+): A fighter with this restriction distrusts magic and refuses to use certain categories of magical items. For each category that is barred to him, he gains 5 CPs . The categories are: potions, oils, and scrolls; rings, rods, staves, and wands, and miscellaneous magical items; weapons; and armor.

Paladin

Ability Requirements:	Strength 12
	Constitution 9
	Wisdom 13
	Charisma 17
Prime Requisite:	Strength, Charisma
Allowed Races:	Human

The paladin is a noble and heroic warrior—often literally the knight in shining armor—a symbol of all that is right, good, and just in the world. Examples of paladins include Sir Lancelot, Sir Gawain, Sir Galahad of King Arthur's Round Table, and Roland and the 12 Peers of Charlemagne. For more on these men, see *Charlemagne's Paladins* Historical Reference book for the AD&D game. Such a warrior has high ideals to maintain at all times.

Only humans can become paladins. A paladin must be lawful good in alignment. Any

paladin who changes alignment loses all his special powers. This loss might be temporary or permanent, depending on the circumstances. A paladin who consciously commits a chaotic act must find a lawful good cleric of at least 7th level, confess the act, and seek penance. If a paladin knowingly commits an evil act, the character's status as a paladin is forever lost. If such an act is committed by the paladin under duress (enchanted or controlled by magic), the loss of status remains in effect until the paladin completes a major quest for the cause of good. The paladin gains no experience points for this quest, but if successfully completed, he regains the status and powers of his paladinhood. All paladins have the following restrictions:

- Cannot possess more than 10 magical items. Further, these items must not exceed one set of armor, one shield, four weapons (magical arrows and bolts don't count), and four other objects.
- Can never retain wealth. He can keep enough treasure to support himself, pay his henchmen, and so on, but all excess monies must be donated to worthy causes. Other characters do not qualify as worthy causes. In addition, 10% of all treasure garnered must be given to a lawful good religious institution of the paladin's choice.
- Cannot attract a body of followers. However, he can hire soldiers and specialists—so long as those individuals are lawful good.
- Will not abide the company of those he knows to be evil. Those of other alignments will be tolerated as long as they behave themselves.

Paladins receive 60 character points with which to purchase class abilities. Each of the abilities below cost 5 to 10 character points. Any unspent points can be used to acquire nonweapon proficiencies or saved for use during the game. A standard paladin spends his character points to acquire the abilities of circle of power 5, curative 10, detection 5, faithful mount 5, healing 5, health 5, protection from evil 5, saving throw bonus 10, and turn undead 10.

Circle of power (5): If the paladin has a *holy sword*, he can project a circle of power 10' in diameter. This circle dispels hostile magic at a level equal to the experience level of the paladin

Curative (10): Cure diseases of all types once a week for every five experience levels. For example, a 10th level paladin can use his *cure disease* ability two times a week. (This ability is ineffective against lycanthropy.)

Detection (5): Detect evil monsters or creatures up to 60' away by concentrating. A paladin can do this as often as he wishes, but each use takes one round.

Faithful mount (5): The paladin can summon a special steed at 4th level. This faithful steed might not be a horse—it may be any creature the DM deems appropriate. This steed is bonded to the paladin. However, this steed does not simply appear when called. The paladin likely must find his mount in a memorable way, such as on a quest.

Healing (5): The ability to heal himself or another by the *laying on of hands* once a day. The paladin can restore two hit points per his experience level.

Health (5): Immunity to all forms of disease. (Paladins are not immune to lycanthropy and mummy rot.)

Poison resistance (10): The character gains a +1 bonus to all saving throws versus

poison.

Priest spells (10): The *Player's Handbook* states that at 9th level a paladin can cast priest spells from the following spheres: combat, divination, healing, and protection. However, by purchasing this ability, paladins can cast spells beginning at 4th level. Paladins do not gain extra spells for possessing high Intuition scores, nor can they cast spells from cleric or druid scrolls. The spell progression chart for paladins appears below.

Table 20: Paladin Spell Progression

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

* Maximum level of spell ability

Protection from evil (5): The paladin has a natural aura with a 10' radius. Within this aura, summoned or evil creatures suffer a –1 penalty to all attack rolls. Creatures affected by this aura know the paladin to be the source of their discomfort.

Resist charm (10): Paladins with this ability gain a +2 bonus to saving throws versus charm-like spells and abilities.

Saving Throw Bonus (10): Paladins with this ability gain a +2 bonus to all saving throws.

Turn undead (10): When the paladin attains 3rd level he can turn undead. This ability functions as if the paladin were a cleric two levels lower. For example, a 6th level paladin would turn undead as a 4th level cleric. See the Player's Handbook for information on turning undead.

Weapon specialization (10): This paladin can specialize in a particular weapon. The character point cost must be met in addition.

Optional Restrictions

A paladin can gain bonus character points to spend on the above abilities by accepting

voluntary restrictions on his warrior abilities. The restrictions are the same as those listed for Fighters.

Ranger

Ability Requirements:	Strength 13 Dexterity 13 Constitution 14 Wisdom 14
Prime Requisite:	Strength, Dexterity, Wisdom
Allowed Races:	Human, elf, half-elf

The ranger is a hunter and a woodsman who lives in the wilderness. Robin Hood, Orion, and Jack the Giant Killer all are examples of rangers. Rangers must be of one of these alignments: lawful good, neutral good, or chaotic good. They must abide by the following restrictions:

- Must retain his good alignment. If he intentionally commits an evil act, he loses all his ranger abilities and becomes a fighter of the same level. His ranger status never can be regained. If a ranger commits evil under duress or because he has no choice, he cannot gain experience points until he has cleansed himself. This may entail correcting the wrongs done by his evil act, avenging himself on those who forced him to the act, etc. The DM should determine the appropriate actions.
- Can retain only what treasure he and his mount can carry. All other treasure must be donated to a worthy cause.

Ranger characters receive 60 character points to purchase class abilities. Each of the abilities below costs 5 to 10 character points. Any unspent points can be used to acquire nonweapon proficiencies or saved for use during the game. A standard ranger spends his character points to acquire the abilities of empathy with animals, followers, hide in shadows, move silently, priest spells, special enemy, two-weapon style, and tracking proficiency.

Table 21: Rangers' Spell-Casting Abilities

Ranger	Casting	Spell level		
Level	**Level**	**1**	**2**	**3**
8	1	1	—	—
9	2	2	—	—
10	3	2	1	—
11	4	2	2	—
12	5	2	2	1
13	6	3	2	1
14	7	3	2	2
15	8	3	3	2
16	9*	3	3	3

* Maximum spell ability

Table 22: Ranger Abilities By level

Ranger's Level	Hide in Shadows**	Move Silently
1	10%	15%
2	15%	21%
3	20%	27%
4	25%	33%
5	31%	40%
6	37%	47%
7	43%	55%
8	49%	62%
9	56%	70%
10	63%	78%
11	70%	86%
12	77%	94%
13	85%	99%*
14	93%	99%*
15	99%*	99%*

* Maximum percentile score
** Also used to determine the character's climbing score.

Bow bonus (5): A ranger with this ability gains a +1 attack bonus when using any type of bow.

Climbing (10): A ranger can climb trees, cliffs, and other natural formations. The ranger's climbing score is equal to his Dexterity/Balance score plus the hide in shadows percentage (see Table 22) for a character of his level. Note that a ranger does not have to have the hide in shadows ability to have a climbing ability, the two skill simply use similar numbers.

Detect noise (10): As the thief ability. Use the ranger's Intuition score plus his move silently percentage to determine his chance for success.

Empathy with animals (10): When dealing with a domestic or non-hostile animal, the ranger can approach and befriend it automatically. The ranger also can discern the health and nature of such animals. When approaching wild animals or those trained to attack, the animal must make a saving throw vs. rods to resist the ranger's friendly overtures. There is a –1 penalty to the roll for every three experience levels of the ranger. For example, if the approaching ranger is 7th level, the animal's saving throw penalty is –2. If the animal fails the save, the ranger can adjust the animal's reaction by one category.

Find and remove wilderness traps (10): These traps include pits, snares, etc. A ranger's chance for success is equal to his move silently percentage. See the table farther below.

Followers (10): At 10th level, the ranger attracts 2d6 followers. Use Table 19 in the Player's Handbook to determine what kind of creatures the ranger attracts. The ranger

does not need to build a stronghold or fort.

Hide in Shadows (5): A ranger can hide in shadows, as the thief ability, in natural surroundings if he is wearing studded leather or lighter armor. See Table 22 for the ranger's chance of success. The ranger also can attempt to use this ability in other settings, but his chance of success is halved

Move silently (5): A ranger can move silently, as the thief ability, in natural surroundings if he is wearing studded leather or lighter armor. See Table 22 for the ranger's chance of success. The ranger also can attempt to use this ability in other settings, but his chance of success is halved.

Pass Without Trace (10): By selecting this ability at character creation, a ranger gains the druid ability to *pass without trace* once a day.

Priest spells (10): Starting at level eight, a ranger can learn priest spells of the plant and animal spheres. He follows the normal rules for priest spells, though he does not gain extra spells for a high Wisdom/Intuition score. A ranger cannot use clerical scrolls. The ranger's spell progression is presented on Table 21.

Sneak attack (10): If a ranger successfully moves silently and hides in shadows, he can sneak-attack in natural settings, as the thief's backstab ability. The ranger strikes and does backstab damage as a thief of the same level.

Speak with animals (5): Once a day a ranger can *speak with animals*, as the spell.

Special enemy (10): Rangers focus their efforts on one exceedingly bothersome type of creature. A ranger must choose his special enemy before reaching 2nd level. Sample enemies include orcs, trolls, bugbears, and lizard men. The DM must approve the player's choice. From that point on, the ranger gains a +4 bonus to his attack rolls when encountering that type of creature. The ranger can attempt to hide the enmity he feels for these creatures, but he suffers a –4 penalty on reaction rolls vs. that type of creature. Further, the ranger should seek out such creatures over other foes in combat, unless there is some greater danger.

Tracking proficiency (5): The ranger gains the tracking proficiency, and the character's tracking skill automatically improves by +1 for every three levels. For example, a 10th level ranger improves his tracking score by +3.

Two-weapon style (5): A ranger can fight with two weapons and suffer no penalties to his attacks rolls. No shield can be used when a ranger fights in this manner. If the ranger wears armor heavier than studded leather, the standard penalties fro two-weapon fighting apply.

Weapon specialization (10): This ranger can specialize in a particular weapon. The character point cost must be met in addition.

Optional Restrictions

A ranger can gain bonus character points to spend on the above abilities by accepting voluntary restrictions on his warrior abilities. The restrictions are the same as those for Fighters.

Rogues

Rogues are scoundrels, living by their wits day to day—often at the expense of others. Not all rogues are outright criminals, but many of them possess a shady past they'd rather not have made public. Rogues have several special abilities, the success of

which is determined by using percentile dice. Refer to the rogue section of the *Player's Handbook* for more information. There are two classes of rogues—thieves and bards. Both use the following table to dictate their level advancements. All rogues roll 1d6 for their hit points from 1st through 10th level. After that, rogues add 2 hit points per level.

Thief

Ability Requirements: Dexterity 9
Prime Requisite: Dexterity
Allowed Races: All

The profession of thief is not a particularly honorable one. However, many famous folk heroes have been thieves, robbing from the corrupt and wealthy and giving to the poor and hungry. The thief can be a romantic figure, even a swashbuckling one. Examples are Oliver Twist, Hanse Shadowspawn, Ali Babba, Aladdin, and Bilbo Baggins.

Thieves are limited in their selection of weapons to: club, dagger, dart, hand crossbow, knife, lasso, short bow, sling, broad sword, long sword, short sword, and staff.

Table 23: Rogue Experience Levels

Level	Rogue	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

Thieves receive 80 character points to spend on skills from the following list. Skills cost 5 to 15 points. Any unspent points can be used to acquire nonweapon proficiencies or saved for use during the game. Many of the skills can be improved as thieves advance levels. This is explained after the skill section.

Skills marked with an asterisk (*) can be improved as a thief advances in level. Refer to the appropriate table.

Backstab (10): Thieves are practiced in the art of quietly eliminating guards and sentries. If a thief strikes a target from behind with surprise, the thief gains a +4 bonus on his attack roll, and the blow does additional damage. Table 24 defines the extra damage:

Table 24: Backstab Damage Multiplier

Thief's Level	Damage Multiplier
1–4	x2
5–8	x3
9–12	x4
13+	x5

Bribe* (5): A thief can bribe an official with gifts of money or merchandise. Only one bribe can be attempted per target. If the attempt fails, the DM should make a reaction roll for the target to determine how he counters the bribe.

Climb walls* (5): This skill lets thieves climb smooth or vertical surfaces.

Defense bonus (10): +2 bonus to Armor Class when unarmored and unencumbered.

Detect illusion* (10): Thieves can see detect illusions within their line of sight, up to 90 feet away. They perceive the illusion as a translucent image, seeing through it as though it were a light mist.

Detect magic* (10): Thieves can spot magical radiations within their line of sight, up to 60 feet away. They can determine the intensity of the magic—dim, faint, moderate, strong, and overwhelming.

Detect noise* (5): This is the ability to hear sounds others usually can't.

Escaping bonds* (10): There comes a time in every thief's career when his luck runs out and the he is apprehended. The ability to escape bonds such as ropes, leather thongs, manacles, chains, and even straight jackets is a feat of contortion and determination. The thief must roll to break every device binding him. If he's tied at the wrists and at the ankles, then he must make two successful rolls to free himself. This skill takes five rounds to use. A thief might hurry his efforts, but he suffers a –5% penalty for each round he tries to shave. Locked items also require the thief to successfully pick the locks. A failure on any attempt means that the thief cannot loose that bond or pick the lock.

Find/remove traps* (10): Many people try to protect their important belongings from thieves with small mechanical traps or alarms. As a result, thieves have developed skills to find and disarm these traps.

Followers (5/10): By purchasing this skill, a thief can gain followers as described in the *Player's Handbook* if he establishes a stronghold and is at least 10th level. If this is purchased as a 10-point ability, the thief can attract followers whenever he establishes a stronghold, regardless of level. Refer to the thief section of the Player's Handbook for more details on followers.

Hide in shadows* (5): A thief can attempt to disappear in shadows, bushes, and crannies. A successful thief will be effectively invisible as long as he remains all but motionless. Slow, deliberate movements are allowed.

Move silently* (5): This is the ability to move without making noise. The movement

rate of a thief attempting this is reduced to 1/3 his normal rate.

Open locks* (10): A thief can try to pick all types of locks using skill, tools, finesse, and luck. If a thief fails to open a lock, he cannot attempt to open that lock again until advancing a level.

Pick pockets* (10): A thief uses this skill to pilfer small items from the pouches, pockets, belts, sleeves, packs, etc. of others. A failed attempt means the thief did not come away with an item, but it does not indicate the thief was caught in the act. To determine if a thief's attempt was noticed, subtract three times the victim's experience level from 100. If the thief's roll was equal to or higher than this number, the attempt was noticed. For example, if the thief tried to pick the pocket of a 5th level fighter and failed—and the thief's roll was 85 or higher—the thief is noticed. (5x3 = 15. 100–15 = 85.)

Read languages* (5): A thief needs every edge he can get, and the ability to read languages can help.

Scroll use (5/10): At 10th level, a thief can use magical spell scrolls. By purchasing this skill as a 10-point ability, he has a chance to read scrolls at any level. If a thief fails to accurately read the scroll, usually something detrimental occurs, such as the spell backfiring. Consult Table 25 for the thief's chance to read a scroll:

Table 25: Thief Scroll Use

Thief Level	% Chance
1–2	10%
3–4	20%
5–6	30%
7	40%
8	50%
9	60%
10	70%
11+	80%

Thieves' cant (5): Thieves use slang terms when referring to their illegal operations. This lets them converse about such dealings in the open without others knowing what they are talking about.

Tunneling* (10): A thief might need to dig a tunnel to get to a cache of riches. His success at tunneling depends on several factors. The tunneling table below shows the time required to dig through 10 feet of earth with adequate tools. Every 10 feet, the thief must make a skill check, failure meaning that the front of the tunnel collapses. It can be re-dug at the loose earth rate.

Table 26: Tunneling

Type of earth	Modifier	Time
Sand/loose earth	–10%	5 hours
Packed earth	—	10 hours
Rock	+10%	30 hours

Table 27: Thieving Skill Base Scores

Skill	Base Chance
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%
Detect magic	5%
Detect illusion	10%
Bribe	5%
Tunneling	15%
Escape bonds	10%

Weapon specialization (15): This thief can specialize in a particular weapon. The character point cost for gaining proficiency and specialization in the weapon must be met in addition.

Skill points: After a thief's skills are selected, consult the thieving tables to determine base scores for certain abilities and how to modify those abilities based on race, Dexterity, and armor or lack thereof.

Next, allocate 60 additional discretionary points among the thief's "scored" skills. These skills include: pick pockets, open locks, find/remove traps, move silently, hide in shadows, detect noise, climb walls, read languages, detect magic, detect illusion, bribe, tunneling, and escape bonds.

Further, each time a thief advances a level, he is awarded 30 discretionary points to divide among those abilities.

Table 28: Thieving Skill Racial Adjustments

Skill	Dwarf	Elf	Gnome	Half-elf	Half-orc	Halfling	Human
Pick Pockets	—	+5%	—	+10%	—	+5%	—
Open Locks	+10%	–5%	+5%	—	—	+5%	—
Find/Remove Traps	+15%	—	+10%	—	+5%	+5%	—
Move Silently	—	+5%	+5%	—	—	+10%	—
Hide in Shadows	—	+10%	+5%	+5%	—	+15%	—
Detect Noise	—	+5%	+10%	—	+5%	+5%	—
Climb Walls	–10%	—	–15%	—	—	–15%	—
Read Languages	–5%	—	—	—	—	–5%	—
Detect Magic	+5%	+10%	+5%	+5%	—	+5%	—
Detect Illusion	+5%	—	+10%	+5%	–5%	—	—
Bribe	–5%	+15%	+5%	+5%	+10%	—	—
Tunneling	+10%	–10%	+5%	–5%	—	+5%	—
Escape Bonds	—	—	—	—	—	+10%	—

Table 29: Thieving Skill Dexterity Adjustments

	Aim, Balance, or Dexterity											
Skill	**9**	**10**	**11**	**12**	**13–15**	**16**	**17**	**18**	**19**	**20**	**21**	**22**
Pick Pockets	–15%	–10%	–5%	—	—	—	+5%	+10%	+15%	+20%	+20%	+25%

Open Locks	–10%	–5%	—	—	—	+5%	+10%	+15%	+20%	+20%	+25%	+25%
Find/Remove Traps	–10%	–10%	–5%	—	—	—	—	+5%	+10%	+15%	+20%	+20%
Move Silently	–20%	–15%	–10%	–5%	—	—	+5%	+10%	+15%	+15%	+20%	+20%
Hide in Shadows	–10%	–5%	—	—	—	—	+5%	+10%	+15%	+20%	+25%	+30%
Climb Walls	–10%	–5%	—	—	—	—	+5%	+10%	+15%	+20%	+20%	+25%
Tunneling	–10%	–5%	—	—	—	—	—	+5%	+10%	+15%	+20%	+30%
Escape Bonds	–15%	–10%	–5%	—	—	—	+5%	+10%	+15%	+20%	+25%	+30%

Table 30: Thieving Skill Armor Adjustments

Skill	No Armor	Elven Chain	Padded or Studded Leather
Pick Pockets	+5%	–20%	–30%
Open Locks	—	–5%	–10%
Find/Remove Traps	—	–5%	–10%
Move Silently	+10%	–10%	–20%
Hide in Shadows	+5%	–10%	–20%
Detect Noise	—	–5%	–10%
Climb Walls	+10%	–20%	–30%
Tunneling	+10%	–5%	–10%
Escape bonds	+5%	–5%	–5%

Bard

Ability Requirements: Dexterity 12
Intelligence 13
Charisma 15
Prime Requisite: Dexterity, Charisma
Allowed Races: Human, half-elf

AD&D game bards are loosely derived from Celtic poets who sang their tribes' histories. Examples include the Pied Piper of Hamelin, Alan-a-Dale, Will Scarlet, and Homer. A bard should be glib of tongue, light of heart, and fleet of foot.

A bard is a jack-of-all-trades, but a master of none. He fights as rogue, but he can use any weapon. A bard can wear any armor up to, and including, chain mail, but he cannot use a shield.

All bards are skilled singers, vocalists, and musicians. A bard character automatically begins play with the proficiencies of Singing and Musical Instrument, in the instrument of the player's choice. The character does not have to expend character points for these bonus proficiencies, but he may choose to use CPs to increase his level of skill by raising his proficiency scores or acquiring the appropriate traits (see Chapter Six).

Bards have 70 character points to spend on skills from the following list. Skills costs 5 to 15 points. Any unspent points can be used to acquire nonweapon proficiencies or saved for use during the game. Many of the skills can be improved as bards advance levels. This is explained after the skill section.

Table 31: Bard Scroll Use

Bard Level	% Chance
1–2	10%
3–4	20%
5–6	30%
7	40%
8	50%
9	60%
10	70%
11+	80%

Table 32: Bard Spell Progression

Bard	Spell level					
Level	**1**	**2**	**3**	**4**	**5**	**6**
1	—	—	—	—	—	—
2	1	—	—	—	—	—
3	2	—	—	—	—	—
4	2	1	—	—	—	—
5	3	1	—	—	—	—
6	3	2	—	—	—	—
7	3	2	1	—	—	—
8	3	3	1	—	—	—
9	3	3	2	—	—	—
10	3	3	2	1	—	—
11	3	3	3	1	—	—
12	3	3	3	2	—	—
13	3	3	3	2	1	—
14	3	3	3	3	1	—
15	3	3	3	3	2	—
16	4	3	3	3	2	1
17	4	4	3	3	3	1
18	4	4	4	3	3	2
19	4	4	4	4	3	2
20	4	4	4	4	4	3

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

Alter moods (5): When performing before a non-hostile group, the bard can alter the group's mood. This can be achieved via an inspiring poem, a tragic tale, a collection of jokes, or a lively tune. Everyone hearing the bard's performance must make a saving throw vs. paralyzation. For every three experience levels the bard possesses apply a –1 modifier to each roll. If the save fails, the group's current attitude can be shifted one level in the direction chosen by the bard. See the reactions section of the *Dungeon Master Guide* for more details.

Animal friendship (10): Once a day, the bard can cast the equivalent of an *animal*

friendship spell by singing a soothing song.

Charm resistance (5): Bards with this ability gain a +1 bonus to all saving throws versus charm-like spells and effects.

Climb walls* (5): This skill lets bards climb smooth or vertical surfaces.

Counter effects (10): Bards are able to counter the effects of songs and music used as magical attacks by performing a counter song. All characters within 30' of the bard are immune to such attacks. For example, the bard's adventuring party would be immune to the effects of a harpy's song. The bard can perform no actions other than a slow walk while countering magic with his music. If he is struck in combat or fails any saving throw, the effect of his counter song ends. More details of this power can be found in the *Player's Handbook.*

Detect magic* (10): Bards can spot magical radiations within their line of sight, up to 60 feet away. They can determine the intensity of the magic—dim, faint, moderate, strong, and overwhelming.

Detect noise* (5): This is the ability to hear sounds others usually can't.

History (10): In his travels, a bard learns a great many things. The bard can read and write his native language and knows his area's local history. In addition, a bard has a 5% chance per level to identify the general purpose, function, and history of any magical item he comes across. The bard need not touch the item, but he must examine it closely.

Pick pockets* (10): A bard uses this skill to pilfer small items from the pouches, pockets, belts, sleeves, packs, etc. of others. A failed attempt means the bard did not come away with an item, but it does not indicate the bard was caught in the act. To determine if a bard's attempt was noticed, subtract three times the victim's experience level from 100. If the bard's roll was equal to or higher than this number, the attempt was noticed. For example, if the thief tried to pick the pocket of a 7th level wizard and failed—and the thief's roll was 79 or higher—the thief is noticed. (7x3 = 21. 100–21 = 79.)

Rally friends (5): The bard can inspire his compatriots who are about to enter battle. If the bard knows the nature of the threat they face, the bard can spend three full rounds rallying his friends with one of the following effects: a +1 bonus on attack rolls, a +1 bonus to saving throws, or a +2 bonus on Morale rolls during the upcoming battle. The range is 10' per level of the bard, and the duration is one round per level of the bard.

Read languages* (5): A bard needs every edge he can get, and the ability to read languages could put him ahead of his competitors.

Sound resistance (5): Bards gain a +2 bonus to saving throws vs. sound-based magical attacks such as: harpy's song, dragonne's roar, sphinx's roar, the shout spell, yeth hound howl, and sirine song.

Scroll use (5/10): At 10th level, any bard can use magical spell scrolls. By purchasing this skill as a 10-point ability, he has a chance to read scrolls at any level. If a bard fails to accurately read the scroll, usually something detrimental occurs, such as the spell backfiring. Consult Table 31 for the bard's chance to read a scroll.

Weapon specialization (10): This bard can specialize in a particular weapon. The character point cost must be met in addition.

Wizard spells (10): Bards are dabblers in magic, studying it in a rather disorganized fashion. They cannot specialize in a school of magic. They can cast spells once they reach 2nd level, and they begin with one to four spells in their spell books. A bard's

spell-casting level is equal to his actual experience level. The bard's spell progression chart follows.

After a bard's skills are selected, consult the table below to determine base scores. If the bard has skills from the table, record the appropriate scores. These skills can improve as the bard gains levels.

Skill points: Next, allocate 20 discretionary points among the bard's "scored" skills. If the bard possesses only one of those skills, all 20 points are allotted to it. If the bard did not select any of those skills, the 20 points can be spent on nonweapon proficiencies or saved for use during the game.

Each time a bard advances a level, he is awarded 15 discretionary points to divide among those abilities.

Table 33: Bard Skill Base Scores

Climb walls	Hear noise	Pick pockets	Read languages	Detect magic
50%	20%	10%	5%	10%

Priests

A priest is a follower and advocate of a particular fantasy deity—most often one of a group, or pantheon, of deities. He acts in a manner appropriate to his deity, and uses his powers and skills to help others advance the beliefs of his religion.

All priest characters can cast spells granted them by their deity, wear many types of armor, and use many weapons.

Priest spells are divided into Spheres of Influence, which mirror the interests of the priest's deity. A priest either has Major or Minor access to a sphere. Major access means that a priest potentially can cast any spell in that sphere. Minor access indicates that the priest can cast only first- through third-level spells from that sphere. The spell progression for a priest is presented below.

Clerics

Ability Requirements: Wisdom 9
Prime Requisite: Wisdom
Allowed Races: All

Clerics are the most common type of priest character, and they generally are good-aligned. Clerics are sturdy soldiers in the service of their deity. They can wear any type of armor and carry a shield, but they are restricted to using only blunt, bludgeoning weapons. They can use many magical items, including magical versions of their armor and weapons.

Spells are the cleric's primary tool. Normally, a cleric spends character points to gain major access to the spheres of all, astral, charm, combat, creation, divination, guardian, healing, necromantic, protection, summoning, and sun, as wall as minor access to the elemental sphere.

Table 34: Priest Spell Progression

Priest	Spell level

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

* Usable only by priests with 17 or greater Wisdom scores
** Usable only by priests with 18 or greater Wisdom scores
All priests gain 1d8 hit points for levels 1–9. Thereafter, priests earn 2 hit points per level.

Table 35: Priest Experience Levels

Level	Cleric	Druid	Hit dice (d8)
1	0	0	1
2	1,500	2,000	2
3	3,000	4,000	3
4	6,000	7,500	4
5	13,000	12,500	5
6	27,500	20,000	6
7	55,000	35,000	7
8	110,000	60,000	8
9	225,000	90,000	9
10	450,000	125,000	9+2
11	675,000	200,000	9+4
12	900,000	300,00	9+6
13	1,125,000	750,000	9+8
14	1,350,000	1,500,000	9+10
15	1,575,000	3,000,000	9+12
16	1,800,000	3,500,000	9+14

17	2,025,000	500,000*	9+16
18	2,250,000	1,000,000	9+18
19	2,475,000	1,500,000	9+20
20	2,700,000	2,000,000	9+22

* See the Player's Handbook section on hierophant druids.

A cleric receives 125 character points to spend on skills and abilities from the following list. Skills cost 3 to 15 points. Any unspent points can be used to acquire nonweapon proficiencies or saved for use during the game.

Access to spheres: Access to a sphere of spells costs 3 to 15 character points, as shown on the table below:

Sphere	Minor	Major	Sphere	Minor	Major
All	3	5	Healing	5	10
Animal	5	10	Law	5	10
Astral	3	5	Necromantic	5	10
Chaos	3	5	Numbers	5	10
Charm	5	10	Plant	5	10
Combat	5	10	Protection	5	10
Creation	5	10	Summoning	5	10
Divination	5	10	Sun	3	5
Elemental	10	15	Thought	5	10
Air	3	5	Time	5	10
Earth	3	5	Travelers	3	5
Fire	3	5	War	3	5
Water	3	5	Wards	5	10
Guardian	3	5	Weather	3	5

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

Detect evil (10): Clerics with this ability can see emanations of evil from creatures or objects within a path 10 feet wide by 60 feet long. It takes one round to scan a direction, and the cleric cannot be attempting other actions.

Detect undead (10): Clerics can detect all undead within a path 10 feet wide by 60 feet long. It takes one round to scan a direction, and the cleric cannot be attempting other actions. Clerics cannot detect undead through stone or other thick materials.

Expert healer (5): This ability allows the character to cast one *cure light wounds* spell a day in addition to the number of spells the priest can normally cast.

Followers (5/10): By purchasing this skill, a cleric can gain followers as described in the *Player's Handbook* if he establishes a stronghold and is at least 8th level. If this is purchased as a 10-point ability, the cleric can attract followers whenever he establishes a stronghold, regardless of level. Refer to the priest section of the Player's Handbook for more details on followers.

Hit point bonus (10): Clerics with this ability use 1d10 to determine their hit points rather than 1d8.

Know alignment (10): This ability allows the character to cast the *know alignment* spell once a day. This is in addition to the number of spells the priest can normally cast.

Resist energy drain (5): Priests with this ability gain a +1 bonus to saving throws vs. the energy drain spell and the level-draining attacks of undead. If the attack does not normally allow a saving throw, this ability has no effect. This ability's saving throw bonus does apply to characters protected by the negative plane protection spell.

Spell duration increase (10): The duration of all non-instantaneous spells cast by the cleric increases by 1 round for every two experience levels of the cleric. For example, a 6th level cleric has his spells' durations increased by 3 rounds.

Turn undead (10): The cleric is granted power over undead, such as zombies, skeletons, vampires, and liches. Clerics can drive away these creatures, and as clerics advance in faith and experience levels, they can destroy some forms of undead. Below is the chart for turning undead.

Warrior-priests (10): Priests who select this ability use the warrior Strength and Constitution bonuses for exceptional scores. For example, a priest could have an 18/30 Strength, and he could gain bonus hit points for having a Constitution score greater than 16.

Weapon allowance (5): A priest with this ability can choose a favored edged weapon of his deity. For example, a cleric of the elven deity Corellon Larethian could use a long sword, or a priest of the Norse god, Odin might wield a spear. The character must still purchase proficiency in the allowed weapon.

Weapon specialization (15): This priest can specialize in a particular weapon. The character point cost must be met in addition.

Wizardly priests (15): These priests gain access to one school of wizard spells and can cast them as if they were clerical spells. The priests must continue to observe the number of various level spells they can cast each day.

Table 36: Turning Undead

Type or Hit Dice	Level of Priest											
of Undead	**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 3–4 HD	19	16	13	10	7	4	T	T	D	D	D*	D*
Wight or 5 HD	20	19	16	13	10	7	4	T	T	D	D	D*
Ghast	—	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

T = automatically turns that type of undead, D= destroys that type of undead.
D* =an additional 2d4 creatures are turned

Specialty Priests

Specialty priests are encountered in campaigns where DMs develop or import a mythos or a particular pantheon of deities. The many possible types of specialty priests go beyond the scope of this book. However, players and DMs interested in designing these priests should consult the *Player's Handbook*, the *Complete Priests Handbook*, and the *Legends & Lore* book. One example of a specialty priest, the druid, is presented below.

Druids

Ability Requirements:	Wisdom 12
	Charisma 15
Prime Requisite:	Wisdom, Charisma
Allowed Races:	Human, half-elf

The druids of history lived among the Germanic tribes of Western Europe and Britain during the days of the Roman Empire. They acted as advisors to tribal chieftains. They believed the earth was the mother of all things, and they revered it, the sun, the moon, and certain trees as deities.

Druids in the AD&D game are nature priests, protecting pristine woodlands from the depredations of monsters and civilization. They are only loosely based on their historical namesakes.

A druid is allowed to wear only leather armor and use only wooden shields—natural materials. A druid may use only the following weapons: club, sickle, dart, spear, dagger, scimitar, sling, and staff.

A druid's standard selection of spells includes major access to the spheres of all, animal, elemental, healing, plant, and weather, and minor access to divination. A druid can use magical items allowed to priests, except for books and scrolls.

A druid has 100 character points to purchase skills. Skills costs 5 to 15 points. Any unspent points can be used to acquire nonweapon proficiencies or saved for use during the game.

Access to spheres: The standard druid selection (see above) costs 60 character points. Or, the druid can purchase spheres individually just as clerics do (see page 57).

Bonus spell (5): Once per day the druid can cast an *animal friendship* spell. This is a bonus spell and does not count against the druid's spell total for the day.

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

Communicate with creatures (10): A druid can acquire the languages of woodland creatures, at the rate of one language per level. For example, a fourth level druid could have four such languages. Some woodland creatures include: centaurs, dryads, elves, fauns, satyrs, gnomes, dragons, lizard men, manticores, nixies, pixies, sprites, and treants.

Elemental spell bonus (5): When the druid casts spells from the elemental sphere, all level-based variables (range, duration, etc.) are calculated as if the druid were one experience level higher than the character's actual level.

Hit point bonus (10): Druids with this ability use 1d10 to determine their hit points rather than 1d8.

Identify (5): At 3rd level, a druid can accurately identify plants, animals, and clean

water.

Immunity to charm (5/10): According to the Player's Handbook, at 7th level a druid becomes immune to charm spells cast by woodland creatures. However, by purchasing this ability for 10 points, a Player's Option druid gains this immunity immediately.

Immunity to disease (10): A druid with this ability is immune to natural diseases.

Pass without trace (5): At 3rd level, a druid with this ability can *pass without trace*, as per the spell, at his normal movement rate.

Purify water (5): This ability allows the character to cast one *purify food and drink* spell a day in addition to the number of spells he can normally cast.

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

Hide in Shadows (5): A druid can hide in shadows, as the ranger ability, in natural surroundings. See Table 22 in the ranger section for the chance of success.

Move silently (5): A druid can move silently, as the ranger ability, in natural surroundings. See Table 22 in the ranger section for the chance of success.

Secret language (5): Druids can speak a secret language only they know, and they use it to converse with each other.

Shapechange (10/15): According to the Player's Handbook, at 7th level a druid gains the ability to shapechange. However, by purchasing this skill for 15 character points, a *Player's Option* druid gains the following shapechanging abilities:

At 5th level, a druid can change into a bird once a day.
At 6th level, he can also change into a reptile once a day.
By 7th level a druid can also change into a mammal.

The size and shape assumed by the druid can vary from that of a bullfrog or small bird to that of a black bear. The druid can assume the forms of normal creatures only. When assuming a new form, a druid is healed of 10–60% of any damage he has suffered (round down). The druid also assumes the creature's physical characteristics (armor class, movement mode and rate, etc.). The druid's clothing and one item held in each hand also become part of his new shape—these reappear when the druid resumes his bipedal form.

Weapon specialization (15): This druid can specialize in a particular weapon. The character point cost must be met in addition.

Wizards

Wizards command staggering energies and make dangerous opponents. The power to control magical energies comes from the mind, and as such, Intelligence is very important.

Wizards cannot wear armor, as it not only interferes with the forces they control, but also goes against their way of thinking. They are limited in the number of weapons that they can wield in combat. Permissible weapons are: knife, dagger, staff, darts, and slings.

All wizards have the ability to cast numerous offensive, defensive, and informative spells. The spell progression chart for wizards is below. Just as there are spheres of clerical spells, there also are schools of wizard magic. There are eight schools, and details on them can be found in the *Player's Handbook*.

Wizards also possess the capacity to use magical items such as wands, rods, staves, rings, scrolls, and potions. Finally, wizards can create new magical spells and items—from scrolls and elixirs to mighty weapons.

Mage

Ability Requirements: Intelligence 9
Prime Requisite: Intelligence
Allowed Races: Human, half-elf, elf

Mages are more versatile than specialist wizards, who are limited to casting spells from certain schools. Mages can cast spells from any school of magic. Examples of mages from legend and literature are: Merlin, Gandalf, Medea, and Circe.

Table 37: Wizard Spell Progression

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

All wizards roll d4s to determine their hit points when they advance from 1st through 10th levels. Thereafter, a wizard gains 1 hit point per level.

Table 38: Wizard Experience Levels

Level	Wizard	Hit dice (d4)
1	0	1
2	2,500	2
3	5,000	3
4	10,000	4
5	20,000	5

6	40,000	6
7	60,000	7
8	90,000	8
9	135,000	9
10	250,000	10
11	375,000	10+1
12	750,000	10+2
13	1,125,000	10+3
14	1,500,000	10+4
15	1,875,000	10+5
16	2,250,000	10+6
17	2,625,000	10+7
18	3,000,000	10+8
19	3,375,000	10+9
20	3,750,000	10+10

Wizards have 40 character points to spend on skills from the following list. These abilities range from 5 to 15 character points. Any unspent points can be used to acquire nonweapon proficiencies or saved for use during the game.

Access to schools: It costs 5 points per school to which the wizard has access. For example, if a wizard wanted to have access to six schools, the cost would be 30 character points. Normally, wizards spend 40 points to cast spells from the eight standard schools: abjuration, alteration, conjuration/summoning, enchantment/ charm, divination, illusion/phantasm, invocation/evocation, and necromancy. Note that the spells that make up the optional schools of alchemy, geometry, and elemental magic (from the *Tome of Magic*) are generally included in the standard schools of magic.

Armored wizard (15): This wizard can cast spells while wearing the armor of his choice.

Automatic spells (5): When a wizard with this spell gains access to a new level of spells, the character automatically gains a spell of that level for the character's spellbook.

Casting reduction (5): The casting time of all the mage's spells is reduced by 1. If a spell's original casting time is 1, it is not reduced.

Combat bonus (10): A wizard with this ability uses the rogue THAC0 chart.

Detect magic (10): Characters purchasing this ability can *detect magic* once a day for every two levels. For example, a 7th level mage can *detect magic* three times a day. This is in addition to any *detect magic* spells the mage might carry. The character can spot magical radiations within his line of sight, up to 60' away. He can determine the intensity of the magic—dim, faint, moderate, strong, and overwhelming.

Extend duration (10): The duration of all non-instantaneous spells increases by 1 round for every two experience levels of the wizard. For example, if a 6th level wizard casts a spectral hand spell, it will last 15 rounds rather than 12 rounds.

Hit point bonus (10): These wizards use 1d6 for determining hit points rather than 1d4.

Warrior hit point bonus (5): A wizard with this ability can enjoy the benefits of a high Constitution score as if he were a fighter. For example, if this wizard had a

Constitution score of 18, he would gain 4 bonus hit points a level, rather than 2.

Priestly wizards (15): These wizards gain access to one sphere of priest spells and can cast them as if they were wizard spells. These characters must continue to observe the number of various level spells they can cast each day.

Read magic (5): Characters purchasing this ability can *read magic* once a day for every two levels. For example, a 4th level mage can *read magic* twice a day. This is in addition to any *read magic* spells the mage might carry.

Resistance to sleep and charm (5): This wizard gains a +1 bonus to all saving throws versus sleep and charm spells, if the spell or effect allows a saving throw.

Weapon specialization (15): This wizard can specialize in a particular weapon. The character point cost for gaining proficiency and then specialization must be met in addition to this cost.

Optional Restriction

Limited magical item use (5+): A wizard with this restriction disdains enchanted items as a crutch for the weak and refuses to use certain categories of magical items. For each category that is barred to him, he gains 5 CPs . The categories are: potions, oils, and scrolls; rings, rods, staves, and wands, and miscellaneous magical items; and all weapons and armor.

Specialist Wizards

Specialist wizards, such as illusionists, are those who choose to concentrate their studies on one particular magic school. The 12 schools of magic are: Abjuration, Alchemy, Alteration, Conjuration/Summoning, Divination, Enchantment/Charm, Geometry, Illusion, Invocation/Evocation, Necromancy, Shadow and Song. (In addition, the *Tome of Magic* describes elemental wizards and wild mages.) For each school of magic, there is an opposition school or schools. Specialist wizards can never cast any spells from as opposing school. The chart that details all the requirements, opposition schools, races eligible for each specialization, and minimum ability scores follows.

Table 39: Specialist Wizard Requirements

School	Races	Score	Opposition schools
Abjuration	H	15 Wis	Alteration & Illusion
Alchemy	H, 1/2 E, G	15 Int	Illusion & Necromancy
Alteration	H, 1/2 E	15 Dex	Abjur. & Necromancy
Conj./Summ.	H, 1/2 E	15 Con	Gr. Divin. & Invocation
Divination	H, 1/2 E, E	16 Wis	Conj./Summ.
Ench./Charm	H, 1/2 E, E	16 Cha	Invoc. & Necromancy
Geometry	H, E, 1/2 E	15 Int	Enchantment/Charm & Illusion
Illusion	H, G	16 Dex	Necro., Invoc., & Abjuration
Invoc./Evoc.	H	16 Con	Ench./Charm & Conj./Summ.
Necromancy	H	16 Wis	Illusion & Ench./Charm
Shadow	H	15 Int	Abjur. & Invocation/Evocation
Song	H, E, 1/2 E	14 Int	Divination, Invoc./Evoc., Necromancy

H= Humans, 1/2 E=half-elves, E=elves, G=gnomes

All specialist wizards (illusionists, enchanters, and so on) gain 30 character points to buy skills. The skills below cost 5 to 15 points each. Any remaining points can be spent on nonweapon proficiencies or saved for use during the game.

Access to schools: A specialist wizard automatically has access to all schools of magic that are not specifically noted as opposition schools for his specialty. (Note that spells from opposition schools that happen to be included in alternate schools such as song magic, alchemy, or elemental magic are still not available to the specialist. Wild magic is available only to wild mages.)

Armored wizard (15): This wizard can cast spells while wearing the armor of his choice.

Automatic spells (5): Each time the specialist wizard is able to learn a new level of spells, he can select one spell from his specialty school to learn automatically (without a check).

Bonus spells (10): Specialist wizards gain one additional spell per spell level. The extra spell taken must belong to the wizard's school of specialization. For example, a 5th level mage can cast four 1st level spells, two 2nd level spells, and one 3rd level spell. But a 5th level specialist wizard can cast five 1st level spells, three 2nd level spells, and two 3rd level spells—provided the added spells are from his chosen school.

Casting reduction (5): The casting time of all the wizard's spells from his chosen school is reduced by 2. All spells have a minimum casting time of 1.

Combat bonus (10): A wizard with this ability uses the rogue THAC0 chart.

Detect magic (10): Characters purchasing this ability can *detect magic* once a day for every three levels. For example, a 7th level mage can *detect magic* twice a day. This is in addition to any *detect magic* spells the mage might memorize. The character can spot magical radiations within his line of sight, up to 60' away. He can determine the intensity of the magic—dim, faint, moderate, strong, and overwhelming.

Extend duration (10): The duration of all non-instantaneous spells from the wizard's chosen school increases by 1 round for every experience level of the caster. For example, if a 6th level necromancer casts a spectral hand spell, it will last 18 rounds rather than 12 rounds.

Intense magic (5): If a specialist wizard casts a spell from his chosen school, the targets of that spell suffer a –1 saving throw penalty.

Learning bonus (5): A +15% bonus when attempting to learn new spells belonging the wizard's school of specialization.

No components (10): The ability to designate one specialty-school spell per character level as a spell that does not require material components. For example, a 3rd-level specialist may have a total of three spells in his spellbook that do not require material components.

Range boost (5): The reach of all ranged spells (spells with a range other than 0, self, or touch) from the wizard's chosen school is increased by 25%. For example, the 1st level wizard spell charm person has a range of 120 yards. That range is increased to 150 yards.

Read magic (5): Characters purchasing this ability can *read magic* once a day for every two levels. For example, a 4th level mage can *read magic* twice a day. This is in

addition to any *read magic* spells the mage might memorize.

Research bonus (5): When attempting to research and create a new spell of his specialized school, treat the spell as one level lower than its actual level.

Saving throw bonus (5): +1 bonus on saving throws vs. spells cast at them from their school of specialization. This bonus can be purchased several times with a cumulative effect.

Optional Restrictions

Learning penalty (5): A specialist wizard with this restriction suffers a penalty of –15% to all learn spell rolls outside his own specialty.

Limited magical item use (5+): A wizard with this restriction disdains enchanted items as a crutch for the weak and refuses to use certain categories of magical items. For each category that is barred to him, he gains 5 CPs. The categories are: potions, oils, and scrolls; rings, rods, staves, and wands, and miscellaneous magical items; and all weapons and armor.

More opposition schools (5+): A specialist wizard with this restriction may choose to take additional opposing schools, gaining 5 character points for each additional school in opposition to his specialty. Only standard schools (i.e., those described in the *Player's Handbook*) can be selected as additional opposition schools.

Psionicist

A psionicist receives 35 character points to spend on class abilities. Abilities cost 5 to 15 points. Any unspent points can be saved to buy proficiencies or saved for use in the game.

All psionicists use Table 78: Psionicist Saving Throws and MTHAC0s from Table 77: THAC0s & MTHAC0. Psionicists use the THAC0s from Table 77 unless they purchase better combat abilities during character creation. All psionicists use Table 79: Psionicist Experience Levels. Psionicists use Table 80: Psionic Progression unless they purchase better psychic abilities during character creation. All of these tables appear in Chapter 9 Psionics of this book.

Psionicist roll six-sided dice to determine hit points unless they purchase larger hit dice.

Unless stated otherwise, a character can take each ability only once and only when the character is first created.

Armor Use (5/10): The psionicist can employ small shields and padded, leather, studded leather, or hide armor. As a 10-point ability the psionicist can use small or medium shields, any of the armor types listed above, plus brigandine, chain mail, ring mail, scale mail, or metal lamellar armor. If the psionicist does not take this ability, he can wear no armor and cannot employ shields.

Attack Mode of Choice (10): The psionicist develops extra skill in using one particular psionic attack mode and gains a +1 bonus to mental attack rolls when using that attack mode. This ability is useless without the contact ability.

Combat Bonus (10): The psionicist uses the priest THAC0 chart.

Contact (5/10): The psionicist receives the contact proficiency and gains attack modes as shown on the Psionic Progression table in the *Skills & Powers* book. As a 10-point ability, the psionicist receives extra attack modes as though he was two levels higher than

his actual level. For example, a 1st-level psionicist would receives two attack modes. The character can never have more than five attack modes. If the psionicist does not take this power, he can purchase the contact proficiency any time he has five character points available.

Followers (5/10): The psionicist becomes a contemplative master at 9th level. A 1st level psionicist arrives each month to study with the master. Students serve without pay if they receive at least 10 hours of training each week (they leave to seek new masters if they do not receive sufficient training). The maximum number of students the master attracts is equal to one half the master's Charisma score, rounded down. If the master builds a sanctuary, he can attract a number of students equal to his Charisma score. As a 10-point ability, the psionicist becomes a renowned teacher and can attract students at any level, subject to the limits noted above. If the psionicist does not choose this ability, he never attracts followers, but can hire servants and henchmen for pay just as any other character can.

Guarded Mind (5/10): The psionicist can block or resist attempts to usurp his will and gains a +1 bonus to all saving throws against spells from the enchantment/charm school. As a 10-point ability, the psionicist gains a +2 bonus to all saving throws against spells from the enchantment/charm school.

Hit Point Bonus (10): Psionicists with this ability roll eight-sided dice for hit points rather than six-sided dice. The psionicist still gains only two extra hit points per level at 10th level and beyond.

Mental Defense (5/10): The psionicist can close his mind to psychic contact and gains defense modes as shown on the Psionic progression table in the *Skills & Powers* book. The psionicist also receives a +2 bonus to his mental armor class. As a 10-point ability, the psionicist receives extra defense modes as though he was two levels higher than his actual level. For example, a 1st-level psionicist would receives two defense modes. The character can never have more than five defense modes. If the psionicist does not take this power, he has an open mind, just as if he were a non-psionic character. If the psionicist does not choose this ability at the beginning of play, he can purchase the five-point version whenever he has five character points to spend. The 10-point version is available only at the beginning of play.

Penetrating Mind (10): The psionicist can penetrate physical barriers with his mind more readily than other psionicists can. It takes two inches of lead or iron, four inches of obsidian, or two feet of rock to block the psionicist's clairsentient and telepathic powers. Note that most psionic powers require line of sight; this ability does not negate a blocked line of sight (see *Skills & Powers,* page 150). This ability has no effect on psionic combat and does not allow the psionicist to ignore magical or psychic barriers that block psionic powers.

PSP bonus (10): The psionicist has a potent mind and rolls eight-sided dice for psionic strength points instead of six-sided dice. The psionicist still gains only three extra PSPs plus his Wisdom bonus per level at 10th level and beyond.

Psychic Adept (10): The psionicist receives extra powers according to the table below instead of the Psionic Progression table in the *Skills & Powers* book. The two disciplines the psionicist chooses at first level count as primary disciplines (see *Skills & Powers,* page 154).

Psychic Adept Power Progression

Exp. Level	Total Disciplines	Total Sciences	Total Devotions
1	2	2	4
2	3	2	6
3	3	3	8
4	3	3	10
5	3	4	11
6	4	4	12
7	4	5	13
8	4	5	14
9	4	6	15
10	5	6	16
11	5	7	17
12	5	7	18
13	5	8	19
14	5	8	20
15	5	9	21
16	5	9	22
17	5	10	23
18	5	10	24
19	5	11	25
20	5	11	26

Range Boost (5/10): The ranges of all powers within the psionicist's primary discipline increase by 25%. If the psionicist is a psychic adept he has two primary disciplines. At base cost (5), the ranges of only one discipline's powers increase. For a cost of 10 character points, the ranges of powers for both disciplines increase. All powers with ranges of 0, self, or touch remain unaffected by this ability.

Warrior Hit Point Bonus (5): The psionicist gains bonus hit points from a high Constitution score as if he were a warrior.

Weapon Specialization (15): The psionicist can specialize in the use of a particular weapon. This ability is useless unless the character also chooses the weapon use ability (below), even if the psionicist chooses to specialize in a martial art or nonlethal combat. The character-point cost for gaining proficiency and specialization in the weapon must be met when the character chooses weapon proficiencies.

Weapon Use (5/10): The psionicist can employ the following small weapons: hand crossbow, dagger, dart, dirk, knife, scourge, sickle, and short sword. As a 10-point ability the psionicist can use any of the weapons above, plus the following slightly larger weapons: short bow, club, light crossbow, hand/throwing axe, javelin, quarterstaff, sling, spear, and war club. If the psionicist does not take this ability, he can employ no weapons at all, relying instead on his mental powers in combat.

Psionics and sub abilities: If the rules for sub abilities are in play, Constitution/Fitness, Intelligence/Reason, and Wisdom/Intuition determine a psionicist's PSP total. Wild talent checks use the same set of scores.

Wisdom/Willpower determines a character's base MAC, and Intelligence/Reason determines a character's MAC modifier.

Weapon Proficiencies: Once the psionicist has purchased class abilities he receives 6 character points for weapon proficiencies. The psionicist can spend these points as follows:

Ability	**Character PointCost**
Proficiency in a single weapon from the psionicist list.	3
Proficiency in a single weapon from the warrior list.	4
Designating a weapon of choice.	3*
Weapon Expertise (one weapon)	4*
Weapon Specialization (one weapon)	8**
Learning a fighting style	1

* in addition to the cost for proficiency in the weapon.
** in addition to the costs of proficiency in the weapon and the ability to specialize

Psionicists can learn these fighting styles: one-handed weapon, weapon and shield, two weapon, missile, horse archer, thrown weapon/sling, and special.

Nonweapon Proficiencies: Once the psionicist has purchased class abilities he receives 6 character points for nonweapon proficiencies. The psionicist can choose proficiencies from the general and psionicist groups. Refer to the *Skills & Powers* book, Chapter 6, and to the chart below:

General Group			
Proficiency	**Cost***	**Initial** Rating	**Relevant** Ability
Contact**	5	N/A	Wisdom/Intuition
Mental Armor**	3	N/A	Wisdom/Willpower
Psionicist Group			
Gem Cutting	3	6	Dexterity/Aim
Harness Subconscious**	6	7	Wisdom/Willpower
Meditative Focus**	5	8	Wisdom/Intuition
Musical Instrument	2	7	Charisma Leadership
Reading/Writing	2	8	Intelligence/Knowledge
Rejuvenation**	3	6	Wisdom/Willpower

* Cost in character points
** Proficiency described in Chapter 9 of the *Skills & Powers* book.

Buying Wild Talents: Any character can purchase a wild talent as a trait for 9 character points. The character need not make a wild talent check, but must roll randomly to determine what the wild talent is (see *Skills & Powers*, page 156). Note that a character could make a normal wild talent check and use a character point to reroll if the check fails.

Multi-Classed and Dual Classed Characters

All the rules from the *Player's Handbook* and the *Dungeon Master Guide* still apply to multi-classed and dual-classed characters. However, character points can enhance these divided heroes.

Multi-classed PCs

Multi-classed characters are demihumans with two or more professions-fighter/thief, cleric/wizard, thief/wizard/fighter, etc. Such a character gets to spend the full allotment of CPs granted by each class. The points from each class must be spent buying abilities from that class's list only. The character receives, however, only one class's allowance of CPs for purchasing proficiencies; he gets the largest number allowed by his various classes. He can choose proficiencies from any of those allowed to any of his classes. When character points are awarded for advancing a level, they must be divided by the number of classes the character has (retain fractions, don't round them up or down).

Dual-classed PCs

Dual-classed characters are humans who change their current classes and adopt new professions. For example, a 5th level fighter might put away his sword and become a 1st level wizard. When he—and any other character—changes professions, any unspent character points are lost. The 1st level wizard spends his new character point allotment normally, as if he were adventuring from scratch. When the wizard's new level exceeds that of his first class, he can freely use the abilities of both classes—following all the normal game rules for such a character.

Non-Adventurers

Player's Option rules gives DMs the opportunity to expand nonplayer characters. No longer will every blacksmith, jeweler, or horse-trainer have a THAC0 of 20 and be limited to 1d6 hit points. A DM's cast of regularly-appearing NPCs can have more substance.

NPC Tiers

Important NPCs should be created using the *Player's Option* rules. This includes generating the six ability scores, determining the 12 subability scores, and deciding the race. Character points should be allotted for weapon and nonweapon proficiencies. NPCs who are not adventurers should not be awarded class-based character points. Instead, the DM should determine how experienced the NPCs are. Three levels of expertise are defined below.

Apprentice: These NPCs likely are young people who have not yet mastered their trade. Roll 1d6+2 to determine their hit points (plus or minus any Constitution modifiers that apply). Give these NPCs 10 character points to purchase proficiencies, traits, and

disadvantages. Any character points unspent from the purchase of racial abilities also may spent in this way.

Skilled: These NPCs tend to be young to middle-aged adults. Roll 1d8+4 to determine their hit points and add any Constitution bonus. Skilled NPCs also 15 character points to spend, plus any unspent from the purchase of racial abilities.

Master: NPCs such as these have been at their profession a number of years. Masters have 20 character points, plus any unspent from the purchase of racial abilities. Master NPCs can be quite hardy. Roll 2d6+6 to determine their hit points. Add any Constitution bonus.

If DMs advance an important NPC from one level to the next, simply supply the NPC with an additional 5 character points and add 2 to 6 to the NPC's hit point total. DMs can expand this system if they wish, creating even more experienced NPCs.

Chapter 5: Character Kits

Many AD&D game players are familiar with the character kits in the *Player's Handbook* Rules Supplement series. *Player's Option* kits are different. They are packages of descriptions, proficiencies, benefits, and hindrances that help flesh out characters. In short, the kits give adventurers background and depth.

Player's Option kits are available to more characters than previouly published kits are. No longer are fighters and thieves the only ones who can become swashbucklers. And rogues aren't the only characters who can excel as acrobats. With some exceptions, a character of any class can choose any kit. Many *Player's Option* kits are linked to the social ranks system presented below.

Selecting a character kit is free—it has no character point cost. However, it carries a character point benefit. A character with a kit can purchase any of the recommended weapon and nonweapon proficiencies listed for 1 character point less than the cost detailed in the proficiency section.

The Social Ranks System

Rogues, fighters, wizards, and priests can come from any background—from being the 10th son in a peasant family to the first-born of a noble house. As such, they can be of any social rank.

If a campaign is set in a large kingdom's capital, a character with the noble kit could be a member of one of the nation's rich, powerful families—perhaps even the favored offspring of the rulers. His relatives, however, might not be too happy that he spends so much time knee-deep in the filthy muck of dungeons, hacking atrocious beasts to bits for a living. That is hardly a suitable "noble" image. Another character might have the barbarian kit, and the player must decide how his rough and rugged fur-clad character came to be in a large city at the time the campaign starts.

A character's initial social rank should not limit his advancement in society. A peasant hero might always feel uncomfortable when standing before his king. But if his heroic deeds warrant such an appearance, he should be granted the opportunity. The only

limit on how high a character can rise in society—and in social rank—is set by his actions.

Social rank is tied to many character kits. Players can take three approaches to selecting a kit. A player can roll at random to determine his character's kit; simply pick a kit, then roll on the social rank table underneath that kit; or, he can roll on the social rank table below and see what kit possibilities open up for his character.

To determine social rank first, roll 2d6 on the chart below. Samples of people who might fit into various classes follow. Some DMs might allow players to choose a rank that fits their character concept.

Table 40: Social Ranks Table

2d6 roll	Social rank
2–3	Lower class
4–7	Lower middle class
8–10	Upper middle class
11–12	Upper class

Lower class: Freed slaves, vagabonds, indentured servants, criminals, migrant laborers, beggars, herdsmen, peddlers, actors, men-at-arms, manual laborers, tradesmen, money-changers, fishermen, petty officers, freemen, peasants, messengers.

Lower middle class: Artisans, bakers, petty merchants, junior officers, scribes, brewers, cobblers, landless knights, minor landowners, merchants, weavers, farmers, minstrels, gardeners, miners, dockhands, sailors, blacksmiths, shop owners, bodyguards, sculptors, healers, gamblers, tailors, animal trainers, carpenters, leather workers, stonemasons.

Upper middle class: Local officials, jewelers, sages, senior officers, minor nobles (bannerets, barons) guild masters, herbalists, historians, armorers, wealthy merchants, astronomers, major landowners, navigators, weaponsmiths, composers, scholars, minor military commanders, nobles (earls), ship captains, architects, engineers, shipwrights.

Upper class: Great landowners, generals, marshals, senior officials, knights, viziers, nobles (counts, dukes), royalty, diplomats, financiers.

Table 41: Character Kit Table

Roll percentile dice to determine an adventurer's kit.

01–03	Acrobat	49–51	Outlaw
04–06	Amazon	52–55	Peasant Hero
07–09	Animal Master	56–58	Pirate
10–12	Assassin	59–62	Pugilist
13–16	Barbarian	63–65	Rider
17–19	Beggar	66–68	Savage
20–22	Cavalier	69–72	Scholar
23–25	Diplomat	73–76	Scout
26–29	Explorer	77–79	Sharpshooter
30–32	Gladiator	80–83	Soldier
33–35	Jester	84–86	Smuggler

36–39	Mariner	87–89	Spy
40–42	Merchant	90–93	Swashbuckler
43–45	Mystic	94–96	Thug
46–48	Noble	97–00	Weapon Master

Kits There are a few rules for players to follow when selecting character kits.

A player may not choose a kit that is barred to his character's class or race. In the case of multi-classed characters, if the kit is barred to any of the character's classes, he may not select that kit.

A player can have only one kit per character, and the selection must be made during character creation. The only exception is if these rules are added to an already existing AD&D game campaign. In this case, the DM and players can agree on an appropriate kit for each character.

Once a kit is chosen, the player cannot later change it. For example, if a character has the peasant hero kit, and over the course of a long, successful campaign he becomes the ruler of his homeland, he does not now assume the noble kit. He remains a peasant hero. Characters cannot change their pasts.

Remember, a character with a kit can purchase any of the recommended weapon and nonweapon proficiencies (but not recommended traits) listed for 1 character point less than the cost detailed in the proficiency section.

In general, any of the following kits can be used with any character class. Some combinations, such as paladin/thug are not allowed. Let common sense, the campaign setting, and the DM serve as guides. These kits also can apply to the NPCs inhabiting a DM's campaign. If a player wants to randomly select a kit, he can use Table 41. The table also can be used to generate NPCs.

Acrobat An acrobat is a general term for performers of amazing physical feats. These include jugglers, tumblers, jesters, and tightrope-walkers. Whatever their specialty, these characters make a living by entertaining others. Acrobats often travel in groups or with circuses or carnivals. These shows wander from town to town and castle to castle. All levels of society wish to be entertained. As such, successful acrobats find themselves in much demand.

A life on the road is not an easy one, however, and many acrobats often turn to other avenues to make money. Their dexterous skills make them valuable adventurers, especially if some larceny or petty theft is involved.

Social ranks: Acrobats most often occupy the middle tier of a society. Most lower-ranked members of a society have not the time to develop skills, like those of the acrobat. They must concentrate on putting food on the table. Roll 2d6 to determine an acrobat's social rank at the campaign's beginning.

2d6 roll	**Social rank**
2–8	Lower Middle Class
9–12	Upper Middle Class

Requirements: To take this kit, a character must have a minimum Dexterity/Balance of 14 and a minimum Strength/Stamina of 12. The acrobat kit is barred to half-ogres, as

well as any optional PC race that is size large (restriction z from the Other Races section of Chapter Three).

Weapon proficiencies: Small, light weapons are preferred by acrobats, as bulky or heavy ones would hinder their agile maneuvers. Suggested weapons include the knife, dagger, short sword, club, and hand axe. Thrown weapons and those with long hafts or handles also are common choices among acrobats, as the weapons can be used to juggle or pole-vault. These weapons include: quarterstaff, dart, javelin, and spear.

Recommended nonweapon proficiencies: Disguise, juggling, jumping, musical instrument, tightrope-walking, and tumbling.

Equipment: Acrobats prefer to be lightly armed and armored to allow for the fullest range of movement.

Recommended traits: Ambidexterity, double-jointed, glibness.

Benefits: If unarmored, acrobats receive a +2 bonus to tumbling, tightrope-walking, and jumping proficiency checks. In addition, they gain a +2 bonus to Armor Class versus hurled missile weapons—provided they have room to dodge the attack and are not otherwise prevented from moving freely.

Hindrances: Any acrobat who wears armor heavier than studded leather (AC 7) suffers a –1 penalty to tumbling, tightrope-walking, and jumping proficiency checks per point of armor class better than AC 7. For example, an acrobat wearing chain mail—AC5—suffers a –2 penalty. Note that Dexterity or magical bonuses to Armor Class do not increase this penalty. An acrobat wearing studded leather armor, a *ring of protection +2*, and having a 15 Dexterity would incur no penalty despite his AC 4 rating.

Wealth: Acrobats receive the normal amount of starting cash appropriate to their class.

Amazon

In Amazon cultures, the women are the leaders, rulers, generals, and warriors, while the men are the cooks, cleaners, homemakers, and simple laborers—if not the outright slaves or property of the women. Such matriarchal societies may be large or small, savage or friendly. Amazon women can be seen as brusque, rude, haughty, or domineering by those from male-dominated cultures. The Amazons of legend were fierce combatants and famous riders and breeders of magnificent horses. As such, many Amazons prefer light armor, weapons, and equipment.

Social ranks: Amazon women can come from any economic background. Roll 2d6 to determine the rank of an Amazon female. Males are considered lower class.

2d6 roll	Social rank
2	Lower class
3–5	Lower middle class
6–10	Upper middle class
11–12	Upper class

Requirements: Female characters of any demihuman or humanoid race can choose this kit.

Weapon proficiencies: Amazons can choose from: battle axe, bow (any), club, dagger, hand or throwing axe, javelin, knife, lance, spear, staff, sword (any). Men are allowed only one initial weapon proficiency, and it must be from the above list.

Recommended nonweapon proficiencies: Riding (land-based), rope use, engineering, navigation, endurance, animal training, animal handling, armorer, bowyer/fletcher, hunting, running, set snares, survival, tracking.

Equipment: Amazons can begin with only the following types of armor: shield, leather, padded, studded leather, scale mail, hide, banded mail, or bronze plate mail. Better armor can be had once a character has ventured to other cities.

Recommended traits: Allure, animal empathy, keen senses, obscure knowledge.

Benefits: Amazons are fierce, eager competitors. Many male opponents underestimate them. As a result, in any melee combat where an Amazon is fighting a male opponent, the Amazon gains a +2 bonus to her first attack and damage roll. Thereafter combat is run normally.

Hindrances: Amazons suffer a –2 reaction roll penalty from NPCs of male-dominated societies. Over time, this penalty should be reduced or eliminated if the NPCs become accustomed to the strong-willed ways of the Amazon.

Wealth: Amazons begin the game with the amount of money appropriate to their classes.

Animal Master

Animal masters have an affinity with nature's creatures. They can be trainers, keepers, or guardians of animals. Good-aligned animal masters protect and care for animals, evil ones use simple creatures to their own advantage. Many animal masters spend much of their time outside with their furred, feathered, or scaled friends. Animal masters could include rangers, huntsmen, falconers, and druids.

Social ranks: Animal masters tend to be earthy folks from the lower echelons of a community. Roll 2d6 to determine an animal master's rank.

2d6 roll	Social rank
2–5	Lower Class
6–11	Lower Middle Class
12	Upper Middle Class

Requirements: To take this kit, a character must have a minimum Constitution/Fitness of 10 and a minimum Wisdom/Intuition of 12. This kit is open to all player character races.

Weapon proficiencies: Animal masters can use any weapon appropriate to their class.

Recommended nonweapon proficiencies: Animal lore, survival, agriculture, animal training, animal handling, fire-building, fishing, herbalism, hunting, mountaineering, riding (any), swimming, set snares, tracking.

Equipment: Standard for the character's class.

Recommended traits: Animal empathy, empathy, climate sense.

Benefits: When this kit is chosen, the player and DM must determine a suitable animal companion for the character. There are several factors to consider: 1) the climate and terrain of the animal master's homeland, where he acquired the companion; 2) the character's alignment, as companions are attracted only to animal masters of like demeanor; 3) the character's race (dwarves and gnomes might attract burrowing or underground creatures, while elves would attract forest creatures) and; 4) the availability

of compatible creatures. All animal companions should be size S (small). An animal companion is similar to a wizard's familiar in that it has a bond with the animal master. The master can issue it simple verbal commands, and the animal can convey its needs and emotions.

After making a list of available and compatible creatures, the player should choose one creature as a companion. DMs might prefer the animal to be selected randomly. If this is the case, roll 1d20 and consult the chart below.

Table 42: Animal Companions

Roll	Companion	Roll	Companion
1	Badger	11	Raccoon
2	Dog	12	Opossum
3	Wolf	13	Fox
4	Snake	14	Skunk
5	Brush rat	15	Cat
6	Owl	16	Falcon
7	Ferret	17	Monkey
8	Raven	18	Squirrel
9	Otter	19	Hawk
10	Pig	20	Woodchuck

Hindrances: The animal master must protect his companion, not send it into dangerous areas to spring hidden traps. Should an animal master lose his companion through carelessness or by capriciously placing the animal in danger, he loses 10% of his current experience point total, and he loses his affinity to that species. No other creature of that type will serve as a companion for that animal master. No penalties are assessed if the animal dies through natural causes, accidentally, or while following orders of a reasonable nature. (However, it's reasonable for animals with combat skills to defend their masters.)

Wealth: Standard as per the character's class.

Assassin This kit is intended for evil aligned characters, as the act of killing for pay cannot be justified as a good act. In any society there exists an element that wishes to dispose of rivals, business competitors, and any others deemed to be in the way. It is to this element that the assassin, a hired killer, caters. Unlike simple warriors or soldiers, the assassin relies on anonymity and surprise to earn his living. A successful assassin may not even be seen by his target. Slipping out of the darkness or a crowd of friends, the assassin does his dark deed and disappears.

Social ranks: Assassins tend to be well-off, as their services are expensive. Further, they often are educated, which helps them fit into different segments of society to stalk their prey. Roll 2d6 to determine an assassin's rank.

2d6 roll	Rank
2–3	Lower Class
4–6	Lower Middle Class
7–11	Upper Middle Class

12	Upper Class

Requirements: To take this kit, a character must have a minimum Intelligence/Reason of 10 and a minimum Wisdom/Willpower of 12. The assassin kit is barred to paladins, rangers, and druids. This kit is open to all player character races. The character must have evil alignment.

Weapon proficiencies: An assassin can use any weapon allowed to his class. However, many assassins have one weapon with which they prefer to perform their acts of murder. As he grows more notorious, evidence of a particular weapon becomes the assassin's calling card.

Recommended nonweapon proficiencies: Etiquette, riding (any), healing, disguise, forgery, modern languages, tracking, reading lips. If the DM allows poison, the assassin must have the herbalism proficiency to use various toxins. Herbalism gives the character the knowledge to use natural plants and herbs to produce a variety of poultices, salves, and toxic compounds. Poison strengths and rules are listed in the *Dungeon Master Guide*.

Equipment: An assassin must be able to move quickly and quietly, and travel as lightly as possible. Light armor and small, easily concealed weapons are common accouterments.

Recommended traits: Alertness, ambidexterity, glibness, precise memory.

Benefits: The assassin's knowledge of poisons allows him a 5% chance per level to identify toxic substances. If the assassin has the herbalism proficiency, a +10% bonus is added to the final number. The means of identifying poisons include sight, smell, taste, or by a victim's symptoms. An assassin with the healing proficiency can treat poison victims with a +1 bonus to his proficiency check.

Hindrances: Assassins suffer a –4 reaction roll penalty whenever they encounter someone who knows their profession.

Wealth: Assassins receive 150% of the amount listed for their chosen class.

Barbarian

The barbarian is perhaps the most common fantasy-fiction archetype. Powerfully built, immensely strong, and clad in furs and skins, the barbarian often is seen as a muscle-bound bully. However, barbarians are more than that. They arrive in the campaign's setting from some distant, primitive land where people must still fight the environment at every turn just to survive. Playing a barbarian is all about working the mystique of a primitive culture into a more "civilized" world.

Social ranks: Barbarians might be wealthy in their own villages, but they won't be high on the social or economical ladder of the civilized community they are now a part of. Roll 2d6 to determine the barbarian's rank.

2d6 roll	**Rank**
2–8	Lower Class
9–12	Lower Middle Class

Requirements: Barbarians must have minimum Strength/Stamina and Constitution/Health scores of 13. The barbarian kit is barred to paladins, clerics, and bards. This kit is open to all player character races.

Weapon proficiencies: Barbarians prefer simple, large, and dependable weapons.

Suggested weapons include: axe (all), sword (all), club, dagger, knife, war hammer, mace, sling, spear, javelin, long bow, and quarterstaff. The following weapons are likely inappropriate for barbarians—at least until they are immersed in a new culture—crossbow (all), polearms (all), flail (all), lances (all).

Recommended nonweapon proficiencies: Endurance, animal handling, animal training, bowyer/fletcher, fire-building, fishing, riding (land-based), hunting, mountaineering, running, survival, tracking.

Equipment: A barbarian cannot initially purchase armor heavier than splint mail, banded mail, or bronze plate mail. Of course, once exposed to superior forms of armor in the campaign, the barbarian may choose to purchase other armor types.

Recommended traits: Alertness, direction sense, immunities, keen senses, light sleeper, weather sense.

Benefits/Hindrances: Barbarians are intense, and NPCs tend to have very strong reactions to them. People either are drawn by the barbarian's animal magnetism or repulsed by his primitive qualities. This effect comes into play when NPCs meet barbarians for the first time. If the NPC's reaction roll result is 8 or less, an additional –2 bonus is applied to the result. For example, if the character is acting indifferently toward a shopkeeper and the shopkeeper's reaction result is a 7, the shopkeeper is *indifferent*. However, since the character is a barbarian, the –2 bonus applies, lowering the shopkeeper's result to a 5—a *friendly* response. The shopkeeper has been won over by the barbarian's presence. However, if the shopkeeper's reaction roll was a 14 or higher, the modifier becomes a +2 penalty, resulting in a 16—*threatening*—score. For more information on reaction results, see the *Dungeon Master Guide.*

Wealth: A barbarian begins with the standard amount of money for his class, but all of it must be spent before play begins. The DM might allow the Barbarian to retain a few silver pieces or a handful of coppers, but not much more.

Beggars

Beggars earn a living off the generosity of others. They are a raggedy lot who make others pity them or who deceive others into giving them money. A beggar might dress in rags and huddle on a street corner, calling out to strangers for coppers so he can buy food. Perhaps he pretends to be maimed, old, or senile, and begs coins from those more fortunate. Some beggars might actually be down on their luck and in need of a generous handout. But most of them are capable of working. A few have begging perfected to a fine art. These are swindlers who create elaborate schemes to separate the wealthy from their money. Swindlers might coerce businessmen to invest in a nonexistent company, con lords and ladies into betting on imaginary horse races, and romance people into marriages that leaves the marks copperless and abandoned. Beggars adventure to get out of town if city guards are giving them too much trouble or if they want to score treasure

Social ranks: Beggars usually occupy the lower tier of society. Roll 2d6 to determine his social rank at the beginning of the campaign.

2d6 roll	**Social rank**
2–7	Lower Class
8–12	Lower Middle Class

Requirements: Beggars must be chaotic in alignment and have a Charisma/Leadership score of at least 10. This kit is barred to all optional races except kobolds, goblins, and mongrelmen, as well as paladins, rangers, druids, and wizards of all types.

Weapon proficiencies: Beggars prefer small weapons that can be concealed. That way they look defenseless. These weapons include daggers, knives, saps, and slings. However, when adventuring they use any weapons allowed their character class.

Recommended nonweapon proficiencies: Disguise, forgery, gaming, ventriloquism, seamstress/tailor.

Equipment: While begging, these characters dress in rags or whatever other clothing is appropriate to their scam. However, when adventuring they don the best armor and weapons they own.

Recommended traits: Glibness, impersonation, inherent immunity to cold, inherent immunity to heat.

Benefits: Beggars receive one free nonweapon proficiency at the time of character creation—if the proficiency comes from the above recommended list.

Hindrances: These characters are not accepted into upper middle class and upper class social circles—at least in the community in which the beggar is plying his trade. This equates to a –4 reaction roll penalty if the beggar is trying to socialize with the upper crust.

Wealth: Beggars begin with the normal starting gold for their character class.

Cavalier

This kit is appropriate only for good-aligned characters, as cavaliers are of brave heart and honorable bearing. They are the devoted heroes of the realm. Warriors, wizards, and clerics who love their country, their sovereign, and their people can be cavaliers. Cavaliers are the noblest of nobles, but they do not use their positions in society simply to further their own ends. They strive to aid the less fortunate, protect their ruler, and save their country—whenever the need arises. Cavaliers can be independent, or they might be employed as agents of the state, perhaps taking orders from the king or queen.

Social ranks: Though anyone with the right intentions and determination can be a cavalier, it is more likely these individuals come from the higher echelons of a community. Roll 2d6 to determine a cavalier's rank.

2d6 roll	Rank
2	Lower Class
3	Lower Middle Class
4–7	Upper Middle Class
8–12	Upper Class

Requirements: Cavaliers must have a minimum score of 13 in their class's prime requisite. Also, all cavaliers must a minimum Charisma/Leadership of 14. Cavaliers can be humans, elves, half-elves, or dwarves; this kit is barred to rangers, thieves, druids, and bards.

Weapon proficiencies: Cavaliers can choose any weapons allowable by their class. Swords and lances are especially appropriate for warrior cavaliers, as they are suitably

noble weapons for cavaliers to carry.

Recommended nonweapon proficiencies: Etiquette, riding (any), heraldry, history (local or ancient), languages (modern or ancient), animal handling, dancing, reading/writing, artistic ability, and gaming.

Equipment: Cavaliers can equip themselves how they choose. However, a cavalier must purchase a mount as soon as he can afford one. Not only does a handsome mount increase the cavalier's noble bearing, one will likely come in very handy on his many travels.

Recommended traits: Allure, artistic ability, glibness, lucky, music/singing, or music/instrument.

Benefits: So good-hearted and strong-willed is the cavalier that he gains a +2 saving throw bonus against all mind-affecting magics. Such magics include, but are not necessarily limited to: *charm person, friends, hypnotism, sleep, irritation, ray of enfeeblement, fear, confusion, geas, command, enthrall, cloak of bravery,* and *symbol.*

Hindrances: Most cavaliers have a strong sense of honor, meaning they will only fight fairly and chivalrously. For example, during a combat on a high cliff-top, the cavalier's foe might slip over the edge and manage to catch onto a handhold. The cavalier could not leave the miscreant to that fate, nor would he loosen his foe's grip on the cliff. Rather, the cavalier would help the foe up, and then continue the combat. Neither would a cavalier kill any enemy no longer capable of self defense or one who had surrendered in good faith. Because of this code, a cavalier can be difficult to play properly.

Wealth: Unless the cavalier comes from the lower class, he begins with 150% of the starting cash for his profession. If he comes from the lower class, he begins with the normal starting cash.

Diplomat

In any campaign that involves government and politics, diplomats and other courtiers are bound to appear. Diplomats can bring important messages to neighboring countries. They might—as adventurers—explore uncharted regions and act as emissaries. Or they could be attached to a foreign court as their lord's representative, advising the foreign ruler of the attitudes and policies of the diplomat's homeland. Diplomats also act as their rulers' eyes and ears in a distant court.

Social ranks: Diplomats are groomed from the higher stations in society. Roll 2d6 to determine their rank.

2d6 roll	Rank
2–6	Upper Middle Class
7–12	Upper Class

Requirements: A diplomat must have a minimum Intelligence/Knowledge score of 10 and minimum Wisdom/Intuition and Charisma/Appearance scores of 12. The diplomat kit is barred to half-orcs, half-ogres, and any of the optional races except centaurs, githzerai, satyrs, and swanmays.

Weapon proficiencies: A diplomat can wield any weapons that fit his character class. However, since a diplomat is usually a peaceful individual, if he wears heavy armor and carries lots of weapons he might be viewed suspiciously. Diplomats are at their best appearing inoffensive.

Recommended nonweapon proficiencies: Dancing, etiquette, heraldry, history (any), languages (any, numerous preferred), reading lips, and riding (any).

Equipment: A diplomat can equip himself however he desires. However, his possessions should be of superior quality and appearance.

Recommended traits: Allure, alertness, artistic ability, glibness, music (any), obscure knowledge, and precise memory.

Benefits: Since the diplomat's nature is to put others at ease, he receives a +2 bonus to all reaction rolls.

Hindrances: Diplomats are often far from home, essentially at the mercy of a foreign ruler. If the diplomat delivers a message that the ruler doesn't appreciate, the ruler may take out his anger on the messenger. During wartime, diplomats live especially dangerous lives, as they frequently must travel across enemy lines and battlefields to perform their duties.

Wealth: Diplomats begin with double the amount of gold allotted to their class.

Explorers

Explorers live to see what's over the next mountain or to sail beyond the countries at the edge of a map. They yearn to discover new places, people, and wonders. And their wanderlust drives them ever on. They make perfect adventurers, never staying in one town for more than a few days or weeks. And they are always eager to explore ruins, abandoned temples, and cave complexes. Many explorers are demihumans who, not fitting into human-dominated towns, turned to traveling. Others are half-breeds, such as half-elves, half-orcs, and half-ogres, who found more acceptance in the wilderness than in either of their parent's communities. Of course, there are human explorers, too, these leaving their homes simply because they had to know what's out there.

Social ranks: Explorers come from all walks of life. Roll 2d6 to determine social rank at the beginning of the campaign.

2d6 roll	Social rank
2–3	Lower Class
4–6	Lower Middle Class
7–10	Upper Middle Class
11–12	Upper Class

Requirements: Explorers must have a minimum of 12 for Wisdom/ Willpower and Intelligence/Knowledge scores. This kit is open to all player character races and classes.

Weapon proficiencies: These characters can select any weapon proficiencies allowed their adventuring classes.

Recommended nonweapon proficiencies: Direction sense, fire-building, fishing, survival, weather sense, seamanship, local history, ancient history, reading/writing.

Equipment: Explorers are practical and try to carry all of their arms, armor, and belongings with them. They prize extra-dimensional spaces and magical carts and boxes such as*: bags of holding, Heward's handy haversacks, quivers of Ehlonna, portable holes, mouse carts, flatboxes*, and more.

Recommended traits: Internal compass, inherent immunity to cold, inherent immunity to heat, keen eyesight, keen hearing, precise memory.

Benefits: Explorers gain the survival nonweapon proficiency at no cost, and they can choose any two terrain types to apply it to. Possible terrains are: arctic, woodland, desert,

steppe, mountain, and tropical.

Hindrances: These characters cannot stay in one place too long, calling no place home unless "home" is a ship or a covered wagon. Therefore, explorers cannot spend more than a few weeks at best in any given city or keep.

Wealth: Explorers begin with the maximum amount of gold allowed their character class.

Gladiator

Gladiators are trained to fight people and creatures for others' entertainment. Most are flashy, outlandish showmen whose battle tactics often cater to the crowd first, their survival second. Gladiators can be slaves who are forced to fight, or they can be free men who choose to make a living this way. If this kit is used in a campaign, there must either be a culture that publicly allows this activity, or else the fights might be illegal—held in secret places and backed by society's shady element. Legal or not, the gladiator definitely makes his living in an urban setting. If the campaign doesn't revolve around, or at least contain, a sizable city, this kit could be inappropriate.

Social ranks: Gladiators can come from almost any economic background, though it is more likely they come from the lower rungs of the community. Roll 2d6 to determine the rank of a gladiator.

2d6 roll	Rank
2–6	Lower Class
7–10	Lower Middle Class
11–12	Upper Middle Class

Requirements: A gladiator must have Strength/Muscle and Constitution/Fitness scores of 13 or greater. This kit is barred to satyrs and swanmays. In addition, paladins, rangers, wizards, thieves, and bards may not choose this kit.

Weapon proficiencies: Only melee and hurled missile weapons—no bows, slings, etc.—can be used by such a character, as gladiatorial combats are not about firing arrows at one another. A gladiator who kills an opponent without endangering his own life in mortal combat is not much of a showman. Possible gladiator weapons include: daggers, swords (all, but short swords are most common), scimitars, spears, tridents, polearms (all), war hammers, maces (all), scourges, nets, and whips.

Recommended nonweapon proficiencies: Blind-fighting, endurance, gaming, jumping, tumbling, armorer, weaponsmithing, healing, and rope use.

Equipment: Gladiators can have whatever weapons fit their classes. However, they are initially limited in armor types. Gladiators cannot begin with anything greater than studded leather.

Recommended traits: Fast healer, immunities, keen senses, light sleeper, lucky.

Benefits: Gladiators enjoy a +1 bonus on attack rolls with one particular melee weapon. For example, a gladiator could choose a +1 attack bonus with the short sword.

Hindrances: As gladiators are trained to make combats last a long while and to play to any crowd, they suffer a +1 penalty to their initiative rolls. They take this time to show off, display their weapon prowess, or bait their opponent.

Wealth: Standard as per the character's class.

Jester Comedians, clowns, jokesters, and tricksters—these make up the jester kit, and those individuals who fit this kit live to make others laugh. Jesters strive to perfect their humor—whether it be slapstick, dark comedy, or simple ribald jokes. Some dress in gaudy costumes and adorn themselves with bells and shiny buttons. Others dress like the common man and blend in with the crowd. They spend their nights in kings' courts, at nobles' parties, or in crowded taverns, and they tailor their humor to their audience. They adventure to gain wealth and friends—and to acquire material for their next performances. The most noted jesters are gnomes because of their exaggerated visages.

Social ranks: Jesters are found at every level in society, though the majority of them come from the middle class. Roll 2d6 to determine social rank at the beginning of the campaign.

2d6 roll	Social rank
2	Lower Class
3–7	Lower Middle Class
8–11	Upper Middle Class
12	Upper Class

Requirements: Jesters must have a minimum Intelligence/Reason of 12 and a minimum Charisma/Leadership of 13. Dwarves, elves, and any of the optional PC races except for kobolds or goblins may not choose this kit. Only bards and thieves may choose this kit.

Weapon proficiencies: These characters can select any weapon proficiencies allowed their adventuring classes.

Recommended nonweapon proficiencies: Singing, etiquette, modern languages, reading/writing, ventriloquism, juggling, disguise, jumping.

Equipment: While adventuring, jesters outfit themselves with weapons and armor allowed their character class. However, they are ever on the lookout for unusual clothes, props, noise-makers, and accouterments that can be used in their act.

Recommended traits: Precise memory, obscure knowledge, lucky, keen hearing, empathy.

Benefits: Jesters enjoy a +1 bonus to Charisma when they are working an audience.

Hindrances: Jesters are often not taken seriously. When trying to conduct business deals or when socializing, NPCs have a –1 reaction roll penalty toward them.

Wealth: Jesters begin with the normal amount of gold allowed their character class.

Mariner Mariners are devoted to the sea. They may be young, old, poor or wealthy enough to own the ship they sail. They travel the world's oceans because they love it. They live for trading, exploring, and discovering new lands.

Social ranks: Mariners tend to be educated individuals from families with a reasonable amount of gold. Roll 2d6 to determine the rank of a mariner.

2d6 roll	Rank
2–6	Lower Middle Class
7–10	Upper Middle Class
11–12	Upper Class

Requirements: A mariner must have a minimum Intelligence/Knowledge score of 9. The mariner kit is prohibited for dwarves, aarakocra, alaghi, bullywugs, centaurs, mongrelmen, ogres, orcs, satyrs, swanmays, thri-kreen, and wemics.

Weapon proficiencies: Mariners can be versed in any weapons applicable to their classes. However, weapons such as spears, pole-arms, and nets are practical.

Recommended nonweapon proficiencies: Weather sense, navigation, fishing, seamanship, swimming, rope use.

Equipment: Mariners can carry whatever equipment they desire, however much of it should be useful in their trade. Further, these individuals tend to wear little or no armor, as heavy armor is not practical on a ship. They prize *rings of protection* and *bracers of defense.*

Recommended traits: Keen senses, light sleeper, lucky.

Benefits: Mariners enjoy a +2 bonus on reaction rolls from sailors, ship captains, and aquatic races. And they gain a +1 to hit bonus with nets.

Hindrances: Because mariners are so at home on the sea, they are often uncomfortable on land. When there is no water in sight, they are out of their element, and they suffer a –2 reaction roll penalty.

Wealth: Standard for the character's class.

Merchants

Merchants are vital to any civilization, for they buy, sell, or barter the goods and services that a society demands. Merchants include local fish-mongers, street vendors, shop keepers, caravan owners, and more. Some have permanent stores established in a thriving business district. Others travel to distant lands to bring back rare treasures. Adventurers are natural merchants, as they often visit many strange and exotic places and acquire unusual and valuable goods. Merchant adventurers have an outlet to sell many of the material treasures such as tapestries, statuary, gems, and jewelry they often accumulate.

Social ranks: Merchants come from many walks of life. Roll 2d6 to determine the rank of a merchant. Optionally, grant that merchant the appropriate business and income.

2d6 roll	Rank	Business
2–3	Lower Class	Works for someone else
4–7	Lower Middle Class	Owns a stall or rents a storefront
8–10	Upper Middle Class	Owns a storefront
11–12	Upper Class	Owns a large storefront

Requirements: A merchant must have minimum Intelligence/Knowledge and Charisma/Appearance scores of 9. This kit is closed to paladins, rangers, druids and all charcters of the following races: alaghi, minotaur, mongrelman, ogre, satyr, swanmay, thri-kreen, and wemic.

Weapon proficiencies: Merchants can wield any weapons appropriate to their classes. However, a merchant who wears heavy armor and carries several large weapons might make their customers nervous—unless the merchant is in the business of selling arms and armor.

Recommended nonweapon proficiencies: Appraising, carpentry, cobbling,

etiquette, reading/writing, modern languages, local history, forgery, tailoring, weaving.

Equipment: Merchants can carry whatever equipment they desire, however much of it should be useful in their trade. Many merchants make sure they have plenty of leather sacks and other containers to store goods they might acquire. They prize *bags of holding* and *flatboxes*.

Recommended traits: Glibness, keen senses, precise memory, alertness, obscure knowledge.

Benefits: Because they are often welcomed into communities, merchants receive a +1 reaction roll bonus in city settings. In addition, merchants with the appraising proficiency gain a permanent +2 bonus to that skill.

Hindrances: While they are initially welcomed for the goods and services they bring, not all merchants are forthright in their business dealings. Any merchant who is publicly accused of cheating his customers (whether the accusation is true), loses the reaction bonus above. Further, he suffers a –2 penalty to all reaction rolls until his innocence is proven.

Wealth: A merchant begins with the maximum amount of gold allotted to his class.

Mystic

Thoughtful and introspective, the mystic seeks to find the answers to the mysteries of the universe by traveling across the globe. Nonviolent by nature, the inquisitive mystic seeks only truth, and he avoids confrontations when possible. However, if the mystic must battle his way to enlightenment, he will do so. Mystics are usually found among cultures that place a high value on art, philosophy, and scholarship. As seekers of knowledge, mystics often become adventurers while they search for the answers they seek.

Social ranks: Mystics tend to be well-educated, coming from the more affluent segments of society. Roll 2d6 to determine the rank of a mystic.

2d6 roll	Rank
2–7	Upper Middle Class
8–12	Upper Class

Requirements: A mystic must have a minimum Wisdom/Intuition score of 13. This kit is closed to thieves and bards. Only characters of the following races can choose this kit: human, elf, half-elf, gnome, halfling, aarakocra, alaghi, centaur, githzerai, swanmay, and wemic.

Weapon proficiencies: Mystics can wield any weapons appropriate to their classes. However, most prefer lighter weapons which do not weigh them down.

Recommended nonweapon proficiencies: Astrology, astronomy, religion, etiquette, languages (modern or ancient), history, (local or ancient), reading/writing, heraldry, riding (any), herbalism, healing, gem cutting, musical instrument, navigation.

Equipment: Mystics can select whatever equipment they desire and can afford. However, these characters are known to travel unencumbered, so care should be taken in what they purchase and acquire.

Recommended traits: Artistic ability, empathy, obscure knowledge, ancient history, precise memory.

Benefits: A mystic can temporarily boost one of his 12 subability scores by +2. If the

mystic is a ranger with a 16 Balance score, by meditating the score can be temporarily increased to an 18. If the mystic is a warrior trying to boost a Muscle score of 18/30, the bonus counts as 20% rather than 2 points—each point equates to 10%. The mystic warrior's Muscle is temporarily increased to 18/50. To gain this subability bonus, the mystic must meditate, building up his body and mind for this feat. The subability score remains boosted for one-third of the mystic's meditation time. If the Mystic mediated for three uninterrupted hours, he could boost a subability score for one hour.

Hindrances: The process of meditation requires effort. While a mystic could meditate in the cabin of a ship, he could not do so if that ship were in the midst of a terrible storm. Attacks or very loud noises also disrupt meditation. The time spent in meditation does not alleviate the mystic's need for food and sleep. So it is unlikely that a mystic could spend three days in meditation in preparation for an adventure. Further, a mystic cannot gain multiple meditation bonuses at one time.

Wealth: A mystic is interested in knowledge, not material items. As such, he cannot own more than he can carry. A mount is an exception, as such a beast is useful in taking the mystic to new places.

Nobles

Nobles are those born to the highest ranks of society. They are rich, dress well, and they usually spend money frivolously. They are the privileged few the common people idolize. And they are the symbols of what others often consider the best in the world.

This leads many nobles to believe they are better than everyone around them—not just in wealth or social standing, but in manner and abilities. This sense of superiority can manifest itself as overwhelming pride, arrogance, and condescending snobbery. These nobles use their wealth, standing, and power to take what they want from those weaker than themselves. They can be as brutal, savage, and unthinking as the horrific monsters they slay.

Not all nobles are like this, however. Some feel a certain sense of stewardship for the unwashed hordes. These nobles consider it their duty to do all in their power to better the world—as long as their lifestyles are not jeopardized. They can be chivalrous toward members of the opposite sex, and they might occasionally stop to chat with peasants. These nobles mean well, but they may be out of touch with what is important in the lives of the common people.

Nobles need not be played as brutal tyrants or out-of-touch fops and dandies, but there are plenty of wealthy individuals who fit those two archetypes.

Social ranks: Nobles are only found in the upper echelons of society. Roll 2d6 to determine the rank of a noble.

2d6 roll	Rank
2–4	Upper Middle Class
5–12	Upper Class

Requirements: Nobles need only meet the requirements of their adventuring class. This kit is open to all classes and races except mongrelmen.

Weapon proficiencies: Any allowed by their adventuring class.

Recommended nonweapon proficiencies: Etiquette, heraldry, riding (any), dancing,

languages (ancient or modern), history, (local or ancient), reading/writing, religion, gambling, musical instrument, animal handling, hunting, and gaming.

Equipment: Regardless of his class, he must purchase a mount and tack, as no self-respecting noble would allow himself to be seen on foot when out and about. Further, all armor, weapons, clothes and accouterments must be of the finest quality.

Recommended traits: Allure, artistic ability, glibness, lucky, music (any).

Benefits: Because of his superior manner of dress, speech, and decorum, NPC nobles will recognize the player character's status and accord him the proper respect. Player character nobles receive a +2 reaction roll bonus when interacting with individuals from the upper class and upper middle class.

Hindrances: Because the noble demands the finest things in life, he pays more money for meals, board, equipment, etc. In addition, many vendors recognize the noble as being wealthy and raise their prices accordingly. A noble must add 25% to the price of any item or service he wishes to purchase.

Wealth: Nobles begin with twice the normal starting gold of their class to reflect their higher level of resources.

Outlaw

These characters spit in the face of authority and scoff at the mention of "the law." They are men and women wanted by the campaign's government officials and law-enforcement authorities.

Some outlaws are the heroic Robin Hood type. They become outlaws because they oppose an evil, corrupt, or tyrannical regime. These outlaws are more concerned with justice than the strict letter of the law. And while they willingly break laws, they do it for the common good—robbing from the rich to give to the poor, smiting the minions of the vile administration, and generally making life as uncomfortable as possible for those who've turned the law to their own wicked ends.

Other outlaws are bandits and highwaymen who inhabit the fringes of many civilizations hoping to rob innocent passersby of their hard-earned valuables. These despicable louts truly give the term "outlaw" a bad name.

Social ranks: Outlaws typically come from the poorer segments of society. Roll 2d6 to determine an outlaw's social rank.

2d6 roll	Rank
2–7	Lower Class
8–12	Lower Middle Class

Requirements: As many Outlaws must leave the comforts of civilization behind to avoid capture, they must be hardy souls. All outlaws must have minimum Strength/Stamina and Constitution/Health scores of 12. This kit is open to all races and classes, but paladin outlaws require special approval from the DM.

Weapon proficiencies: Outlaws can wield whatever weapons are allowed by their class. However, they tend to favor missile weapons because they like to strike at the forces of the law from a safe distance.

Recommended nonweapon proficiencies: Rope use, set snares, survival tracking, fire-building, riding (any), animal lore, bowyer/fletcher, hunting, running, local history, disguise, tumbling.

Equipment: Characters who are on the run, such as outlaws, are apt to be lightly equipped to allow for quick, quiet movements.

Recommended traits: Alertness, internal compass, glibness, impersonation, keen senses, light sleeper, lucky.

Benefits: Outlaws have a designated hideaway, a place where they can feel safe. Possible locations include a grove in the local forest, a hidden valley, the city's sewer system, or a nearby dungeon. The DM and player should work out the specifics.

Hindrances: Outlaws always have someone out to get them—usually the collective force of the campaign's law enforcers. They might have some player characters after them, too, if the bounty on their head becomes tempting enough.

Wealth: Standard for the character's class.

Peasant Hero

A Peasant hero is the "local kid done good." Whatever his class, whatever his ambitions, this character always remembers that his roots are in the soil of his home—be it a bustling village, a quiet hamlet, or a lone farm miles from the nearest neighbors. He might leave his home and become a great general, a mighty wizard, a noble priest, or a master thief—but his home will always be foremost in his heart. A peasant hero might fight against tyrannical nobles who are oppressing the common people, or he could simply yearn for the wealth of the nobles—so he can return to his village and build homes, temples, schools, and more.

Social ranks: Peasant heroes come from the poorest of families. Roll 2d6 to determine the hero's social rank.

2d6 roll	Rank
2–9	Lower Class
10–12	Lower Middle Class

Requirements: This kit is open to all classes and races. There are no abilty score requirements.

Weapon proficiencies: Although a peasant hero can wield any weapon allowed by his adventuring class, favored weapons include: dagger, short sword, quarterstaff, spear, short bow, club, hand axe, knife, sickle, sling, and staff sling.

Recommended nonweapon proficiencies: Agriculture, fishing, animal handling, animal lore, blacksmithing, carpentry, cooking, cobbling, fire-building, pottery, stonemasonry, weaving.

Equipment: See "Wealth" below.

Traits: Animal empathy, empathy, immunities, climate sense.

Benefits: The disadvantaged often make it through the rough times by helping each other. Therefore, in his homeland, a peasant hero always will be given shelter and any other help his fellows can give. They will hide him and his friends from an evil ruler's troops, heal his wounds, and feed and clothe him. Of course, this is conditional—if the peasant hero has given up his down-to-earth ways or mistreats his former friends, he'll find all doors in the village closed to him.

Hindrances: As he is viewed as something of a hero, a peasant hero will find the people of his homeland coming to him for assistance. If livestock are disappearing from the pens, or the village elder has been jailed for speaking against the nobles, or if another

peasant is accused of crime he didn't commit, the peasant hero will be called upon to help.

Wealth: Peasant heroes begin with half the starting maximum gold allowed for their adventuring class.

Pirate Like mariners, pirates love the ocean. However, pirates also love wealth. Evil pirates are the scum of the seas. They'll attack a ship and kill the crew to a man—unless there is a nobleman or wealthy heiress on board they can hold for ransom. These buccaneers have no lofty goals and fight for no cause other than to net the next ship full of booty.

Privateers are neutral- or good-aligned pirates who are usually commissioned by a government to prey on the shipping of that government's enemy. Privateers are often granted Letters of Marque that state they are in the employ of their king or queen. As representatives of a nation, privateers are expected to behave with a code of honor. They accept surrenders, treat prisoners well, and are always deferential to any noble captives—especially those of the opposite sex.

Social ranks: Pirates usually come from the middle rungs of the social ladder. Roll 2d6 to determine the rank of a pirate.

2d6 roll	Rank
2–7	Lower Middle Class
8–12	Upper Middle Class

Requirements: A life on the sea is rigorous and demanding. Pirates must have minimum Constitution/Health and Dexterity/Balance scores of 12. The pirate kit is prohibited for dwarves, aarakocra, alaghi, bullywugs, centaurs, ogres, orcs, satyrs, swanmays, thri-kreen, and wemics. This kit is open to all classes.

Weapon proficiencies: Pirates can be versed in any weapons applicable to their classes. However, rapiers and cutlasses are suggested for swashbuckling characters.

Recommended nonweapon proficiencies: Navigation, fishing, seamanship, rope use, gambling, tightrope walking, direction sense, swimming, weather sense.

Equipment: Pirates tend to avoid large weapons and heavy armor. Characters who are weighted down have a hard time climbing around in the ship's rigging and are likely to drown if they are pitched overboard during a storm or a fierce battle.

Recommended traits: Alertness, glibness, light sleeper.

Benefits: Pirates are accustomed to the pitch and roll of a ship and have an advantage when engaged in melee on deck. They gain a +1 bonus to their attack rolls while fighting at sea. Pirates also have a designated hideaway. Such locations include deserted isles, hidden anchorages, a sea-cave complex beneath the port city, etc.

Hindrances: Pirates suffer a –2 penalty on reaction rolls when they enter a port. If a pirate behaves in a manner appropriate to the setting, this penalty may be reduced and then eliminated upon subsequent visits. Pirates often make a lot of enemies. Hence, pirates are sometimes hunted by those they plundered. Pirate characters should never get too complacent—there's always somebody not too far away who wants the character's loot or head to show that this sea wolf will prowl the oceans no more.

Wealth: Standard for the character's class.

Pugilist Pugilists are characters who prefer to fight with their bare hands. They might make a living by fighting in a ring. Or perhaps they specialize in martial arts. They are strong, tough, and fit into any society that allows professional or street fights. Pugilists make excellent adventurers, as they have quick reflexes and are good in a brawl with monsters. Adventuring gives them an additional outlet for their physical side, and it affords them opportunities to travel to new communities and find new fights. Players might want to consult the Combat and Tactics book for information on unarmed combat and martial arts.

Social ranks: Most pugilists come from poorer families in bad parts of town where people learned to fight to get what or simply to defend themselves. Roll 2d6 to determine a pugilist's social rank at the beginning of the campaign.

2d6 roll	Social rank
2–10	Lower Class
11–12	Lower Middle Class

Requirements: Pugilists must have minimum Strength/Muscle and Dexterity/Balance scores of 14. This kit is barred to the following races: aarakocra, alaghi, bullywug, centaur, lizard man, minotaur, swanway, thri-kreen, and wemic. The kit is open to all classes except wizards.

Weapon proficiencies: These characters can select any weapon proficiencies allowed their adventuring classes. However, they prefer to fight with their hands. Proficiency and specialization in any form of unarmed combat (punching, wrestling, or martial arts) is recommended for the pugilist.

Recommended nonweapon proficiencies: Blind-fighting, endurance, running.

Equipment: Pugilists prefer to fight in loose-fitting street clothes and unencumbered. They seek magical bracers and rings to make themselves more difficult to be struck. They will wear armor while adventuring—if their character class allows it.

Recommended traits: Keen eyesight, keen hearing, keen sense of touch, light sleeper, ambidexterity.

Benefits: Normally, when a character makes an unarmed attack against an armed opponent or a monster with natural attacks, his foe gains an immediate attack of opportunity with a +4 bonus to his attack roll. This makes it very dangerous for unarmed heroes to attack most enemies. However, pugilists are skilled at fighting armed opponents and monsters with their bare hands; they are treated as if they were armed when making unarmed attacks.

Hindrances: Pugilists are admired when they are in a ring and the crowd is cheering them on. However, people from the middle and upper class prefer not to associate with the ruffians. A pugilist's Charisma is effectively lowered by 1 when dealing with those from the middle class and by 2 when speaking to people from the upper class.

Wealth: Pugilists begin with the normal amount of gold allowed their character class.

Rider A rider is a character who has developed a bond with his mount. When the character was younger, he became friends with this animal, and the rider and his mount grew up together and grew close. They are now all but inseparable. In fact, they share

such a bond they can sense each other's location and general health. Perhaps the rider is an elf who was born in the deep wilderness and who rides into the campaign's city on a giant boar. Maybe the rider is a halfling lass who—with her giant lizard mount—leaves her village behind in pursuit of adventure.

Social Ranks: Riders can come from most walks of life. Roll 2d6 to determine the rider's social rank.

2d6 roll	Rank
2–4	Lower Class
5–10	Lower Middle Class
11–12	Upper Middle Class

Requirements: Riders must have a minimum Charisma/Leadership of 13. This kit is open to the standard player character races, and to flinds, githzerai, goblins, kobolds, orcs, and swanmays. The kit is open to all classes.

Weapon proficiencies: Riders can select any weapons that fit with their adventuring professions. Weapons designed to be used while mounted are ideal. These include: lances, bow (any), horseman's flail, horseman's mace, horseman's pick, spear, bastard sword, long sword, scimitar, morning star.

Recommended nonweapon proficiencies: Animal lore, animal training, animal handling, riding (any), rope use, charioteering, heraldry, bowyer/fletcher.

Equipment: Riders can select any weapons, armor, and other equipment that fits their adventuring class.

Recommended traits: Animal empathy, empathy, alertness, keen hearing.

Benefits: When this kit is chosen, the player and DM must determine a suitable mount for the character. There are several factors to consider: 1) the climate and terrain of the character's homeland, where he acquired the mount; 2) the character's race (halflings would have a difficult time riding elephants, while half-ogres would be too big for a pony) and; 3) the availability of the mount. A rider's mount is similar to a wizard's familiar in that the pair have a bond. Each will know the general state of health of the other, the direction the other is in, and the distance by which they are separated. Depending on its degree of intelligence, the mount might be able to understand if its friend is in danger. Many a rider has escaped certain death on the back of a mount that risked its own life to save him.

After making a list of possible mounts, the player should select one. DMs might prefer the mount to be selected randomly. If this is the case, use the following method.

Roll 1d6. A result of 1–3 indicates the player should roll on the natural creatures table; 4, flying creatures; 5, giant land creatures, and; 6, underwater creatures. Then roll 1d8 on the appropriate mount table.

Table 43: Mounts

Natural Creatures		Flying Creatures	
1	Horse/pony	1	Griffon
2	Bull	2	Huge raven
3	Camel	3	Hippogriff
4	Buffalo	4	Huge bat

5	Mule	5	Giant owl
6	Cave bear	6	Pegasus
7	Stag	7	Giant wasp
8	Elephant	8	Giant eagle

Giant Land Creatures		**Underwater Creatures**	
1	Giant beetle	1	Hippocampus
2	Giant lizard	2	Giant crab
3	Giant boar	3	Sea horse
4	Giant weasel	4	Dolphin
5	Giant frog	5	Killer whale
6	Giant badger	6	Sea lion
7	Giant goat	7	Giant otter
8	Giant skunk	8	Giant ray

Hindrances: If a rider neglects or mistreats his mount, the DM might declare that the mount flees—bolts during the night, kicks its way out of a stable, flies away, etc. If this occurs, the rider can never again experience an empathic rapport with a animal. Further, when the rider's mount dies, the rider immediately suffers 2d6 points of damage, due to the emotional loss resulting from the death of a close friend. This damage can be healed. However, if the mount's death occurred as a result of the rider's negligence, aside from suffering the physical damage, the rider must attempt a saving throw vs. spells. Failure means the rider operates as if he were under a feeblemind spell for the next 2d6 hours.

Wealth: A rider begins with the amount of money allowed his adventuring class. He must purchase tack and animal feed with this before using what is left to purchase weapons, armor, and equipment.

Savage

Savages are characters from primitive societies, individuals who lived on their own or in extended families. They differ from barbarians in that they have no established villages or communities. They live off the land by hunting and foraging. They do not herd animals or establish farms. Savages find their way into adventuring groups simply by crossing paths with player character heroes. They are quick to become a part of an adventuring family, and they are comfortable traveling and exploring. However, savages are uncomfortable in towns, and they are suspicious of civilized trappings.

Social ranks: Since savages do not come from a society, their starting social rank is essentially lower class.

2d6 roll	**Social rank**
2–11	Lower Class
12	Lower Middle Class

Requirements: Savages must have a minimum Constitution/Fitness score of 13. This kit is open to all races except githzerai and swanmays, and to all classes except paladins.

Weapon proficiencies: At the time of character creation, a savage must choose from the following wooden weapons: quarterstaff, spear, bow, and club. As the character gains in levels and adventures with others, he can pick up more civilized weapons, such as

maces, swords, and daggers.

Recommended nonweapon proficiencies: Animal lore, hunting, running, set snares, survival, tracking, fishing, swimming.

Equipment: Savages begin without any metal equipment. Their weapons are limited to those listed above, and they can wear nothing greater than hide armor. All of their possessions must come from nature, such: as deerskin sacks, buffalo hide blankets, vine rope, woven baskets, clay jugs, stone arrowheads, etc.

Recommended traits: Keen eyesight, keen hearing, keen sense of touch, keen sense of taste, light sleeper, ambidexterity.

Benefits: Savages gain +1 to any three nonweapon proficiencies scores, provided they are selected from the recommended list above.

Hindrances: Player characters with this kit are uneasy in cities. They suffer a –2 initiative penalty when traveling within the confines of a town or keep.

Wealth: Savages are allowed to spend up to the normal wealth allowed their character class on the weapons, hide armor, and equipment mentioned in this kit. However, whatever is not spent vanishes. Savages begin play with no money.

Scholar

A scholar is driven by his incessant drive for knowledge about a particular topic or family of topics. Adventuring scholars might want to study underground ruins, abandoned temples, mythical beasts, giant insects, haunted woods, or monsters. When not traveling (and taking copious notes at every opportunity), he's likely to be found poring over books, maps, scrolls, and clay tablets. Scholars choose to adventure because they know they can learn more by studying something up close than by reading about it in musty libraries.

Social ranks: Scholars are well-educated and come from rather affluent families. Roll 2d6 to determine a scholar's social rank.

2d6 roll	Rank
2–6	Upper Middle Class
7–12	Upper Class

Requirements: A scholar must have a minimum Intelligence/Knowledge of 13. This kit is open to all standard player chacter races and to: centaurs, githzerai, and swanmays. Fighters may not be scholars.

Weapon proficiencies: Those that fit with the scholar's adventuring class.

Recommended nonweapon proficiencies: Reading/writing, history (any), languages (any), heraldry, astrology, astronomy, herbalism, engineering, gem cutting, religion, spellcraft, brewing, etiquette, musical instrument.

Equipment: Scholars always must be prepared to record some interesting new bit of knowledge. Therefore, all scholars must carry quills, ink, scrolls, and a journal or diary with which to write down any intriguing new facts or theories.

Recommended traits: Artistic ability, keen eyesight, keen hearing, precise memory, obscure knowledge.

Benefits: Scholars gain a +1 bonus either to Intelligence or Wisdom checks (player's choice)—including proficiency checks based on Intelligence or Wisdom.

Hindrances: Since scholars spend so much time reading, theorizing, and studying,

they suffer when it comes to physical combat. All scholars suffer a –1 penalty on their initiative rolls when fighting.

Wealth: Standard for the character's class.

Scout Scouts are those characters who are most at home in the wilderness. They can be hunters, loggers, trappers or furriers. Or they might be employed by the campaign's military forces to patrol the country's borders and keep a furtive eye on the nation's enemies. As a rule, they are brave—even daring. Few others would voluntarily cross into enemy territory to ascertain troop movements or the locations of the monsters' stronghold. Wilderness is not limited to forests. Any geographic region that is untouched by civilization qualifies. Such areas can include the desert, arctic tundra, tropical rain forests, mountain valleys, or even natural cave complexes—perhaps leading to the Underdark.

Social ranks: Scouts come from the lower tiers of society. Roll 2d6 to determine a scout's social rank.

2d6 roll	Rank
2–5	Lower Class
6–12	Lower Middle Class

Requirements: Scouts must be able to discern a dangerous situation from a lethal one. All scouts need a minimum Wisdom/Intuition score of 12. This kit is open to all races and classes.

Weapon proficiencies: Scouts can be proficient in any weapons that fit with their adventuring class. Since they are frequently outnumbered by foes, most scouts select missile weapons to help them even the odds.

Recommended nonweapon proficiencies: Tracking, survival, fire-building, hunting, mountaineering, rope use, set snares, swimming, carpentry, direction sense, weather sense.

Equipment: Scouts do not enter the wilderness unprepared. Scouts must purchase adequate clothing for the season, rations and water, flint and steel, rope, bedroll, a small hammer, and pitons. They can purchase any weapons, armor, and other equipment with any gold they have remaining.

Recommended traits: Alertness, fast healer, impersonation, keen eyesight, keen hearing, keen sense of touch, light sleeper.

Benefits: Scouts gain a +1 bonus to all nonweapon proficiency checks while in the wilderness or natural cave settings.

Hindrances: Scouts are ill at ease in urban or dungeon settings. They suffer a –1 penalty on all nonweapon proficiency checks when in such locales.

Wealth: Standard for the character's class.

Sharpshooter Sharpshooters devote their time and effort to becoming extremely proficient with missile weapons. They might be experts with thrown weapons such as the dagger or hand axe. Some make their living as trick-shot artists in carnivals and circuses. Sharpshooters may be military specialists assigned to attack and dispose of enemy officers, wizards, airborne foes, or even enemy sharpshooters. Others might be classic

archers, able to split an opponent's arrow in a target or knock a foe's weapon from his hand.

Social Ranks: Sharpshooters usually come from middle-classed families who have money to spend on weapons and lessons. Roll 2d6 to determine the social rank.

2d6 roll	Rank
2–6	Lower Middle Class
7–12	Upper Middle Class

Requirements: A sharpshooter must have a minimum Dexterity/Aim of 13. Bugbears, lizard men, minotaurs, ogres, and wemics cannot become sharpshooters. This kit is barred to wizards and priests (although the DM may allow some specialty priests, such as druids, to become sharpshooters).

Weapon proficiencies: More than half of a sharpshooter's initial weapon proficiencies (or at least six character points) must be allocated on missile weapons. Expenditures for missile weapon specialization or style specializations involving missile weapons count toward the requirements.

Nonweapon proficiencies: Bowyer/fletcher, hunting, heraldry, riding, weaponsmithing.

Equipment: A sharpshooter's first concern is making sure he has enough arrows or other missile weapons. After that, he can purchase whatever armor and equipment is appropriate to his adventuring class.

Traits: Ambidexterity, keen eyesight, keen hearing, lucky.

Benefits: Sharpshooters gain a +1 bonus to attack and damage rolls with one particular missile weapon. The weapon must be chosen at the time of the character's creation. This bonus does not apply to a hurled missile weapon when it is used in melee combat. For example, if a sharpshooter threw a spear at an oncoming hobgoblin, he could apply the bonus. If he waited until the hobgoblin closed to melee range, the bonus is no longer applicable.

Hindrances: Because a sharpshooter concentrates on missile weapons, he suffers a –1 penalty on initiative rolls for melee combat.

Wealth: Standard for the character's class.

Smuggler

Characters who earn a living by fencing questionable goods and moving material about behind the backs of government officials are considered smugglers. They are opportunists who have the right connections to guide stolen or suspicious property about from place to place—at a considerable profit to themselves. Smugglers rarely steal things themselves. They consider that much more risky than transporting the goods and feigning ignorance about the goods' origins. And they rarely keep materials they believe stolen—better to move the objects on to another city. A few smugglers work as fences on the side. Smugglers love the adventuring life because it gives them the opportunity to travel and the chance to move goods. A smuggler might jump at the opportunity to delve into a dungeon when the authorities are on the lookout for a matched set of emeralds he has in his belt pouch.

Social ranks: Most smugglers come from the middle class. Roll 2d6 to determine their rank.

2d6 roll	Social rank
2–8	Lower Middle Class
9–12	Upper Middle Class

Requirements: Smugglers must have a minimum Wisdom/Willpower score of 12, as they must have enough common sense to help them stay ahead of the law. This kit is open to all races and classes, but paladin smugglers require special approval from the DM.

Weapon proficiencies: These characters can select any weapon proficiencies allowed their adventuring classes.

Recommended nonweapon proficiencies: Appraising, forgery, gem cutting, ancient history, artistic ability, etiquette, pottery, ancient languages, reading/writing.

Equipment: Smugglers seek magical bracers and rings to make themselves more difficult to be struck or seen. They will wear armor while adventuring—if their character class allows it. However, they prefer to travel in loose-fitting street clothes and unencumbered.

Recommended traits: Keen sense of touch, glibness, impersonation, lucky, obscure knowledge, precise memory.

Benefits: If a smuggler chooses the appraising nonweapon proficiency, he gains a +2 bonus to that proficiency score.

Hindrances: Smugglers on occasion run afoul of the law—or of individuals who try to pass goods via the character. When this happens, a smuggler might have to rely on his fellow adventurers for protection.

Wealth: Smugglers begin with the maximum amount of gold allotted to their character class to reflect the money they earn from their shady dealings.

Soldier

A Soldier is a professional warrior. He might be a field officer, a career sergeant, or a sellsword. Any character class can be a soldier. Warriors and clerics can lead troops into battle; wizards can decimate enemy armies with their powerful, offensive spells; and rogues can infiltrate enemy-occupied positions and gain valuable intelligence. If a player is interested in this kit, he should discuss with the DM whether the soldier is a member of a standing military organization or is a mercenary. If the character is a member of a military force, his military rank also must be decided.

Social ranks: Soldiers come from all walks of life. However, those from more influential families tend to rise higher in the military career ladder. If the soldier is part of an organized unit, roll 2d6 to determine his social and military rank.

2d6 roll	Rank	Military Title
2–5	Lower Class	Man-at-arms/foot soldier
6–9	Lower Middle Class	Sergeant/horse soldier
10–11	Upper Middle Class	Lieutenant
12	Upper Class	Captain/commander

Requirements: Soldiers must have a minimum Constitution/Fitness score of 12, as military life is not easy. This kit is open to any player character race except; aarakockra,

alaghi. githzerai, minotaur, mongrelman, satyr, swanmay, thri-kreen, and wemic. The kit is open to all classes.

Weapon proficiencies: Soldiers can be proficient in weapons that fit their adventuring class.

Recommended nonweapon proficiencies: History (ancient or local, emphasis on military events), fire-building, direction sense, animal handling, cooking, heraldry, riding (land-based), seamanship, swimming, disguise, armorer, blind-fighting, bowyer/fletcher, charioteering, endurance, navigation, survival, weaponsmithing, reading/writing.

Equipment: Soldiers must spend more than half of their starting wealth on weapons and armor. They can wear any armor and use any weapons allowed their adventuring profession.

Recommended traits: Keen eyesight, keen hearing, light sleeper.

Benefits: At the time of character creation, the soldier gains one free nonweapon proficiency, provided it is selected from the recommended list above. In addition, a soldier acquires one weapon at no cost—a gift of the military.

Hindrances: A soldier can purchase only those weapons, armor, and other pieces of equipment that can be carried on his back or on his mount.

Wealth: Standard for the character's class.

Spy

In any campaign there is bound to be intrigue, conspiracies, and insidious plots. Uncovering these secrets is the job of the spy. As the scout crosses enemy lines and infiltrates dangerous wilderness areas to learn vital information, so does the spy wend his way through all levels of society. He attends parties or sits in smoky taverns, drinking, dancing, or gambling—all the while noting who is speaking to whom, what is being discussed, (and what isn't being discussed), who's present and who's absent, and what are the latest rumors and gossip. Spies often choose to become adventurers, as that profession is the perfect cover. Few think twice when a new group of heroes comes into town. In most campaigns, adventurers are just accepted—if not granted a few favors in case their unique talents are ever needed. This allows spies to go almost anywhere without arising suspicion.

If this kit is chosen, the player should discuss with the DM exactly who the spy is supposed to be spying on, and who the spy's employer is. It is possible that the spy is between missions, or is seeking additional income as an adventurer. Spies tend to be educated and versatile. Roll 2d6 to determine the social rank of a spy character.

2d6 roll	Rank
2–4	Lower Middle Class
5–12	Upper Middle Class

Requirements: Spies must be able to think on their feet and smoothly talk their way out of situations in which their cover may be blown. Therefore, all spies must have minimum Intelligence/Reason and Charisma/Appearance scores of 13. The spy kit is barred to half-ogres, as well as any optional PC race that is size large (restriction z from the Other Races section of Chapter Three), and thri-kreen. The kit is open to all classes.

Weapon proficiencies: Spies are only limited in weapon choice by their adventuring class. However, depending on their cover identity, spies may be limited in the weapons

they carry. For example, a spy impersonating a wizard cannot bring his favorite bastard sword along as part of the disguise. Many spies prefer small, easily concealed, or easily disguised weapons (a walking cane can double as a club or hide a thin blade). This lets spies defend themselves if they are discovered. Such weapons include: club, dagger, knife, and darts. If the campaign involves much courtly intrigue, "ceremonial" weapons such as various swords also qualify.

Recommended nonweapon proficiencies: Disguise, forgery, dancing, etiquette, heraldry, riding, local history, modern languages, herbalism, reading/writing, appraising, gaming, musical instrument, reading lips, spellcraft.

Equipment: The spy's cover identity may dictate what equipment he can carry without appearing incongruous.

Recommended traits: Alertness, empathy, glibness, impersonation, light sleeper, lucky, music (any), precise memory.

Benefits: Because of the spy's suave charm, he receives a +2 bonus for all NPCs' reaction rolls.

Hindrances: The foremost problem with being a spy is that if his cover identity is blown and he is captured, the penalty is often death. It is also possible that old foes may later determine the spy's true identity and seek revenge against him.

Wealth: Standard for the character's class.

Swashbuckler

A swashbuckler is the lightly armed and armored hero with a flashing blade and rapier wit. Most at home in a city-based campaign (dungeons tend to ruin their expensive, foppish attire), the swashbuckler seems to have stepped right out of Dumas' *The Three Musketeers*. Swashbucklers may be dull bureaucrats, wheezing aristocrats, or meek scribes during the day—but at night they don their fanciest clothes, gird on their blades, and venture out into the darkening city for an evening of raucous revelry, flippant conversation, and a helping of derring-do. Despite a generally flippant (some might say arrogantly sarcastic) attitude, most swashbucklers have a strong sense of honor. Anyone who dares insult the swashbuckler, his comrades, or a member of the opposite sex may well find a blade at his throat.

Social ranks: Swashbucklers are more affluent than common fighters. Roll 2d6 to determine a social rank.

2d6 roll	Rank
2–7	Upper Middle Class
8–12	Upper Class

Requirements: Swashbucklers should be witty, and they should be light on their feet for those occasions when their wit goes unappreciated. As such, all swashbucklers need minimum Dexterity/Balance and Intelligence/Reason scores of 12. This kit is closed to the optional player character races, and to rangers and druids.

Recommended weapon proficiencies: Swords are the traditional weapons of most swashbucklers, especially rapiers and sabres. However, they can use any weapons that fit their adventuring professions.

Recommended Nonweapon proficiencies: Tumbling, etiquette, dancing, riding, blind-fighting, musical instrument, appraising, gaming, tightrope walking, jumping.

Equipment: A swashbuckler can wear any armor and weapons allowed to his class, though they should be flashy and of good quality.

Recommended traits: Ambidexterity, artistic ability, glibness, music, lucky.

Benefits: When unarmored or wearing armor no heavier than studded leather, swashbucklers gain a +2 armor class bonus. This bonus is in addition to any other AC modifiers such as a high Dexterity and magical defensive items. (This is equal to the optional defensive bonus class ability, and the two cannot be combined.) Also, due to their roguish charm, swashbucklers gain a +2 reaction roll bonus from NPC members of the opposite sex.

Hindrances: As the swashbuckler seeks out adventure, so too does adventure find him. Life, and the DM, should conspire to make reality interesting for the character. For example, if a swashbuckler is fleeing the outraged sibling of one of his paramours, his flight might carry him across the path of a defenseless peasant who is being harassed by a gang of ruffians. Or, if a swashbuckler leaps overboard to escape the buccaneers who shanghaied him, he discovers that the waters are infested with sahuagin riding sharks.

Wealth: Standard for the character's class, plus 20% to reflect his affluent background.

Thug This kit is recommended only for non good-aligned characters. As the outlaw makes his home and living on the fringes of civilization, the thug makes his way in cities. A thug knows the streets and alleys, and he knows the shadowy places best. In the darkest parts of town he lies in wait for unsuspecting prey—such as travelers new to the city, those who become lost in the maze of streets and alleys, and those on their way home after having a bit too much to drink. Thugs might be street ruffians, members of press gangs, gang enforcers, or barroom rowdies. In any case, they tend to be loud, obnoxious, and prone to violence.

Social ranks: Most thugs come from low-income families, and it is this background that leads them to their questionable lifestyle. Roll 2d6 to determine a thug's social rank.

2d6 roll	Rank
2–8	Lower Class
9–12	Lower Middle Class

Recommendations: Thugs must have minimum Strength/Muscle and Charisma/Appearance scores of 10. This is barred to aarakocra, kobolds, satyrs, and swanmays. Only fighters and thieves may select this kit.

Weapon proficiencies: Small or easily concealed weapons are the thug's favorites, as they can be carried most anywhere. These include: daggers, dirks, hand axes, knives, blowguns, and slings. However, thugs can carry any weapon that is allowed by their adventuring class.

Recommended nonweapon proficiencies: Blind-fighting, endurance, gaming, jumping, rope use, running.

Equipment: Most thugs like to wear as little armor and carry as few pieces of equipment as possible—as they like to move about unencumbered. However, some thugs prefer wearing bulky armor and carrying big weapons to intimidate others.

Recommended traits: Fast healer, keen eyesight, keen hearing, keen sense of touch,

light sleeper.

Benefits: Due to their rough-and-tumble lifestyle and penchant for street brawls, thugs gain a +1 bonus to all damage rolls.

Hindrances: Thugs are often wanted by the local law enforcers. In a relatively confined area such as a city, a thug can never relax. Around the next corner might be a member of the constabulary—or the thug's next victim.

Wealth: Standard for the character's class.

Weapon Master

A weapon master is a character who, regardless of class, has chosen to devote most of his combat training to a single weapon. A weapon master's goal is to blend weapon and self into one whirling, deadly union—one lethal entity. Weapon masters might display their prowess as part of a circus or carnival show—knocking lit cigars out of unsuspecting peoples' mouths—or juggling three short swords while blind-folded. Or, weapon masters might have inherited the family heirloom weapon, and mastering it is a family tradition that the character feels he must live up to.

Social ranks: Weapon masters come from families that can afford weapon instructors. Roll 2d6 to determine a weapon master's social rank.

2d6 roll	Rank
2–4	Lower Middle Class
5–9	Upper Middle Class
10–12	Upper Class

Requirements: Only fighters, priests, and thieves can become weapon masters. Further, they must have minimum Strength/Stamina and Dexterity/Aim scores of 13. The kit is open to all races.

Weapon proficiencies: Weapon masters always choose a melee weapon to study and excel in. The character must begin play with expertise or specialization in at least one melee weapon.

Recommended nonweapon proficiencies: Blind-fighting, juggling, weaponsmithing, bowyer/fletcher, endurance.

Equipment: A weapon master cannot wear any armor heavier than chain mail. The weapon master begins play with one weapon ot the type he has mastered at no cost.

Recommended traits: Ambidexterity, double-jointed, keen eyesight, keen hearing, lucky.

Benefits: A weapon master is so skilled with one melee weapon that he can, as he enters combat, display his amazing level of skill. This causes all opponents who see the display to suffer a –2 initiative penalty for the first two rounds of combat.

Hindrances: So total is the weapon master's devotion to his weapon that he cannot become proficient with weapons of another type. For example, if the character's choice weapon is a mace, he can only gain proficiencies in bludgeoning weapons. If the chosen weapon is a sword, he can only wield slashing weapons without suffering penalties to hit.

Wealth: Standard for the character's class.

Creating New Kits

To design additional kits, DMs should answer these questions.

What role does this kit to serve in the campaign?

What makes this unique from all other kits?
In what ways is it similar to any other kits?
What levels of society would generate characters that would choose this kit?

Requirements: What does a character need to take this kit? What minimum of ability does this kit require?
Weapon proficiencies: Does this kit give access to weapons not normally allowed certain classes? If so, why? Are certain weapons associated with this kit?
Recommended nonweapon proficiencies: What skills would PCs with this kit likely need?
Equipment: Does this kit grant access to equipment not normally available to some classes. If so, why?
Recommended traits: What characteristics fit an individual with this kit?
Benefits: What extra ability or modifier does this kit grant characters? Is this benefit too powerful for a kit? Is it too weak? Compare this kit's benefits with the other kit benefits in this chapter.
Hindrances: What penalty or modifier compensates for the above benefit without weakening the character too much or leaving him too powerful?
Wealth: Is the starting cash of the character affect by this kit? If so, how much?

Once these questions have been answered, a DM should have a pretty good idea of the compatibility of a new kit. The most important decision to make is determining if this kit unbalances the game. Contrast and compare it with other kits. It's much easier to fix the kit now than try to repair a campaign after an unbalanced kit has damaged it.

The next step is to experiment with the kits in play. Outside the normal campaign, put this kit through its paces. Run different character classes through an encounter or two to see if it works the way it was intended. If it does, introduce it to campaign and have fun. If it doesn't, head back to the drawing board.

Chapter 6: Nonweapon Proficiencies

Nonweapon proficiencies are an important part of role-playing a character. The Skills and Powers book offers several new proficiencies and ways in which they can be employed during a game. The new rules are tailored to the character point system.

The use of proficiencies has been modified slightly from straight ability checks, providing more flexibility and a little more advantage to characters with less than, say, a 15 or 16 score in a certain ability. Now proficiencies can develop during the course of a game. Though characters will often start out with less likelihood of success when using proficiencies, they will have many opportunities to develop those skills beyond the limits inherent in the old ability score system.

In addition, players can select or create traits for their characters, which are innate advantages such as talents and keen perceptions. A list of traits is presented in this

chapter. Countering the strengths of the traits is a selection of disadvantages, which also provide opportunities for more elaborate role-playing—as well as creating countless situations for a little comic relief.

Proficiencies and the Point System

The point system lets players give their characters a wider variety of skills and abilities than are available with the standard rules. However, skills that are not related to a character's class are still more difficult and expensive to obtain than those tied directly to the adventurer's area of expertise.

Character points help determine an adventurer's initial proficiencies. Players can also assign character points earned during play to improve their heroes' chances of success with proficiencies, as well as to add new proficiencies.

Unlike the original proficiency rules, the *Skills and Powers* system gives each proficiency a rating—a possibility for success. This is influenced by a character's ability score (see Table 44: Ability Modifiers to Proficiency Scores). It is a more realistic approach, since proficiencies can be gradually improved. In these rules there is a significant difference in performance between someone with a beginning level of proficiency and someone who is an expert.

In this step of the character creation process, all player characters receive an additional allotment of character points, based on their classes, to purchase their initial non-weapon proficiencies. In addition, any leftover points from race or class ability selection in the previous chapters can be used here. Finally, characters may add their CP bonuses for their Intelligence scores to their total of character points at this time. The number of CPs awarded to each type of character in this step appears in the table below.

Characters may also choose disadvantages at this point, which can give them bonus CPs to spend in acquiring extra skills or traits.

Warriors:	6
Wizards:	8
Priests:	8
Rogues:	6

Selecting Proficiencies

When a character is created or converted from the standard AD&D game rules to the *Skills and Powers* system, character points must be expended for each proficiency selected. The more points spent, the better the character will be at using that particular proficiency.

Table 45: Nonweapon Proficiency Groups lists the proficiencies available. It is broken into five categories—general proficiencies, and those relating to the priest, rogue, wizard, and warrior classes. Players can choose proficiencies from any of the lists, though the costs for some will be increased because they don't relate to a character's class.

Additionally, some characters, because of high Intelligence scores, can add bonus proficiencies at the time of character creation.

Character Point Costs

A character point cost is indicated for each specific entry—that is the expenditure in points required for players to add that skill to their characters' repertoires. The cost is normal if the proficiency is selected from the general list or the list relating to a character's class. If it is selected from a different character class list, the initial cost for the proficiency is increased by 2.

For example, Wingo the thief decides to spend character points on an assortment of proficiencies, including fishing (for a cost of 3) from the general group, disguise (for a cost of 4) from the rogue group, and cryptography (listed cost 3) from the wizard's group. His cost in points is as stated for the general and rogue proficiencies, but he must pay 5 character points, not 3, to acquire the skill from the wizard group.

Relevant Abilities

Each proficiency on Table 45 is listed with one or two of the character abilities and/or subabilities that are most essential for the use of this skill. To acquire the proficiency at the normal cost, the character must have a score of at least 9 in each of the relevant abilities.

A character with lower ability scores is still allowed to purchase the skill. However, the cost in character points is increased. Add 1 to the cost for each point needed to bring the relevant abilities up to a 9.

For example, Wingo wants to become proficient at riding horses. His 15 Dexterity score is no problem, but his 7 Wisdom score gives him some difficulties. Since the normal cost for the riding proficiency is 2 character points, and Wingo would need to add 2 more points to raise his Wisdom to 9, he must pay 4 points for the riding proficiency. The additional cost does not actually improve Wingo's Wisdom score, it merely allows him to gain the riding proficiency.

Campaign Considerations/Training

The DM is encouraged to provide a rationale for acquiring proficiencies. Certain skills might not be available because they relate to vocations not employed by the cultures of the campaign environment. Riding and blacksmithing, for example, would be unavailable in a setting based on the pre-Columbian Aztecs, while seamanship might be unknown to a mountain-dwelling people or a character born into a tribe of desert nomads. Of course, the DM need only introduce a traveler from a different culture to teach or otherwise introduce a new skill to the setting.

In other cases, the DM could disallow certain proficiencies at the time characters are generated. Adding proficiencies later is simply a matter of the players finding ways for their characters to learn the new skills—the mountain herder who signs on as a deckhand for an ocean-crossing vessel will have plenty of opportunities to learn seamanship.

An NPC who possesses a proficiency generally will have enough knowledge to impart a basic level of skill to an nonproficient character. The amount of time this requires varies, but it should be a matter of at least several weeks of intensive training, or a much longer time of general exposure and experience.

In general, a teacher cannot raise a student's skill to a higher level than his own, but here, too, are exceptions. Characters who receive proficiency bonuses for high ability scores do not have to consider these bonuses when comparing their levels to their

teacher's.

Bonus Proficiencies

Characters with average to high Intelligence scores can gain bonus nonweapon proficiencies. The "# of languages" rating for a character, found in the AD&D game rules, is treated as bonus character points. Bonus character points from Intelligence cannot be spent earlier in the character creation process.

These points can be used only to acquire languages or acquire or improve nonweapon proficiencies which use the Intelligence score as one of the proficiency's relevant abilities. However, there is one exception—warriors can use these bonus character points as described here, or they can use them to purchase or improve weapon proficiencies.

For example, Wingo the thief has an Intelligence score of 15, while Bluto the warrior has an Intelligence score of 12. Table 4 (in the PHB) shows that Wingo is allowed to learn four languages, while Bluto is limited to three. Wingo thus gains 4 character points that must be used for Intelligence-based nonweapon proficiencies. He could purchase ventriloquism (from the rogue group) or cooking (from the general group), since each of these uses Intelligence as a relevant ability.

Bluto, on the other hand, could use his 3 bonus character points to purchase cooking, or add them to his normal character points to purchase the armorer proficiency (from the warrior group). Alternately, Bluto could use his bonus character points to purchase or improve an additional weapon proficiency.

Improving Proficiencies

Once an adventurer possesses a proficiency, spending character points can improve the adventurer's performance when that proficiency is used. The section on using proficiencies describes how to determine an initial rating—which varies for the different proficiencies and can be modified by character ability scores.

This initial rating can be improved by spending additional character points during the course of an adventurer's career. For the most part, new characters will have a beginning level of proficiency, though the DM and player may agree on a rationale to explain a novice character's high degree of proficiency. A young woman who embarks on a life of adventure, for example, after being raised beside her father's potter's wheel, might have a significant level of accomplishment at the pottery skill.

Spending character points can improve an adventurer's proficiency performance. This is a one for one exchange—1 character point increases the character's chance of success by one. A nonweapon proficiency only can be increased through character points once each level.

As a general rule, adventurers can add 1 character point to a given proficiency each time they advance a level of experience. They don't have to use the point at the time they reach the new level.

For example, Bellerana the wizard advances from 2nd to 3rd level. She spends 1 character point to improve her rope use proficiency. And she spends another to improve spellcraft.

It is possible to create exceptions to this limitation. A character who ceases adventuring for a while, and devotes much of that time to farming or laboring in a blacksmith shop, might continually improve his agriculture or blacksmith proficiency even while he does not advance in levels in his character class.

Maximum Ratings and Automatic Failure

Characters cannot improve their unmodified ratings in nonweapon proficiencies above 16. This can be modified upward by the characters' relevant ability scores, or by a trait that improves their score in that specific proficiency.

Regardless of how high a character's modified proficiency rating becomes, a roll of 20 on a proficiency check is always a failure.

Acquiring Character Traits

Not everything an individual does is a matter of training, practice, and education. Certain things, such as artistic talent or naturally keen senses, are inherent. These inherited characteristics might be combined with skills to provide a high level of mastery, but the talents themselves cannot be learned—characters have them or they don't. The greatest masters in any field of endeavor, of course, combine a high level of natural talent with extensive training. A combination of a trait with a high level of nonweapon proficiency can allow a character to simulate this level of accomplishment. The greatest minstrels of the realm, for example, possess the trait of musical ability, probably both vocal and instrumental. Additionally, they have gained through practice and learning, a high proficiency in playing musical instruments.

In the *Skills and Powers* rules, talents and other inherent abilities are represented as traits. These traits can confer significant game advantages on a character, and can often amplify the effects of related nonweapon proficiencies. Since they are significant enhancements, they are also relatively difficult to acquire.

Character points must be spent at the time of character creation if players want to select traits. Once a trait is assigned to a character, it is regarded as permanent. Unlike proficiencies, traits cannot be improved as a character develops. For the most part additional traits cannot be gained by a character who already has been involved in adventuring (though if the judge deems it appropriate, a rationale can be devised to explain why a character suddenly discovering a hitherto unknown trait).

Selecting Character Disadvantages

When a character is created, the ability scores of that PC include inherent advantages and disadvantages. A character will be strong or weak, fast or slow, brilliant or stupid, handsome or ugly. These categories are general, and players have a great deal of freedom in interpreting the numbers for their characters.

Some disadvantages are more specific than these character abilities, and they provide background for players who like to role-play. A player whose character passionately fears spiders, or becomes tongue-tied in social situations, has specific suggestions about role-playing.

At the time of character creation, a player can select one or two disadvantages. The choice is purely optional—no character *must* have a disadvantage. Unlike traits and proficiencies, disadvantages do not cost character points—instead, each disadvantage *awards* a certain number of points that the player can use to provide a character with other traits, proficiencies, and racial or class abilities, or can save for later use.

Some disadvantages can be chosen at one of two levels—the disadvantage of allergies, for example, can be taken at a moderate or a severe rating. Characters who choose the severe disadvantage will have lower chances of resisting the effects of the

disadvantage during play.

A character can never gain more than 15 character points by acquiring disadvantages.

Certain disadvantages will contradict traits, and these cannot be selected—a character with keen eyesight cannot choose the colorblind disadvantage, for example. These conflicts should be judged with common sense.

Using Proficiencies in Play

The normal procedure is used for making proficiency checks—i.e., a player rolls a d20 against his character's chance of success. However, the procedure for determining a character's rating for success has been modified.

When characters initially acquire proficiencies, their chance for success when they attempt proficiency checks is somewhat limited. Table 45 lists, for each nonweapon proficiency, the starting rating for success when a character uses it in play. Note that there are still many opportunities for automatic success, so the check is only required on the most challenging tasks.

This base chance of success can be modified by a high or low score in a relevant ability. Each proficiency on Table 45 lists one or two abilities (including subabilities) that are beneficial in the use of that skill. In cases where two abilities are listed, the player can choose which ability modifies the proficiency. The modifiers are listed on Table 44.

For example, Blutor the fighter buys an animal handling proficiency, which has as its initial chance of success a 5. Blutor has a Wisdom/Willpower of 16, however, so this +3 increases his initial animal handling chance to a roll of 8 or less on a d20.

As usual, a character must have the proper tools and other materials, and a suitable amount of time to get the job done. No successful proficiency check is going to allow a weaver to render a beautiful blanket out of raw wool in a single afternoon. The proficiency descriptions give details on the use of each skill, as guidelines for the DM.

Table 44:
Ability Modifiers to Proficiency Scores

Ability/ Subability	Proficiency Modifier
3	–5
4	–4
5	–3
6	–2
7	–1
8–13	0
14	+1
15	+2
16	+3
17	+4
18+	+5

Table 45: Nonweapon Proficiency Groups

GENERAL

Proficiency	Cost*	Initial Rating	Ability

Agriculture	3	7	Intelligence/Knowledge
Animal Handling	3	7	Wisdom/Willpower
Animal Training	4	5	Wisdom/Willpower, Charisma/Leadership
Blacksmithing	4	6	Strength/Muscle, Intelligence/Knowledge
Boat Piloting	2	6	Strength/Muscle, Intelligence/Reason
Brewing	3	8	Intelligence/Knowledge
Carpentry	3	7	Strength/Stamina, Intelligence/Knowledge
Cobbling	3	7	Dexterity/Aim, Intelligence/Knowledge
Cooking	3	7	Intelligence/Reason
Dancing	2	6	Dexterity/Balance, Charisma/Appearance
Deep Diving	2	5	Dexterity/Balance, Constitution/Health
Engineering	4	5	Intelligence/Reason, Wisdom/Intuition
Etiquette	2	8	Charisma/Appearance, Wisdom/Intuition
Fire-building	2	8	Wisdom/Intuition, Intelligence/Reason
Fishing	3	6	Wisdom/Intuition, Intelligence/Knowledge
Gaming	2	5	Wisdom/Intuition, Intelligence/Knowledge
Heraldry	2	8	Intelligence/Knowledge
Leather working	3	7	Intelligence/Knowledge, Dexterity/Aim
Mining	5	5	Wisdom/Intuition, Strength/Stamina
Modern languages	2	9	Intelligence/Knowledge
Musical Instrument	2	7	Charisma/Leadership
Navigation	3	6	Intelligence/Knowledge, Wisdom/Intuition
Orienteering	3	7	Intelligence/Knowledge, Wisdom/Intuition
Painting	2	7	Dexterity/Aim, Wisdom/Intuition
Pottery	3	7	Dexterity/Aim
Riding, Airborne	4	5	Wisdom/Willpower, Dexterity/Balance
Riding, Land	2	8	Wisdom/Willpower, Dexterity/Balance
Rope Use	2	8	Dexterity/Aim, Wisdom/Intuition
Sculpting	2	5	Dexterity/Aim, Wisdom/Intuition
Singing	2	5	Charisma/Leadership
Seamanship	3	8	Wisdom/Intuition, Dexterity/Balance
Stonemasonry	4	5	Strength/Stamina, Wisdom/Intuition
Swimming	2	9	Strength/Stamina
Tailoring	3	7	Dexterity/Aim, Intelligence/Reason
Weather Knowledge	2	7	Wisdom/Intuition
Weaving	3	6	Intelligence/Reason, Dexterity/Aim

PRIEST

Proficiency	**Cost***	**Initial Rating**	**Ability**
Ancient History	3	6	Wisdom/Intuition, Intelligence/Knowledge
Ancient Languages	4	5	Intelligence/Knowledge
Astrology	3	5	Wisdom/Intuition, Intelligence/Knowledge
Healing	4	5	Wisdom/Intuition, Charisma/Leadership
Herbalism	3	6	Intelligence/Knowledge, Wisdom/Intuition
Local History	2	8	Intelligence/Knowledge,

			Charisma/Appearance
Reading/Writing	2	8	Intelligence/Knowledge
Religion	2	6	Wisdom/Intuition
Spellcraft	3	7	Intelligence/Reason

Table 45: Nonweapon Proficiency Groups

ROGUE

Proficiency	Cost*	Initial Rating	Ability
Ancient History	3	6	Wisdom/Intuition, Intelligence/Knowledge
Appraising	2	8	Intelligence/Reason, Wisdom/Intuition
Blind-fighting	4	NA/6	Wisdom/Intuition, Dexterity/Balance
Cryptography	3	6	Intelligence/Reason, Wisdom/Intuition
Disguise	4	5	Wisdom/Intuition, Charisma/Leadership
Forgery	3	5	Dexterity/Aim, Wisdom/Willpower
Gem Cutting	3	6	Dexterity/Aim
Juggling	3	7	Dexterity/Aim
Jumping	2	8	Strength/Muscle, Dexterity/Balance
Local History	2	8	Intelligence/Knowledge, Charisma/Appearance
Reading Lips	3	7	Intelligence/Knowledge, Wisdom/Intuition
Set Snares	3	6	Dexterity/Aim, Wisdom /Intuition
Tightrope Walking	3	5	Dexterity/Balance
Throwing	2	8	Dexterity/Aim, Strength/Muscle
Tumbling	3	7	Dexterity/Balance, Strength/Muscle
Ventriloquism	4	5	Intelligence/Knowledge, Charisma/Leadership

WARRIOR

Proficiency	Cost*	Initial Rating	Ability
Animal Lore	3	7	Intelligence/Knowledge, Wisdom/Intuition
Armorer	5	5	Intelligence/Knowledge, Strength/Muscle
Blind-fighting	4	NA/6	Wisdom/Intuition, Dexterity/Balance
Bowyer/Fletcher	5	6	Intelligence/Knowledge, Dexterity/Aim
Charioteering	4	5	Dexterity/Balance, Wisdom/Willpower
Endurance	2	3	Constitution/Fitness
Hunting	2	7	Wisdom/Intuition
Mountaineering	4	7	Strength/Stamina, Wisdom/Willpower
Running	2	5	Strength/Stamina, Constitution/Fitness
Set Snares	4	8	Dexterity/Aim, Wisdom/Intuition
Survival	3	6	Intelligence/Knowledge, Wisdom/Willpower
Tracking	4	7	Wisdom/Intuition
Weaponsmithing	5	5	Intelligence/Knowledge, Dexterity/Aim

WIZARD

Proficiency	Cost*	Initial Rating	Ability

Ancient History	3	6	Wisdom/Intuition, Intelligence/Knowledge
Ancient Languages	4	5	Intelligence/Knowledge
Astrology	3	5	Wisdom/Intuition, Intelligence/Knowledge
Astronomy	2	7	Intelligence/Knowledge
Cryptography	3	6	Intelligence/Reason, Wisdom/Intuition
Gem Cutting	3	6	Dexterity/Aim
Herbalism	3	6	Intelligence/Knowledge, Wisdom/Intuition
Reading/Writing	2	8	Intelligence/Knowledge
Religion	2	6	Wisdom/Intuition
Spellcraft	3	7	Intelligence/Reason

*Cost in character points

Effects of Traits

Traits often benefit characters' use of proficiencies, improving their chances for success. These improvements are explained in the trait descriptions, together with which proficiencies they modify.

The role that traits play on proficiencies should be factored into the number needed for success and should be listed on the character sheet.

Table 46: Traits

Trait	Cost (CPs)
Allure	4
Alertness	6
Ambidexterity	4
Animal Empathy	4
Artistic Ability	4
Climate Sense	4
Double-jointed	4
Empathy	4
Fast Healer	6
Glibness	4
Impersonation	5
Inherent Immunity/Poison	6
Inherent Immunity/Disease	5
Inherent Immunity/Cold	4
Inherent Immunity/Heat	5
Internal Compass	5
Keen eyesight	5
Keen Hearing	5
Keen Smell	6

Keen Taste	4
Keen Touch	4
Light Sleeper	5
Lucky	6
Music/Singing	5
Music/Instrument	4
Obscure Knowledge	4
Precise Memory	4

Automatic Success

Nearly all proficiencies include skills that will not require rolls for success. Many of these are functions of crafts and trades, and may have little use in the game beyond their economic functions. Given a shop, raw materials, and plenty of time, a potter can make a pot, a leather worker can make a tent, and a cobbler can make a pair of shoes or boots without rolling to see if the attempt is successful.

Modifying Proficiency Rolls

As before, DMs are free to modify proficiency rolls for factors that will influence success—for good or for ill. If a task is unusually difficult, apply a penalty to the proficiency rating. Standard negative modifiers are –2 for a somewhat difficult task, –4 for a moderately difficult task, and –8 for something where success is a real long shot.

As a general rule, a proficiency should not be modified to greater than 19, or less than 2; a roll of 20 is always a failure on a proficiency check. Conversely, a roll of 1 always should be successful. Remember, if automatic success is assured, no roll is necessary.

Modifiers should be considered for some of the following factors:

Time: If the task must be performed in a hurry, the difficulty is naturally increased. Some proficiency checks that might be automatic successes under most circumstances could require checks simply because they must be performed under a deadline. A cobbler always can make a pair of shoes, but if they need to be done in two hours, a proficiency check might be called for.

Materials: Tasks performed in the field might require jury-rigging of equipment or materials, and these can influence success—or require a check where the task might otherwise by automatic. Our cobbler will need to make a check if he's going to repair a mangled boot in the depths of a wilderness forest; the same repair in his shop would be an automatic success.

Danger: Doing a task under a shower of arrows, or under the threat of imminent attack, adds a strong element of tension to the proficient character. A task might again be rendered more difficult than usual, or require a check instead of automatic success, when there is a serious hazard nearby.

Uniqueness: If an unskilled character tries to perform a new task, a check might be required. If our cobbler is required to make a pair of silken slippers studded with rubies, for example, he might have to experiment a bit before he gets it right. A unique problem can also modify a task that would already require a check. An animal handler used to breaking and training horses might suffer a –4 penalty if asked to do the same with a pegasus.

Intricacy: A task that is more involved than any the character has attempted before

may require a check, perhaps with a penalty assigned. A character with the agriculture proficiency is normally able to plant and harvest crops—no proficiency check is necessary. However, if the character is placed in charge of a farming project where land must be cleared, irrigation arranged, pests controlled, and precise timing used on the harvest, an agriculture proficiency check probably will be required.

Proficiencies and Level Advancement

Each time a character advances a level, he gains character points (the DM decides how many, see Chapter One) to use on weapon and nonweapon proficiencies or to hold for use during the game. A character can add only one new weapon or nonweapon proficiency per level advancement unless that character has a special class ability that allows otherwise. For example, Blutor has just reach 7th level and currently has 5 character points. He can spend these point on one weapon proficiency or one nonweapon proficiency, but not both. If he has points left after buying a proficiency, he can spend them to improve his other proficiencies or same them to use during the game.

Use of Proficiencies by Nonproficient Characters

In general, characters will not be able to perform a task unless they have some level of proficiency in it. However, the DM can allow nonproficient adventurers to attempt proficiency tasks, under a few circumstances. In general, the tasks performed must be very simple, and the character will not be able to perform them very well. Tasks that nonproficient characters attempt would generally fall into the automatic success category if they were attempted by a proficient character. A nonproficient character must roll a successful check using the proficiency's initial success rating, modified by the character's relevant ability. If a trait is relevant to the use of the proficiency (see proficiency descriptions), a nonproficient character with that trait can claim this modifier when attempting a check.

Several considerations might allow these types of checks:

Life or Death: A non swimmer who falls in the water might be allowed to make a swimming proficiency check. Success means the character is able to stay afloat, perhaps moving slowly toward shore. Note that this would be an automatic success for any character with the swimming proficiency. If modifiers exist that would require a proficient character to check (the PC is encumbered, or the water is very rough) then the nonproficient character will certainly fail.

All the Time in the World: A character who does not have the agriculture proficiency, but is willing to spend two weeks planting a small plot of land, should be allowed to make a proficiency check. Success means some kind of useful crop.

Excellent Instruction: If the blacksmith's arm is broken, but he can sit next to the forge and describe to the novice every step of the procedure, the nonproficient character should be allowed a proficiency check to create a simple object such as a horseshoe or a nail. Anything that would require the blacksmith to make a proficiency check, however, would be beyond the skills of the nonproficient character.

Using Disadvantages

Disadvantages work well to enhance the role-playing of a character, and as such they should be the player's responsibility to remember and employ. A character with an irritating personality, for example, can be role-played in such a way that the DM never has to do anything to enforce the disadvantage. Good

role-players will create their own trouble, so to speak.

However, some aspects of disadvantages require DM input. Somewhere amid copious volumes of notes, the DM should keep a list of each character's disadvantages, making sure than none of them are overlooked. For example, if a character has a phobia of spiders, the DM can insure there will be a chance every once in awhile to encounter some big, hairy-legged arachnids.

If a disadvantage falls to the player's responsibility, and that player tends to ignore it, the DM should create a few situations where the disadvantage is impossible to overlook. For example, if the player does not role-play the character's irritating personality disadvantage, NPCs might suddenly become enraged at the character for imagined slights—insults that the NPCs claim result from the PC's irritating personality.

Moderate/Severe Disadvantages

A character with a moderate disadvantage checks against ability or sub-ability scores, while a character with a severe disadvantage rolls at half of the ability scores, rounded up.

For example, a character with a Wisdom/Willpower score of 17 would need to roll a 9 or less to resist the effects of a severe disadvantage, whereas a roll of 17 or lower would resist the effects of a moderate disadvantage.

Table 47: Disadvantages

	Character Point Bonus	
Disadvantage	**Moderate**	**Severe**
Allergies	3	8
Bad Tempered	6	—
Bruise Easily	8	—
Clumsy	4	8
Colorblind	3	—
Compulsive Honesty	8	—
Cowardice	7	15
Deep Sleeper	7	—
Fanaticism	8	—
Greed	7	—
Irritating Personality	6	—
Lazy	7	—
Powerful Enemy	10	—
Phobia: Crowds	4	10
Phobia: Darkness	5	11
Phobia: Enclosed Spaces	5	11
Phobia: Heights	5	10
Phobia: Magic	8	14
Phobia: Monster (specific)	4	9
Phobia: Snakes	5	10
Phobia: Spiders	5	10
Phobia: Undead	8	14
Phobia: Water	6	12

Tongue-tied	6	—
Unlucky	8	—

Removing Disadvantages

If the DM is agreeable, a player can remove a character's disadvantage by spending character points. Disadvantages rated as moderate can be eliminated, while severe disadvantages can be reduced to moderate at one level advancement for a character, and then removed at a subsequent advancement.

The cost to remove a disadvantage is 1 character point more than the points gained when the disadvantage is first acquired. For example, the colorblind disadvantage gains 3 character points. Removing this disadvantage costs 4 points.

A severe disadvantage is reduced to a moderate disadvantage for 1 more character point than the difference between the severe and moderate costs. For example, severe allergies award 8 character points, moderate allergies 3—a difference of 5 points. Thus, the cost to reduce severe allergies to moderate is 6 character points.

Proficiency Descriptions

The proficiencies are arranged alphabetically. Each description suggests tasks of varying difficulty that characters can accomplish with that skill, as well as an overview of materials and time required.

Tasks that are automatically successful are suggested, but these are not complete lists. They are intended to give players and DMs an accurate idea about a skill's area of expertise.

The AD&D *Player's Handbook* includes descriptions of many of these proficiencies. The *Skills and Powers* entries are designed to complement the *Player's Handbook*, adding details and rules that have been modified by the character point system.

Agriculture: This skill includes automatic success at planting, harvesting, storing crops, using an existing irrigation system, tending animals, and butchering. Tasks that require proficiency checks include designing or making an irrigation system, and weed and pest control. The animal empathy and climate sense traits each provide +2 bonuses to relevant agriculture proficiency checks.

Ancient History: Characters with this proficiency are familiar with the legends, rulers, and writings of a specific historical period in the campaign world. They will recognize, without a proficiency check, items, scrolls, artwork, etc. of that period. They will know the main historical figures, such as kings and powerful villains, and the major circumstances of those individuals' lives and deaths. With a successful proficiency check they will recall lesser figures, such as lords, knights, and heroes, and recall legendary tales, important sigils, and perhaps be able to decipher a small bit of text, symbols, or hieroglyphics. The obscure knowledge trait provides a +3 to this character's proficiency rating.

Ancient Languages: Adventurers with this proficiency are familiar with at least one ancient language—i.e. they have the reading/writing proficiency with the chosen languages. If confronted with an example of a historically-related language, they can decipher about a paragraph of that tongue with a successful proficiency check. For each

character point spent on this proficiency (after initially acquiring it) add one additional ancient language to the list of languages a character knows fluently. The precise memory trait provides a +2 to this proficiency rating.

Animal Handling: This proficiency allows characters to automatically steer carts, plow horses, etc. With a successful proficiency check, they can soothe domesticated animals and beasts of burden which become agitated or frightened. The characters receive a +1 bonus to proficiency checks made with any of the animal-riding proficiencies, and they receive a +2 bonus to their proficiency rating if they have the animal empathy trait.

Animal Lore: Adventurers with animal lore have a store of knowledge about animal behavior, and without any proficiency check will know the basic feeding and social habits (i.e. herding, nesting, etc.) of animals with which they have past experience.

With a proficiency check, a character can determine whether an observed animal is intending to attack or to flee, or predict that animals will come along a trail at a certain time of day. This character gets a +2 bonus to checks made using the set snares proficiency.

The character can imitate the calls of wild animals (except for very large creatures). A successful check means that the imitation is virtually perfect, and even fools animals of the same type. A failed check might fool other characters, but will not deceive the animals.

Animal Training: When players choose this proficiency, they must declare what type of creature their characters will learn to train. Suggestions include dogs, falcons, parrots, horses, pigeons, elephants, and ferrets. More exotic animals can be chosen at the DM's option. Monsters with animal intelligence are another possibility, though they can be difficult to control—in effect, requiring more frequent proficiency checks.

Training of an animal requires a rather lengthy period of time—a matter of weeks, at least, for even the most basic tasks. A character who spends this amount of time will succeed at the training (no check necessary). Such tasks include dogs being trained to stay, come when summoned, and guard a specific location; pigeons returning to the roost; falcons hunting and killing game; and horses bearing saddles and obeying simple riding commands.

More elaborate tasks also take time to teach, and these require proficiency checks: dogs patrolling a circuit, or retrieving specific objects; and horses performing the maneuvers of a knightly charger are examples.

A character with the animal empathy trait gains a +1 bonus to this proficiency rating.

Appraising: This skill allows the character to make generally accurate (+ or –10%) assessments of common objects, including items made of precious metals and gemstones. The character can also assess, to + or –25%, the value of objects of art, tapestries, furniture, weapons, etc.—provided a variety of these items are present in the game world. These assessments require no proficiency checks, and the DM can roll (d20 or d100) to determine the accuracy of the appraisal.

A character who passes a proficiency check will be able to identify a forgery of a

valuable object, to make a very accurate assessment of the value of a common item (within 5%), or to make a general assessment of the worth of an uncommon item, including artifacts. The DM may wish to roll this check, and on a roll of 20 the character makes a wildly inaccurate assessment.

Armorer: A character with this proficiency can make the types of armor typically available in the campaign world. The armorer requires the proper raw materials (plate metal, tough leather, etc.) and enough time to do the job properly. Time ranges from about two weeks for a shield to 20 weeks for a suit of plate mail armor. No proficiency check is required generally, though if the armorer tries to rush the job or work with less than adequate materials a proficiency check should be rolled to determine if the character is successful.

The armorer can also make field repairs to armor that has been damaged through use. These repairs always require proficiency checks, and if the check fails the armor or shield is lost.

Astrology: This character has a general understanding of the movement of celestial bodies, and the influence of that movement upon the beings of the campaign world. The astrologer can identify numerous constellations, and knows many of the legends behind their naming. The character can make limited predictions for the future, always in vague terms—whether these are accurate is up to the DM. A character with this proficiency gains +2 on all checks made using the navigation proficiency, providing the stars can be seen. A character with the trait of empathy gains a +1 bonus to the astrology proficiency rating.

Astronomy: A character proficient in this skill has a detailed knowledge of the relative movement of stars, moons, and planets. The character can predict with complete accuracy the arrival of eclipses, comets, and other cosmic phenomena (evening and morning stars, full moons, etc.) The astronomer can identify numerous stars and constellations, and gains a +3 bonus to all checks made using the navigation proficiency, providing that the stars can be seen.

Blacksmithing: A character with the blacksmithing proficiency can handle a forge, bellows, hammer and tongs, to create tools and other objects out of iron. The character cannot make weapons or armor, but can make—without a proficiency check—simple items such as horseshoes, nails, brackets and buckles. By making a successful proficiency check, the character can create intricate objects such as wire cages and locks. A blacksmith can make an iron hoop for a wheel that has been made by a carpenter; this combination of proficiencies is required for a strong wheel.

Blind-fighting: This allows characters to ignore many of the problems inherent in fighting without being able to see. In total darkness, the character suffers –2 (not –4) to attack rolls, and suffers no penalties to AC versus melee attacks. In starlight or moonlight, the character suffers only a –1 penalty to attack rolls.

When moving in darkness, the character is allowed to make a proficiency check at the beginning of a round; success means no movement penalties are assessed because of the

darkness, while failure means the normal penalty applies.

When in combat with an invisible creature, the character with blind-fighting proficiency suffers only a –2 to attack rolls, but gains no benefit toward discovering the creature.

Boat Piloting: This proficiency is useful for negotiating challenging waters with a rowboat, canoe, or small dory. When shooting a rapids, trying to stay afloat in a storm, or trying to row upstream against a strong current, the character will succeed without a proficiency check—unless the water conditions are very extreme. In this case, the DM will require an appropriately modified roll; a successful roll means that the character negotiates the challenge and no further checks are necessary (until the next stretch of rapids, etc.). Failure does not necessarily mean that the boat sinks, but it gets swept away by the current, or turned about, or moderately swamped—with everything and everyone inside getting wet. If the rough water continues, the character must make additional proficiency checks (every 1–6 rounds). The character's proficiency rating suffers a –1 modifier for each failed check, indicating the difficulty of steering a boat that is slowly filling with water.

The character also knows the basics of sailing, and can effectively maneuver a single-masted sailboat. As above, challenges will require proficiency checks, with failed checks leading to increasingly dire straits.

Bowyer/Fletcher: This character can make bows and arrows (but not arrowheads) of the types available in the campaign world. Given appropriate materials, the character can successfully make a bow or 2–12 arrows in a day. (Note that finding the right branch for the bow, or the proper shafts and feathers for the arrows might take several days of searching!)

Weaponsmiths are required to make good steel arrowheads. If none are available, the character can fire harden the wooden tips of his arrows, but these weapons suffer a –1 penalty on all damage rolls, and any arrow that misses its target is 50% likely to be broken.

Brewing: This category includes the brewing of malt beverages, the making of wine, and the distilling of stronger drink. A character can perform all the basic functions of the brewer's art without requiring a proficiency check. If the brewer chooses to make the check, failure means that a batch has been wasted, but success means that a particularly fine vintage has been created.

Carpentry: This character knows the basics of working with wood and can create—with no check required—small structures, fences, platforms, cabinets, carts and wagons. The carpenter can make wooden wheels, but a blacksmith must form the iron rim or the wheel will have a very short life expectancy.

A carpenter might build a short footbridge, a wooden clock, or a dumbwaiter system—these tasks will require a proficiency check. Larger projects such as major bridges, boats, or catapults, require the aid of a character with the engineering proficiency.

Charioteering: A character with this skill can move a chariot at its normal speed, and effectively drive it over a smooth, wide road. The proficient character requires no check to drive or steer the chariot, including traveling across relatively flat, open countryside, charging into battle, and performing the turns, stops, and starts that might be required on the battlefield.

By making a proficiency check, the character can guide the chariot through obstacles such as deep fords, steeply-climbing terrain, ditches, and rough or rocky ground. Also, with a successful check, the character can add 1/3 to a chariot's movement rate for the duration of a charge or a march. However, failure of this check means that the chariot moves at its normal rate, but that the horses fatigue in half the normal time. Characters with the animal empathy trait gain a +1 bonus to their ratings with this proficiency.

Note that certain obstacles are simply impassable to chariots, including walls, water too deep (or too muddy on the bottom) to ford, thick forests, and mountainous terrain.

Cobbling: A character with this skill can makes shoes, boots, and sandals. No checks are normally required, but if the character attempts a field repair of damaged footwear, or tries to fashion shoes from wood or leather that has been scrounged up, a successful check is needed.

Cooking: This character knows the basics of food preparation, and he can generally cook, bake, fry, and so forth without a proficiency check. Checks are required if the character attempts to prepare truly gourmet meals, or tries to make a palatable dinner out of unpalatable ingredients—grubs, roots, and bark, for example.

Cryptography: The character with this proficiency has some training and skill in deciphering hidden messages and codes. In its basic form, the character is allowed to make a proficiency check when confronted with a coded message. If successful, the DM can reveal a general overview of the secret missive.

This proficiency is more fun when used as an aid to role-playing. Ideally, the use of the cryptography proficiency requires a great deal of involvement from the player—and a certain amount of puzzle design by the DM—instead of simply passing a check and demanding that a coded message be explained by the DM.

Rather, a character with the cryptography proficiency should have the chance of recognizing a code concealed within a written or spoken message, or perhaps hidden by some other medium—an intricately woven tapestry or sculpted piece of heraldry, for example. The DM will usually roll this check secretly, announcing that the character observes something unusual.

If the character notices the encoded sigil, the DM should describe it in considerable detail—word for word, if it is a written message. The character can make an additional proficiency check during the course of the decoding; if successful, the DM can provide a significant clue—a name, place, or date that is mentioned, for example. The bulk of the decoding should still be performed by the player.

Dancing: The character knows and can perform the moves of many types of dances, including some that involve precise and detailed steps. All dances common to the character's society will be familiar. Rare, archaic, or unusual dances will be known with

a proficiency check. Also, characters who have had a chance to observe an unknown dance can perform it (–2 modifier, +1 for each time after the first that it is seen performed).

Truly spectacular dances—the kind that win character's campaign-wide acclaim—combine elements of dance proficiency with skills of tumbling, tightrope walking, and jumping.

Deep Diving: A character with this proficiency can add 10 feet per round to his speed of descent when diving into the water, or from the surface. Thus, a character with the deep diving proficiency can descend 30 feet per round, plus modifiers for encumbrance, running start, and height. Likewise, a character with the deep diving proficiency can surface at a rate of 30 feet (not 20 feet) per round.

This proficiency provides characters with the ability to hold their breath for 2/3 their Constitution scores in rounds, not the 1/3 allowed to most characters. Effects of exceeding the allotted time are the same, regardless of proficiency ratings.

Disguise: Characters trained in this proficiency can conceal their appearance through makeup and costuming. If they seek simply to alter their appearance without concealing size, sex, or race—for example, to go out in a city without anyone discovering what they look like—they can succeed without a proficiency check.

If the task is more difficult—the character in disguise meets and talks with an acquaintance, for example—a successful proficiency check is required. Characters who try to alter the appearance of their sex, race, or size, must make successful proficiency checks with a –2 penalty for each category.

Characters who attempt to disguise themselves as specific persons must make proficiency checks when they encounter and speak with someone who knows the other individuals. All of these checks suffer an inherent –2 penalty.

Note that the talent of impersonation (see traits) can improve a character's success with the disguise proficiency.

Endurance: A character with this proficiency can perform continual strenuous physical activity for twice as long as a normal character before becoming exhausted. If the character is ever required to make a Strength/Stamina check or a Constitution/Fitness check, the character can add his endurance score to his success number. If the fatigue rules from the *Player's Option: Combat & Tactics* book are in play, the endurance proficiency is treated differently (see *Combat & Tactics*, Chapter One).

Engineering: This proficiency is required for the design and construction of objects and installations of all sizes. Note that carpentry, stonemasonry, blacksmithing, or other proficiencies also might be necessary for the actual building. Characters can design and supervise the building of houses, boats, small bridges, palisades, and towers—of up to about 30 feet high without proficiency checks.

Characters with this skill can try to design large bridges, fortresses, ships, war machines, locks and dams, and other more complicated projects. Plans for these types of objects generally require at least a week—more if an exceptionally large project is being attempted. Complicated tasks require successful proficiency checks before a workable

design can be made. If a check fails on a roll of less than 20, however, the engineer will be aware of the failure and can seek to create a new design—go back to the drawing board, so to speak. On a roll of 20, the design is flawed but the danger will not be discovered until after the object is built.

Etiquette: Characters with this skill are familiar with the typical manners of formal interaction—at least as they relate to the culture in the campaign world. They know what fanfares are required to greet royal visitors, how to seat the lords and ladies at a table, how to organize the reception line, and how everyone is to be addressed. None of these tasks require a proficiency check.

When dealing with a foreign or completely unknown culture, the characters must pass proficiency checks to correctly gauge the required etiquette. The check should be modified—+2 if the foreigners are the same race as the character, +1 or more if the character has had some time to observe the foreigners.

Characters with the empathy trait gain a +2 bonus to their rating with this proficiency.

Fire-building: A character with this proficiency can build a fire in 1d20 minutes, as long as there is dry wood and some small bits of tinder. Add another d20 minutes for each of these factors: the wood (or tinder) is wet, it's raining or foggy, or the winds are strong. A proficiency check is required if conditions are bad and the character is forced to work without shelter.

Fishing: A character with this proficiency knows how to catch fish with hook and line, net, and spear. If fish are present in a body of water, a successful proficiency check means the character has caught something. Typically, with a successful check, the fisherman he will catch 1d6 fish in an hour. This number can be doubled if many fish are present. It is reduced to one fish per hour if the character is seeking large quarry—such as sturgeon, muskellunge, giant carp, or salt-water fish.

Forgery: This proficiency indicates a skill at creating false documents, mimicking the handwriting of others, and detecting forgeries. No check is required if the character is simply trying to duplicate a style of writing—the issuing of an anonymous military decree, for example. Characters trying to duplicate the signatures of specific individuals must see those signatures; the DM rolls the proficiency checks secretly to see if the forgeries are successful. If a character writes a longer message in a specific hand, the DM rolls the check with a –2 modifier. The DM should also roll the check if a character seeks to determine if another document is a forgery. On a 20, the character makes the wrong assumption, whereas a failure with less than 20 means that the character is not sure of the truth or falsehood of the sample.

Gaming: A character with this proficiency is familiar with all manner of gambling games. A successful proficiency check means the character will win a given game being played with NPCs—although cumulative negative modifiers should be assigned for each NPC with the gaming proficiency. Subtract 1 for each proficient NPC, with –2 for those with higher than basic gaming expertise.

The character might try to cheat, which confers a +3 to the gaming proficiency score

and requires a check. If the proficiency check rolled is a 20, the character gets caught cheating, even if no NPCs have the gaming proficiency. Add one to this spread for each NPC with gaming proficiency—i.e., if two others have this skill, the cheater will be caught on a roll of 18–20.

Gem-cutting: A character with this proficiency each day can work 1d10 uncut stones into finished gems. The worker needs good light and an assortment of chisels, hammers, and hard cutting blades.

The gem cutter can do decent work without a proficiency check; the stones cut will be valued in the typical range for that type of gem. However, if the cutter seeks to do a unique and very high-quality job, a proficiency check is called for. Failure means the stone is destroyed, but success results in a gem of double the usual value.

Healing: Characters with this proficiency can perform first aid on fresh wounds and can supervise the recovery of themselves and others. If the characters tend a wound on the round immediately after it is inflicted, a successful proficiency check means that 1d3 points of damage have been restored (to a maximum of the damage inflicted the previous round). If they tend a wound within one hour of its infliction, they can heal 1 point with a successful check. No character can benefit from this proficiency more than once a day.

This proficiency can also help with long-term healing and resisting poison and disease; these procedures are detailed in the *Player's Handbook*.

Heraldry: These characters are familiar with the heraldic symbols of their own lands, and those of neighboring lands. The characters can make proficiency checks when confronted with unusual or rare symbols; success means that they can identify the symbols. A character with the obscure knowledge trait gains a +2 bonus to the use of this proficiency.

Herbalism: This skill indicates that a character is familiar with the uses of natural plant products for good and ill. If a character spends a day searching the woods, and makes a successful proficiency check, enough herbs, fungi, roots, leaves, pollen, and pulp has been gleaned for 2d6 doses.

The most common use of these herbs is as an aid to healing; one dose of herbs can be used in conjunction with the healing proficiency (by the herbalist or another healer). This dose adds +1 point to the wounds cured by a successful healing proficiency check. Even if the healing check fails, the herbs still restore the 1 hit point. With no healing proficiency, the herbs can still be used, but the herbalist needs to roll a successful check to restore the 1 hit point.

The herbs also can be used to create a poison, either ingested or injected. A single use of poison requires two doses of herbs. The lethality or other effects of the poison (paralysis, unconsciousness, delusions, etc.) must be worked out with the DM.

Hunting: The hunting proficiency allows a character to find game and get reasonably close to it. The actual kill is handled using rolls to hit and for damage. Hunting is a proficiency that always requires a successful proficiency check when it is used.

If the check is successful, the hunter will reach a position within 1d100 + 100 yards

of the quarry. Generally it will take about 2–12 daylight hours to reach this position, though an abundance or scarcity of game can decrease or increase this time at the DM's option. Night hunting might be possible for characters with infravision.

The hunter also possesses a basic skill at removing skin from an animal, and butchering the carcass into usable meat. These tasks require no checks.

Juggling: A character with this proficiency can juggle up to three small objects without a proficiency check. Additional objects can be added, but a check is required; use a –1 modifier for each item beyond the fourth. Checks are also required for spectacular feats, such as juggling lighted torches or whirling scimitars, with failure meaning that 1d4 items are dropped. The potential for damage or disaster is left to the DM.

This skill is primarily useful for entertainment or diversions, though characters with the juggling proficiency have a chance to catch small objects—such as darts or daggers—that are thrown at them. They must be facing the source of the attack to make such an attempt, and they must make a proficiency check with a –2 modifier. Failure means they are automatically hit by the thrown objects.

Jumping: This skill means that a character has unusual abilities to jump across distances, leap incredible heights, and vault with a pole.

A human or elven character with the jumping proficiency can perform a running broad jump of 20 feet without a proficiency check; a jump of more than 20 feet requires a check, with a –1 modifier for each foot above 20. The jumper can do a standing broad jump of 8 feet without a check; longer jumps require proficiency checks with the same penalties.

The character can high jump 4 feet without a check, higher obstacles require a check, with a –1 modifier for every 6" of additional height. If jumping from a standing start, the beginning height is 3 feet, not 4 feet.

Dwarves, gnomes, and halflings are more limited in their jumping ability. For these characters, the basic distances in each category are reduced to 75% of the listed amount—e.g. 15 feet instead of 20 for the broad jump.

A vaulting pole must be at least as tall as the character using it, but no more than twice as tall. The character can vault over obstacles up to the height of the pole. If the obstacles are within 2 feet of the pole's length, however, the character must make a proficiency check. The vaulter can also jump across a space no more than 11_2 the width of the pole's length. If the gap is greater than the length of the pole, a proficiency check is required.

Leather working: The character with this skill can skin animals, tan leather, and work that leather into clothing, armor, backpacks and saddlebags, harnesses, etc. These tasks are automatic successes, but the leather worker will have to make a proficiency check when attempting unusual jobs—making a leather patch for a boat hull, for example, or making a usable tent of scraps of hide.

Local History: The character knows all about the background of a specific area in the campaign world and can use this knowledge to entertain and enlighten others, gaining a +2 bonus to the reaction rolls of NPCs from that area. If a specific question comes up—

the identity of a knight's banner seen in the distance, for example—the character can make a proficiency check, with success indicating the correct tidbit of information. A character with the obscure knowledge trait gains a +3 bonus to the proficiency rating.

Mining: A character with the mining proficiency can select the site of a mine and supervise its excavation and operation. Mining proficiency checks are best made for a player by the DM, since the character will not learn for some time whether his suppositions about a potential mine were accurate.

The *Player's Handbook* contains a more detailed description of how to role-play a miner's proficiency use.

Modern Languages: The character has learned one or more languages, other than his native tongue, that are contemporary to the campaign world. For each additional character point spent on modern Languages, the character can speak one additional language.

Mountaineering: A character with this proficiency is skilled in the use of hammer and pitons (spikes) to secure a route up a mountainside. He also knows how to use the rope and brackets that can link a party of climbers. A proficient character can make a route across a steep section of rocks, and by the use of ropes allow other, non-proficient characters to follow.

No proficiency check is required unless the DM declares that a route is very perilous—steeply pitched, with few hand- and foot-holds, and those that exist are tiny or loose. If a character connected to the mountaineer by rope falls, the mountaineering character can make a proficiency check; success means that the other's fall has been arrested. Failure means that the other character continues to fall, and failure by a roll of 20 means that the mountaineer is pulled down, too.

Characters with the mountaineering proficiency can add their proficiency rating to their percentage chance of climbing any surface; this includes thieves using the climb walls special ability.

Musical Instrument: The character can play a specific type of musical instrument, adding an extra instrument for every character point expended on this proficiency after its initial purchase. The skill enables the character to play the instrument very well, though a proficiency check might be required when attempting a very difficult piece.

A character with the music/instrumental trait knows how to play two instruments immediately (when this proficiency is selected). For each character point spent, two (not one) additional instruments can be learned.

Navigation: Characters with the navigation proficiency know how to fix their locations on the seas and oceans of the campaign world by observing celestial clues. Characters with a sextant (not necessarily available in all campaigns) and a compass, and who can see the stars or observe a sunrise or sunset, will know where they are—no proficiency check is necessary. Such a skilled character can navigate across entire oceans without becoming lost, though bad weather can obscure the celestial clues and blow a vessel far off course.

If a character does not have the proper tools, or is forced to work with only a general idea of direction (fog obscures the sunset, for example), the DM should secretly make the proficiency check. Success means the character is reasonably accurate in plotting the day's course. Failure means an off-course error that varies by the extent of the failure—a roll of 20 has the character going practically the exact opposite direction!

Orienteering: This is the ability to keep one's bearings on roadless, trackless land. Proficient characters will not get lost as long as they can either see the sky or have the use of a compass. This means that they can maintain track of a given direction, keeping themselves and their companions traveling in a straight line.

Characters who possess a map and can track their direction of travel can arrive at specific points—towns, ferry crossings, bridges, monuments, wells, springs, etc.—without proficiency checks.

If the map is slightly erroneous, or lacking in crucial details, the characters will have to make successful proficiency checks to accurately arrive at a specific point. This check can be modified for increased difficulty based on poor weather or major problems with the map.

Painting: A character with this proficiency is skilled at rendering images with oil, brush, and canvas. The artist can create reasonable portrayals of people, landscapes, and monsters, and he possesses a knowledge of perspective, shading, and composition. If this proficiency is coupled with the artistic talent trait, the character receives +2 to his base painting score and can create stunningly realistic works, capable of stirring profound reactions in observers—and perhaps worth gold to wealthy NPCs.

Pottery: The character can create ceramic vessels—jars, bottles, plates, bowls, etc.—of whatever type are in use in the campaign world. A serviceable piece of crockery can be made without a proficiency check. If the character attempts to make a fine-quality piece, it will take about three days for an average-sized object—and a successful proficiency check. Failure means the object is useless; success indicates the degree of excellence, with a roll of 1 indicating that the character has created a work of unique value.

A character with the artistic talent trait gains a +2 to the pottery proficiency rating. Masterpieces of pottery are sculpted by these talented characters.

Reading/Writing: The character is literate in a language that is contemporary to the campaign world, provided that the character can speak it (see the modern languages proficiency), For each additional character point spent on reading/writing, the character is literate in one additional language.

Reading Lips: Characters possessing this proficiency have a chance to understand the speech of those they can see but not hear. The speaker must be clearly visible, less than 30 feet away, and well-illuminated—characters cannot lip-read with infravision. If the speaker is addressing the lip reader and intends to be understood, no proficiency check is necessary. If lip readers attempt to "overhear" speech not directed to them, proficiency checks are required. Success means the gist of the words come through. The

trait of empathy adds +2 to checks using this skill.

Religion: A character with this proficiency is familiar with the basic tenets of the major and minor faiths practiced in the campaign world. Observing an act of religious significance—a blessing of warriors before battle, for example—means the character understands the importance of the ritual without a proficiency check. Checks are required to understand the activities of unique or foreign religions. Additional character points spent on this proficiency can expand a character's knowledge to include other religions, or can increase the level of detailed knowledge about the faiths already studied.

Riding, Airborne and Riding, Land: The riding proficiencies are well-detailed in the *Player's Handbook*. Characters using the Skills and Powers rules can add +2 to their proficiency score in either category of riding if they possess the trait of animal empathy, and +1 if they have the additional proficiency in animal training. These modifiers are cumulative.

Rope Use: A character with this proficiency can tie knots of all kinds without a proficiency check. The character adds +2 to all mountaineering proficiency checks that involve rope and also gains +10% to climbing chances—if the climb involves a rope.

If the character is tied up with ropes, or seeks to untie a permanent knot, a proficiency check is required. Success means that the bonds or knots come undone in 2d6 minutes.

Running: Characters can add 1_3 their normal top speed to their movement rates for up to 1 turn. After this, they must spend a turn resting, or 6 turns engaged in normal activity before they can sprint again.

Also, characters can jog steadily, moving at twice their normal movement rates over the course of a day. Eight hours of rest is mandatory after such a stint. Following rest, the characters can make proficiency checks. Success means they can run normally during the upcoming day; failure indicates they cannot use the running ability that day.

Sculpting: The character with this proficiency can render realistic objects out of stone and clay. A high level of sculpting proficiency, coupled with the artistic talent trait, means the character can create statues, statuettes, busts, and other objects of rare and valuable beauty.

Seamanship: These characters are trained to help operate galleys and sailing ships. They can row, hang rigging, steer a helm, patch canvas, and repair hulls (with tar or pitch). This proficiency does not allow characters to navigate.

The captain of a vessel, who presumably possesses this skill at a high level, must make proficiency checks to avoid certain hazards of the sea. Such a seaman might take the ship into a reef-lined bay with no difficulty if a local pilot is there to act as a guide. But if the captain has to pick a path through coastal breakers, a failed check might mean a bump on the bottom of the hull, or that the ship has run aground. Bad weather and treacherous currents can penalize these proficiency checks, while fair breezes and superb visibility should convey positive modifiers.

Set Snares: A character with this skill can place small traps and snares along a game trail—a useful aid to gaining food in a non-civilized setting. Given proper materials—supple branches, bowstring or heavy thread—the character can make two snares in an hour without a proficiency check. The character can check the snares after eight hours, rolling a proficiency check for each. These checks can be modified by +2 if the character has the animal lore proficiency, and an additional +2 for the animal empathy trait. Success means that a small animal, such as a rabbit or partridge, has been snared. The checks can be modified up or down by the DM, to reflect the population of animals in the area.

The character can create a larger snare, such as a pit trap, by making a proficiency check. An 8' deep, 6' square pit requires at least eight hours to make if the ground is soft and a decent shovel is available. Rocky ground, larger pits, and makeshift equipment can increase this time dramatically. Whether anything falls into the large pit is a matter of the DM's interpretation and generosity.

Singing: The character knows and can perform the many types of songs, including some that involve complex or difficult notes. All songs common to the character's society will be familiar. Rare, archaic, or unusual songs will be known with a proficiency check. Also, characters who have had a chance to hear an unknown song can perform it (–2 modifier, +1 for each time after the first that it is heard).

The character can compose his own songs, including choral works, with a successful proficiency check. If the character also has the Music/Singing Talent, the character can add +2 to his base score.

Spellcraft: A character with this proficiency gains no actual spell use abilities, but does possess significant knowledge about spellcasting. Observing or overhearing a spell being cast, or a getting a good look at the spell components, lets the character make a proficiency check. Success means the enchantment is recognized. Modify the check by +2 if the character can both see and hear, and add another +2 if the spell components are spotted.

Wizards using this proficiency gain +2 to checks made if the spell being studied is one from their own specialty or school. Characters with this proficiency can also make checks to determine if an item is enchanted.

Stonemasonry: A character with this skill knows how to excavate stone from quarries, cut that stone into blocks, make bricks, mix mortar, lay stone or brick, and carve simple designs and symbols into stone. The mason can lay cobblestones or bricks for roads and courtyards, and the work can include small arches and cantilevered platforms. None of these tasks require proficiency checks. The character's tools include hammers, chisels, trowels, block and tackle, plumb lines, shovels, and wedges. If fully equipped, a typical mason can build a wall, 10' long, 5' high and 1' thick, in one day—if the stone is already cut. The character can erect walls, buildings, pillars, stone abutments for bridges, etc.

The character can step up the work by making a proficiency check. Also, if the stonemason doesn't have the benefit of the engineering proficiency, checks must be made for wall sections higher than 10', and for structures involving arches or elaborate corners.

A dwarven character receives a +2 bonus when taking this proficiency.

Survival: A character with this proficiency has a basic knowledge of the dangers and challenges in certain wilderness terrain: arctic, woodland, desert, plains, or tropical. Mountains are not usually a separate terrain type—a mountain range may be tropical, wooded, snow-covered, etc.

Survival skill means the character has a good chance of finding food or water in that environment—if there is any to be found. The character can roll a proficiency check once a day for each category. Success means food, water, or shelter is found. Typically it will take 1d6 hours to find water, and 2d6 turns to forage enough food for one person.

A character with this skill also understands the perils inherent in sudden storms and dangerous topical features—avalanches, quicksand, sandstorms, and landslides, for example. The DM might allow a player to roll a proficiency check when one of these dangers appears on the horizon—success means the character has noticed the menace.

Swimming: This useful proficiency allows characters to swim according to the AD&D game rules for water movement (see the *Player's Handbook* for more information). Characters without this proficiency are considered untrained swimmers, and they can do little more than hold their breath and float. Proficient characters can perform most swimming tasks without any checks.

For each character point added to this proficiency after its initial purchase, swimmers can add 1 to their movement rates in water.

Tailoring: A character with this proficiency can sew garments out of all types of cloth—wool, cotton, silk, and well-tanned leather being the most common in the typical campaign world. The character can use needle and thread. The amount of time required for a job naturally varies by its complexity, but proficiency checks are only required if the tailor is attempting to make something truly unique and spectacular—a coronation gown for the queen, perhaps.

The tailor can also make field repairs on clothing that has been damaged by the vagaries of adventuring. These repairs typically require proficiency checks, with failure indicating that the patch will hold for only a very short time. A halfling character gains a +1 to this proficiency rating.

Throwing: Characters with this proficiency add 10' to each range category of thrown weapons, and increases the damage or the attack roll by +1 each time they throw a weapon. The player can elect to improve either the damage or attack roll, but the choice must be announced before the attack is made.

For each character point spent on this proficiency (after its initial purchase) a character adds another 5' to thrown weapon ranges. For every 4 additional character points spent, another +1 on the damage or attack rolls is gained—this can be used as a +2 on one or the other, or split as a +1 to attack and +1 to damage.

Tightrope Walking: The character with this proficiency can balance on ropes, wires, slender beams, and other narrow, perilous surfaces. A typical movement rate is 60 feet a round, though an upward angle will slow this. Ascents and descents of 45 degrees or

more are not possible.

The character does not require a proficiency check if the surface is at least 4" wide. Narrower surfaces require checks, with failure indicating a fall. If walking on a flat surface more than an inch wide, the character receives a +3 modifier to the check. A balance pole adds another +2 modifier, though high winds or a moving surface can contribute significant negatives.

If the character makes an attack or suffers damage while balanced on a rope, a proficiency check is required. Failure signals a fall. Subtract the number of points of damage the character suffered from the proficiency rating when this check is made. Attacks made while on the rope suffer –5 penalties on attack rolls. Also, a character walking on a tightrope has limited maneuverability and therefore does not gain an AC bonus for Dexterity.

Tracking: The detailed tracking procedure described in the *Player's Handbook* is modified as follows for the *Skills and Powers* rules:

No characters suffer the integral –6 penalty to their ability scores; this difference is reflected in the proficiency rating itself.

Rangers gain a +5 bonus to their tracking rating.

Characters with the animal empathy trait gain +2 to their proficiency score when tracking non-domesticated animals.

Characters with the animal lore proficiency gain +2 to their proficiency rating when tracking animals—either wild or domesticated.

Tumbling: Characters with this proficiency can roll, somersault, stand on their hands, flip forward and backward, and otherwise perform feats of acrobatics. They can only perform tumbling feats if unencumbered or lightly encumbered.

Tumbling characters can improve their AC by 4 on a given round if: they avoiding attacks directed against them, win initiative, and elect not to attack that round. A tumbling character can move up to 20 feet, or remain in one place, during the course of this evasion. In unarmed combat a character with tumbling ability improves attack rolls by +2.

The character can attempt to dodge through obstacles or escape through narrow apertures, but successful proficiency checks are required. If the character topples from a height of 60 feet or less, a successful proficiency check results in suffering only half damage from the fall.

Ventriloquism: Characters using this skill can make others believe that sounds and voices are coming from somewhere else. Such a character must pass a proficiency check to deceive an audience. This roll might be modified by some of these factors: the intelligence of the listeners (+/–3); the distance from the ventriloquist to the apparent source of the sound (not more than 20 feet); the believability of the ventriloquist's words and sounds; whether the audience can observe the proficient character; and the length of the ventriloquism display.

Weaponsmithing: This proficiency allows a character to create metal weapons. The Player's Handbook gives the time and material cost requirements for various types of

weapons.

A character who seeks to create a truly exceptional weapon, can make a proficiency check after the item is completed. If the check fails, the weapon is useless, melted down for its bare metal; if the check succeeds, the character has created a weapon that is worth 50% more than the typical example. These are the kinds of weapons selected by wizards for enchantment.

Dwarves get a +1 bonus to their rating with this proficiency.

Weather Knowledge: A character with this proficiency has a knowledge of winds, humidity, clouds, and seasons and can accurately predict the immediate weather simply by looking at the sky. With a proficiency check the character can predict what will happen during the next 12 hours. Modify the check up to +/–6, with a 0 modifier to predictions for the weather six hours ahead.

Weaving: A character with this skill can weave yarn into cloth, and he can create tapestries, cloaks, and other large swaths from thread. The character can spin wool into yarn with a spinning wheel, and he needs a loom to artfully weave that yarn. A character with the artistic talent trait can use this skill to create exceptionally beautiful cloth. Halflings get a +1 bonus to their rating with this proficiency.

Trait Descriptions

Allure: This trait allows a character to attract romantic attention from NPCs, at the player's option. The character can conceal the trait any time, but when it is in effect it can modify the reaction rolls of NPCs who might be affected—perhaps by as much as +3. The trait is only effective if there is a reasonable chance of the PC drawing romantic attention from the NPC—at the very least the NPC must be of the opposite sex and of at least young adult age.

A character with the allure trait can receive one henchman above the normal maximum—if at least one of the henchmen has a romantic interest, however unrequited and hopeless, with the player character. Elves can purchase this trait for 1 less character point than the listed amount.

Alertness: These characters are blessed with a combination of peripheral vision, good hearing, and mental stamina that makes them very resistant to surprise. Such characters receive a +1 bonus when the DM determines if the alert characters and their party must roll for surprise.

Ambidexterity: This character is equally skilled with the use of either hand. This trait carries over into training, so that the PC can use weapons, bear a shield, and perform acts of strength equally well with the right or left hand. The character is good at the two weapon fighting style, suffering no penalty for the first hand, and only a –2 penalty for off-hand use.

Animal Empathy: The character possesses an inherent ability to relate to animals. The character will generally receive a positive reaction from domesticated animals, and can soothe the fears of captive wild animals with remarkable consistency. For example, with a successful Wisdom/Willpower check, the character can encourage a domesticated

animal to approach, or silence a barking watchdog. The character, as a rule, cannot persuade wild animals to lose their fear of humans. Also, the trait is useless if the character attempts to deceive an animal into approaching for the cause of harming it—i.e. the cow won't be persuaded to walk over to the fence so that the character can butcher it.

Artistic Ability: The character has talent with the use of brushes and paint, charcoal sketching, and the sculptor's knife. Even without any related proficiency the character can render realistic maps and mold simple objects from clay. When this trait is coupled with training, the character can create works of real artistic merit. Whether these have worth in monetary terms or as relating to the character's status in the campaign world are circumstances that must be adjudicated by the DM. As a general rule, the character's work as a potter, tailor, weaver, painter, blacksmith, leather worker, or sculptor will fetch 1–50% more than the typical cost for such products.

Climate Sense: This trait provides a character with an innate sense of impending (within one hour) changes in the weather. The DM might require a Wisdom/Intuition check before the character can make the determination. Other circumstances may be obvious enough that the character will know with certainty that the temperature will fall drastically, or that a tremendous rainstorm is about to begin.

Double-jointed: The character has a unique ability to wriggle out of ropes, manacles, brackets, chains, and other bonds. The bound character can make a Dexterity/Agility check when attempting to twist free of the bonds. Such an escape requires 1d6 rounds for each limb that is bound. If the character is secured by metal brackets or chains, the check is made at 1_2 (rounded up) of the Agility score. Halflings add a +1 bonus to their modified Agility score when using this proficiency.

Empathy: The character with this trait has an innate ability to sense the motivations, emotions, and possibly the intentions, of others. If the character can observe a group of NPCs for 1d6 rounds, the DM can allow a Wisdom/Intuition Check. Success means that the character has understood something significant about the discussion or plans of those NPCs. The empathetic character does not have to speak the language of the NPCs (though the DM can allow a +2 modifier if the tongue is known).

If the NPCs are of a very different race (such as monsters), the check can be modified to 1_2 the character's Wisdom/Intuition score. However, the DM can also add positive or negative modifiers if the character has an extra long or short time to observe, or watches from an especially advantageous or disadvantageous position.

Fast Healer: This highly useful trait allows a character to recover 1 hit point of damage within 2–12 turns of receiving a wound. Also, the character naturally heals at a rate of 2 hit points, not 1, per day.

Glibness: The character has the knack of dissuading the suspicions of NPCs. The PC must speak the same language as those he is trying to impress, and players are encouraged to role-play the glibness attempt.

Situations where this might arise include characters trying to talk their way past the

guards at a city gate, turning aside the hostility of a bullying thug, or disarming the suspicions of a merchant who suspects the PCs of thievery. Characters can make Wisdom/Intuition checks to see if their glibness is successful.

Of course, if the guards are looking for a smuggler that fits one of the characters' descriptions, or the bully really wants to beat up, say, a blond elven rogue, or the merchant saw the fellow steal a bracelet, no glibness attempt is possible.

Halflings can purchase this trait for 1 less character point than the listed amount.

Impersonation: This trait represents the acting talent in the modern world—the character has a natural ability to fall into a role, and to project that role believably to others. A character with the impersonation trait gains a +2 bonus to all rolls made using the disguise proficiency.

Additionally, the character can assume a disguise immediately—i.e., without benefit of costume or makeup. Such an impromptu disguise cannot alter the character to assume a specific identity, nor can it alter the appearance of his race or, except under unusual circumstances, sex.

Inherent Immunity/Poison: This trait enhances the character's natural resistance to poisons—inhaled, ingested, and injected. The character receives a +1 bonus to all saving throws versus any kind of toxin. Additionally, the damage done by virulent poisons is reduced by –1 point per die (to a minimum of 1), and the duration of paralytic and other temporary poisons is reduced by 1 round (or turn) per die rolled.

Dwarves can purchase this trait for 1 less character point than the listed amount.

Inherent Immunity/Disease: The character with this trait has a strong resistance to diseases of all types. When a saving throw is allowed against a possible infection, the character gains a +3 bonus. If there is an infection, the duration of the disease is reduced—by one day, week, etc.,—for each die rolled to determine this time period. This immunity does not apply to magical enchantments and curses, such as lycanthropy.

Inherent Immunity/Cold: This character is able to remain comfortable in temperatures that most find chilling, and he can sometimes avoid the worst effects of cold-based attacks such as white dragon breath. In game terms, the character gains a +2 bonus to saving throws against cold attacks (but only physical cold; not, for example, against the chilling touch of a wight).

Additionally, the character can reduce his level of encumbrance caused by winter garments. In those cases where the DM might require some penalty for a party that must bundle up in furs, parkas, mittens, and boots, the character with this trait can dress one level of encumbrance lighter and still avoid the effects of the weather.

Inherent Immunity/Heat: Like the immunity to cold, this trait confers an advantage on the character in certain types of climates, and improves saving throw chances against fire- and heat-based attack forms. The saving throw bonus is a +1, and applies to saving throws against such magical infernos as red dragon breath and against the effects of lava or normal fire.

The DM can determine the benefits conferred by this trait against environmental heat,

such as deserts and tropical weather. In general, under these types of conditions, a character with this type of immunity can travel twice as far as his companions without suffering fatigue.

Internal Compass: Characters with this trait have a general idea of where they are, and in which direction they are facing when out of doors. In the wilderness, this means that their chance of becoming lost is reduced by 5%. When using the navigation proficiency, characters with this trait receive a +1 bonus to their proficiency score.

Keen Eyesight: These characters have "eagle eyes." That is, they can perceive details at about twice the range of characters with normal vision. Keen eyesight does not improve a character's ability to see in the dark, nor does it convey unique peripheral vision. However, if a group of companions make out a party in the distance, the keen-eyed character might be able to tell the whether the party consists of humans or goblins. When the others can discern the race of the distant party, this character can tell how they're armed and how they're dressed.

A character with the keen eyesight trait receives a +1 bonus on all rolls to hit with a missile weapon at long range.

Elves can purchase this trait for 1 less character point than the listed amount.

Keen Hearing: This trait means that the character possesses excellent aural acuity—able to hear the proverbial pin drop. In cases where hearing can be a factor in avoiding surprise, this character receives a +1 bonus. This applies whenever the PC approaches an ambush, unless background noise (a waterfall, bustling marketplace, windstorm, etc.) could be expected to drown out the inadvertent sounds of the ambushers.

If the character is a thief, this trait adds +10% to every attempt to *detect noise*. Halflings can purchase this trait for 1 less character point than the listed amount.

Keen Olfactory Sense: This valuable trait elevates the character's sense of smell to an uncanny level. In any case where the character might detect an approaching encounter by smelling the other party, this character gets a +1 bonus on chances of being surprised. In addition, this trait gives the character a +2 bonus when using the hunting proficiency. At the DM's discretion, the character can make a Wisdom/Intuition check to determine whether food or drink has been poisoned or otherwise tainted.

Keen Taste Sense: This trait allows characters to detect foreign substances and unnatural alterations in anything they taste. Characters can make Wisdom/Intuition checks with a +3 modifier. Success means they realize some sort of alteration has been done to the food or drink. Halflings can purchase this trait for 1 less character point than the listed amount.

Keen Touch Sense: A character with this trait has unusually sensitive tactile senses, able to feel the difference between a silver and gold piece, for example. If the character with this trait is a thief, this inherent advantage gives a +5% bonus to pick pockets and open locks attempts. Gnomes can purchase this trait for 1 less character point than the listed amount.

Light Sleeper: This character will awaken at the slightest disturbance—a significant advantage to a small party on the trail where companions would quickly fatigue from alternating watch duty through the night. The character will awaken if he hears any unusual noise, such as the unmuffled footsteps of someone approaching the camp. This includes the approach of anyone wearing metal armor, or creatures carrying weapons or conversing.

If the sleeping character is approached by someone who is working very hard at being stealthy, the DM can allow the light sleepers to make Wisdom/Intuition checks; success means they become aware of the intruder, while failure means they continue to sleep. This latter category includes NPCs in leather armor, and monsters with natural stealth and which are not encumbered by weapons and armor.

If a light sleeper is approached by a thief who is successful at a *move silently* attempt, then the sleeping character is not allowed the Intuition check, since there is no sound to alert the sleeper.

Lucky: The luck that seems to bless this character is not a matter of improving the odds of various die rolls, nor of gaining increased benefits to other game situations. Rather, it is that this character seems to have a knack for being in the right place at the right time. The DM may require a Wisdom/Intuition check to determine if the character will be lucky.

If the party is searching for a way to cross a deep, placid river—and the lucky character can make an Intuition check, the party will stumble upon a boat hidden in the reeds by the shore.

Music/Singing: This trait provides the character with a finely-pitched, well-modulated voice—the kind of singing voice that everyone likes to hear. If this talent is combined with the singing proficiency, the character can impress nobles and commoners alike with musical performances, perhaps becoming a bard or minstrel of some repute. This talent also adds +2 bonus to the character's singing proficiency score.

Music/Instrument: The character with this trait has the manual dexterity and musical sensibility to skillfully operate an instrument such as a harp, flute, lyre, drum, etc. While the trait does not convey the knowledge of how to play any instrument—that must come from a proficiency—this inherent talent assures that the character may quite possibly rise to a significant level of fame for his musical performances. The character can more readily learn to play musical instruments as note in the musical instrument proficiency description.

Obscure Knowledge: The character with this trait is the fantasy version of the trivia buff. The character has a mind that grasps, permanently, little bits of information from here and there—items that, at first blush, might not have any useful application. The typical procedure for the character using this trait would require an Intelligence/Learning check. If the check is successful, the character has stored away some trivial bit of information about a topic at hand.

The use of this trait is up to the DM, though the player can make requests when an

opportunity arises. For example, as the character approaches Castle Dunleven, the player might ask the DM if his character remembers anything about the castle or its occupants. If the Intelligence/Learning check is successful, the DM can inform the character that Lord Dunleven is an elderly widower, who has a beautiful daughter whom he jealously guards against any potential suitors. Or, just as likely, the character might remember that Dunleven is known for its fine wines or cheeses, and that the vintage of five years back is particularly prized. Gnomes can purchase this Trait for 1 character point less than the listed amount.

Precise Memory: This trait indicates a character who has a "photographic memory." For example, once seeing a piece of heraldry, the character will remember what house or noble that symbol represents. If this character looks at a map, and has the time to study it in detail, he can be expected to remember that map with a great deal of accuracy. In most circumstances this memory is fairly automatic. But in cases of intricate detail, or if a long time lapses since the character first observed something, the DM can require an Intelligence/Learning check before providing the player with the information.

This trait refers primarily to the recollection of things that the character has seen written down or rendered in artwork. If the character has the reading/writing proficiency, it applies also to things that he has read.

Disadvantage Descriptions

Allergies: This disadvantage is typically a hay fever problem, where the character is subject to sneezing outdoors. The actual campaign environment makes a great deal of difference—in winter settings, this isn't much of a problem, for example. The DM should be careful to create some settings where the character's allergies are in fact a disadvantage.

The game effects of allergies can come up in several ways. A Wisdom/Willpower check can be called upon to stifle a sneeze when the character's party is setting up an ambush along a forest trail. If the character suffers from severe allergies, his Strength/Stamina score and Constitution/Health scores must be reduced by 1–6 points when the pollen count is high.

Other allergies can be created. A character who is allergic to mold, for example, might suffer these same effects when in a damp, underground location. As well, he might suffer double damage from mold-based attacks. An allergy to bee stings or to certain types of food or animals are less likely to affect the game, but the DM could offer to negotiate a lower character point bonus for the character who has a lesser allergy as a disadvantage.

Bad Tempered: This character has difficulties with the niceties of social interaction, and is quick to take insult at any number of slights—real or imagined. The DM should require the player to make Wisdom/Willpower checks when the character is given some cause to be insulted. If the check fails, the character is likely to shoot off his mouth in a rude fashion. (Usually, the bad temper will not cause the character to attack others, and certainly not with weapons). However, it is not inconceivable that the character's remarks will insult the NPC to the point where combat results. More often, however, the character's bad temper will cause a non-violent situation—negotiations with a merchant are broken off, a nobleman who was thinking of hiring the PCs changes his mind, or a

guardsman denies the party entrance to a city or castle. Dwarves receive 1 extra character point when they choose this disadvantage.

Bruise Easily: This disadvantage can be a real drawback for a character who spends a lot of time in harm's way. Every time the character suffers damage from a blunt weapon, or a mishap such as a fall, he suffers 1 extra point of damage for each die of damage rolled. This damage is not as long-lasting as normal damage, recovering at a rate of 1 hit point per turn after the fight. However, if a character's hit points are reduced to zero, and some of the points of damage are bruise damage, he is rendered unconscious but not dead—much like the damage inflicted by punching.

Clumsy: The character with this disadvantage has the unfortunate habit of dropping things, tripping, or knocking things over at inopportune times. The DM will occasionally require the character to make a Dexterity check. Failure means the character loses his grip, stumbles, or trips. The check can be required as often as the DM desires, though as a general rule two or three times a gaming session probably will be adequate.

Colorblind: This relatively innocuous disadvantage means that the character cannot distinguish colors. For game purposes, he sees things in black, white, and shades of gray.

Compulsive Honesty: The character with this disadvantage cannot tell a lie and cannot behave in a deceitful fashion. He tends to be blunt rather than tactful, even if this means insulting someone who he and his companions are trying to impress.

The character could participate in a deception—but only if it is a matter of life and death. Even then, the character must make a Wisdom/Willpower check every time he is called upon to speak a falsehood or to act out a role in front of witnesses. Failure of the role means that the character shrugs and comes clean—*"You're right, my lord. I'm not here in the marketplace to shop for rugs, but to steal the plans for the castle's defenses."*

Cowardice: This is a hefty disadvantage for an adventuring character. The character might want to be brave and to fight heroically, but an inner voice of caution constantly suggests the merits of flight or concealment. Halflings receive 1 extra character point when they choose this disadvantage.

When a violent encounter begins, the character must pass a Wisdom/Willpower check to overcome his cowardice. The roll is 1/2 the character's Wisdom/Willpower if this is a severe disadvantage. If the check is successful, the character can behave in any fashion for the duration of the encounter. If the check fails, however, the character will seek to leave, to hide behind friends, or to otherwise cravenly attempt to avoid the fight.

The character is allowed to make another Wisdom/Willpower check each subsequent round during the encounter. He flees or hides as long as he fails, but as soon as he passes the check he can perform normally—and is exempt from any further checks. (Of course, if he tried to hide behind his friends, a second violent encounter might occur immediately after the first is resolved!)

Deep Sleeper: The character with this disadvantage will only awaken when disturbed by a very loud noise, or by physical prodding, shaking, etc. When the character does

wake up, it will take 1–6 rounds before he is capable of any action other than groggily sitting up and trying to figure out what's going on.

Fanaticism: This can be a substantial disadvantage for a character, though it requires a significant role-playing commitment on the part of the player. The fanaticism can be dedication to a particular cult, religion, or god, or it can be more worldly-based, in the sense of overwhelming loyalty to a state, to a military presence, or to a particular leader.

Whatever their sources, the different types of fanaticism have several things in common. If a certain code of behavior is called for by the belief, then the character must conform to that behavior—even if it conflicts with the immediate goals of the PC and his companions. While fanaticism is not necessarily evil, it may certainly become tiresome to those who do not share the fanatic's beliefs.

Greed: A character with this disadvantage is compelled to seek riches by whatever means possible. His greed will interfere with the sharing of expedition spoils, and may cause the character to alienate powerful NPCs who would otherwise be inclined to help.

Alternately, a character with this disadvantage can be described as greedy for power. In this case, he will seek to control others by persuasion, threats, and even force. He will seek to amass as many henchmen as possible, and he will not hesitate to employ these agents to add to his base of power. Dwarves receive 1 extra character point when they choose this disadvantage.

Irritating Personality: This disadvantage can make it difficult for the character to obtain cooperation and aid from others. During encounters with NPCs, the DM should require the character to make a Wisdom/Willpower check to resist the effects of the disadvantage. A failed check means the irritating aspects of the PC's personality rise to the surface.

It is best to role-play the specifics of the character's behavior—is a fighter exceptionally critical, does a wizard laugh at inappropriate times, or does a thief behave in a very uncouth fashion? The player is free to devise the irritating elements of the character's persona, and if encounters are role-played the disadvantage will take care of itself.

Lazy: A lazy character will never do any more work than is absolutely necessary. He will rely on his companions to do things such as build campfires, cook, and keep watch through the night. The character will generally neglect details of preparedness in favor of catching a few minutes more sleep. However, if he really wants to do something that does not have a clear and urgent need (digging a trench around a camp in case an attack is made against them, for example) the character can roll a Wisdom/Willpower check. A –4 modifier applies to the character's Willpower score, however, and failure of the check means that the character decides the time could be better used by catching a little shut-eye—or at least by lying in the shade somewhere.

Phobias: A character who is consistently afraid of one particular thing (or category of things) can have a real problem while adventuring. The phobia disadvantages are worth varying degrees of character points, based on the frequency of encountering that which

the character fears, and whether the player chooses a disadvantage that is moderate or severe.

The effects are generally the same. If the character is threatened by a violent encounter with the object of the phobia, he must roll a Wisdom/Willpower check (1/2 Wisdom/Willpower, if the phobia is severe). If successful, the character can function normally, but if the check fails he must flee or otherwise seek to avoid the encounter for 1–6 rounds. After this time, check again, and continue to do so each 1–6 rounds until a check succeeds.

The DM can modify the Willpower checks for phobic characters. Someone who hates enclosed places but is being pursued by a dragon, for example, might overcome the phobia in favor of saving his life—perhaps gaining a +5 modifier to the phobia check.

Phobia—Crowds: The character becomes panicked when surrounded by people, demihumans, humanoids, etc. Shopping in marketplaces, dining at massive feasts, and celebrating at festivals are all problems. The character must make a successful Wisdom/Willpower check to enter such a setting. If a crowd gathers, the character must check as soon as the DM judges that the PC is in the midst of a throng. If the character fails the Willpower check, he will seek a private nook or cranny to get out of sight, or try to leave the premises altogether. Even if he passes, the success only lasts 2–12 turns—then the character must make another check.

Phobia—Darkness: A real drawback for a dungeon crawler, this disadvantage compels a character find or create, some source of light when surrounded by utter darkness. The character will be reluctant to enter darkened settings, only doing so after a successful Wisdom/Willpower check. He can repeat the check every 1–6 turns, if necessary, perhaps modified by persuasion or cajolery by comrades. The check is not necessary if some light is present, though the character still will be nervous and uncomfortable in a role-playing sense.

If the character passes the check, he can force himself to enter the darkness. He also must check if suddenly immersed in darkness—for example, if the party's torches are suddenly doused within the dungeon. Failure of this check can result in the character fleeing headlong down a corridor or freezing, terrified, in place (clinging to a subterranean cliff, perhaps). If circumstances do not dictate one or the other, flip a coin to determine which reaction the character suffers.

Phobia—Enclosed Spaces: This has effects similar to the darkness phobia, though of course the presence of light is immaterial—this phobia can strike in a lighted room or in a narrow, winding tunnel. In general, when the ceiling is no more than two feet overhead, and the walls are within two feet of the character's outstretched hands, he'll have trouble. As with the fear of darkness, the character must check Wisdom/Willpower before entering an enclosed area.

Phobia—Heights: This character has difficulty climbing ladders and ropes, perching on walls, and negotiating steep, cliff-side trails. He will be eager to look for another way around if such a climb is called for, but if he makes a successful Wisdom/Willpower check he can overcome his fear. If the check fails, however, the character will do

everything possible to avoid the climb. Another check is allowed 2–12 turns later.

Phobia—Magic: The character with this fear is nervous about all things magical—spells, creatures, and items. Although he may wear and use magical items that do not have visible effects (including magical weapons and armor, rings of protection, and the like), he will not ingest potions, wear a ring of invisibility, or learn or cast spells.

If attacked by a magic-wielder using a spell with visible effects, the character must make a Wisdom/Willpower check or flee as described in the introduction to the phobia section. The appearance of a magical creature, such as a genie, lycanthrope, or undead, will also force this check.

Phobia—Monster: The player and DM must agree upon a specific monster the character fears. It must be a not-infrequently encountered creature in the campaign world—perhaps goblins, orcs, ogres, trolls, giants, etc. When the character encounters the feared monster, a check as described above is required.

Phobia—Snakes: This is similar to the monster phobia, except that it relates to all sorts of snakes and worms. It includes creatures, such as medusae, which have snakelike parts.

Phobia—Spiders: Like the monster phobia, this character has a problem with arachnids of all shapes and sizes, naturally including the monstrous varieties. Additionally, this character must make a Wisdom/Willpower check with a –4 modifier if ensnared in a web spell. Failure means the character panics to such an extent that he enwraps himself in the web for the maximum duration of the spell's effect.

Phobia—Undead: As with the other specific creature phobias, this fear requires a Wisdom/Willpower check at the beginning of an encounter. Further, the character must pass a check before he can enter a location where he reasonably expects undead to be. This latter check can be repeated at 2–12 turn intervals, if necessary.

Phobia—Water: This character cannot have a swimming proficiency. He fears boats and narrow footbridges, and he will not be compelled to enter water that is much deeper than his waist.

Powerful Enemy: A powerful enemy is a disadvantage that must be incorporated into the background and story of a campaign—obviously, with a lot of input from the DM. A character with a powerful enemy acquired that bitter foe before the start of the campaign. The enemy can be a monster, or perhaps a high level wizard or cleric, or it can be a nobleman, demihuman ruler, or perhaps a bandit chieftain. The reason for this vendetta should be defined by the DM, and can go back even to before the character's birth—a family feud, for example, or a need to remove the last heir to a line.

Whatever the enemy's nature, it must be powerful and pervasive enough to affect the character wherever he goes in the campaign. While this does not mean that the PC's life is one long chase scene, he will need to keep a wary eye over his shoulder. The enemy will routinely send agents after the character. Also, the enemy should have good conduits

of information, being able to keep general tabs on the PC in city, town, and perhaps even wilderness environments.

Tongue-Tied: This disadvantage crops up when the character tries to discuss important topics with companions and NPCs. The character has the tendency to incorrectly state facts, forget names, and just generally say the wrong thing. The main effect of the disadvantage is to enhance role-playing, though the DM should modify NPC reaction rolls, typically by –2.

Unlucky: The character with this disadvantage does not suffer penalties on his die rolls. However, he has the knack for being in the wrong place at the right time. He can be in a city of 10,000 people—and if there's one person he doesn't want to see, chances are good that individual is approaching around the next corner. If this character makes a pass at a young woman, she turns out to be the Captain of the Guard's daughter. And if only one member of the party loses his bedroll in a downpour, the unlucky PC is naturally the one to sleep on the cold, muddy ground.

Chapter 7: Weapon Proficiency & Mastery

The weapon proficiency rules of the AD&D game have been expanded with the *Skills and Powers* campaign. Now there is more flexibility in selecting weapon proficiencies, and there are opportunities to develop those proficiencies to high degrees of expertise.

Fighters can still specialize in specific types of weapons, gaining bonuses for specialization. Character points can be used to advance the weapon specialization to mastery, which gives a fighter significant advantages in the use of a weapon.

Characters of other classes, through the use of character points, can gain lesser levels of accomplishment in favorite weapons—this is called weapon expertise.

Weapon Proficiencies and the Character Point System

Character points tailor various levels of advancement, making improved combat abilities available to all characters. While it is relatively easy for fighters to become accomplished in weapons use, it is more difficult for—and requires more dedication from—characters of different classes who wish to become truly accomplished with a weapon.

In this step of the character creation process, all player characters receive a final allotment of character points to purchase their initial weapon proficiencies. Any leftover points from the previous chapters can be used here, or saved for use during play or to acquire abilities later in the character's career. The number of CPs awarded to each type

of character in this step appears below.

Warriors: 8
Wizards: 3
Priests: 8
Rogues: 6

Selecting Weapon Proficiencies

Weapon proficiencies can be acquired when a character is first created, and additionally during the course of that character's adventuring career.

A warrior (including multi-classed warriors) must pay 2 character points for each weapon proficiency slot. A character who is not a warrior must spend 3 character points for each weapon proficiency slot.

Table 48: Weapon Proficiency CP Costs

Class	Cost
Warrior	2
Rogue	3
Priest	3
Wizard	3

Character Class Restrictions

Non-warrior characters are normally restricted by the rules dictating the types of weapons they can acquire proficiencies for. However, by spending extra character points for a weapon proficiency slot, a character can purchase a proficiency that he would otherwise not be able to possess.

A rogue or a priest can acquire a proficiency for a weapon that is normally restricted to a warrior's use. One additional character point must be spent when the slot is purchased—the slot will cost 4 points, instead of the 3 rogues and priests usually pay.

A wizard can spend 2 additional character points to become proficient in a weapon normally allowed to a priest or a rogue. If the wizard wishes to become proficient with a weapon that is normally limited to fighters, however, he must spend 3 extra character points.

For example, if a wizard wishes to purchase a proficiency in the short bow, he must pay 5 character points (since the short bow can be used by a rogue, he adds 2 points to his base cost of 3 character points per slot). If he wants to learn to use the longbow, however, he'll have to pay 3 extra character points (for a total of 6), since this weapon is normally limited to warriors.

Using Weapon Proficiency Slots

A character can learn to use a weapon through several different means. Weapon proficiency slots also can be used to acquire abilities in unarmed combat, skill with shields, and advanced levels of proficiency such as weapon mastery or weapon expertise.

There are varying levels of ability in weapons use described in the *Skills and Powers* rules. The lowest is nonproficiency, then weapon familiarity, weapon proficiency, and weapon expertise. Characters can advance additionally through the levels of weapon

specialization, weapon mastery, and, ultimately, weapon grand mastery. Primarily this progression is used by fighters, but characters of other classes can advance to high levels of accomplishment by the expenditure of additional character points.

Weapon Groups

Many weapons are categorized into groups, either tight groups, or broad groups. Often a weapon will be part of a tight group, and that tight group will in turn be part of a broad group. A character's proficiency with a weapon or group will often convey weapon familiarity with other related weapons.

Table 49 illustrates weapons in their various tight and broad groups. Note that there is significant overlap in many categories—a broadsword is listed in the ancient, Roman, and medium tight groups because it can be used in a variety of cultures and styles.

If a character knows several different fighting styles (explained later in this chapter) he can use a weapon in any of the styles he knows. If he has only learned one style, however, his proficiency only applies when he uses that weapon with the appropriate style.

Table 49: Weapon Groups

As noted in previous chapters, weapons can be classified into *tight* and *broad* groups. All weapons in a tight group are considered to be related to one another; a character proficient in one automatically has familiarity with the rest. Note that a weapon proficiency includes stone or bone versions of the same weapon.

In the listing below, broad groups are noted in bold type, and tight groups are in italics.

Axes, Picks, and Hammers
Axes: battle axe, hand/throwing axe, hatchet, two-handed axe, sword-axe, mace-axe
Picks: horseman's pick, footman's pick, pick
Hammers: war hammer, maul, sledge
Unrelated: adze

Bows
Short bow, composite short bow, long bow, composite long bow

Clubs, Maces, and Flails
Maces: footman's mace, horseman's mace, mace-axe
Clubs: club, great club, war club, ankus, morning star
Flails: horseman's flail, footman's flail

Crossbows
Hand crossbow, light crossbow, heavy crossbow, pellet bow, cho-ku-no

Daggers & Knives
Dagger, stiletto, jambiya, main-gauche, parrying dagger, knife, katar

Lances
Light, medium, heavy, jousting

Polearms
Spear-like polearms: awl pike, partisan, ranseur, spetum
Poleaxes: bardiche, halberd, voulge
Bills: bill, bill-guisarme, glaive-guisarme, guisarme-voulge, hook fauchard
Glaives: glaive, fauchard, naginata, nagimaki, fauchard-fork
Beaked: bec de corbin, lucern hammer
Unrelated: military fork, tetsubo, lajatang

Spears & Javelins
Spears: spear, long spear, awl pike
Javelins: javelin, pilum, dart
Unrelated: harpoon, trident, brandistock

Swords
Ancient: broadsword, sapara, khopesh, sword-axe, short sword
Roman: broadsword, drusus, gladius, spatha
Middle Eastern: short sword, scimitar, great scimitar, tulwar
Oriental: cutlass, katana, wakizashi, no-dachi, ninja-to
Short: short sword, gladius, drusus, sapara, dagger, tulwar
Medium: broadsword, long sword, cutlass, sabre, falchion, estoc
Large: bastard sword, claymore, two-handed sword, great scimitar, no-dachi
Fencing weapons: rapier, sabre, main-gauche, parrying dagger

Chain & Rope Weapons
Chain, kau sin ke, kusari-gama, kawanaga, chijikiri

Martial Arts Weapons
Sai, jitte, nunchaku, sang kauw, three-piece rod, bo stick

Firearms
Hand match weapons: arquebus, hand gunne
Matchlocks: arquebus, caliver, musket
Wheellocks: arquebus, belt pistol, horse pistol
Snaplocks and Flintlocks: musket, belt pistol, horse pistol

If a weapon does not appear in the preceding listings, it belongs to no weapon group. For example, weapons such as the bolas, the boomerang, or the mancatcher are so unique in their employment that nothing even comes close to being similar.

Proficiency and Weapon Familiarity

If A character who is not proficient in a type of weapon suffers penalties on attack rolls when using that weapon. The penalties vary by character class—for example, fighters are much more likely to understand an unfamiliar weapon than wizards. The penalties are shown on Table 50: Nonproficiency Attack Penalties.

However, in some cases a character can be familiar enough with a weapon that he

does not suffer all nonproficiency penalties. This is called weapon familiarity. And while the character cannot fight as effectively as someone with a weapon proficiency, neither is he as inept as a nonproficient character.

A character is assumed to be familiar with weapons that are related to ones with which he is proficient. Weapons in the same tight group as a character's weapon of proficiency are familiar to that character. If a character has proficiency in an entire tight group of weapons, he is familiar with all weapons in a related broad group.

Table 50: Nonproficiency Attack Penalties

Class	Nonproficiency	Familiarity
Warrior	–2	–1
Wizard	–5	–3
Priest	–3	–2
Rogue	–3	–2
Psionicist	–4	–2
Nonclassed NPC	–4	–2

A character using a weapon with which he is not proficient cannot perform any special combat maneuvers, such as disarms or parries, with that weapon. He is limited to basic attacks, with the die roll penalties shown above. If he hits, however, he makes a normal roll for damage.

Weapon Proficiencies

A single weapon proficiency slot can be used to acquire proficiency in a specific type of weapon. Such proficiency means that the character can wield that weapon normally, without penalties on his rolls to hit or damage.

Weapon Group Proficiencies

By spending 2 proficiency slots (4 character points), a warrior can gain a proficiency in all the weapons in a specific tight group. If that tight group is part of a broad group, then the character also possesses weapon familiarity with all weapons in the broad group.

By spending 3 slots (6 character points), a warrior can learn a broad group weapon proficiency. He is assumed to be fully proficient in every weapon in that broad group.

This group proficiency option is only available to warriors. All other characters must spend a single proficiency slot to become proficient with a specific type of weapon.

Special Weapon Proficiencies

Weapon proficiency slots can be spent to gain several types of bonuses that are not, technically, "weapon proficiencies." These are all relevant to combat situations, however, and improve the character's chances to defend or to attack effectively—both with and without a weapon.

Shield Proficiency

A weapon proficiency slot can be spent to gain a shield proficiency. Warriors can gain this proficiency by spending 1 slot; other characters must spend 2 weapon proficiency slots to become proficient in shield use. Obviously, a character must be able to use a shield to acquire this proficiency.

Shield proficiency improves a character's AC against one or more attacks per round from in front or from the side faced by the shield. This proficiency does not help against rear attacks or attacks coming from the flank opposite the shield.

Like other weapon proficiencies, the shield proficiency must be taken for a specific type of equipment—listed on Table 51: Shield Proficiency Effects. The bonuses conferred vary by the type of shield the character chooses, and are added to the normal AC benefits of carrying a shield. The Number of Attackers category indicates how many attacks, per round, the shield proficiency can help against. If a character with a buckler, for example, is attacked by three enemies at once, his shield proficiency will only benefit his AC against one of those attacks. The player should designate which enemy he will guard against before attack rolls are made.

Table 51: Shield Proficiency Effects

Shield Type	AC Bonus	#Attackers
Buckler	+1	One
Small	+2	Two
Medium	+3	Three
Body	+3/+4 vs. missiles	Four

Armor Proficiency

A character can spend a weapon proficiency slot to buy the armor proficiency, which indicates that he has become used to wearing a protective shell. Unlike the shield proficiency, the armor proficiency does not improve armor class. Instead, it reduces the encumbrance penalties for the wearing of a particular kind of armor. Thus, a character who is fully proficient with the use of his plate mail, for example, can move around a lot more easily and quickly than can a character who does not have this proficiency.

A character with the armor proficiency suffers only half the normal encumbrance load of his armor. For example, full plate armor weighs 70 pounds. However, if a character is proficient with that type of armor, the armor has the encumbrance effect of only 35 pounds. Naturally, the armor retains its full weight for all other purposes—such as swimming!

Fighting Style Specialization

Fighting styles represent broad categories of battle tactics that can be employed by characters. They are described in detail in the Combat and Tactics book. Even without that volume, however, players of the Skills and Powers rules can spend weapon proficiencies on fighting styles, gaining some bonuses in battle.

There is a difference between knowing a style and specializing in that style. Every character with a weapon proficiency knows at least one fighting style—the style used with that weapon. There is no cost to acquire the fighting style; it comes with the proficiency. Indeed, if a weapon can be used with two or more different styles, the character is assumed to know all of those styles. A long sword, for example, can be used with the one-handed weapon fighting style, the weapon and shield fighting style, or the two-handed weapon fighting style. Thus, a character with proficiency in the long sword knows all three of these fighting styles.

Character classes put some limitations on learning fighting styles. Table 52 shows the classes that can normally learn a specific style. While a rogue, for example, can use a

long sword, he does not automatically learn the two-handed weapon style with this blade.

A character can spend an additional character point when he purchases a weapon proficiency to learn a style that is not normally provided to his character class. The rogue, for example, spends 3 character points for his long sword proficiency slot, but only learns it as a one-handed weapon. If he spends a 4th character point, he can learn the two-handed style or the weapon and shield style as well; or he can spend a total of 5 character points and learn the long sword and all three of its styles.

Table 52: Fighting Styles by Character Class

Fighting Style	Eligible Classes
One-handed Weapon	All
Weapon and Shield	Warriors, Priests
Two-handed Weapon	Warriors, Priests, Mages
Two Weapon	Warriors, Rogues
Missile	Warriors, Rogues
Horse Archer	Warriors, Rogues
Thrown Weapon/Sling	All
Special*	Varies

*This category includes styles specific to certain weapons and/or cultural backgrounds. Examples include the net and trident style used by some Roman gladiators, or the twin sais of a skilled ninja.

A character can spend a weapon proficiency slot to specialize in the use of one of these fighting styles, as long as he already knows that style. Warriors can specialize in as many styles as they wish to purchase. Priests and rogues can only specialize in one style. Wizards can specialize in a single fighting style, but only by paying an extra character point to acquire the weapon proficiency slot.

Each of the styles has specific benefits when acquired as a specialization. These are described below:

One-handed Weapon

The character can use his empty hand as a secondary weapon, using it to punch, grab, throw, etc. while he is wielding his one-handed weapon. Normal penalties for using two weapons apply.

A character who specializes in the one-handed weapon style of battle gains an AC bonus of +1 when he fights with a weapon in one hand, and no shield or weapon in his other hand. By spending 2 additional character points, the character can improve this AC bonus to a maximum of +2.

If the character is also familiar with the two-handed weapon style, and is wielding a weapon that can be used either way, he can switch back and forth at the start of every round of combat.

Weapon and Shield

A character who specializes in this style can gain a +1 benefit to his AC (in addition to his regular shield effects) or a +1 on his attack roll during any melee round when he holds a shield and wields a weapon. Alternately, this benefit can be superseded by the

more detailed shield rules in the *Combat and Tactics* book.

Two-handed Weapon

A character who specializes in the two-handed weapon style improves (lowers) the speed factor of a weapon by 3—if that weapon is wielded with two hands. In addition, if the character is using a one-handed weapon with two hands, the weapon gains a +1 bonus to all damage rolls.

Two Weapon

The proficiency slot spent to specialize in this difficult style requires 1 additional character point when it is first acquired—except for rangers, who can buy it for the same cost as any other fighting style specialization.

A character who specializes in the two weapon style counters some of the penalties inherent in using two weapons. Normally, a character suffers a –2 to attacks with the primary hand, and –4 to attacks with the secondary hand; this specialization reduces the penalty to 0 for the primary hand, and –2 for the secondary hand. Additionally, if a character has the trait of ambidexterity coupled with this specialization, he suffers no penalty for either hand.

The secondary weapon must be one size smaller than the primary weapon—unless the primary weapon is size S. If a character spends 2 additional character points on this specialization, however, he can learn to use two weapons of equal size, so long as each of the weapons can be wielded in one hand.

Missile

A character who specializes in the missile fighting style gains a significant bonus. He can move up to half his normal movement rate and still make all of his allowed missile attacks during a turn. Or he can move his full movement rate and make half as many attacks.

Additionally, a character who has specialized in this fighting style gains a +1 bonus to his AC when attacked by missile fire, but only if the specialist character is also using a missile weapon and attacking on that round.

Horse Archery

A character who specializes in the horse archery fighting style can shoot with accuracy even while mounted. The normal penalties for shooting from the saddle are reduced by 2. Thus, archers suffer no penalty if the horse is moving at up to half its normal speed, and they suffer only a –2 penalty if the horse is moving faster.

Thrown Weapon

A character who specializes in this fighting style gains the same bonuses as a character who specializes in the missile fighting style.

Special

There are numerous types of fighting styles that originated and were perfected in different historical and geographical areas. A character can spend a proficiency slot to

specialize in one of these types, though the DM is the final arbiter of what types of fighting styles might be allowed. Players are encouraged to do a little research before they try to build a case for a specific fighting style.

Some suggested benefits for the use of one of these styles include:

–1 bonus to Armor Class.

+1 bonus to hit or damage rolls.

The character can ignore penalties for fighting with two weapons.

The character gets a free kick or punch as well as his weapon attack.

Weapon Specialization and Mastery

Gaining a weapon proficiency indicates that a character is trained in the use of that particular weapon, but he is not at the pinnacle of accomplishment. Fighters, and possibly other characters, can devote a great deal of effort and energy (reflected in character points) to improve their skills with a weapon beyond the standard of basic proficiency.

In the *Skills and Powers* rules, characters of all classes can improve their skills with weapons. The cost in character points is higher for non-fighter classes, but if a player wants his wizard character to emulate the wizard Gandalf and wield a mighty blade such as Orcrist, it is possible.

Ranks of Weapon Mastery

The rules of this section begin with the assumption that a character has already acquired a weapon proficiency.

Two additional levels of mastery (high mastery and grand mastery) might be available to single-classed fighters. These are described in the Combat and Tactics book.

Weapon of Choice

A character can designate a specific weapon as his favorite. He must be proficient with that weapon already, and even if the proficiency he possesses applies to an entire tight or broad group, the weapon of choice must be designated.

Characters of all classes can designate a weapon of choice. Warriors can do so for a cost of 2 character points, rogues and priests for 3 points, and wizards must spend 4 points.

A player can declare a weapon of choice when he first creates a character, or at any point thereafter—as long as he has the character points. They should receive some training or extensive practice from a warrior who is proficient in the same weapon and has a higher experience level than the trainee. Alternately, any character can train someone if he possesses a higher level of weapon mastery (weapon expertise or better) with that weapon.

A character receives a +1 bonus on all attack rolls when using his weapon of choice.

Weapon Expertise

Weapon expertise is a more limited version of weapon specialization. Unlike specialization, however, it is available to non-warriors. Before gaining weapon expertise, the character must be proficient in the use of the selected weapon. It may or may not already be the character's weapon of choice (see above).

Weapon expertise costs a ranger, paladin, or multi-classed warrior 2 character points (or 1 if the weapon is already the character's weapon of choice). Rogues and priests must

spend 4 character points (or 3, if the weapon is already the weapon of choice). Wizards can purchase weapon expertise for a cost of 5 character points, though if the weapon is already the character's weapon of choice the cost is only 4 additional points.

As with weapon of choice, a player can declare a weapon of expertise when he first creates a character, or at any point thereafter—as long as he has the character points. If the selection is made by an active character, he should receive extensive training from a warrior who is proficient in the same weapon and has a higher experience level than the trainee.

Weapon expertise allows a character to gain extra attacks as if a weapon specialist. At first level, an expert with a long sword can attack three times every two rounds. Weapon expertise does not confer extra attack or damage bonuses, though the character may receive an attack benefit if he has weapon expertise in the use of his weapon of choice, as explained above.

Weapon Specialization

A character receives extra bonuses for using a specific weapon by spending character points on specialization. Single-classed fighters can become weapon specialists at any point in their careers simply by spending a second weapon proficiency slot on a weapon with which they are already proficient.

Characters of a fighter subclass, or multi-classed fighters, can specialize in weapon use, though at an increased cost in character points. In addition, other characters must achieve certain minimum levels of experience before they can attain a weapon specialization. These costs, and the minimum experience level, are shown on Table 53: Gaining Weapon Specialization.

Table 53: Gaining Weapon Specialization

Character Class	Character Point Cost	Minimum Level
Fighter	2	1
Multi-class Fighter	4	2
Ranger/Paladin	4	3
Priest	6	5
Rogues	8	6
Wizards	10	7

A character who receives a weapon specialization during a campaign must be trained by a character with a specialization (or higher) level of skill in that same weapon. The training requires a number of months equal to the character point cost to purchase the specialization, and this training is a full-time occupation.

The effects of weapon specialization vary by the type of weapon, as follows. If a specialist weapon (such as a spear) can be used as a melee or a missile weapon, the character gets the appropriate benefits for each type of use.

Melee Weapons: The character gets a +1 bonus to attack rolls and +2 to damage rolls when using the weapon. Also, the character gets one extra attack every two rounds. At first level, for example, a specialist with the long sword would be able to make three attacks every two rounds.

Missile Weapons: This category includes slings and thrown weapons. The character gains a +1 attack bonus at all range categories. In addition, specialists enjoy an increased number of missile attacks. This is detailed in the *Player's Handbook*. At the DM's option, players can elect to use the more detailed specialist attack rules in the Combat and Tactics book.

Also, a character who specializes in any type of bow or crossbow gains a benefit for a new range category: point blank. Point blank shots inflict +2 points of damage. Point blank ranges are 30' for bows, and 60' for crossbows. In addition, if the character has a missile loaded and aimed, he can shoot at the beginning of a melee round—even before initiative is determined.

Unarmed Combat Specialization

A character can choose to specialize in a type of unarmed combat—either punching (pummeling in the *Combat and Tactics* book), wrestling, or martial arts. Fighters, multi-classed fighters, and fighter subclasses can elect to specialize in unarmed combat. Like any other specialization, the type of unarmed combat chosen is the character's only area of specialization—he cannot also specialize in a weapon.

Specialists in unarmed combat receive a +1 bonus on attack rolls and a +2 on damage rolls. In addition, they receive the same number of extra attacks any other specialist receives—typically one extra attack every two rounds.

Unarmed combat procedures, levels of skill, and specialization are covered to a much greater extent in Combat and Tactics . That book also introduces a fast, detailed system for martial arts combat.

Weapon Mastery

Weapon mastery designates those characters who strive toward the ultimate level of skill with their weapon of specialization. Weapon masters are generally individuals of considerable reputation and note in their campaign worlds, often sought by younger characters for their knowledge. Many of these masters take apprentices, acting as mentors for the training and development of aspiring masters. Other weapon masters live solitary, even hermit-like lives, obsessing on some important task that will allow no interference from the rest of the world.

The most common weapons employed by masters are swords, though bows, axes, and spears are also allowed. If a player wishes his character to master in a different weapon, he must create (with DM input) a rationale for a strong cultural or campaign historical background. An archetype such as William Tell, for example, can be used to justify a mastery in the crossbow in a medieval-type campaign. If the DM will not allow a weapon to be mastered, the player should be informed before the character specializes in that weapon.

A fighter character must have reached a minimum of 5th level before he can become a weapon master; other characters must progress even farther. The minimum level for weapon mastery in every character class is 4 higher than the minimum for specialization, shown on Table 54. A character must possess weapon specialization in the weapon he will attempt to master. When these criteria are met, character points must be spent based on the character's class (see Table 54 below) to gain a mastery.

In addition, the character must find an existing master and be trained in weapon

mastery. The master will often demand a significant payment for this training, or else require that the apprentice perform a quest or some other task before he will be accepted as a student. Training for weapon mastery requires twice as many months as training for weapon specialization (i.e. *twice* the character point costs to gain the mastery, shown on Table 54).

Effects of Mastery: A master's attack and damage bonuses with a melee weapon are both +3. With a missile weapon, the attack bonus becomes a +2 at all ranges beyond point blank. At point blank range the attack and damage bonuses are each +3.

Table 54: Gaining Weapon Mastery

Character Class	Character Point Cost	Minimum Level
Fighter	2	5
Multi-class Fighter	8	6
Ranger/Paladin	8	7

Monsters and Weapon Mastery

No player would be so unfair as to feel that his character should benefit from weapon mastery rules, while the monsters retain their previous level of mediocre skill. (Well, okay—no DM would want to allow this!) In a campaign where characters can achieve levels of specialization and mastery, so, too, can the monsters. As with PCs, the development of specialization and mastery skills for monsters should reflect an unusual level of dedication and training.

Determining Monster Weapon Mastery

Naturally, not all monsters have even the basic requirements for one of their number to become a weapon master.

While the final adjudication of monster weapon mastery is up to the DM, some basic elements should be taken into account:

Weapons

The monster in question must use an actual weapon—mastery cannot be obtained in the use of fangs, claws, breath weapons, etc. Neither can simple weapons such as clubs or thrown boulders be effectively mastered.

Additionally, the weapon must be fairly common in that monster's culture. Such weapons are usually listed in the monster description as part of the monster type's combat repertoire. Some examples: a goblin might become a master in the spear or short sword; a wemic, the javelin or short sword; troglodytes have been known to specialize in their unique javelin; tritons, the trident; kuo-toa, the pincer staff or harpoon; and gnolls, the pole arm or battle axe.

Intelligence

As a general rule, a monster must have a minimum Intelligence score of 8 to master a weapon. The higher the intelligence, the greater the likelihood of encountering a weapon master among a group of the creatures.

If the creatures are known to be very intelligent, one of them might reach the level of mastery. Only monsters of high intelligence or greater can aspire to grand mastery.

Additionally, intelligence should be the primary indicator of how many specialists

and masters might be encountered in the monsters' population. The relatively stupid goblins will have very few individuals even of specialist level, while the exceptionally intelligent githyanki will likely include a number of masters and probably a grand master in each sizable tribe.

Population

As with characters, the greater the number of monsters in a campaign world, the greater the odds that one or more of them will reach the highest levels of weapon mastery available. Though this does not rule out the case of the solitary firbolg giant being a grand master in the use of the halberd, it is more likely that such a skilled individual will be the chieftain of a tribe—or at least the important bodyguard standing alertly at the high chief's side.

For those monsters ranked with improved hit dice for their subchiefs, battle leaders, captains, etc, the specialists and masters will invariably fall among the improved HD members of the band. If there is more than one type of elite monster, the lowest of these will be no more than specialists, with the masters and grand masters found among the second and third tiers.

Restrictions

Undead cannot become weapon masters. Likewise lycanthropes, highly chaotic creatures, and those of good alignment and a generally pacifistic nature will be very unlikely to generate weapon masters from among their numbers. Monsters of low intelligence (or less) will be incapable of any level of weapon mastery.

Effects of Monster Weapon Mastery

Monster weapon masters should be more than just beasts with increased attack and damage chances—though, naturally, they should receive all the benefits commensurate with their level of weapon skill. Additionally, the DM might create some special combat benefits for a monster weapon master, reflecting the general tactics of that monster in play. A troglodyte who masters the use of his javelin, for example, might modify it by barbing the head and attaching some kind of light rope. If the weapon hits a target, the monster can reel in the victim—unless that victim can work free with a successful Strength check. However, the victim still suffers extra damage from the weapon.

Beyond these battle considerations, however, monster weapon masters should add important story and role-playing elements to the campaign. Because of their increased power and fearsome reputations, these creatures will be generally feared and obeyed by the lesser monsters of their clan. They will command these lackeys, sending them on raids or posting them to guard the lair.

Through encounters with these lackeys, the player characters should learn details about the weapon master. Beyond his mere existence, the monster should become a fearsome figure to the PCs. Perhaps its extermination can be used as the impetus behind an ongoing campaign adventure.

Equipment

Every adventurer wants to outfit himself with the best equipment—and plenty of it. The delicate balance of equipment versus encumbrance is a routine problem for any character. So, too, is the matter of finding those items the character desires, and coming up with the money (or other barter) needed to acquire them.

This chapter presents new ways that characters can earn money, and some simple, accurate options for recording the amount of equipment carried—both as bulk and weight. Equipment is discussed in terms of campaign environments, with different tables ranging from the primitive to periods of the late Renaissance.

Money, Equipment, and Character Points

Character points can have a number of effects on the ways that characters earn, maintain, and spend their treasure.

A player can exchange his character's money for character points when that character is first created (after initial funds are determined, of course), and then a maximum of once per level, including first level, throughout that character's career. This opportunity is not cumulative—if a player makes no money/point exchange before his character reaches second level, he can still only make one such exchange before the character becomes third level. Within the bounds of this restriction, however, a player can make such an exchange whenever he wants—he doesn't need to wait until the moment of level advancement.

The procedure for making this exchange is always the same: The player determines how much total wealth the character has, as defined in Character Wealth, Treasure, and Money, below. He can only make the exchange if the total is at least 30 gp, except that a character can always make the exchange with his initial funds.

This total wealth is divided by three. One character point costs one third of the character's wealth, and he can buy a maximum of three points by spending all of the character's money. The deductions occur immediately, though the character does not get to spend or give away his lost wealth. The DM will decide the exact campaign situation. Coins and gems are stolen, for example, while livestock falls to disease, trade goods rot, ships sink, etc.

Character points, as a general rule, cannot be expended for money or items of equipment. However, the DM can make an exception during character creation. If a player wishes to start out with an unusual amount of wealth, he can cash in a single character point for an extra roll on the Initial Character Funds Table in the *Player's Handbook.*

Character Wealth, Treasure, and Money

A character's financial worth can be counted in many ways—only two of which are relevant in making a trade for character points as described above.

The most obvious, of course, remains the metal coins, precious baubles, and ornamented jewelry that have been standards of wealth for millennia. In game terms, this treasure is represented by a value measured in gold pieces.

Secondly, wealth can be measured in personal possessions (including weapons, armor, and magical items), all manner of trade goods, livestock and beasts of burden, wagons, tack and harness, boats and ships.

The total of these two categories equals the character's wealth for purposes of the money-for-points trade explained above. When making this total, however, the character is allowed to hold one weapon and one other possession (armor, magical item, horse, etc.) out of the equation.

The DM should insure that players are straightforward about their wealth when making such an exchange. There are several forms of wealth discussed below which are

not relevant for purposes of the money/character point trade. However, a player who converts most of his assets into another form (purchasing an estate for 10,000 gp, for example, in the process spending everything but his last 60 gp) should not be allowed to immediately trade 20 gp increments for character points. In this case, the land and holdings should count toward the total, and immediately suffer a 1/3 devaluation of their worth. Flooding, earthquakes, tornadoes, or locusts are a few suggested DM tools for accomplishing this price decrease.

Different Forms of Wealth

There are several other kinds of character wealth not totaled into the assets when trading for character points. But they can still represent important aspects of a character's financial status.

Land and Holdings

In many medieval societies, land is the clearest measure of a character's wealth. Large holdings will often include obligations for taxes from those who live on the land. At the same time, a character such as a knight who owns an estate of his own will likely owe some type of fealty to a higher lord, who will in turn owe loyalty to a king.

Although the taxes levied (and owed) by such a character will probably be measured in gold pieces, the land and buildings themselves exist as they are. Any attempt to render their worth into coinage will be only vaguely accurate, at best.

In addition, any kind of estate or holding will require maintenance of its buildings and lands, as well as the hiring and feeding of a potentially very large staff of servants to perform a variety of tasks.

The specifics of these costs are beyond the scope of this book (See *The Castle Guide* for more information). Players should be aware that owning lands is not simply a matter of gaining a piece of property for their characters and then sitting back and watching the money roll in.

Titles

Titles of nobility can signify wealth in several different ways. Occasionally, a title will include a straightforward annual salary in gold pieces. More often it will entitle the owner to a certain amount of tax revenue, based on those who labor under the titled character's protection. It is even possible that the gaining of a title may cost a character money, depending on the deeds and needs of the titled character and his liege.

Sometimes a title will include the right to own an estate (see Land and Holdings above). Even if an estate is not included, a newly titled character may be forced to purchase an appropriate piece of property to do justice to his exalted rank.

Partnerships

A character who owns a shop or other business—or who has contributed money to the owner of such an establishment—has a form of wealth represented by the business. This includes the building where the shop is located, as well as the material goods within. Some examples include the clay, potter's wheel, and finished crockery in a potter's shop, and barrels of ale and foodstuffs for an inn.

The business itself is often an intangible, but nevertheless very real, aspect of a character's wealth. If "Blutar's Place" establishes a reputation in a city as a friendly inn

for mercenaries, even if the building burns down and is rebuilt in a new location, chances are good that the mercenaries will find it and keep coming back. (Of course, if they're the ones who burned it down in the first place, the owners might want to try and upgrade their clientele!)

This type of asset is most likely to occur in a Middle Ages or later campaign setting.

Debts

Debts can be owed in exchange for value or services provided by one character to another. Indeed, for a transient adventurer, being owed money and/or services by others is not a bad way to maintain wealth.

For example, Blutar the fighter drives a pack of bullies out of a comfortable inn. The innkeeper, in gratitude, awards Blutar the best room in the place—and free food and drink—whenever he is in town. Because of this debt, Blutar, even when he's broke, can live pretty high on the hog.

Of course, characters need to take some care about their debtors. Someone who gets a lot of cash as a loan might suddenly decide to relocate, and then the debt is no good. Or, our aforementioned tavern owner might get sick of Blutar's apparently insatiable appetite and find an even better fighter to drive Blutar out of the inn—so much for the debt.

Still, if a character goes through the campaign world frequently helping others with service and treasure, he stands a much greater chance of finding others willing to help him in times of need.

Ways to Spend and Save Money

The economies of campaign worlds vary widely. At the most primitive level, money is an unknown concept—"economics" is a matter of finding someone with the proficiency to do a certain task, and then bartering, persuading, or cajoling him to do it.

In a more typical game environment, however, characters will have means of counting their money, and an interest in acquiring as much of it as they can get their hands on.

But what to do when that treasure sack gets too heavy to carry around? Of course, a character can always convert silver to gold, and then gold to gems, as a means of keeping his money portable. For those players who want to take a little more practical approach to the problem, here are some suggestions:

Moneylending

As explained under Debts, above, a character's wealth includes those funds owed him by other characters. Whether he wants to charge interest, a character can keep a large sum of money in his own name by allowing someone else to use it for awhile.

There are, of course, risks. Even the most trusting character will want to get something in writing (which may entail finding a scribe or some formal witness). Then there is the matter of the debtor's honesty, not to mention the misfortunes that might befall the fortune. Still, by lending his money and taking an I.O.U in exchange, a character relieves himself of the need to cart all that treasure around.

Entrepreneurism

The entrepreneurial spirit exists in virtually every environment where money is a

quantifiable entity. In a campaign, the entrepreneur is anybody who spends his money on a risky venture that stands a chance of making him a greater return than his initial investment.

There are several means of doing this—a player needs to decide if he wants his character involved in the daily work of the venture, or if he wishes to give his money to a trusted NPC and see what happens.

A character can offer to sponsor a talented NPC (or PC, for that matter). If an apprentice displays a great deal of pottery skill, the sponsor might buy him a wheel, clay, dyes, and a small shop in which to work. In return, the potter would pay a portion of his earnings to his sponsor—either on an ongoing basis, or until the debt and interest have been paid off.

Other subjects of sponsorship can include entertainers—jugglers, minstrels, acting companies, and the like—merchants (see Trading, below), and any character who would like to open a small shop or tavern of his own.

Business opportunities also can be found in many campaign worlds. Whether a player wants to open his own business, or pay for another character to take his chances, money can be spent to set up shops, inns, ferry and other transport services, and so on. Virtually any kind of service or goods in the campaign world will require some initial investment before a PC or NPC can get started.

Charity

Charity is not an investment in any calculated financial sense, but it can pay big dividends to a generous player character. Anyone who makes a practice of sharing his wealth with those less fortunate will earn a deep and lasting sense of gratitude from those he helps. The archetype of this role, of course, is the legendary figure of Robin Hood.

This gratitude can be manifest in many ways. If fortunes reverse, a formerly-wealthy character can find that those he once aided are now willing to aid him in return. Too, those who benefit from a PC's charity will tend to regard their benefactor quite protectively. They will pass along information about the plans and intentions of the PC's enemies, and even seek to thwart those plans by diversion, pretended ignorance, and so forth.

Scutage

This medieval form of debtorship represents a payment made by a knight or other character who owes fealty to a higher lord. In lieu of joining the ruler's current military campaign, the character can pay a scutage fee. Often the king will welcome a payment of gold or gemstones even more than he would the services of one more blade. Alternately, if the PC is the ranking character, he can find his coffers swelled by the ranks of his followers who have more important things to do than help him slay the pesky dragon, or drive off the marauding orcs.

The exact terms of scutage must be negotiated. Relevant factors will include the dangers of the contemplated campaign, the wealth of the underling, and the need of the ruler to have help. Also, scutage may be demanded after the fact—if the knight didn't show up when he was expected, the king will probably come to see him after the campaign. In this case the scutage fee will be significantly higher than the previously negotiated settlement.

Trading

One of the most time-honored means of making money involves taking something a character has in plenty, and carrying it where that plentiful item is in great demand. Ideally, the character then gathers some cargo that will draw high prices when he returns home. Trading missions can occur over land or water.

A character may contribute money to a sea captain who's planning to carry a load of local wool, wine, and dye across a small sea. On the far shore, the seaman will barter for spices, silk, and steel. When he returns and sells those goods locally, all the investors will ideally receive their share of the profits.

The trials and tribulations faced by such traveling merchants are too numerous to count. Ships sink, sandstorms scatter desert caravans, and bandits prey on weakly-defended parties.

Trading expeditions can make splendid adventures, if the players are interested in sending their characters on such a trek. Alternately, a wealthy PC can put his funds at the disposal of a reputable sea captain or merchant and see what kind of profits or losses result. The DM will need to adjudicate these attempts, factoring in distance traveled, risks of weather, terrain and banditry, and the relative worth of the goods in their points of departure and arrival.

For example, a character gathers the funds to purchase 100 mules, 100 pack saddles, and 400 bolts of fine wool. His journey will take him over a mountain range and through a forest known to contain goblins. If the PCs accompany the caravan, the DM could present attacks by griffons in the heights, several harassing attacks by goblins, one major ambush, and a challenging river crossing. Each of these might cost the caravan one or more mules, and several loads might be lost in the river even if the mules make it across. When the caravan reaches its destination, the characters can also role-play the bartering of the wool for other goods or treasure. In the end, the profit or loss of the mission will be a matter of gaming adventure.

Alternately, the character might fund a group of NPCs to perform this mission. The DM will then judge the risks and losses of the mission, as well as the honesty of the NPCs. After a suitable period of game time has passed, those NPCs will (hopefully) show up at the PC's home base to give him his profits.

Disposition of Wealth—Example

Gronyard, a mighty warrior, returns from an extended adventure during which he rescues the daughter of the king from an evil dragon, slays the dragon, and acquires some 12,000 gold pieces worth of treasure—gems, coins, and a precious artifact, a comb of gold, studded with diamonds.

Upon his return to civilization, Gronyard is made a baron by the king, who is tremendously grateful that his daughter was spared. The title includes a large house that is in need of some repair, but does not include ownership of any significant lands.

Up to this point, Gronyard can cash in some of his treasure for character points—4,000 gp for each point. However, he decides not to do this. Instead, he invests 2,000 to fix up the house, and another 5,000 to buy a large swath of prime farmland. He decides to keep the golden comb (worth about 3,000) as his portable treasure, which leaves him another 2,000 gp as spendable assets.

With that money he invests in a caravan of goods which can travel through the newly opened mountain pass (now that Gronyard has slain the dragon that used to block the way.)

If Gronyard now decides to buy a character point, the cost will still be 4,000 gp because he can't divest himself of liquid assets just before making this trade.

Gronyard also has some intangible wealth, in that the king is still going to be grateful for his daughter's life. If Gronyard needs a hand, chances are that the king will remember this debt. On the other hand, the king will also remember Gronyard as a mighty warrior—if the monarch needs a stalwart battle captain, he may demand Gronyard's services. If our hero is unwilling (or perhaps unable, for example if he accompanied his goods caravan), than he might have to pay a significant scutage fee—perhaps even handing over his treasure golden comb!

As the year passes, Gronyard's wealth will change. His house and lands will require upkeep, and servants will have to be paid. Still, his tenants might provide him with tax income, or his trading caravan might return with goods worth two or three times his initial investment!

Encumbrance and Movement

The AD&D Master's Options: *Skills and Powers* rules retain the encumbrance categories (None, Light, Moderate, Heavy, Severe) familiar to players. As always, the level of detail for encumbrance rules is a matter for DMs and players alike to choose.

The rules of this section are intended to offer streamlining options—ways that players can retain the necessary details of encumbrance without quite so much mathematical precision. And, as always, they're designed to add a few new elements of fun.

Even the fastest sprinter won't move so quickly when he's carrying 140 pounds of armor, weapons, and adventuring gear. A character's encumbrance falls into five categories: None, Light, Moderate, Heavy, and Severe. Encumbrance is described in the *Player's Handbook* in Chapter Six: Money and Equipment.

To determine the character's encumbrance category, find his Strength and read across the table. The numbers on the table are the breakpoints for each category. A character with a Strength of 14 is not encumbered until he has 56 pounds of gear, Lightly encumbered until he has 86 pounds of gear, Moderately encumbered until he carries 116 pounds of gear, and Heavily encumbered up to a load of 146 pounds.

To calculate a monster's strength for this purpose, add 31_2 points per size category (rounded down) to the monster's base Hit Dice (ignoring plusses).

Simplified Encumbrance

If the standard encumbrance rules aren't worth the trouble, here's an easier way to do it. Most of the weight a character carries is in armor and weapons. To streamline things, only use the character's armor, shield, and largest weapon when figuring the total weight carried. This slightly favors PCs, but it's much faster than tracking every addition of weight.

Expanded Base Movement

Characters who have a high score in either Dexterity/Balance or Strength/Stamina, or both, can increase their base movement allowance above the 6 or 12 for characters of

their race.

For characters with high Strength/Stamina scores, add the character's Attack adjustment (bonus added on rolls to hit) to the character's base movement allowance.

If a character has a high Dexterity/Balance score, add the character's Reaction/Attack adjustment to the base movement allowance.

A character with multiple high scores can add the bonuses from both of these categories.

Table 54: Strength and Encumbrance

Character	Encumbrance Category			
Strength	**Light**	**Moderate**	**Heavy**	**Severe**
3	6	7	8	10
4–5	11	14	17	20
6–7	21	20	39	47
8–9	36	51	66	81
10–11	41	59	77	97
12–13	46	70	94	118
14–15	56	86	116	146
16	71	101	131	161
17	86	122	158	194
18	111	150	189	228
18/01	136	175	214	253
18/51	161	200	239	278
18/76	186	225	264	303
18/91	236	275	314	353
18/00	336	375	414	453

A creature's final movement is figured by comparing current encumbrance with natural base movement.

Table 55: Movement and Encumbrance

Base	Encumbrance Category				
Move	**None**	**Light**	**Moderate**	**Heavy**	**Severe**
1	1	1	1	1	1
2	2	2	1	1	1
3	3	2	2	1	1
4	4	3	2	1	1
5	5	4	3	1	1
6	6	4	3	2	1
7	7	5	4	2	1
8	8	6	4	2	1
9	9	7	5	2	1
10	10	7	5	3	1
11	11	8	6	3	1
12	12	9	6	3	1
13	13	10	7	3	1
14	14	11	7	4	1

15	15	12	8	4	1
16	16	12	8	4	1
17	17	13	9	4	1
18	18	14	9	5	1

In addition to affecting how far a character can move in a combat round, encumbrance also affects how well a character can fight. Moderately encumbered characters suffer a –1 penalty to attack rolls. Heavily encumbered characters suffer a –2 attack penalty, and their Armor Class suffers a +1 penalty. If the character is severely encumbered, he suffers a –4 penalty to all attacks and a +3 penalty to his Armor Class.

Recording Bulk (Optional Rule)

In addition to weight, the items of equipment are given a bulk rating—an expansion of the earlier categories S, M, and L. The bulk ratings are separate from weight, and represent how much space each object takes up.

Small Size (S)	=0, 1, 2 bulk points
Medium Size (M)	=3, 4, 5 bulk points
Large Size (L)	=6* or more bulk points

*Some large objects, particularly weapons, will actually have lower bulk points than 6. Since the weapon size is primarily a factor of length, these items can be transported with relative ease.

Players who want the added realism can keep track of how many points of bulk they are carrying. The rule is especially useful for planning a trading caravan and calculating how many goods an individual porter or beast of burden can carry. Vessels such as packs and pouches are limited in how much bulk they can carry:

Backpacks can vary in size, and they hold an amount of bulk equal to a character's Strength score.

Belt pouches can hold up to 3 bulk points. A single character can wear no more than two belt pouches.

Saddlebags (horse or mule) can hold up to 4 bulk points, and each animal carries two saddlebags. The capacities of some other animals include (per saddlebag): dog=1; donkey/burro=3; camel=10; elephant=20.

Effects of Bulk

A human character can carry an amount of bulk equal to his Strength/Stamina score without suffering any ill effects. If he tries to carry more bulk than his score allows, he suffers one penalty in encumbrance class. For example, if Blutar, with a Strength/Stamina of 17, is loaded down with 20 bulk points of light material, his encumbrance might only be Light, but for game purposes it is treated as Moderate.

Smaller characters can carry less than their Strength/Stamina score in bulk before they suffer the encumbrance penalty, as follows:

Halflings and **gnomes** can carry 1/2 their Str/Stamina score in bulk.

Elves can carry their Strength/Stamina –3 in bulk points.

Dwarves can carry their Strength/Stamina –1.

A character's weapon does not count toward his bulk rating, though a shield does.

Armor is not counted as bulk, but it has the effect of lowering the total bulk the character could otherwise bear. See the equipment tables to determine the capacity penalties for each type of armor.

No character can carry more than twice his Strength/Stamina score in bulk.

Recording Encumbrance (Simplified)

Characters can simplify the recording of encumbrance for purposes of the Skills and Powers rules. For most encounters, determine the character's encumbrance by considering only his armor, shield and largest weapon. These are generally the most significant parts of his load, and thus will provide a reasonably accurate rating.

If the character is carrying camping or exploring equipment, or trade goods, extra supplies, etc., the additional encumbrance also can be simplified. If the character is carrying a backpack, figure 10 pounds if he has miscellaneous exploring equipment (rope, lantern, oil, spikes, etc.), 20 pounds for camping equipment (bedroll, cloak or spare clothes, tinderbox and food). Add only five-pound increments for extra items—trade goods, treasure, extra oil flasks, etc.

Weight

The equipment tables at the end of this chapter contain a weight for every listed item. Players and DMs can use these weights to calculate exact character loads.

Equipment Tables

Table 56: Stone Age/Savage Settings

(Italicized entries are only present in metal-using cultures.)

Weapons:

Adze; Axe, stone; *Battle axe*; Blowgun—barbed dart, needle; Bola; Boomerang; Bow, short—arrow, stone, *arrow, flight*; club; *Dagger*, Bone dagger, Stone dagger; *Dart; Hand axe; Harpoon;* Bone harpoon; *Javelin*; Stone javelin; *Knife*; Bone knife; Stone knife; Lasso; *Machete*; Quarterstaff; Rock; Sling—Sling stone; *Spear; Throwing Knife*; War club

Armor:

Cord armor; Hide armor; Leather; Padded; Studded leather; Wood/Bone

Transportation/Livestock:

Animals: Cattle; Dog, war; Donkey; Goat; Horse—draft; Sheep

Wheeled: *Chariot; Cart*

Watercraft: *Canoe; Curragh*; Raft

Table 57: Bronze Age/Ancient Settings

(Italicized weapons have a limited availability based on the DM's discretion, as they were not as common as the other weapons.)

Weapons:

Adze; Battle axe; Bow (long bow, short bow, composite short bow)—Arrow, flight; Cestus; Dagger; Dart; Hand/Throwing axe; Javelin; Lance, light; Mace, footman; Mace, horseman's; *Mace-axe*; Pike; Quarterstaff; Spear; Spear, long; Staff sling—*stinkpot*,

stone; Sword (*Broad sword*, Khopesh, Sapara, Short, Sword-axe; Trident; *Two-handed axe*; Warhammer; War club

Armor:

Bronze plate; Cord armor; Hide armor; Leather; Light scale; Padded; Ring mail; Scale; Studded leather; Wood/Bone

Transportation/Livestock:

Animals: Cattle; Dog—war, hunting; Donkey; Goat; Horses—draft, riding, light war; Sheep

Wheeled: Chariot; Cart

Watercraft: Canoe; Curragh; Dromond; Raft

Table 58: Cultures of the Roman Age

(Italicized weapons are associated with barbarians or empire-frontier areas.)

Weapons:

Battle axe; Bow (long bow, short bow, composite short bow)—Arrow, flight; Cestus; Dagger; Dart; *Hand/Throwing axe*; Javelin; Lance (light, medium); Mace, footman; Mace, horseman's; Net; Pilum; Quarterstaff; Spear; Spear, long; *Staff sling*—stinkpot, stone; Sword (*Broad sword*, Drusus, Gladius, Spatha) Trident; Warhammer

Armor:

Banded Mail; Bronze plate; Leather; Light scale; Padded; Ring mail; Scale; Studded leather

Transportation/Livestock:

Animals: Cattle; Dog—war, hunting, guard; Donkey; Elephant; Goat; Horses—draft, riding, light war, medium war; Hunting cat; Sheep

Wheeled: Chariot; Cart (2 wheeled)

Watercraft: Canoe; Coaster; Curragh; Dromond; Galley; Raft

Table 59: Dark Ages

(Italicized weapons are made in more civilized realms or are late developments of the period, and may not be available at the DM's discretion.)

Weapons:

Battle axe; Bow (long bow, short bow, *composite short bow*), Arrow (flight, sheaf); Caltrop; Crossbow (*Light crossbow*, Pellet bow), (*Light quarrel*, Pellet); Dagger; Dart; Hand/Throwing axe; Javelin; Lance (light, medium); Mace, footman's; Mace, horseman's; Quarterstaff; Spear; Spear, long; Staff sling—stinkpot, stone; Sword (Broad sword, *Long sword*, *Sabre*, Short sword); Two-handed axe; Warhammer

Armor:

Bronze plate; Chain mail; Leather; Light scale; Metal lamellar; Padded; Ring mail; Scale; Studded leather

Transportation/Livestock:

Animals: Cattle; Dog—war, hunting, guard; Donkey; Goat; Horses—draft, riding, light war, medium war, heavy war; Sheep

Wheeled: Chariot; Cart (2 wheeled)

Watercraft: Canoe; Coaster; Curragh; Dromond; Galley; Raft

Table 60: The Crusades

Weapons:
Battle axe; Bow (Long bow, Short bow, Composite long bow, Composite short bow), Arrow (Flight, Sheaf, Pile); Caltrop; Crossbow (Light crossbow, Heavy crossbow, Pellet bow), (Light quarrel, Heavy quarrel, Pellet); Dagger, Stiletto; Flail, footman's; Flail, horseman's; Hand/Throwing axe; Javelin; Lance (Light, Medium, Heavy, Jousting); Mace, footman's; Mace, horseman's; Maul; Morningstar; Pick, footman's; Pick, horseman's; Polearm (Awl pike, Bardiche, Bec de corbin, Bill, Bill Guisarme, Fachaurd, Glaive, Glaive-guisarme, Guisarme, Halberd, Lucern hammer, Military fork); Quarterstaff; Spear; Staff sling—stinkpot, stone; Sword (Bastard sword, Broad sword, Falchion, Long sword, Sabre, Short sword, Two-handed sword); Warhammer
Armor:
Chain mail; Improved mail; Leather; Metal lamellar; Padded; Plate mail; Scale; Studded leather
Transportation/Livestock:
Animals: Cattle; Dog—war, hunting, guard; Donkey; Goat; Horses—draft, riding, light war, medium war, heavy war; Sheep
Wheeled: Chariot; Cart (2 wheeled); wagon
Watercraft: Canoe; Coaster; Cog; Curragh; Dromond; Galley; Knarr; Longship; Raft/keelboat

Table 61: Late Middle Ages/Renaissance
Weapons:
Battle axe; Brandistock; Bow (Long bow, Short bow, Composite long bow, Composite short bow), Arrow (Flight, Sheaf, Pile); Caltrop; Crossbow (Light crossbow, Heavy crossbow, Pellet bow), (Light quarrel, Heavy quarrel, Pellet); Dagger, Main-gauche, Parrying dagger, Stiletto; Flail, footman's; Flail, horseman's; Hand/Throwing axe; Lance (Light, Medium, Heavy, Jousting); Mace, footman's; Mace, horseman's; Mancatcher; Maul; Morningstar; Pick, footman's; Pick, horseman's; Polearm (Awl pike, Bill, Bill-guisarme, Glaive-guisarme, Halberd, Military fork, Partisan, Ranseur, Spetum, Voulge); Quarterstaff; Spear; Staff sling—stinkpot, stone; Sword (Bastard sword, Broad sword, Claymore, Cutlass, Falchion, Long sword, Rapier, Sabre, Short sword, Two-handed sword); War hammer
Armor:
Brigandine; Chain mail; Field plate; Full plate; Leather; Metal lamellar; Padded; Plate mail; Splint mail; Studded leather
Transportation/Livestock:
Animals: Cattle; Dog—war, hunting, guard; Donkey; Goat; Horses—draft, riding, light war, medium war, heavy war; Sheep
Wheeled: Chariot; Cart (2 wheeled); wagon
Watercraft: Canoe; Caravel; Coaster; Cog; Curragh; Drakkar; Dromond; Galley; Great galley; Knarr; Longship; Raft/keelboat

Table 62: Middle Eastern Cultures
Weapons:
Ankus; Bagh nakh; Battle axe; Blowgun; Bow (Composite long bow, Composite short bow), Arrow, flight; Chain; Chakram; Crossbow (Hand crossbow, Light crossbow, Pellet

bow), (Hand quarrel, Light quarrel, Pellet); Dagger, Jambiya, Katar; Dart; Flail, footman's; Flail, horseman's; Hand/Throwing axe; Javelin; Lance (Light, Medium); Mace, footman's; Mace, horseman's; Mancatcher; Polearm (Awl pike, Glaive, Halberd, Military fork) Quarterstaff; Spear; Spear, long; Sword (Cutlass, Great scimitar, Long sword, Sabre, Scimitar, Short sword, Tulwar); Trident

Armor:

Brigandine; Chain mail; Cord; Hide; Improved mail; Leather; Light scale; Metal lamellar; Padded; Scale; Studded leather

Transportation/Livestock:

Animals: Dog—war, hunting, guard; Camel Donkey; Goat; Horses—draft, riding, light war, medium war; Sheep

Wheeled: Chariot; Cart (2 wheeled); wagon

Watercraft: Canoe; Coaster; Cog; Dromond; Galley; Great galley; Raft/keelboat

Table 63: Oriental Cultures

Weapons:

Ankus; Battle axe; Blowgun; Bo stick; Bow (Composite long bow, Composite short bow, Short bow), Arrow (Flight, Sheaf); Chain; Chakram; Chijikiri; Crossbow (Cho-ku-no; Light crossbow, Pellet bow), (Hand quarrel, Light quarrel, Pellet); Dagger; Dart; Gunsen; Hand axe; Javelin; Jitte; Kama; Kau sin ke; Kawanaga; Kusari-gama; Lance (Light, Medium); Mace, footman's; Mace, horseman's; Mancatcher; Nunchaku; Polearm (Awl pike, Lajatang, Nagimaki, Tetsubo); Sai; Sang kauw; Shuriken; Spear; Spear, long; Sword (Cutlass, Katana, Ninja-to, No-dachi, Sabre, Short sword, Tulwar, Wakizashi); Trident

Armor:

Brigandine; Chain mail; Cord; Hide; Leather; Light scale; Padded; Ring mail; Splint mail; Studded leather

Transportation/Livestock:

Animals: Dog—war, hunting, guard; Donkey; Elephant; Goat; Horses—draft, riding, light war, medium war; Sheep

Wheeled: Chariot; Cart (2 wheeled); wagon

Watercraft: Canoe; Coaster; Cog; Dromond; Galley; Raft/keelboat

Master Equipment Tables

Table 64: Weapons

Weapon	Cost	Weight (lbs)	Size	Type	Speed Factor	Damage Sm—Med	Large
Adze	3 sp	4	S(2)	S/P	4	1d4+1	1d4
Ankus	3 gp	4	M(4)	P/B	6	1d4	1d4
Axe, stone4	5 sp	6	M(3)	B/S	6	1d6	1d4
Bagh nakh	4 sp	1	S(2)	S	2	?	?
Battle axe	5 gp	7	M(5)	S	7	1d8	1d10
Blowgun4	1 gp	1	L(4)	—	5	—	—
Barbed dart	1 sp	2	S(0)	P	—	1d3	1d2
Needle	2 cp	2	S(0)	P	—	1	—

Bo stick	5 cp	4	L(5)	B	3	1d6	1d4
Bolas	5 sp	2	M(3)	B	8	1d3	1d2
Boomerang1	5 sp	2	S(1)	B	4	1d4	1d4
Bow							
Arrow, flight	3 sp/12	2	S(1)	P	—	1d6	1d6
Arrow, sheaf	3 sp/6	2	S(1)	P	—	1d8	1d8
Arrow, pile	3 sp/6	2	S(1)	P	—	1d6	1d6
Arrow, stone1	3 cp/12	2	S(1)	P	—	1d4	1d4
Composite short bow4	75 gp	2	M(3)	—	6	—	—
Composite long bow	100 gp	3	L(6)	—	7		
Long bow4	75 gp	3	L(6)	—	7	—	—
Short bow4	30 gp	2	M(3)	—	7	—	—
Brandistock	15 gp	5	M(5)	P	7	1d6	1d6
Caltrop	2 gp/12	2	S(1)	P	—	1	1d2
Cestus	1 gp	2	S(2)	B	2	1d4	1d3
Chain4	5 sp	3	L(3)	B	5	1d4+1	1d4
Chakram	8 sp	1	S(2)	S	4	1d4	1d3
Chijikiri4	6 gp	6	M(3)	P/B	7	1d6	1d8
Club	—	3	M(3)	B	4	1d6	1d3
Crossbow							
Cho-ku-no	50 gp	12	M(5)	—	6	—	—
Hand crossbow	150 gp	3	S(2)	—	5	—	—
Hand quarrel	1 gp	2	S(0)	P	—	1d3	1d2
Heavy crossbow	50 gp	14	M(5)	—	10	—	—
Heavy quarrel	2 sp	2	S(1)	P	—	1d8+1	1d10+1
Light crossbow	35 gp	7	M(3)	—	7	—	—
Light quarrel	1 sp	2	S(1)	P	—	1d6+1	1d8+1
Pellet bow	25 gp	5	M(4)	—	7	—	—
Pellet	5 cp	2	S(0)	B	—	1d4	1d4
Dagger	2 gp	1	S(2)	P	2	1d4	1d3
Bone dagger1	1 sp	1	S(1)	P	2	1d2	1d2
Jambiya	4 gp	1	S(1)	P/S	3	1d4	1d4
Katar	3 gp	1	S(1)	P	2	1d3+1	1d3
Main—gauche	3 gp	2	S(2)	P/S	2	1d4	1d3
Parrying dagger	5 gp	1	S(2)	P	2	1d3	1d3
Stiletto	8 sp	1_2	S(1)	P	2	1d3	1d2
Stone dagger1	2 sp	1	S(1)	P	2	1d3	1d2
Dart	5 sp	1_2	S(1)	P	2	1d3	1d2
Flail, footman's	15 gp	15	L(6)	B	7	1d6+1	2d4
Flail, horsemans's	8 gp	5	M(5)	B	6	1d4+1	1d4+1
Gunsen	4 gp	1	S(2)	B/P	2	1d3	1d2
Hand/throwing axe	1 gp	5	M(3)	S	4	1d6	1d4

Table 64: Weapons (cont.)

Weapon	Cost	Weight (lbs)	Size	Type	Speed Factor	Damage Sm—Med	Large
Harpoon4	20 gp	6	L(7)	P	7	2d4	2d6
Bone harpoon41	1 gp	5	L(7)	P	7	1d6	1d10
Javelin	5 sp	2	M(4)	P	4	1d6	1d6
Stone javelin1	5 cp	2	M(4)	P	4	1d4	1d4
Jitte	5 sp	2	S(2)	P	2	1d4	1d2
Kama	2 gp	2	S(2)	P/S	4	1d6	1d4
Kau sin ke	3 gp	4	M(4)	B	6	1d8	1d6
Kawanaga4	1 gp	1	S(2)	P/B	7	1d3	1d2
Knife	5 cp	1_2	S(1)	P/S	2	1d3	1d2
Bone knife1	3 sp	1_2	S(1)	P/S	2	1d2	1d2
Stone knife1	5 cp	1_2	S(1)	P/S	2	1d2	1d2
Throwing knife	5 gp	4	M(3)	S/P	8	2d4	1d6+1
Kusari—gama4	4 gp	3	M(4)	S/P/B	6	1d6	1d4
Lance,							
Light5	6 gp	5	L(7)	P	6	1d6	1d8
Medium5	10 gp	10	L(8)	P	7	1d6+1	2d6
Heavy5	15 gp	15	L(9)	P	10	1d8+1	3d6
Jousting5	20 gp	20	L(9)	B	10	1d3–1	1d2–1
Lasso	5 sp	3	M(3)	—	10	—	—
Mace, footman’s	8gp	10	M(4)	B	7	1d6+1	1d6
Mace, horseman’s	5gp	6	M(3)	B	6	1d6	1d4
Mace—axe	12 gp	9	M(4)	B/S	8	2d4	1d6+1
Machete	8 gp	5	M(3)	S	6	1d8	1d8
Mancatcher6	30 gp	8	L(7)	—	7	—	—
Maul	4 gp	10	L(5)	B	8	2d4	1d10
Morningstar	10 gp	12	M(5)	B/P	7	2d4	1d6+1
Net	5 gp	10	M(5)	—	10	—	—
Nunchaku	5 sp	3	M(3)	B	3	1d6	1d6
Pilum	1 gp	3	M(4)	P	5	1d6	1d6
Pick, footman’s	8 gp	6	M(5)	P	7	1d6+1	2d4
Pick, horseman’s	7 gp	4	M(5)	P	5	1d4+1	1d4
Pike34	5 gp	12	L(7)	P	13	1d6	1d12
Polearm							
Awl Pike3	5 gp	12	L(8)	P	13	1d6	1d12
Bardiche	7 gp	12	L(8)	S	9	2d4	2d6
Bec de Corbin4	8 gp	10	L(8)	P/B	9	1d8	1d6
Bill4	7 gp	15	L(7)	P/S	10	2d4	1d10
Bill—Guisarme4	7 gp	15	L(8)	P/S	10	2d4	1d10
Fauchard	5 gp	7	L(8)	S	8	1d6	1d8
Glaive	6 gp	8	L(8)	S	8	1d6	1d10
Glaive--Guisarme4	10 gp	10	L(9)	P/S	9	2d4	2d6
Guisarme4	5 gp	8	L(7)	S	8	2d4	1d8
Halberd4	10 gp	15	L(7)	P/S	9	1d10	2d6
Lajatang	7 gp	6	L(7)	S	6	1d10	1d10

Nagimaki5	6 gp	6	M(5)	S	6	1d6	1d8
Naginata5	8 gp	10	L(7)	S	7	1d8	1d10
Lucern hammer43	7 gp	15	L(8)	P/B	9	2d4	1d6
Military fork	5 gp	7	L(7)	P	7	1d8	2d4
Partisan3	10 gp	8	L(7)	P	9	1d6	1d6+1
Ranseur3	6 gp	7	L(7)	P	8	2d4	2d4
Spetum3	5 gp	7	L(7)	P	8	1d6+1	2d6
Tetsubo	4 gp	8	L(7)	B	7	1d8	1d8
Voulge	5 gp	12	L(8)	S	10	2d4	2d4
Quarterstaff	—	4	L(6)	B	4	1d6	1d6
Rock	—	1	S(1)	B	2	1d3	1d2

Table 64: Weapons (cont.)

Weapon	Cost	Weight (lbs)	Size	Type	Speed Factor	Damage Sm—Med	Large
Sai	1 gp	2	S(1)	B	2	1d4	1d2
Sang Kauw4	5 gp	10	L(6)	P/S	7	1d8	1d6
Shuriken	3 sp	2	S(0)	P	2	1d4	1d4
Sling	5 cp	1	S(1)	—	6	—	—
Bullet	—	2	S(0)	B	—	1d4+1	1d6+1
Stone	—	2	S(0)	B	—	1d4	1d4
Spear3	8 sp	5	M(5)	P	6	—	—
One—handed	—	—	—	—	—	1d6	1d8
Two—handed	—	—	—	—	—	1d6+1	2d6
Spear, long34	5 gp	8	L(7)	P	8	2d6	3d6
Spear, stone13	2 sp	5	M(4)	P	6		
One—handed	—	—	—	—	—	1d4	1d6
Two—handed	—	—	—	—	—	1d6	2d4
Staff sling	2 sp	2	M(5)	—	11	—	—
Stinkpot	1 sp	2	S(1)	B	—	1d3	1d3
Stone	—	2	S(0)	B	—	1d4+1	1d6+1
Sword							
Bastard sword	25 gp	10	M(6)	S	6	—	—
One—handed	—	—	—	—	—	1d8	1d12
Two—handed	—	—	—	—	—	2d4	2d8
Broad sword	30 gp	4	M(5)	S	5	2d4	1d6+1
Claymore4	25 gp	8	M(5)	S	7	2d4	2d8
Cutlass	12 gp	4	M(5)	S	5	1d6+1	1d8+1
Drusus	50 gp	3	M(5)	S	3	1d6+1	1d8+1
Falchion	17 gp	8	M(5)	S	5	1d6+1	1d4
Gladius	10 gp	3	S(2)	P	3	1d6	1d8
Great scimitar	60 gp	16	L(6)	S	9	2d6	4d4
Katana	100 gp	6	M(5)	S/P	4	—	—
One—handed	—	—	—	—	—	1d10	1d12
Two—handed	—	—	—	—	—	2d6	2d6
Khopesh	15 gp	7	M(5)	S	9	2d4	1d6
Long sword	15 gp	4	M(5)	S	5	1d8	1d12

Ninja—to	20 gp	5	M(4)	S/P	3	1d8	1d6
No—dachi	45 gp	10	L(6)	S/P	8	1d10	1d20
Rapier	15 gp	4	M(4)	P	4	1d6	1d8
Sabre	17 gp	5	M(4)	S	5	1d6+1	1d8+1
Sapara	10 gp	4	S(2)	S	5	1d6+1	1d4
Scimitar	15 gp	4	M(5)	S	5	1d8	1d8
Short sword	15 gp	3	S(2)	P	3	1d6	1d8
Spatha	25 gp	4	M(5)	S	5	1d8	1d12
Sword-axe	20 gp	12	L(6)	S	10	1d8+1	1d12+1
Two-handed sword	50 gp	15	L(5)	S	10	1d10	3d6
Tulwar	17 gp	8	M(5)	S	5	1d6+1	2d4
Wakizashi	50 gp	3	M(5)	S/P	3	1d8	1d8
Three—piece rod	2 gp	3	M(5)	B	7	1d6	1d4
Trident	15 gp	5	L(6)	P	7	—	—
One—handed	—	—	—	—	—	1d6+1	2d4
Two—handed	—	—	—	—	—	1d8+1	3d4
Two—handed axe4	15 gp	10	L(7)	S	9	1d10	2d8
Warhammer	2 gp	6	M(5)	B	4	1d4+1	1d4
War club	2 gp	6	M(4)	B/S	7	1d6+1	1d4+1

1 Bone or stone weapons have a 1 in 6 chance of breaking any time maximum damage is rolled.
2 These weapons weigh little individually; 10 equal 1 pound.
3 These weapons inflict double damage when set to receive a charge.
4 These weapons require two hands to use, regardless of the wielder's size.
5 These weapons do double damage when used in a mounted charge.
6 This weapon dismounts a rider on a successful hit.

Table 65: Missile Ranges and Rates of Fire

		Range(x5 yds)		
Missile Type	**ROF**	**Short**	**Med.**	**Long**
Blowgun	2/1	2	4	6
Bolas	1	6	12	18
Boomerang	1	4	8	12
*Bows:				
Composite long bow				
—flight arrow	2/1	8	16	34
—sheaf arrow	2/1	8	16	34
Composite short bow	2/1	10	20	36
Long bow				
—flight arrow	2/1	14	28	42
—sheaf arrow	2/1	10	20	34
Short bow				
—flight arrow	2/1	10	20	30
—stone arrow	2/1	8	16	24

Chakram	2/1	4	8	12
Club/hammer	1	2	4	6
*Crossbows:				
Cho-ku-no	2/1	10	20	30
Hand crossbow	1	4	8	12
Heavy crossbow	1/2	16	32	48
Light crossbow	1	12	24	36

		Range(x5 yds)		
Missile Type	**ROF**	**Short**	**Med.**	**Long**
Pellet crossbow	1	8	16	24
Dagger/Knife/Stiletto	2/1	2	4	6
Dagger (bone/stone)	2/1	2	3	4
Dart	3/1	2	4	8
Hand/Throwing axe	1	2	4	6
Harpoon	1	2	4	6
Harpoon, bone	1	2	3	4
Javelin	1	4	8	12
Javelin, stone	1	3	6	9
Lance, light	1	2	3	4
Lasso	1	2	4	6
Mace, horseman's	1	2	3	4
Rock	2/1	2	4	6
Shuriken	2/1	3	6	9
Sling bullet	1	10	20	40
Sling stone	1	8	16	24
Spear	1	2	4	6
Staff sling stone, stinkpot	1	6	12	18
Trident	1	2	3	4

Table 66: Armor

Armor Type	**Cost (Minimum)**	**Weight (lbs.)**	**AC (armor only)**	**Bulk points***
Banded mail	200 gp	35	4	3
Brigandine	120 gp	35	6	3
Bronze plate mail	400 gp	45	4	4
Chain mail	75 gp	40	5	2
Cord armor	10 gp	15	8	2
Field plate	2,000 gp	60	2	5
Full plate	4,000–10,000 gp	70	1	6
Hide armor	35 gp	30	6	2
Improved mail	180 gp	50	4	4
Leather	5 gp	15	8	1
Metal lamellar	250 gp	35	6	3
Padded	4 gp	10	8	2
Plate mail	600 gp	50	3	4
Ring mail	40 gp	30	7	3

Scale mail	60 gp	40	6	4
Splint mail	80 gp	40	4	4
Studded leather	20 gp	25	7	2
Wood/bone armor	50 gp	20	6	3

Shields	**Cost**	**Weight**	**# Foes**	**Bulk Points***
Body (Large)	10 gp	15	4	2
Buckler	1 gp	3	1	1
Medium	7 gp	7	3	1
Small	3 gp	5	2	1

*For armor, this represents a reduction in the bulk point capacity that the character can otherwise carry.

Table 67: Miscellaneous Equipment

Item	**Cost**	**Weight**	**Bulk Points1**	**Initial Avail.**
Backpack	2 gp	2	1(2)	any
Barrel				
—small	2 gp	30	6	Roman
—large	5 gp	80	16	Roman
Basket				
—large	3 sp	1	5(5)	any
—small	5 cp	3	2(2)	any
Bell	1 gp	1	1	Bronze age
Belt pouch				
—large	1 gp	1	3(3)	any
—small	7 sp	½	1(1)	any
Block and Tackle	5 gp	5	2	Roman
Bolt case	1 gp	1	1	Crusades
Bucket	5 sp	3	3(2)	Crusades
Chain (per ft.)				
—heavy	4 gp	3	1	Crusades
—light	3 gp	1	1/2	Crusades
Chest—large	2 gp	25	10(9)	Dark ages
—small	7 sp	10	5(4)	Dark ages
Cloth (10 sq. yards)				
—common	7 gp	10	2	Bronze age
—fine	50 gp	10	2	Roman
—rich	100 gp	10	2	Crusades
Candle	1 cp	3	0	Bronze age
Canvas (sq. yard)	4 sp	1	0	Roman
Chalk	1 cp	3	0	any
Crampons	4 gp	2	1	Crusades
Fishhook	1 sp	0	0	Roman
Fishing net (10 sq ft.)	4 gp	5	1	Bronze age
Flint and steel	5 sp	3	0	Roman
Glass bottle	10 gp	3	1(1)	Crusades

Grappling hook	8 sp	4	2	Crusades
Hourglass	25 gp	1	1	Crusades
Iron pot	5 sp	1	1(1)	Roman
Ladder, 10 ft.	5 cp	20	5	any
Lantern—beacon	150 gp	50	5	Crusades
—bullseye	12 gp	3	1	Crusades
—hooded	7 gp	2	1	Roman
Lock				
—good	100 gp	1	0	Crusades
—poor	20 gp	1	0	Roman
Magnifying glass	100 gp	½	0	Bronze age
Map/scroll case	8 sp	½	0	Bronze age
Merchant's scale	2 gp	1	1	Bronze age
Mirror, small metal	10 gp	½	0	Crusades
Musical Instrument	5--100 gp	½--6	0—6	any
Oil (per flask)				
—Greek fire	10 gp	2	2	Bronze age
—lamp	6 cp	1	1	Roman
Paper (per sheet)	2 gp	3	0	Crusades
Papyrus (per sheet)	8 sp	3	0	Bronze age
Parchment (sheet)	1 gp	4	4	Roman
Perfume (per vial)	5—100 gp	3	0	Bronze age
Piton	3 cp	1/2	0	Roman
Quiver	8 sp	1	0(1)	any
Rope (per 50')				
—hemp	1 gp	10	1	Bronze age
—silk	10 gp	5	1	Crusades

Item	Cost	Weight	Bulk Points	Initial Avail.
Sack				
—large	2 sp	½	0(6)	Bronze age
—small	5 cp	3	0(3)	Bronze age
Sewing needle	5 sp	0	0	Roman
Sextant	20 gp	1	1	Late Mid. Ages
Signal whistle	8 sp	3	0	Bronze age
Signet ring/seal	5 gp	3	0	Roman
Soap(per lb)	5 sp	1	½	Roman
Spyglass/telescope	1,000 gp	1	1	Late Mid. Ages
Tent, large	25 gp	20	2(folded)	Roman
—pavilion	100 gp	50	4(folded)	Crusades
—small	5 gp	10	1(folded)	Bronze age
Thieves' picks	30 gp	1	0	Roman
Torch	1 cp	½	0	any
Water clock	1,000 gp	200	12	Crusades
Wax (per lb)	1 gp	1	½	Bronze age
Whetstone	2 cp	1	1	any

Wineskin	8 sp	1	0(1)	Bronze age
Winter blanket	5 sp	3	1	Bronze age
Writing ink (vial)	8 gp	3	0	Roman

1 Bulk points in parentheses represent the carrying capacity of the item; the number before the parentheses is the bulk points when the item is empty.
2 A backpack can carry bulk points equal to the character's strength.
3 These items weigh little individually; 10 weigh 1 pound and equal 1 bulk point.

Table 68: Household Provisions/Trade Goods

Item	Cost	Weight	Bulk Points1	Initial Avail.
Ale (lg. barrel)	10 gp	50	16	Dark ages
Bamboo (100 10' lengths)	1 gp	25	12	any
Bread (loaf)	5 cp	1/2	1/2	any
Butter (per lb)	2 sp	1	1/4	Bronze age
Cheese (per lb)	4 sp	1	1/4	Dark ages
Coarse sugar (per lb)	1 gp	1	1/4	Crusades
Dry rations (1 week)	10 gp	4	1	any
Eggs (per 100)	8 sp	10	4	any
Figs (per lb)	3 sp	1	1/4	any
Firewood, 1 day supply	1 cp	5	5	any
Grain (lg barrel)	5 gp	40	16	any
Herbs (per lb)	5 cp	1	1/2	any
Ivory (per tusk)	25 gp	25	4	any
Meat ,fresh per lb.	1 gp	1	1/4	any
Nuts (per lb)	1 gp	1	1/4	any
Pickled fish, small barrel	3 gp	20	6	Roman
Raisins (per lb)	2 sp	1	1/4	any
Rice (per lb)	5 cp	1	1/4	any
Salt (per lb)	1 sp	1	1/4	any
Salt pork (per lb)	4 sp	1	1/4	Bronze age
Salted herring (100)	1 gp	10	4	Bronze age
Spice (per lb)				
—exotic	15 gp	1	1/2	Bronze age
—rare	2 gp	1	1/2	any
—uncommon	1 gp	1	1/2	any
Cider (lg barrel)	2 gp	50	16	Bronze age
Wine (lg barrel)				
—excellent	25 gp	50	16	Roman
—fair	12 gp	50	16	Bronze age
—cheap	5 gp	50	16	any

Special Demihuman Equipment

Table 69: Dwarven Equipment*

Item	Cost	Weight	Bulk Points
Close Combat Weapons			

--Chain Flail	1 gp	5	2
--Elbow Spike	1 gp	2	1
--Glove Nail	2 gp	2	1
--Head Spike	10 gp	10	3
--Knee Spike	3 gp	2	1
Portable Arch	250 gp	80	9
Rockstriker Pick	100 gp	20	6
Smelter			
--Small	1000 gp	10000	1000
--Medium	2000 gp	32000	3500
--Large	5000 gp	75000	9000

* For further information see *The Complete Book of Dwarves*

Table 70: Elven Equipment*

Item	Cost	Weight	Bulk Points
Arrows			
--Flare	10 gp	†	0
--Message	2 sp	†	0
Elven Bow	150 gp	8	4
Elven Chain Mail	1000 gp	10	1
Elven Harp	500-2500	10-100	3-9
Elven Plate Armor	1000 gp	25	1
Feywine (small cask)	100 gp	30	6
Honey Leather (sq. yd)	50 gp	†	0
Sashling	10 gp	1	1
Thistledown (sq. yd)	100 gp	†	0

* For further information see *The Complete Book of Elves*

Table 71: Halfling Equipment

Item	Cost	Weight	Bulk Points
Cheesemaker (converts barrel of milk to 10# of cheese)			
--Sharp	12 gp	3	1
--Mild	6 gp	2	1
Door-knocker	50 gp	5	1
Pipe, self-lighting	25 gp	1	1
Utensils (self-lighting)			
--Carving Knife	10 gp	†	0
--Cooking Kettle	20 gp	6	2
--Ladling Spoon	8 gp	†	0
--Pouring Pitcher	20 gp	4	1
--Rollfroster	10 gp	1	1
--Teapot	50 gp	1	1

Table 72: Gnomish Equipment

Item	Cost	Wieght	Bulk Points
Coinmaker	10000 gp	1000	150

Jewel spotter gem (causes light to sparkle in authentic gems within 10’ radius)	1000 gp	†	0
Jeweler’s hammer/chisel	100 gp	2	1
Polisher rag (shines all metals)	20 gp	†	0
Steel etcher	100 gp	3	1

† These wiegh little individually; 10 equal 1 pound

Table 73: Common Magic Items

	Campaign Occurrence					
Item	**Low**	**Medium**	**High**	**Cost**	**Weight**	**Bulk Points**
Healing salve (per dose; heals 1—3 hp)	05%	25%	60%	10+ gp	1	1/4
Lock (open and close on command)	10%	30%	75%	25+ gp	2	1/4
Peephole gem; allows user to see through up to 6" thickness wood or stone	02%	20%	50%	50+ gp	†	0
Permanently—attached horseshoes	10%	30%	75%	5+ gp	1	1/2
Permanently lighted gold piece	05%	20%	50%	50 gp	†	0
Poison antidote (per dose); allows second saving throw vs. poison	15%	50%	90%	10+ gp	1	1/2

*Campaign occurrence indicates the likelihood of a character finding this item in a well—stocked bazaar or marketplace. The categories represent campaign settings of low, medium, and high incidence of magical items, spells, and equipment. The cost listed is generally the price in a high magic setting; where the items are more rare, the cost will tend to be higher.

Chapter 8: New Schools of Magic

This chapter introduces four new types of specialist wizards: the alchemist, geometer, shadow mage, and song wizard. The schools of magic that these wizards specialize in are unusual because they are artificial: they contain only spells drawn from other, existing schools. All of the usual rules regarding specialist wizards apply to these four, unless the description states otherwise. Using these as a guide, players and DMs can experiment with creating their own, unique specialist wizards.

Magic The *Skills and Powers* rules add flavor and breadth to the spellcasting character classes. Use of these rules is optional, though recommended for characters created with

the *Skills and Powers* systems.

Wizards and Character Points

When a wizard character is created, and each time he advances in level, the player can elect to spend 2 or more character points to acquire an additional spell for his character's spellbook. This is similar to the specialist wizard's ability to automatically add one spell of his specialty to his repertoire each time he gains a level. The player is allowed to pick any spell his character could normally cast (i.e., he can't pick spells from opposing schools), and no roll for learning the spell need be made.

The spell purchased with character points must be of equal or lower spell level than the highest-level spell currently entered into the character's book. The cost is 2 character points for a 1st-level spell, +1 character point for each level of the spell beyond first. For example, a 3rd-level spell would cost 4 character points; a 7th-level spell would cost 8 points.

No more than one additional spell can be acquired with character points when the character is first created, and a character can add no more than one such spell each time he advances a level of experience. However, this ability is cumulative with a specialist wizard's bonus spell—when a specialist wizard gains a level, he learns one spell from his specialty school free, and can spend additional character points to automatically learn a second spell from any school he knows.

Wizard Specialists: New Schools of Magic

As magic users in the multitude of campaign worlds have progressed in their arts, an ever-greater diversity of styles and types of wizardry have been developed. Growing from the rigid schools of opposing magical powers outlined in the *Player's Handbook*, more and more disciplines have branched out as young wizards have taken a more liberal interpretation of their masters' teachings. These developments have resulted in new types of spellcasting, each of which focuses on the way in which magic is drawn from the environment and bent to the wizard's will.

When a wizard character is created (or an existing AD&D character is converted to Player's Option rules), the player can elect for his character to specialize in one of the following new schools of magic. These schools are similar to the elemental wizard or wild mage introduced in the *Tome of Magic*, but the new specialist wizards defined here—the alchemist, the shadow mage, and the song wizard—have developed alternate styles of spellcasting and spell organization.

The main purpose for specializing in a magic type is as an aid toward effective role-playing, though the specialties can benefit and hinder characters in various game situations. The use of these new magic types, like any other subsystem in the AD&D game, is subject to the DM's approval. Several of these new schools require a certain amount of campaign or encounter background. The powers of the shadow mage, for example, vary with the prevalent lighting conditions, and the DM must be prepared to answer a player's questions about these conditions any time the player character wishes to cast a spell.

Choosing a Magic School Specialty

To select a specialty, a wizard character generally has to meet more demanding ability score criteria than a standard mage, and he may have certain backgrounds or origins (in other words, character kits) barred to him. A player is free to choose any specialty the requirements of which his character meets. Naturally, a player may wish to select his character's specialty based on his own interests—song wizards provide good role-playing for players inclined toward music, while scientifically-minded players might enjoy an alchemist who can constantly fuss with odd ingredients and complicated formulae.

Creating New Schools: The magic types listed in this chapter are the most common examples of alternate spellcasting techniques. However, other approaches are certainly possible. If a player comes up with a great concept for defining a new school or discipline of magic, he can do so with the DM's approval. In turn, the DM should carefully review the player's design for concept, playability, and game balance before allowing the new specialist in game play.

Generally, a specialist mage should have spells that he can cast with superior skill, balanced by a loss of spells from outside his specialty. All specialists should gain the standard extra spell memorization slot at each level, as well as advantages in learning spells from their specialty and penalties for learning generic spells. Last but not least, a specialist may have non-spellcasting benefits or hindrances, such as the alchemist's ability to create potions, or modifiers to their saving throws.

Effects of Magic School Specialization

- Choosing a specialty provides a wizard character with a number of benefits. For all the schools introduced in this chapter, the following advantages apply:
- A specialist gains one additional spell per spell level, provided the spell is taken in the specialist's school. Thus, a 1st-level alchemist can memorize two spells instead of only one, as long as at least one of them is from the school of alchemy.
- Specialists receive a bonus of +15% when learning spells from their school, and a penalty of –15% when learning spells from any other school. The bonus or penalty is applied to the percentile roll the player must make when the character is attempting to learn a new spell.
- Whenever a specialist reaches a new spell level, he automatically gains one spell of his school to add to his spell books. This can be selected by the DM or he can allow the player to pick. No learn spells roll need be made.
- When a specialist wizard attempts to create a new spell using the rules given in the *DMG*, the DM should count the new spell as one level lower if the spell falls within the school of the specialist. An alchemist attempting to create a new 2nd-level alchemy spell conducts his research as if it were a 1st-level spell, since the character has a superior understanding of his school.

Note that the saving throw modifiers granted to specialists in the *Player's Handbook* and *Tome of Magic* aren't abilities of the specialist wizards described in this book. They have other abilities that are more specific to their particular methods of spellcasting, described later in this chapter.

Specialist wizards also have several significant disadvantages to balance their

bonuses. First and foremost, each of the new schools described here have opposition schools, just like specialists in the *Player's Handbook*. A specialist cannot learn or cast spells from an opposing school, or use magical items that duplicate the effects of spells from that school. Secondly, the character has a reduced chance to learn spells of other non-opposing schools, as noted above.

The Alchemist

Minimum Ability Requirements:
Intelligence/Knowledge 15; Dexterity/Aim 14
Races Allowed: Human, half-elf, gnome
Prohibited Kits: Amazon, barbarian, peasant hero, savage

The puttering, scientifically-minded wizard who enjoys working with various material components is likely to find the School of Alchemy to be a welcome source of inspiration and magical might. Alchemists are inventors and experimenters, always striving for a way to create new and greater effects through the use of magical powders, reagents, and potions.

The exact nature of the alchemist's materials is not very important for game play, although it is good role-playing for a player to note which substances and minerals are vital to his character's spells. Unlike most wizards, who define the world by the four classic elements of earth, air, fire, and water, the alchemist believes that each subtle combination of these elements is a new element of its own. Gold may be nothing more than a rare type of earth with a small glimmer of fire in it, but the alchemist considers the properties of gold as a unique substance with no other components. In other words, alchemists describe their world in the modern terms of a Periodic Table of Elements, even though notions such as atoms, electrons, or atomic weight have no meaning in their universe.

As scientific characters, alchemists will always maintain a large and well-equipped laboratory to pursue their experiments. The laboratory must be well-stocked with all kinds of materials, including samples of every metal or alloy imaginable, equipment such as burners, beakers and bottles, and natural curiosities like magnets, incendiaries, and other such things. An alchemist is assumed to begin play with an appropriate laboratory in his home town or base of operations, but building and outfitting a new laboratory costs at least 1,000 gp per character level, and existing laboratories require at least 50 gp of materials a level per month to be functional. An alchemist without access to his laboratory loses the bonus alchemy spell he could normally memorize at each spell level, and can't conduct research, make potions, or add new spells to his spellbook.

Alchemists have no modifiers to their saving throws or their victims' saving throws, but instead they have the special ability to create potions, starting at 6th level. The alchemist must first research the potion's formula, as if conducting normal spell research; consider the potion's level to be equal to its XP value divided by 100, so a *potion of clairaudience* (XP value 250) is considered a 3rd-level spell, and a *potion of longevity* (XP value 500) is a 5th-level spell. The research time is two weeks per effective level, and the cost is 500 gp per effective level. The alchemist must pass a learn spells check to successfully research the formula. Just like spells, the number of potion formulae the alchemist can ever understand is limited by his Intelligence score Maximum Number of

Spells per Level, except that all potions are counted together for this purpose. A character with an Intelligence of 12 can never know how to make more than seven types of potions.

Once an alchemist knows the potion's formula, he can produce one dose by investing in 300–1800 gp worth of materials and spending one uninterrupted week in his laboratory. Again, a learn spells roll applies to see if he followed the directions carefully, or if he ruined the batch instead. If the DM finds that a player is abusing this ability, he can insist on specific adventures to acquire rare and unusual materials such as a griffon's heart, a beholder's eye, and other such hard-to-get items.

The School of Alchemy: The school of alchemy is opposed by the Schools of Illusion/Phantasm (things that aren't real are of no interest to alchemists) and Necromancy (similarly, life forces and spirits are too intangible for alchemy.) All the spells in the school of alchemy are considered to have no verbal component when employed by an alchemist, which means that an alchemist has little to fear from a silence spell or any other magic that prevents speaking. The School of Alchemy consists of the following spells; italicized spells appear in the *Tome of Magic*.

Affect normal fires (1st)
Fire burst (1st)
Grease (1st)
Metamorphose liquids (1st)
Protection from evil (1st)
Fool's gold (2nd)
Glitterdust (2nd)
Melf's acid arrow (2nd)
Pyrotechnics (2nd)
Sense shifting (2nd)
Stinking cloud (2nd)
Alamir's fundamental breakdown (3rd)
Flame arrow (3rd)
Melf's minute meteors (3rd)
Protection from evil, 10' radius (3rd)
Enchanted weapon (4th)
Fire charm (4th)
Fire trap (4th)
Cloudkill (5th)
Fabricate (5th)
Transmute rock to mud (5th)
Death fog (6th)
Glassee (6th)
Stone to flesh (6th)
Transmute water to dust (6th)
Acid storm (7th)
Hatch the Stone from the Egg (7th)
Statue (7th)
Glassteel (8th)

Incendiary cloud (8th)
Crystalbrittle (9th)
Glorious transmutation (9th)

The Geometer

Minimum Ability Requirements:
Intelligence/Reason 15; Wisdom/Intuition 14
Races Allowed: Human, elf, half-elf
Prohibited Kits: Barbarian, savage

Potent magical forces can be locked in designs, symbols, and diagrams of mystical significance. Geometers are wizards who study the summoning and control of magic through the creation of intricate geometrical patterns, ranging from runes drawn on paper or carved in stone to free-floating constructs composed of brilliant lines of energy. For a geometer, the somatic component of a spell—the gestures required to unlock the spell's energy—represent the creation of an extra-dimensional doorway through which magic is drawn and shaped into the form the wizard desires.

Geometers, quite naturally, excel in the casting of any spell that involves the use of a mark, rune, or diagram drawn upon the target of the spell. In fact, a number of spells that are not normally cast in this fashion have been adapted to the geometers' philosophy. For example, geometers cast a *hold portal* spell by placing a minor rune of power upon the door to be barred, and *animate dead* by drawing complicated designs upon the face and hands of the creature to be reanimated. Geometers can also create effects with less substantial materials by sketching a design in the air, as if they were drawing imaginary circles and angles; depending on the power of the spell, this design may be visible as a glowing web of blue or green energy created by the motion of the geometer's hands.

Geometers enjoy the normal benefits and penalties of specialist wizards, but they have no modifier to their saving throws and do not inflict any penalties to their target's saving throws. They do have the special ability to create scrolls, much like alchemists can prepare potions. At 4th level, the geometer can commit a spell that he knows and can cast to a scroll. He may read the scroll at any time after transcribing the spell, just like casting a normal spell from a scroll. However, the character may not have more than one scroll per character level prepared at any given time—the incomplete magical diagrams become too confusing and complex for the geometer to keep track of if he tries to keep too many scrolls ready for casting.

Transcribing a spell to a scroll requires one full day per spell level, so preparing a 5th-level spell for use in this fashion would take the wizard five days of uninterrupted work. The materials (rare inks, fine parchment, etc.) cost 100 gold pieces per spell level, and the wizard requires a suitable laboratory or library to work in. The geometer can transcribe any spell of the School of Geometry that he knows, or he can engage in normal spell research to find a diagram to convey a spell that he knows outside the School of Geometry. (Once he successfully researches a new spell diagram, it is considered to be part of the School of Geometry for that wizard.) In any event, the geometer must succeed in a learn spells check to see if he successfully transcribed the spell.

Geometers may also attempt to create protection scrolls, beginning at 7th level. The geometer must first research the scroll's diagram through normal spell research; scrolls with an XP value of 1,000 are considered to be equal to 4th-level spells; scrolls with an XP value of 1,500 are equal to 5th-level spells; scrolls with an XP value of 2,000 are equal to 6th-level spells; and scrolls with an XP value of 2,500 are equal to 7th-level spells. The research time is two weeks per effective level, and the cost is 1000 gp per effective level. The geometer must pass a learn spells check to successfully research the formula. Once the geometer knows the diagram, he can produce one scroll by investing in 300–1800 gp worth of materials and spending one uninterrupted week in his laboratory. Again, a learn spells roll applies to see if he followed the directions correctly.

The School of Geometry: As noted above, the School of Geometry consists of both diagrams that can be drawn on the target, as well as geometrical designs that can be created through gestures. Often, spells of this school require unusual writing implements—the material components for the spell—but generally, no verbal components are necessary. The School of Geometry is opposed by the Schools of Enchantment/Charm and Illusion.

The following spells are part of the School of Geometry; spells from the *Tome of Magic* are in italics, and spells from *The Complete Wizard's Handbook* are in boldface.

Alarm (1st)
Copy (1st)
Erase (1st)
Hold portal (1st)
Shield (1st)
Wizard mark (1st)
Knock (2nd)
Wizard lock (2nd)
Bone club (3rd)
Explosive runes (3rd)
Secret page (3rd)
Sepia snake sigil (3rd)
Fire trap (4th)
Minor globe of invulnerability (4th)
Rainbow pattern (4th)
Thunder staff (4th)
Animate dead (5th)
Avoidance (5th)
Conjure elemental (5th)
Invulnerability to normal weapons (5th)
Khazid's procurement (5th)
Mordenkainen's private sanctum (5th)
Von Gasik's refusal (5th)
Ensnarement (6th)
Globe of invulnerability (6th)

Guards and wards (6th)
Invulnerability to magical weapons (6th)
Fear ward (7th)
Phase door (7th)
Sequester (7th)
Vanish (7th)
Binding (8th)
Maze (8th)
Symbol (8th)
Trap the soul (8th)
Gate (9th)
Shape change (9th)

The Shadow Mage

Minimum Ability Requirements:
Intelligence/Reason 15; Wisdom/Will 14
Races Allowed: Human
Prohibited Kits: Gladiator, pugilist

The places where light and darkness meet have long symbolized opposition and balance, the clash of good and evil, even of chaos and law. The School of Shadow teaches mages to use these contrasts to reach the secret source and union of all shadow and harness its power. Shadow mages tend to be grim sentinels who have exchanged the bright spark of a normal existence for the power of twilight and darkness. Very few shadow mages are of good alignment; a great number are neutral, and some have embraced the darkness completely and turned to ways of evil.

Shadow mages are closely tied to the Demiplane of Shadow. They have discovered that every shadow in the real world has a mystic connection or source in Shadowland. A wizard with skill and a strong heart can use the most mundane shadows as a doorway to this realm of dusk, calling forth its powers for their own purposes. A number of shadow mages eventually become shades, or creatures whose physical forms have been completely replaced by shadow-stuff, although this doesn't happen to player character shadow mages except in extraordinary circumstances.

In addition to the normal advantages and penalties associated with specializing in a school of magic, a shadow mage's effectiveness is tied to the lighting condition at the time he casts a spell from this school. Naturally, shadow mages are weakest in broad daylight and progressively stronger in weak daylight or dusk, partial darkness, and finally complete darkness. It's not the strength of a shadow, but instead the overall absence of light that strengthens the connection to the plane of gloom.

Condition	**Modifier to Opponent's Saves**
Bright daylight or continual light	+2
Weak daylight, dusk, or light	none

Late twilight, strong moonlight, lantern light	–1
Weak moonlight, torch light	–2
Candlelight, starlight	–3
Total darkness	–4

Due to their intimate connection with shadow, shadow mages gain an ability to see normally in darkness. As a shadow mage advances in level, he becomes more attuned to darkness and ignores changes in visibility that would partially or completely blind other characters.

Condition	**Attack**	**Damage**	**Saving**	**AC**
Penalty	**Bonus**	**Throws**	**Penalty**	
Moonlight	–1	Normal	–1	0
Starlight	–3	Normal	–3	–2
Total darkness	–4	None	–4	–4

At 4th level, the shadow mage sees as well in moonlight (or equivalent light) as a normal human would see in broad daylight, and he can lessen penalties for more complete darkness by 1 point. In other words, he would only suffer a –2 penalty for attacking in starlight, or a –3 penalty for total darkness. At 7th level, he sees by starlight as well as a normal human sees by day, and he lessens combat penalties for total darkness by 2 points. At 10th level he can see perfectly in total darkness, negating all penalties. However, magical blindness or fog can still hinder a shadow mage's sight.

The School of Shadow: Many wizard spells derive their energy from extraplanar connections, but spells of the School of Shadow are exclusively tied to the Demiplane of Shadow. The School of Shadow is opposed by the Schools of Invocation/Evocation and Abjuration, both of which rely on more positive energies than the subtle, pervasive power of shadow. The spells of the School of Shadow are listed below; italicized spells can be found in the *Tome of Magic*, and bold spells can be found in *The Complete Wizard's Handbook.*

Chill touch (1st)
Sleep (1st)
Spook (1st)
Blur (2nd)
Continual darkness (2nd)
Darkness 15' radius (2nd)
Ray of enfeeblement (2nd)
Scare (2nd)
Spectral hand (2nd)
Lorloveim's creeping shadow (3rd)
Phantom steed (3rd)
Spirit armor (3rd)
Wraithform (3rd)
Dimension door (4th)

Enervation (4th)
Evard's black tentacles (4th)
Fear (4th)
Minor creation (4th)
Shadow monsters (4th)
Demi-shadow monsters (5th)
Major creation (5th)
Mordenkainen's faithful hound (5th)
Passwall (5th)
Shadow door (5th)
Shadow magic (5th)
Blackmantle (6th)
Bloodstone's spectral steed (6th)
Demi-shadow magic (6th)
Lorloveim's shadowy transformation (6th)
Shades (6th)
Duo-dimension (7th)
Phase door (7th)
Shadowcat (7th)
Shadow Walk (7th)
Maze (8th)
Shadowform (8th)
Astral spell (9th)
Energy drain (9th)

The Song Wizard

Minimum Ability Requirements:
Intelligence/Knowledge 14; Charisma/Appearance 15
Races Allowed: Human, elf, half-elf
Prohibited Kits: Gladiator, rider

The power of music and words has long been acknowledged as an important source of inspiration and amusement. The School of Song concentrates on spoken spells, using the wizard's skill at weaving melody, lyrics, and rhythm to create enchantments of great power. Elves and great bards have tapped into this source of magic for countless years, but now more wizards are investigating the intriguing possibilities of this school of magic. Musical proficiency or knowledge is not a strict requirement for this school, but most song wizards are also virtuoso vocalists—the subtleties of pitch and expression can have tremendous effect in the casting of the spell.

Song wizards gain the normal benefits and hindrances of a specialist wizard, including the +1 bonus to saves versus spells of their own school, and a –1 penalty for their target's saving throw when casting song spells. Note that magical song or vocal attacks, including a harpy's song, a banshee's wail, or a sphinx's roar are all considered to be magical sound or song attacks for purposes of the mage's saving throw.

The School of Song: The School of Song is opposed by the Schools of Necromancy, Greater Divination, and Invocation/Evocation; magical songs are much better suited to

tasks of influence, change, or summoning. All spells appearing in this list are considered to have neither somatic nor material components for specialist song mages—song wizards can cast these spells with nothing more than a verbal component. While this renders song wizards particularly vulnerable to silencing, it also means that they can cast spells while bound, restrained, or stripped of all their possessions. The spells of the School of Song are listed below; spells from the *Tome of Magic* are in italics.

Audible glamer (1st)
Charm person (1st)
Find familiar (1st)
Friends (1st)
Sleep (1st)
Taunt (1st)
Forget (2nd)
Summon swarm (2nd)
Tasha's uncontrollable hideous laughter (2nd)
Whispering wind (2nd)
Fireflow (3rd)
Hold person (3rd)
Monster summoning I (3rd)
Suggestion (3rd)
Charm monster (4th)
Confusion (4th)
Emotion (4th)
Monster Summoning II (4th)
Summon lycanthrope (4th)
Chaos (5th)
Dismissal (5th)
Hold monster (5th)
Leomund's lamentable belaborment (5th)
Monster summoning III (5th)
Control weather (6th)
Mass suggestion (6th)
Monster summoning IV (6th)
Banishment (7th)
Charm plants (7th)
Monster summoning V (7th)
Power word, stun (7th)
Spell shape (7th)
Binding (8th)
Mass charm (8th)
Monster summoning VI (8th)
Otto's irresistible dance (8th)
Power word, blind (8th)
Monster summoning VII (9th)

Power word, kill (9th)
Wail of the banshee (9th)

Chapter 9: Psionics

Psionics

With psionics, a character can read the minds of others, move objects without physically touching them, or travel across vast distances in an instant. This chapter explains the game mechanics used to run psionic characters and provides enough powers to get wild talent and psionicist heroes started. Consider the definitions of the following terms:

Psionics: The practice of extraordinary psychic powers. A character who has psionic abilities harnesses the power of his or her mind to produce a particular effect. Characters who have psionic powers are either psionicists or wild talents.

Psionicist: A character who uses the force of his or her mind to affect the environment and inhabitants around them.

Wild Talent: A character from any class who has a natural psionic ability and at least one psionic power.

The psionic system presented in this chapter provides descriptions of the core powers. This chapter presents the same psionics rules that appear in the revised Dark Sun boxed set.

What's Different?

If players are new to psionics, skip this section because the changes to the original rules from *The Complete Psionics Handbook* discussed below may be confusing. If players are familiar with the previous psionics rules, then a brief discussion of the changes to look for should be noted.

Many of the terms and powers used in *The Complete Psionics Handbook* have been retained for this new system. However, the definitions and descriptions may have changed, so read this section carefully. The most important changes to watch for are the following:

- ***Attack and defense*** modes are no longer powers, but bonus proficiencies. The new terms are psionic attacks and psionic defenses. Psionicists gain psionic attacks and defenses automatically by level advancement. Existing characters with attack modes must select other telepathic devotions to replace them.
- The ***contact power*** is now the contact bonus proficiency. The proficiency allows characters to participate in psionic combat. In addition, psionic combat has been simplified to work like other AD&D combat forms (that is, using attack and damage rolls). Characters who had the contact power must select another telepathic devotion to replace it.
- ***Tangents*** have been eliminated.
- ***Maintenance costs*** for powers have been eliminated. All powers now have a standard

PSP cost per round of use and can be maintained each round by paying that cost.

- ***Power scores*** and the optional effects of rolls of power scores and 20s have been eliminated. All characters now have *mental armor classes* (MAC) and *mental attack numbers* (MTHAC0). MTHAC0 stands for "mental THAC0" or "mental attack roll." The acronym refers to the number (or higher) a particular character needs to roll on 1d20 to hit an opponent with a mental armor class of 0. This mechanic has two distinct uses that work in basically the same manner.
- The ***power check*** has been eliminated. To determine the successful use of a psionic power, a character makes an *MTHAC0 roll*. In psionic combat, a character makes MTHAC0 rolls to break through a target's mental defenses and open the mind. To use a psionic power on an open mind, an MTHAC0 roll is made against the power's MAC instead of the target's MAC. (All psionic powers have base MAC scores.) Some minds are considered open automatically (like the psionicist's own mind for the purposes of using a power on himself). In these cases, no psionic combat is needed, for the mind is already open.
- The ***metapsionics discipline*** has been eliminated; its powers have been redistributed among the remaining five disciplines.

Using Psionics

Psionic energy can be shaped and used by psionicists and wild talents to produce desired effects, called psionic powers. All psionic powers are grouped into one of five categories, or disciplines, based on how the energy is used. The major powers of a given discipline are called sciences.

Two key concepts need to be presented before the rules for using psionics in the AD&D game are detailed. These are ***psionic strength points (PSPs)*** and ***mental attack rolls (MTHAC0s).*** These are described below.

Psionic Strength Points (PSPs): Every psionic character has an internal store of psionic energy, represented as psionic strength points. These are used to activate sciences and devotions, to focus psionic attacks, and to determine how much psionic damage a hero's psionic defenses can stand.

Mental Attack Rolls: The success of psionic attacks against closed minds is determined by the number a character needs to roll on 1d20 to hit a specific mental armor class (MAC). The mental attack number (MTHAC0) is the number the character needs to hit a MAC of 0. When used on open minds, the roll is made against a power's MAC. Each power has a base MAC number used to determine the difficulty of activating a psionic power against an open mind.

All ***psionic powers*** belong to one of five ***disciplines***: clairsentience, psychokinesis, psychometabolism, psychoportation, and telepathy. Within each discipline, the powers are divided into two categories: major powers, or *sciences*; and minor powers, or *devotions*. The five disciplines are defined as follows:

Clairsentient powers allow characters to perceive things beyond the natural range of human and demihuman senses.

Psychokinetic powers move objects across space using only the energy of the mind.

Psychometabolic powers affect the user's body by altering it in some manner.

Psychoportive powers allow psionic travel, moving characters from one location to another without crossing space.

Telepathic powers involve the direct contact of two or more minds.

Closed and Open Minds

The minds of all characters and creatures exist in one of two states: either *closed* or *open*. A closed mind has either natural or enhanced defenses that protect it from unwanted intrusion. Only those things that enter through the normal senses (such as sight, sound, taste, touch, or smell) can impact on a closed mind. ***The minds of all characters and creatures are naturally closed.*** A character can voluntarily open his or her mind to psionic contact, or a closed mind can be opened by psionic attack.

An open mind is not a natural state. For a mind to be open, psionic defenses must be voluntarily lowered (in the case of a willing subject) or breached by psionic attack (in an unwilling opponent). A psionicist's own mind is considered open when using a psionic power with an area of effect of "personal" (such as the heightened senses devotion).

Mental Armor Class (MAC)

All characters and creatures have mental armor classes (MACs). While physical Armor Classes protect a body from physical attacks, MACs provide protection from psionic attacks. The MAC rating ranges from minimal defense (MAC 10) to maximum defense (MAC –10); there are no MACs worse than 10 or better than –10.

As with standard Armor Class, the higher the MAC number, the more vulnerable the character is to psionic attack. Likewise, with all attacks, a roll of 20 always hits and a roll of 1 always misses, regardless of the target's MAC number.

For those who have copies of *The Complete Psionics Handbook* and who want to continue using the "optional results" rules (page 28), make the following change. A roll of a power's MAC score gives the good result (what used to be signified by a roll of the power score), while a roll of 1 gives the bad result (what used to happen on a roll of 20).

To determine a base MAC number, find the character's Wisdom score on Table 74 below. Then find the character's Intelligence score and add the indicated MAC modifier. MACs can be improved through proficiencies and other means, as detailed later.

Table 74: Base MAC and PSP Bonuses

Ability Score	Base MAC	MAC Modifier	PSP Bonus
15 or less	10	0	0
16	9	–1	+1
17	8	–1	+2
18	7	–2	+3
19	6	–2	+4
20	5	–3	+5
21	4	–3	+6
22	3	–3	+7
23	2	–4	+8
24	1	–4	+9

25	0	–4	+10

Example: *Tylk of the Westwoods has a Wisdom score of 18, which yields a base MAC of 7. He has an Intelligence score of 16, which gives a modifier of –1. Without other enhancements, Tylk has a MAC of 6 (7–1 = 6).*

Psionic Strength Points (PSPs)

Every psionicist and wild talent character has psionic strength points, or PSPs. In many ways, PSPs are like mental hit points, though with a different function. Not only do they determine a character's current psionic strength, they also power psionic abilities. This mental strength is used to create psionic attacks, activate psionic powers, and keep psionic defenses in place. As long as any PSPs remain, psionic defenses keep the mind closed to psionic intrusion of any sort. When a psionic character's PSP total falls to zero, his defenses crumble and his mind is left open to psionic contact.

Each time a character uses (or attempts to use) a psionic science, devotion, or attack, he must pay the listed cost from his current PSP total. Damage caused by psionic attacks is also subtracted from PSP totals.

The PSP total for a psionicist depends on four factors: the psionicist's Wisdom, Intelligence, and Constitution scores, and his experience level. Together, these factors determine the psionicist's PSP pool. A 1st-level psionicist automatically gets 15 PSPs. This number is modified by bonuses granted by high ability scores. Lastly, the psionicist rolls 1d6, which is added to generate a PSP total.

The PSP total for a wild talent is determined with slight modifications. A wild talent automatically receives enough PSPs to use his power (or powers) once. In addition, he gets 10 PSPs (instead of 15) and any bonuses granted for high Wisdom, Intelligence, and Constitution scores. He also rolls 1d4, instead of 1d6.

Example: *Tylk of the Westwoods has a Wisdom score of 18, an Intelligence score of 16, and a Constitution score of 17. At 1st level, he gets 21 PSPs (15 + 3 + 1 + 2 = 21) plus a 1d6 die roll. Garon, a wild talent with the same ability scores, gets 16 PSPs (10 + 3 + 1 + 2 = 16), a 1d4 die roll, and enough PSPs to use his psionic power once.*

Gaining PSPs

The PSP total of psionicists and wild talents increases with every level advancement. Psionicists receive 1d6 PSPs with each level increase up to 9th level, plus any bonuses for high Wisdom, Intelligence, and Constitution scores. Starting at 9th level, psionicists gain just 3 PSPs, and they receive bonuses *only* for high Wisdom scores. Regardless of their Intelligence or Constitution scores, they no longer receive bonuses for these abilities. Wild talents, on the other hand, receive only 4 PSPs at each level increase, regardless of their level. Further, no die rolls or additional modifiers are applied.

Example: *The psionicist Tylk of the Westwoods has a Wisdom score of 18, an Intelligence score of 16, and a Constitution score of 17. When he advances from 1st to 2nd level, he receives 1d6+6 PSPs: the automatic 1d6 die roll and a +6 bonus for his high ability scores.*

Recovering PSPs

Characters recover expended PSPs by resting for specific lengths of time (minimum of one full hour). The only states of rest that allow for PSP recovery are sleep or meditation. Any other physical activity or the use of psionic powers (which expend PSPs) negates the recovery process for that hour. A character can never recover more PSPs than his maximum total.

During each hour of rest, characters recover one-eighth of their total PSPs (bearing in mind that they never recover more than their maximum total). To do this, divide a character's PSP total by eight and round up. This is the number of PSPs the character recovers after one full hour of rest. So, if a psionicist is reduced to 0 PSPs, it takes eight full hours of rest to recover the expended PSPs—regardless of whether he has 20 or 100 PSPs.

Example: *Neecha Nightmoon has a total of 48 PSPs, and she has lost 24 of them during a recent psionic battle. After an hour of sleep or meditation, Neecha can recover 6 of the expended PSPs (48 ÷ 8 = 6). She is now at 30 PSPs.*

Psionic Combat

Psionicists automatically receive the contact bonus proficiency when they are created. Contact gives them access to psionic attacks and allows them to participate in psionic combat. The psionic attacks come naturally and don't take up any proficiency slots.

Wild talents, however, must select the contact proficiency and place it in an open nonweapon proficiency slot. (Note that this should occur at the point when a character becomes a wild talent, whether when he is first created or later in his career when his psionic ability becomes known.) Along with the proficiency, wild talents receive only one psionic attack form. However, as a wild talent rises in level and gains nonweapon proficiency slots, he may select additional attack forms. These fill open slots, and the wild talent may choose more forms (for a total of three) as he gains slots. Wild talents may never have more than three of the five psionic attacks.

Psionic combat is used to assault closed minds so that they can be opened to further psionic contact. This is accomplished like other attacks in the AD&D game system: The attacking psionicist selects an attack form and makes an MTHAC0 roll equal to or exceeding the defender's MAC. Regardless of that MAC, a roll of 1 always fails and a roll of 20 always succeeds.

Psionic attacks can be used against psionic and nonpsionic minds. A nonpsionic mind is defined as any character without a PSP pool. The procedures are the same, but the results are slightly different.

When attacking a psionic mind, psionic combat continues until one opponent is reduced to 0 PSPs or until the battle is broken off. A mind with 0 PSPs is open and can be subjected to other psionic powers. When attacking a nonpsionic mind, however, only one successful attack is required to open the mind.

Psionic powers only can be used on open minds, whether willingly opened or attacked until that state occurs. A psionic power can be used in the same round that a mind is opened by psionic attack.

Psionic defenses, like armor and shields in physical combat, remain in place until the defender's PSP total is reduced to 0 (in the case of a psionic character) or one successful psionic attack breaches the defenses (of a nonpsionic character).

Psionic attacks require concentration. A psionicist who uses one during a combat round can move at only half his walking rate. A character using a psionic attack also can be disrupted the same way as can a wizard casting a spell. In the round when a character using a psionic attack is disrupted, the attack can't be used. A disrupted psionic attack costs 1 PSP for the attempt.

Psionicists can make a number of psionic attacks in a round according to their level: 1–6, 1/1 round; 7–12, 3/2 rounds; 13+, 2/1 round. Wild talents can never make more than one psionic attack in a round.

Psionicists and wild talents receive MTHAC0 bonuses depending on their Intelligence scores, making it easier to accomplish psionic attacks.

Psionic Combat Sequence

- The DM secretly decides what actions the monsters or NPCs will take—including choosing psionic attacks and defenses (if they have access to any). The DM doesn't announce that decision to the players.
- The players indicate what their characters will do, including choosing psionic attacks and defenses from the ones they have access to.
- Initiative is determined. Note that psionic attacks and powers don't have initiative modifiers.
- Attacks are made in order of initiative.

Table 75: MTHAC0 Modifiers

Intelligence Score	MTHAC0 Modifier
15 or less	0
16–17	–1
18–19	–2
20–22	–3
23+	–4

All psionic attacks require line of sight, as do the use of all psionic powers—with a few exceptions, such as those in the clairsentience discipline.

The Five Psionic Attacks

The five psionic attack forms *are ego whip, id insinuation, mind thrust, psionic blast,* and *psychic crush*. Psionicists have access to all five forms (depending on their levels), whereas wild talents can never have more than three of the five. The psionic attacks are described below.

Ego Whip (EW)

This attack assaults a target's self-esteem and individuality. It strikes like a glowing whip, its crack slicing open the wells of inferiority and worthlessness buried deep behind the target's defenses. For every 4 PSPs put into the attack (declared after a successful attack roll is made), the attacker rolls 1d6 to determine psionic damage against his foe. If hit, the defender loses that many PSPs or has his mind opened to further psionic contact if no PSPs remain. A failed attack costs 2 PSPs.

Ego whip has three ranges: short (40 yards), medium (80 yards), and long (120 yards). At medium range, the defender receives a +2 bonus to his MAC; at long range,

the bonus is +5.

If used against an open mind, ego whip leaves the target dazed for 1d4 rounds, costing the attacker 4 PSPs. Though no psionic defenses remain, the attacker must roll the defender's MAC to successfully hit (this attack receives a +2 bonus). While dazed, all of a character's die rolls (attacks rolls, saving throws, etc.) receive a –5 penalty, and the character can't cast spells above 3rd level.

Id Insinuation (II)

This attack assaults a target's subconscious, like a mental battering ram tearing through the walls that separate primitive needs from social constraints. For every 6 PSPs put into the attack (declared after a successful attack roll is made), the attacker rolls 1d8 to determine psionic damage against his foe. If hit, the defender loses that many PSPs or has his mind opened to further psionic contact if no PSPs remain. A failed attack costs 3 PSPs.

Id insinuation has three ranges: short (60 yards), medium (120 yards), and long (180 yards). At medium range, the defender receives a +2 bonus to his MAC; at long range, the bonus is +5.

If used against an open mind, id insinuation leaves its victim confused and powerless to act for 1d4 rounds. While no psionic defenses remain, the attacker must roll the defender's MAC to successfully hit (the attack roll receives a +2 bonus). This use of the attack costs 6 PSPs.

Mind Thrust (MT)

This attack stabs the mind of the defender, piercing thoughts and memories. For every 2 PSPs put into the attack (declared after a successful attack roll is made), the attacker rolls 1d4 to determine psionic damage against his foe. If hit, the defender loses that many PSPs or has his mind opened to further psionic contact if no PSPs remain. A failed attack costs 1 PSP.

Mind thrust has three ranges: short (30 yards), medium (60 yards), and long (90 yards). At medium range, the defender receives a +2 bonus to his MAC; at long range, the bonus is +5.

If used against an open mind, mind thrust causes the target to lose the use of one psionic power (chosen randomly) for 1d6 days. While no psionic defenses remain, the attacker must still roll the defender's MAC to successfully hit (with a +2 bonus to the attack roll). This use of the attack costs 2 PSPs. Beyond opening a closed mind, mind thrust has no effect on nonpsionic minds.

Psionic Blast (PB)

This attack takes the form of a wave of mental force that jolts a defender's mind. For every 10 PSPs put into the attack (declared after a successful attack roll is made), the attacker rolls 1d12 to determine psionic damage against his foe. If hit, the defender loses that many PSPs or has his mind opened to further psionic contact if no PSPs remain. A failed attack costs 5 PSPs.

Psionic blast has three ranges: short (20 yards), medium (40 yards), and long (60 yards). At medium range, the defender receives a +2 bonus to his MAC; at long range, the bonus is +5.

If used against an open mind, psionic blast causes 1d8 points of physical damage (hit point loss) for every 10 PSPs put into the attack. While no psionic defenses remain, the attacker must still roll the defender's MAC to successfully hit (with a +2 bonus to the attack roll).

Psychic Crush (PsC)

Like a terrible mental weight, this attack seeks to crush a defender's mind. For every 8 PSPs put into the attack (declared after a successful attack roll is made), the attacker rolls 1d10 to determine psionic damage against his foe. If hit, the defender loses that many PSPs or has his mind opened to further psionic contact if no PSPs remain. A failed attack costs 4 PSPs. Psychic crush has a range of 50 yards.

If used against an open mind, psychic crush causes 1d6 points of physical damage (hit point loss) for every 8 PSPs put into the attack. Although no psionic defenses remain, the attacker must roll the defender's MAC to successfully hit (with a +2 bonus to the attack roll).

The Five Psionic Defesnses

Both psionicists and wild talents develop psionic defenses naturally when they progress in experience, as detailed on the Psionic Progression chart. Psionic defenses are gained without using up any proficiency slots. As with psionic attacks, wild talents may never have more than three of the five psionic defenses.

A character activates a psionic defense at the beginning of a combat round. This defense protects against all psionic attacks launched at the character in that round. The PSP cost is only paid once per round, no matter how many attacks it defends against in that round.

Some psionic attacks are more effective against certain psionic defenses. The reverse is also true. This is represented by modifiers that apply to the attacker's MTHAC0. See the Psionic Attacks vs. Psionic Defenses, below, for a cross-referenced list of penalties and bonuses.

When a psionic attack clashes with a psionic defense, cross-index the attack with the defense on Table 76. The resulting modifier is applied to the attacker's MTHAC0. Thus, positive modifiers are bonuses and negative modifiers are penalties.

Combat cards that list psionic attacks and defenses are strongly recommended. Use 3¥5 cards; one for each attack or defense that a character has. During a round of psionic combat, each player puts an attack and a defense in front of him, face down, to lock in his action. After all declarations have been made, cards are turned over and combat commences.

There are five psionic defenses. They are *intellect fortress*, *mental barrier*, *mind blank*, *thought shield*, and *tower of iron will*. These are described below.

Intellect Fortress (IF)

This defense encases the mind in a powerful keep of mental energy to protect it from psionic attack. Intellect fortress provides the best protection against ego whip, but it's extremely vulnerable to psionic blast. The cost is 4 PSPs per round to use this defense.

Mental Barrier (MB)

This defense throws up a wall of thought to protect against psionic attack. A mental barrier is extremely effective against a psionic blast, but vulnerable to a psychic crush attack. It costs 5 PSPs to use this defense in a round.

Mind Blank (MBk)

This defense hides the mind from psionic attack, forming a vast, featureless area that makes it harder to target the closed mind. Mind blank protects best against id insinuation, while mind thrust easily slices through the defensive fog. It costs 3 PSPs per round to use this defense.

Thought Shield (TS)

This defense forms a glowing shield to turn away a psionic attack. Thought shield defends most effectively against psychic crush but is vulnerable to ego whip. The cost is 2 PSPs per round to use this defense.

Tower of Iron Will (TW)

This defense builds an unassailable haven for the mind. Mind thrust has a difficult time penetrating this defense, while id insinuation can breach its protection. The defense costs 6 PSPs per round.

Table 76: Psionic Attacks vs. Psionic Defenses

	Mind blank	**Thought shield**	**Mental barrier**	**Intellect fortress**	**Tower of iron will**
Mind thrust	–5	–3	+2	+3	+5
Ego whip	–3	–4	–2	+4	+3
Id insinuation	+5	+3	+1	–2	–5
Psychic crush	–1	+4	–4	+1	+2
Psionic blast	+3	–2	+5	–4	–3

Adding Substance to Psionic Combat

All psionic combat takes place in the minds of the combatants. This mindscape has its own rules and reality. Each combatant reaches into his or her own nexus of power, the place where the energy of mind, body, and spirit come together. The trained psionicist can readily draw upon this nexus of power, as can the wild talent. Nonpsionicists can't access this energy, but it springs forth to protect them in the form of natural Mental Armor Class (MAC).

The attacker and the defender appear as glowing forms, mental pictures of themselves in the mindscape. Psionicists can shape these psionic forms as elaborately as they see fit. Wild talents, however, appear as crude, featureless shapes of humanoid light. Nonpsionicists are simply glowing balls surrounded by mental armor, usually in the shape of a luminescent wall.

While the only thing that determines the success of psionic combat is the MTHAC0 rolls and the choices of psionic attacks and defenses, players and DMs are encouraged to add flavor by describing how their characters' psionic forms look and how the powers they use manifest themselves. Being creative and having fun with the mindscape as a psionic battle progresses enhances the roleplaying experience for all.

Example: *Tylk of the Westwoods, a psionicist, decides to use the mind thrust attack against Neecha Nightmoon (also a psionicist). A glowing sword of energy takes shape in his psionic form's hand. The sword slashes out, but Neecha calls forth a thought shield, and a luminescent shield forms suddenly to block Tylk's attack. Then Neecha shapes her own attack, unleashing a psionic blast. Energy swells up from her nexus, forming the image of a glowing tiger. The claws of the great beast slash through the maze of ruins Tylk has formed from his mind blank defense, then scrape across Tylk's psionic defenses, reducing his PSP total as the psionic blast finds its target.*

Using Psionic Powers

All psionic powers have a MAC score. To determine if a psionic power works against an open mind, a player must make an MTHAC0 roll against the power's MAC score on 1d20. Any roll equal to or greater than the number means the power has been activated and its effects are applied for that round of play.

All powers have a cost per round of use. The cost listed to the left of the slash is the number of PSPs needed to use the power for a single round. The cost listed to the right of the slash is the number of PSPs expended if the MTHAC0 roll fails (in which case the power's effects aren't applied).

Powers that have been successfully activated can be maintained from round to round without making additional MTHAC0 rolls. The psionicist simply expends PSPs to pay for the power's cost. The first round that the character fails to pay the cost (either voluntarily or because his PSPs have been depleted), the power's effects cease to function. If the psionicist wishes to reactivate the power in a later round, even against the same target, he must make a new MTHAC0 roll. If an MTHAC0 roll to activate a psionic power fails, and the character has enough PSPs remaining, he can try to activate the power again in the next round by making another MTHAC0 roll.

A roll of 1 is always a failure and a roll of 20 is always a success, no matter what the power's MAC or the psionicist's MTHAC0 scores are.

Table 77: THAC0s & MTHAC0s

Psionicist's Level

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
THAC0	20	20	19	19	18	18	17	17	16	16	15	15	14	14	13	13	12	12	11	11	10	10	9	9	8	8	7	7	6	6

Psionicist's Level

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
MTHAC0	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	–1	–2	–3	–4	–5	–6	–7	–8	–9

Wild Talent's Level

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
MTHAC0	20	20	19	19	18	18	17	17	16	16	15	15	14	14	13	13	12	12	11	11	10	10	9	9	8	8	7	7	6	6

Table 78: Psionicist Saving Throws

Level	Paralyzation, Poison, or Death Magic	Rod, Staff, or Wand	Petrification or Polymorph*	Breath Weapon†	Spell‡
1–4	13	15	12	16	15
5–8	12	13	10	15	14
9–12	11	11	8	13	12

13–16	10	9	7	12	11
17–20	9	7	6	11	9
21+	8	5	5	9	7

* Excluding polymorph wand attacks.
† Excluding those that cause petrification or polymorph.
‡ Excluding those for which another saving throw type is specified.

Closing an Open Mind

A nonpsionic mind is one that has never had any PSPs. Its natural state is closed unless willingly opened or opened by psionic means. If such a target's mind has been opened, but the subsequent psionic attack or power used against it wasn't successful, the target can attempt to re-close its mind in the next round. This requires a saving throw vs. paralyzation at no penalty. If a psionic power was used successfully against the newly opened nonpsionic mind, the target can still attempt to close its mind, but its saving throw is at a –4 penalty. The target may attempt to close its mind every round thereafter.

For a newly opened psionic mind (one whose PSPs have been reduced to 0), the target can't attempt to re-close its mind until 1d4+1 rounds have passed. After the required rounds have passed, the target can make a Wisdom check at a –3 penalty every round thereafter to attempt to close its mind.

When either a nonpsionic or psionic character succeeds at re-closing his mind, the following occurs: any psionic power currently in use against the character ceases to function, and contact between the two minds is broken. If the power's effect already took place in the round in which the mind re-closed, the psionicist expends the full PSP cost. If the power's effect didn't take place yet in the round, then the lower PSP cost is subtracted from the psionicist's PSP total (as if the activation attempt failed). If the psionicist wants to reestablish contact, he'll have to once again open the target's mind.

Psionics in a Round

A psionicist can do several actions during a single round. He can:

- Make as many psionic attacks as his experience level indicates.
- Use one psionic defense.
- Activate one psionic power against an open mind.
- Maintain as many previously successfully activated powers as he wishes, provided he can afford to continue paying the PSP costs. Further, if a psionic attack succeeds and opens a closed mind, a psionic power can be used against the mind that same round.

Limitations to Psionic Powers

Psionic powers have definite limitations. Some of these already have been discussed, but are repeated here to emphasize them. Other limitations are new.

- **PSPs:** Psionicists and wild talents have a finite amount of psionic strength available to them at any given time. This strength, expressed as PSPs, must be expended to use psionic attacks, defenses, and powers. The total also indicates how much damage a hero's psionic defenses can withstand before his mind opens. As such, the psionic character must always balance the use of powers, attacks, and defenses with how strong he wants his own internal walls to remain.

- **Line of Sight:** All psionic attacks and most powers require line of sight to use. If line of sight is blocked, most psionics won't work.
- **Touch:** Some psionic powers have a range of "touch." These can be used in melee combat, but they require a physical attack roll *and* an MTHAC0 roll to work. Like all psionic powers, they only can be used against open minds.
- **Obstructions:** Anything that hinders a character's normal vision blocks line of sight. Unless the description states otherwise, psionicists require a line of sight to use a power. Obvious exceptions to this rule are the clairsentient powers and many of the telepathic powers. However, certain materials can obstruct these psionic powers if they completely block the target. These are lead and iron (at least 1 inch thick), obsidian (at least 2 inches thick), stone (at least 1 foot thick), and the *antimagic shell* spell.

Psychic Contests

Sometimes two or more psionicists try to use a psionic power on the same target. For example, two psionicists might try to use telekinesis to move a stone in two different directions, or they might attempt to teleport the same character to different locations, or they might use any psionic powers in such a way as to be in direct conflict with each other. Which power use prevails? The struggle results in a psychic contest.

To resolve a psychic contest, compare the competing characters' MTHAC0 rolls made to activate the powers. The character who has the lowest successful MTHAC0 roll wins the contest. If none of the competing characters roll successfully, none of the power uses succeed. If one character succeeds and the others fail the rolls, then that character wins the contest. If competing characters have the same MTHAC0 score and they roll the same numbers on the dice, then a psychic lock occurs.

In a psychic lock, neither competing character wins the psychic contest that round. Both are applying equal psionic pressure, thus creating a stalemate. To resolve the contest, both characters must pay the power's PSP cost and engage in another round of psychic contest. If either character fails to pay the cost—effectively giving up—that character suffers a psychic backlash and loses 4d4 PSPs immediately.

Psionics and Magic

Psionics and magic use completely different forces. Psionics uses internal energy, while magic taps into extraplanar power. Both arts can produce similar effects, but they do so in very different ways. For this reason, psionics and magic don't ordinarily mix. Magical spells, for instance, can't be used to detect or dispel psionic activity, unless otherwise stated. Likewise, psionic powers can't detect magic that simulates psionic abilities. Lastly, if a psionicist uses a psychokinetic, psychometabolic, psychoportive, or telepathic power against a magical illusion, he automatically gets a saving throw vs. spell to disbelieve it. Specific spells, as listed below, intermix with psionics in the following ways.

Antimagic shell: This spell blocks the effects of psionic powers.

Detect charm: This spell detects telepathic control, such as domination.

Detect invisibility: This spell allows the caster to see clearly psionic invisibility, astral travelers, shadowform, and ethereal creatures. It doesn't work against characters in other

dimensions.

Detect magic: This spell has no effect on psionics.

Detect scrying: This spell will detect psionic scrying, though psionicists get a save vs. spell to avoid detection.

ESP: If this spell is used against psionicists, they get a save vs. spell with a +2 bonus to negate the effects.

False vision: This spell works against psionics, though psionicists get a save vs. spell to negate effects.

Forbiddance: This spell effectively blocks all teleportation and metabolic powers.

Free action: This spell overcomes all psychokinetic effects against the subject's body, as well as domination.

Globe of invulnerability/minor globe of invulnerability: These spells have no effect on psionics.

Magic jar: Psionicists use their combined Wisdom and Constitution scores when determining the differential modifier.

Mind blank: Psionicists get a save vs. spell to overcome this enchantment.

Misdirection: This spell has no effect on psionics.

Mislead: A psionic attack reveals this spell, but the first attack automatically fails.

Nondetection: This spell works normally against psionics.

Otiluke's resilient sphere: Psionics can't penetrate this spell's protection.

Protection from evil/protection from evil, 10-foot radius: These spells provide +2 bonuses to MACs.

Spell immunity: This spell has no effect on psionics.

Trap the soul: Psionicists trapped by this spell can't use any psionic powers.

Psionicists and Wild Talents

Psionic powers can be used by any character class, though one class specializes in the use of psionics: the psionicist. Wild talents are a subclassification within other character classes. These characters possess one or two psionic powers. Their main vocation is that of their class. For instance, a priest could have a psionic ability or two, but he relies primarily on the skills of his class. A psionicist, on the other hand, relies almost entirely on his psionic gifts. The differences between the two types of psionic characters are explained in the section that follows.

Psionicist

The psionicist character works to mold mind, body, and spirit into a unified, powerful whole. The hero's internal energy, or psionic strength, comes from deep within himself—from a place psionicists call the nexus. This energy is given form and purpose by the individual's strength of will. Through extraordinary discipline, long contemplation, and deepening awareness of self, the psionicist taps the vast potential of his mind.

Psionicists must meet or exceed the following prerequisites.

Ability requirements: Constitution 11, Intelligence 12, Wisdom 15
Prime requisites: Wisdom, Constitution
Races allowed: Any

Because the pursuit of psionics require strict mental and physical discipline, a psionicist has two prime requisites: Wisdom and Constitution. His primary mental ability score is Wisdom. As the measure of his willpower and enlightenment, Wisdom promotes the understanding and mastery of the inner self—the essence of psionic ability. Likewise, the tremendous stress of using psionics requires a healthy body to house a fit mind. This is where Constitution comes into play. Lastly, Intelligence is important to psionicists because of the reasoning and memorization necessary to the class.

All races eligible for use as player characters can become psionicists. Human psionicists have no limit on the levels of experience they can attain in their chosen class. Half-elves, half-orcs, and half-ogres (due to their partial human heritage) can reach 12th level. Halflings and gnomes can attain 10th level. Dwarves and elves can reach only 8th level as psionicists. All creatures not listed here can reach 10th level.

Dual-Classed and Multiclassed Psionicists

A human character who has scores of 15 or more in the prime requisites of his first class and scores of 17 or more in the prime requisites of the class he switches to can be a dual-classed psionicist. See the *Player's Handbook*, for more details on dual-class benefits and restrictions.

Demihuman characters can be multiclassed psionicists if they meet the requirements in the *Player's Handbook*.

Alignment

Psionicists can be of any alignment, save chaotic. The discipline integral to psionics can't be maintained by chaotic characters. If a psionicist's alignment shifts to chaotic for any reason, he quickly begins to lose psionic powers. Every day his alignment remains chaotic, the character must make an ability check against one-half his Wisdom score, rounded down. Each time the character fails this check, he loses access to one psionic discipline and all the powers related to it. The discipline is selected randomly by the DM.

Psionicists who change to chaotic alignment can't recover PSPs. If a psionicist's alignment turns from chaotic back to nonchaotic, he begins to recover lost disciplines at a rate of one per day. This is accomplished by making the same halved Wisdom check described above—success indicates the return of a random discipline from those that were lost.

Weapon and Armor Restrictions

Psionicists disdain using weapons of any sort. Further, they don't have the time to properly train in their use. If a psionicist character wants to use a weapon, he must select it from the following small-sized items: hand crossbow, dagger, dart, dirk, knife, scourge, sickle, and short sword.

Psionicists can only use the following types of armor: padded, leather, studded leather, and hide. They may also carry small shields.

Psionicist Benefits

Psionicists have their own THAC0s, which are listed on the THAC0s and MTHAC0s, above, along with their respective MTHAC0s. MTHAC0s for wild talents are listed on

the same table, though these characters must refer to their class's own THAC0 tables for calculated attack rolls.

Psionicists gain a +2 bonus on all saving throws vs. enchantment/charm spells. This is in addition to any magical defense adjustments for high Wisdom scores. the Psionicist Saving Throw table lists saving throws for this character class.

At 9th level, a psionicist becomes a contemplative master. Such a master can build a sanctuary to use as his headquarters and can attract followers. A 1st-level psionicist arrives monthly to study with the master, regardless of whether he builds a sanctuary. The maximum number of followers is equal to the master's Charisma score if he builds a sanctuary, or half that number rounded down if he doesn't.

A master's followers want to learn. They serve in any capacity the master chooses as long as the master spends at least 10 hours per week instructing them. If the master doesn't live up to this schedule, the followers leave to find someone else.

Psionicist Advancement

A psionicist earns experience points and advances in level like members of other classes, as outlined on Table 79 below.

Psionicists and PSPs

A psionicist determines his initial PSP total by adding bonuses awarded for high Wisdom, Constitution, and Intelligence scores to a base of 15, then adding the result of a 1d6 die roll:

Wis bonus + Con bonus + Int bonus + 15 + 1d6 = 1st-level PSP total.

With every level increase, up to the 9th level, a psionicist gains additional PSPs by adding the bonuses to a 1d6 die roll:

Wis bonus + Con bonus + Int bonus + 1d6 = PSPs gained per level (2 through 8).

Starting at 9th level, a psionicist gains just 3 PSPs per level, plus his Wisdom bonus.

Wis bonus + 3 = PSPs gained per level (9th level and higher).

Table 79: Psionicist Experience Levels

Psionicist Level	Experience Points	Hit Dice Roll (d6)
1	0	1
2	2,200	2
3	4,400	3
4	8,800	4
5	16,500	5
6	30,000	6
7	55,000	7
8	100,000	8
9	200,000	9
10	400,000	9+2
11	600,000	9+4
12	800,000	9+6
13	1,000,000	9+8
14	1,200,000	9+10

15	1,500,000	9+12
16	1,800,000	9+14
17	2,100,000	9+16
18	2,400,000	9+18
19	2,700,000	9+20
20	3,000,000	9+22

Gaining Disciplines and Powers

Every psionic power belongs to one of the five psionic disciplines: *clairsentience*, *psychokinesis*, *psychometabolism*, *psychoportation*, and *telepathy*. Powers are either major (and are called *sciences*) or minor (called *devotions*). Before a psionicist can learn a psionic power, he must have access to the appropriate discipline.

At 1st level, a psionicist selects one discipline. This is his *primary discipline*. As a psionicist advances in level, he gains access to additional disciplines (as shown on the Psionic Progression table. A psionicist starts out at 1st level with four powers within his primary discipline: one science and three devotions. With each advance in level, the psionicist gains additional disciplines and powers, as outlined. Some additional points to consider include the following:

- A player can select new powers for his character as soon as the character reaches a new experience level. These new powers can be selected from any discipline the character has access to, including a discipline that was just gained.
- Within a single discipline, a character must have twice as many devotions as sciences. For example, a player can't select a third telepathic science until his character has at least six telepathic devotions.
- A character can never learn as many sciences and devotions in another discipline as he knows in his primary discipline. This provides a focus for a hero that he can adhere to throughout his career.

Table 80: Psionic Progression

Exp. Level	Total Disciplines	Total Sciences	Total Devotions	Psionic Att/Def
1	1	1	3	1/1
2	2	1	5	1/1
3	2	2	7	2/2
4	2	2	9	2/2
5	2	3	10	3/3
6	3	3	11	3/3
7	3	4	12	4/4
8	3	4	13	4/4
9	3	5	14	5/5
10	4	5	15	5/5
11	4	6	16	5/5
12	4	6	17	5/5
13	4	7	18	5/5
14	5	7	19	5/5
15	5	8	20	5/5

16	5	8	21	5/5
17	5	9	22	5/5
18	5	9	23	5/5
19	5	10	24	5/5
20	5	10	25	5/5

Proficiencies

Like all character classes, psionicists have various proficiencies available to them. The Psionicist Proficiency Slots table below, lists the initial number of weapon and nonweapon proficiencies available to this class, as well as the rates at which these characters earn new slots. Characters start with the initial two weapon and three nonweapon proficiencies available to psionicists. Psionicists can learn a weapon proficiency for any weapon they can use.

Table 81: Psionicist Proficiency Slots

Weapon Proficiencies		**Nonweapon Proficiencies**		
Initial	**# Levels**	**Penalty**	**Initial**	**# Levels**
2	5	–4	3	3

Initial Refers to the number of proficiency slots available to 1st-level psionicists.

 # Levels Indicates how many levels a psionicist must advance before receiving a new slot. He receives one new weapon slot at levels 5, 10, 15, and 20. He receives one new nonweapon slot at levels 3, 6, 9, 12, 15, and 18.

Penalty A modifier to a psionicist's attack roll when he uses a weapon he isn't proficient with.

Bonus Proficiencies

A psionicist receives bonus proficiencies upon creation. They don't take up any of a psionicist's available slots. These bonus proficiencies are contact and mental armor, which allow the psionicist to participate in psionic combat.

The Psionicist Group

The table below (along with the "General" group table in the *PHB*) lists the nonweapon proficiencies available to psionicists at the regular slot cost. Add one to the cost for proficiencies taken from other groups.

Table 82: Nonweapon Proficiencies

———General Group———

Proficiency	**Slots**	**Ability**	**Modifier**
Contact	1	Wisdom	0
Mental Armor	1	Wisdom	–2

———Psionicist Group———

Proficiency	**Slots**	**Ability**	**Modifier**
Gem Cutting	2	Dexterity	–2
Harness Subconscious	2	Wisdom	–1

Meditative Focus	1	Wisdom	+1
Musical Instrument	1	Dexterity	–1
Reading/Writing	1	Intelligence	+1
Rejuvenation	1	Wisdom	–1
Religion	1	Wisdom	0

Note: Italicized proficiencies are described in this book. All others are in the *Player's Handbook.*

Contact: This proficiency gives characters access to the psionic attack forms necessary to open a closed mind. Contact allows characters to gain psionic attacks as they become available with level advancement.

Psionicists automatically receive this proficiency. It doesn't take up any of their available slots. As a psionicist increases in level, he automatically receives psionic attack forms as outlined on the Psionic Progression table. Psionic attack forms don't fill up a psionicist's proficiency slots.

Wild talents, on the other hand, must select contact and place it in an available nonweapon proficiency slot if they want to gain its benefits. Once contact is slotted, a wild talent selects one psionic attack. He may select an additional attack by placing it in an available nonweapon slot after he has advanced the appropriate number of levels, according to his group's progression rate. Wild talents may never have more than three of the five psionic attack forms.

Harness Subconscious: Through the use of this proficiency, a psionicist temporarily boosts his PSP total. To procure these extra PSPs, the psionicist's PSP total must be at its maximum. Two full days (48 consecutive hours) must be spent gathering energy from subconscious reserves. At the end of this time, the psionicist makes a proficiency check. Success increases his PSP total by 20%, rounded up.

The extra PSPs remain available for 72 hours or until they are used up, whichever comes first. At the end of 72 hours, the psionicist loses as many PSPs as he gained from his current total (though the total won't drop below 0).

During the 72 hours of boosted energy, the psionicist can't recover PSPs if his current total equals or exceeds his usual maximum. Once all of the bonus PSPs have been used, PSPs can be recovered normally up to the usual maximum.

Meditative Focus: This proficiency allows a psionicist to focus his mental energy into one discipline, causing all powers within that discipline to receive MTHAC0 roll bonuses; powers related to other disciplines receive MTHAC0 roll penalties.

The psionicist must meditate for 12 consecutive hours. He recovers PSPs normally during this meditative state. When the period ends, the character makes a proficiency check. Success means he has focused his energy into the chosen discipline. All MTHAC0 rolls for powers within that discipline receive a +2 bonus for the next 24 hours or until his PSP total is reduced to 0, whichever comes first. All other disciplines get a –1 penalty for the same period.

Mental Armor: This proficiency allows a character to improve his mental armor class (MAC). Each time this proficiency is placed in an available nonweapon slot, the character's MAC improves. Nonpsionicists improve by +1 for each slot; psionicists improve by +2. The proficiency may only be slotted once per level advancement.

Rejuvenation: This proficiency allows a psionicist to recover PSPs more quickly than is usual by entering a rejuvenating trance. This state of deep concentration requires a successful proficiency check. For every hour a hero maintains this trance (and makes the check), he regains PSPs at twice the usual rate (one-quarter of his total instead of one-eighth). He can't expend PSPs while in this trance, and his state is much like deep sleep.

Wild Talents

A wild talent is a hero from any character class other than the psionicist class who has natural psionic potential. This potential can be present in any character, regardless of class, alignment, or race. The alignment restrictions of the psionicist class don't apply to wild talents.

Wild talents have one or two psionic powers, up to three psionic defenses, and up to three psionic attacks at their disposal once they've reached full power. The psionic defenses come naturally, one at a time, according to the Psionic Progression table.

Psionic attacks are only gained after the PC places the contact proficiency in an available nonweapon proficiency slot. A wild talent chooses one of the five attack forms at that time. He may select a second and a third attack form when slots become available according to his group proficiency progression (as outlined in the *Player's Handbook*).

Testing for Wild Talents

Testing for wild talents involves risk. The test must be performed when a character is created, when a character's Wisdom score increases, when psionics are introduced into a campaign, or the first time a character receives psychic surgery.

Every character and monster has a base chance of 1% to be a wild talent. This is modified as follows:

Each Wis, Con, or Int score of 18+	+3%
Each Wis, Con, or Int score of 17	+2%
Each Wis, Con, or Int score of 16	+1%
Character is 5th to 8th level	+1%
Character is 9th level or higher	+2%
Wizard, priest, or non human*	½

* Round fractions up. Apply this penalty only once, even if checking a non human wizard or the like.

Once a character's chance to be a wild talent is determined, roll percentile dice. Results are as follows:

- *If the result is more than the modified chance and less than 97,* the character is not a wild talent.
- *If the result is less than or equal to the modified chance*, the character is a wild talent. The player rolls percentile dice and consults the WIld Talents table. His character's PSPs are determined as under the Psionic Strength Points section.
- *If the result is **97**,* the character must save vs. death or his Wisdom is permanently reduced by 1d6 points.
- *If the result is **98**,* the character must save vs. death or his Intelligence is permanently

reduced by 1d6 points.

- *If the result is **99**,* the character must save vs. death or his Constitution is permanently reduced by 1d6 points.
- *If the result is **100**,* the character must save vs. death at –5 or his Wisdom, Intelligence, and Constitution scores are all permanently reduced to 3 points.

Table 83: Wild Talents

Roll 1d100	Wild Devotion
— Clairsentient Devotions —	
01–02	All-round vision
03	Combat mind
04–05	Danger sense
06–07	Feel light
08	Feel sound
09	Hear light
10	Know direction
11–12	Know location
13	Poison sense
14–15	Radial navigation
16–17	See sound
18	Spirit sense
— Psychokinetic Devotions —	
19–20	Animate shadow
21–22	Control light
23–24	Control sound
25	Molecular agitation
26–27	Soften

Roll 1d100	Wild Devotion
— Psychometabolic Devotions —	
28–29	Absorb disease
30–31	Adrenaline control
32	Aging
33–34	Biofeedback
35	Body control
36	Body equilibrium
37–38	Body weaponry
39–40	Catfall
41	Cause decay
42–43	Cell adjustment
44–45	Chameleon power
46	Chemical simulation
47	Displacement
48–49	Double pain
50	Ectoplasmic form
51–52	Enhanced strength
53	Expansion
54–55	Flesh armor
56	Graft weapon
57–58	Heightened senses
59	Immovability
60–61	Lend health
62–63	Mind over body
64–65	Reduction
66–67	Share strength
68–70	Suspend animation

Roll 1d100	Wild Devotion
— Psychoportive Devotions —	
71–72	Astral projection
73–74	Dimensional door
75–77	Dimension walk
78–79	Dream travel
80–81	Phase
— Telepathic Devotions —	
82–84	Conceal thoughts
85–87	Empathy
88–89	ESP
90–91	Life detection
92–93	Psychic messenger
94–96	Send thoughts
97–98	Roll two devotions
99	Roll one science
100	Roll one devotion and one science

Roll 1d100	Wild Science
— Clairsentient Sciences —	
01–06	Aura sight
07–14	Clairaudience
15–22	Clairvoyance
23–27	Object reading
28–32	Precognition
33–36	Sensitivity to psychic impressions
— Psychokinetic Science —	
37–44	Telekinesis
— Psychometabolic Sciences —	
45–49	Animal affinity
50–53	Complete healing
54–55	Death field
56–61	Energy containment
62–63	Life draining
64–72	Metamorphosis
72–80	Shadowform
— Psychoportive Sciences —	
81–83	Probability travel
84–86	Teleport
— Telepathic Sciences —	
87–92	Mindlink
93–95	No science gained
96–100	Roll two sciences

Psionic Powers

There are five parameters integral to each psionic power. They are:

MAC: The number that the user must roll against with an MTHAC0 roll to activate the power against an open mind. Bonuses to a power's MAC score make it lower, thus harder to hit. While penalties make it higher, and thus easier to roll against. See "Using Psionic Powers" for more details.

PSP Cost: The number of PSPs that must be spent per round to use a psionic power. The secondary number is the PSP cost if the MTHAC0 roll fails.

Range: The maximum distance from the user at which the power has an effect. "Touch" requires the user to make physical contact with the target—that is, a THAC0 roll.

Area of Effect: The physical area or number of beings a power affects. "Personal" only affects the user.

Prerequisite: Other sciences or devotions a character must know before being able to use a particular power. Some prerequisites will list a level. This is the lowest level a psionicist using this psionic power can be.

Once a psionicist has mastered the powers of his mind, the results can be as spectacular as the explosive force of the psychokinetic science called detonate or as

subtle as the clairsentient devotion called see sound. Originally from *The Complete Book of Psionics, Dragon Kings,* and *The Will and the Way,* the psionic powers described in this chapter have been revised to reflect the new psionics system.

Obviously, not every psionic power could be contained here. For the most part, however, changes have been kept to a minimum and are listed on the Psionic Powers Summary. The summary provides the statistics needed to convert existing powers to the new system. The revised statistics, the MAC score, and the reconfigured PSP cost replace the power score, initial cost, and maintenance cost from the old psionics system.

The powers are divided alphabetically into the five disciplines (clairsentience, psychokinesis, psychometabolism, psychoportation, and telepathy). The major powers (sciences) are presented first in each section, followed by the minor powers (devotions). Each entry includes certain parameters, as described in the accompanying sidebar.

If you're new to psionics, skip the following paragraph. The explanation of the changes from the old psionics system to the new may be confusing. If you've used psionics often in your past campaigns, however, the following paragraph may help you understand the *why* behind some of the system changes.

Power scores have been replaced by MAC scores, as the base mechanic for psionics has been changed from a proficiency system to a combat system. Initial costs and maintenance costs have been combined into a single PSP cost. Preparation time has been eliminated. Optional results also have been eliminated, though they can still be used if DMs and players desire.

Clairsentient Powers

Clairsentient powers allow characters to perceive things beyond the natural range of human and demihuman senses. Revised sciences and devotions are presented below.

Aura Sight

(clairsentient science)

MAC:	7 (base)
PSP Cost:	9/3
Range:	50 yards
Area of Effect:	Personal
Prerequisite:	None

With this power, the user can detect auras (the normally invisible envelope of colored light that surrounds all living things). Each use of the power gives the user one piece of information—either the target's alignment (one portion of it) or relative level of power, but not both simultaneously.

This power can be used twice per round (for two PSP costs and with two MTHAC0 rolls) to examine two different auras or the same aura twice. The user can be discreet, but he needs to gaze at the target. Using the power from a distance is less noticeable than using it up close.

The level (or Hit Dice) of the target character affects the MTHAC0 roll. The higher the level of the target, the tougher it is to interpret the aura. The power's MAC should be improved by 1 for every three levels (or HD) the target has, rounded down. For example, an 8th-level target improves the power's MAC by 2, making it MAC 5 (and therefore

harder to roll against).

The DM should relate game-related information in a story sense, rather than in mechanical terms. In the case of alignment, the user sees colored light that represents an element: 1) blue (lawful); 2) gray (neutral); 3) red (chaotic); 4) white (good); or 5) black (evil). Relative level of power can be described as follows: 1) dim aura (a low-level target, 1st to 5th level); 2) bright aura (a mid level target, 6th to 13th level); 3) dazzling aura (a high-level target, 14th to 20th level); and 4) blinding aura (a target above 20th level).

Clairaudience

(clairsentient science)

MAC:	8 (base)
PSP Cost:	5/2
Range:	Unlimited
Area of Effect:	Special
Prerequisite:	None

This power allows the user to hear sounds from a distant area. The user picks a location he knows, makes an MTHAC0 roll, then listens to everything he would be able to hear normally if he were standing in that spot. If the user has enhanced hearing, that ability also applies to the use of clairaudience. The power doesn't screen out noise around the user's physical body, which may make it difficult to hear sounds elsewhere. The power doesn't provide any abilities to understand languages or interpret sounds. The distance of the listening spot modifies the power's MAC, as shown below.

Range	**Power's MAC**
100 yards	8
1,000 yards	6
10 miles	4
100 miles	2
1,000 miles	0
10,000 miles	–2
Interplanetary*	–4

* Clairaudience only works within a given plane or crystal sphere.

For example, a user trying to hear something 10,000 miles away would require a roll against a lower MAC. Instead of 8, for the closest range, the mental armor class would now be –2. If the user's MTHAC0 is 15, he needs to roll a 17 to successfully employ this power.

Clairvoyance

(clairsentient science)

MAC:	7 (base)
PSP Cost:	5/2
Range:	Unlimited
Area of Effect:	Special

Prerequisite: None

This power allows the user to see images from a distant location. The user picks a spot he knows, makes an MTHAC0 roll, then looks at everything he would be able to see if he were standing in that spot. The user's field of vision is the same as normal, and turning his head allows him to scan the area.

Clairvoyance doesn't replace normal vision. The user still sees what's around his physical location, with the distant scene superimposed. Closing one's eyes blocks the double vision and leaves only the distant scene. This power doesn't enhance vision, so hidden or invisible objects remain undetected. The distant scene is visual only; there is no sound.

The distance of the viewing spot modifies the power's MAC, as shown below.

Range	**Power's MAC**
100 yards	7
1,000 yards	5
10 miles	3
100 miles	1
1,000 miles	–1
10,000 miles	–3
Interplanetary*	–5

* Clairvoyance only works within a given plane or crystal sphere.

Object Reading
(clairsentient science)

MAC: 7
PSP Cost: 12/6
Range: 0
Area of Effect: Touch
Prerequisite: None

This power allows the user to detect psionic impressions left on an object by a previous owner. These impressions include the owner's race, sex, age, and alignment. The power can also reveal how the owner came to possess the item and how he lost it. An object can be read successfully only once per experience level. Additional readings at the same level reveal no new information.

The amount of information gained depends on the MTHAC0 roll. Success rolls start with the number the user needs to get MAC 7 and then improve from there, as noted below. The user learns the information listed, plus all results above it.

Success Roll	**Information Gained**
0 to +2	Last owner's race
+3 to +4	Last owner's sex
+5 to +6	Last owner's age
+7	Last owner's alignment

+8 and up	How last owner gained and lost object

All-Round Vision
(clairsentient devotion)

MAC:	8
PSP Cost:	5/2
Range:	0
Area of Effect:	Personal
Prerequisite:	None

This power lets the user see in all directions simultaneously. This has obvious benefits, including a +2 surprise roll bonus to the user for encounters where being able to see is an advantage. There is a penalty, however. While this power is in effect, gaze attacks against the user receive a +4 bonus.

Combat Mind
(clairsentient devotion)

MAC:	6
PSP Cost:	4/2
Range:	0
Area of Effect:	Personal
Prerequisite:	None

This power gives the user an unusually keen understanding of his enemies and their fighting tactics. As a result, the user's side gains a –1 bonus to all initiative rolls during combat for every round the power is in effect. This bonus is in addition to any other modifiers that may apply.

Danger Sense
(clairsentient devotion)

MAC:	8
PSP Cost:	3/1
Range:	50 yards
Area of Effect:	Personal
Prerequisite:	None

This power produces a slight tingling sensation at the back of the user's neck whenever a hazard or threat is near. When a character wants to activate this power, the DM makes the MTHAC0 roll for the character in secret. The DM informs the user whether the power has been successfully activated, but not how high the roll was. For every round that the user keeps the power in effect, he receives advance warning about the general direction of a threat.

No details about the type of danger are learned, or how or when the danger will strike. How much warning depends on the MTHAC0 roll. If the roll succeeds by +1 to +6, the user receives warning just moments before danger strikes. This gives him the opportunity to act before the danger strikes in the round, but no time to warn others. If the roll

succeeds by +7 or better, the user knows whether danger is lurking within the area of effect a full round before it shows itself.

In addition to the above benefits, the power gives the user a +2 bonus to surprise rolls.

Feel Sound

(clairsentient devotion)

MAC:	8
PSP Cost:	4/2
Range:	0
Area of Effect:	Personal
Prerequisite:	None

This power makes the user's body sensitive to sound. It allows the user to continue to hear even if his ears are disabled. He can't detect sound where there is none, and the power doesn't work within areas of magical silence. The user gains a +2 bonus against all sonic attacks or effects, including a siren's song.

Know Location

(clairsentient devotion)

MAC:	8
PSP Cost:	8/3
Range:	0
Area of Effect:	Personal
Prerequisite:	None

This power aids characters who travel via teleportation, gates, or other planes of existence. When used successfully, it reveals general information about the user's location. The information is no more detailed than the responses of a simple farmer to the question "Where am I?" Some typical responses are "A few miles southwest of Wingot Mountain"; "In the house of Fletch the Blind"; and "On a tropical island in the Turomil Sea."

The higher a successful MTHAC0 roll, the more precise the location. A roll of +1 to +4 higher than the MAC specifies a location within 10 miles. A roll of +7 or +8 higher than the MAC targets an area within a mile. A roll of +9 or higher than the MAC gives the location in a planar context ("the Astral Plane").

Martial Trance

(clairsentient devotion)

MAC:	7
PSP Cost:	7/3
Range:	50 yards
Area of Effect:	Personal
Prerequisite:	3rd level

This power helps the user in psionic combat. By entering a trance before combat

begins, the user focuses his complete attention on the psionic activity, tuning out other distractions. While in the trance, the user gains a +1 bonus to all mental attack rolls, in addition to any other modifiers that may apply.

The trance ends when the user chooses to end it, by any moderate physical contact (a blow, shake, or slap), or when his PSPs are reduced to 0. As his attention is completely focused on the psionic battlefield, any melee attacks against him hit automatically and cause maximum damage.

Poison Sense

(clairsentient devotion)

MAC:	10
PSP Cost:	1/1
Range:	1–yard radius
Area of Effect:	Personal
Prerequisite:	None

This power enables a user to detect the presence of poison and identify its location within 1 yard of his body (or presence, if he uses clairvoyance or astral projection). The type of poison and how it can be negated aren't revealed, only its presence.

Psionic Sense

(clairsentient devotion)

MAC:	8
PSP Cost:	2/1
Range:	200–yard radius
Area of Effect:	Personal
Prerequisite:	Mindlink

This power allows the user to detect psionic activity anywhere within 200 yards of his location. Any expenditure of PSPs constitutes psionic activity. The first successful use of this power reveals whether someone or something is psionically active within range. A second successful use of the power in the following round reveals how powerful the activity is and where the psionic activity is taking place (direction and distance). If psionic activity is occurring in more than one location within the range, the user detects all of it.

Power levels are as follows: 1) low psionic activity (1 to 5 PSPs per round); 2) moderate psionic activity (6 to 12 PSPs per round); and 3) high psionic activity (13+ PSPs per round).

See Sound

(clairsentient devotion)

MAC:	8
PSP Cost:	4/2
Range:	Special
Area of Effect:	Personal
Prerequisite:	None

This power enables a user to perceive sound waves visually by converting those waves into light impulses. Only a character who can see with normal vision can use this power. He can see sound even in darkness, as sound waves don't require light. The user can be "blinded" by silence, however.

Psychokinetic Powers

Psychokinetic powers move objects across space using only the energy of a character's mind. Revised sciences and devotions are presented below.

Create Object

(psychokinetic science)

MAC:	6
PSP Cost:	7/3
Range:	20 yards
Area of Effect:	Special
Prerequisite:	Telekinesis

This power allows a user to assemble matter from air and the surrounding area to create a solid object. Only materials within 20 yards of the user can be used in the construction. The object remains in existence for every round that the user continues to pay the PSP cost. During the round that the PSP cost isn't paid, the object breaks apart. An object created with this power can have any shape, color, and texture the user desires, provided it fulfills at least one of these conditions:

- Fits within a sphere no more than 4 feet in diameter.
- Fits within a cylinder no more than 20 feet high and 1 foot in diameter.
- Fits within a cylinder no more than 2 feet high and 6 feet in diameter.
- Weighs no more than 10 pounds.

Detonate

(psychokinetic science)

MAC:	5
PSP Cost:	15/5
Range:	60 yards
Area of Effect:	1 item, 8 cubic feet
Prerequisite:	Telekinesis, molecular agitation

With this power, the user harnesses, focuses, and explosively releases the latent psionic energy inside non sentient (0 Intelligence) plants and inanimate objects. The power also works against animated undead (skeletons and zombies), but doesn't affect incorporeal undead. It can't be used against animals, intelligent creatures, or free-willed undead.

The explosion causes destructive damage to the target, based on the MTHAC0 roll. If the roll is equal to the power's MAC, 10% of the target area is destroyed. For every number rolled above the MAC, an additional 10% is destroyed, up to a total of 8 cubic feet of material (by a single power use).

Monsters such as skeletons and golems targeted by the detonate power take damage

based on the percentage of their mass that was destroyed, losing an equal percentage of hit points. Magically animated material, like golems, can make a saving throw vs. spell to resist detonation.

Weapons and armor that have been detonated receive penalties of –1 to attack rolls and AC values for each 10% destroyed. Magical items make a saving throw vs. disintegration to resist detonation. Vulnerable objects or living things within 10 feet of the target suffer 1d10 points of damage from the resulting explosion. A save vs. breath weapon reduces damage to half.

Project Force

(psychokinetic science)

MAC:	6
PSP Cost:	10/4
Range:	200 yards
Area of Effect:	Personal
Prerequisite:	Telekinesis

This power allows the user to focus a psychokinetic "punch" against a target up to 200 yards away. If used offensively, this punch causes damage equal to 1d6 points plus the target's Armor Class (negative armor classes are subtracted from the die roll). Only AC provided by actual armor is added to or subtracted from the roll—not Dexterity or magical bonuses. A successful save vs. breath weapon reduces the damage to half.

Project force can also be used to trigger traps, throw levers, open doors (not locked or latched), break windows, etc. No attack roll is needed, just the MTHAC0 roll to activate it.

Telekinesis

(psychokinetic science)

MAC:	8
PSP Cost:	3+/1
Range:	30 yards
Area of Effect:	1 item
Prerequisite:	None

This power allows the user to move objects without touching them. Telekinesis tends to be physically taxing, as it takes a lot of internal energy to move objects. Small objects are easy. But larger, more massive objects are significantly more difficult.

The cost listed above assumes the object being moved weighs three pounds or less. For heavier objects, use the following:

- PSP cost equals the item's weight in pounds.
- The power's MAC improves by a bonus equal to one-third of the item's weight, rounded down. For example, moving a 10–pound rock requires rolling against a MAC of 5.

Telekinesis moves the targeted item up to 60 feet per round. Items moving at such a slow rate of speed don't make effective weapons, but items weighing more than three

pounds can be used to disrupt spellcasting or psionic use. The user rolls his base THAC0 score to hit, with a penalty equal to one-third of the item's weight, rounded down. For example, if a hero whose THAC0 is 15 wants to attack a priestess whose AC is 0, he needs an 18 or better to hit her with a 10–pound rock.

Telekinesis can be used to perform very fine work, such as writing or sewing. The user must be capable of performing the work himself, and a second MTHAC0 roll (and second round of power use) is needed to complete fine work. If the hero wants to use the power to pull an item away from an opponent, use the rules for psychic contests, except that the defender uses his Strength score to decide the contest.

Animate Object

(psychokinetic devotion)

MAC:	7 (base)
PSP Cost:	5/2
Range:	50 yards
Area of Effect:	1 item, 100 pounds
Prerequisite:	Telekinesis

This power allows the user to control the movement of an otherwise inanimate object, giving it the appearance of life. For example, animate object can make chairs walk or stones dance, though objects being animated must weigh 100 pounds or less. The material the item is made of affects the difficulty of the task, as indicated below.

Material	**Power's MAC**
Cloth, paper	7
Live wood, dead animal	6
Dead wood, bone	5
Water	4
Thin metal	3
Thick metal	2
Stone	1

Once animated, all materials become flexible to some extent, though fluid motion is uncommon. Animated items move like puppets, with jerky, clumsy motions. If the item was rigid initially, it makes loud creaking, groaning, or grating sounds as it moves. An animated item moves up to 60 feet a round (movement rate 6). It can be used to attack, acting like a club with a THAC0 of 20 and a damage score of 1d6 points.

Control Light

(psychokinetic devotion)

MAC:	8
PSP Cost:	6/2
Range:	25 yards
Area of Effect:	400 square feet
Prerequisite:	None

This power allows the user to manipulate ambient light. He can't create light from darkness, but he can create darkness from light. Use of control light can accomplish the following:

- Deepen existing shadows. A thief hidden in such shadows receives a +20% bonus to his hide-in-shadows rolls.
- Brighten existing shadows. This reduces a thief's hiding ability by 20%.
- Brighten a light source until it becomes blinding. Those exposed to the light receive a –2 penalty to attack rolls.
- Dim a light source. This has no effect on attack rolls.
- Extend shadows into areas that are well lit. Only existing shadows can be lengthened, increasing in size by 200%.
- Extend light into areas that are in shadow. Shadows can be reduced by 50%.

Control Sound

(psychokinetic devotion)

MAC:	5
PSP Cost:	3/1
Range:	100 yards
Area of Effect:	1 specific sound
Prerequisite:	None

This power allows the user to shape and alter existing sounds. A man's words could emerge as a lion's roar, or the noise of marching soldiers can be made to sound like the wind of a sandstorm. Sounds also can be layered, so that one singer can be made to sound like a choir. Control sound can also dampen a noise. The player must specify what sound his character intends to eliminate. For example, the user might quiet the strike of a hammer or erase the creak of a door. He couldn't eliminate both at once, however.

Control Wind

(psychokinetic devotion)

MAC:	5
PSP Cost:	12/5
Range:	500 yards
Area of Effect:	1,000 yards
Prerequisite:	Telekinesis

With this power, a user can gain limited control over wind speed and direction. The speed of any existing wind can be increased or decreased by 10 miles per hour or 25%—whichever is greater. The direction of the wind can be changed by up to 90 degrees. These changes are temporary, lasting only as long as the PSP cost is paid. The changes occur in the round that the power is successfully activated. The wind returns to its original course and speed the round that the PSP cost is not paid.

Wind above 19 miles per hour prevents anything smaller than a human from flying and imposes a –4 modifier on missile fire. On the water, such wind makes sailing difficult. Wind gusting at more than 32 miles per hour causes minor damage to ships and buildings. This wind also kicks up clouds of dust and prevents all but the largest creatures

from flying. Wind more than 55 miles per hour prevents all flight, knocks down trees and wooden buildings, and may swamp ships. Wind more than 73 miles per hour is a hurricane gale.

Inertial Barrier

(psychokinetic devotion)

MAC:	6
PSP Cost:	6/2
Range:	0
Area of Effect:	3–yard diameter
Prerequisite:	Telekinesis

This power is used as a defense, creating a barrier of psionic energy around the user and anyone within three yards of him. This barrier softens missile blows, shielding the user from damage by slowing and absorbing some or all of the potential damage caused by incoming attacks. However, the barrier also slows outgoing missile attacks—a drawback the user should consider.

The power protects against damage from these forms of attack: any nonmagical missile weapon; any physical missile created by magic; any missile with magical bonuses; flames; some breath weapon attacks (depending on the nature of the breath); acid; gas; all forms of disintegration; and falling (damage is halved). Inertial barrier cannot stop missiles conjured from pure magic or protect against raw heat or cold, pure energy or light, or gaze weapons. An inertial barrier cannot keep enemies out, but it does slow them. Anyone trying to cross a barrier must stop moving when contact is made. In the next round, the barrier can be crossed (either entering or exiting).

Missile weapons, whether passing into or out of the barrier, inflict damage in a modified fashion because the power saps energy from the missile. If a missile strikes its target after passing through the barrier (in either direction), the attacker rolls for damage as normal. However, the defender then rolls the same die to see how much damage the barrier absorbed. (Note: The defender doesn’t include any magical bonuses the weapon may have.) The defender subtracts his die roll from the attacker’s damage total. If anything remains, the defender loses that many hit points. If the defender’s roll equals or exceeds the total damage, the weapon falls harmlessly to the ground. If the missile is explosive, the barrier prevents weapon damage but not explosive damage.

Levitation

(psychokinetic devotion)

MAC:	8 (base)
PSP Cost:	5/2
Range:	0
Area of Effect:	Personal
Prerequisite:	Telekinesis

This power allows the user to float by using telekinesis on himself. The user can lift himself at the rate of 1 foot a second, or 60 feet a round. He can descend as quickly as he wants by simply letting himself fall, then slowing down as he nears the ground. The user

can always levitate his own weight. Additional weight, such as equipment or passengers, is a hindrance. Every 25 pounds of added weight improves the power's MAC by 1.

Levitation isn't flying. The power provides no horizontal movement. The user can hover motionlessly and drift with the wind, or he can push off a wall or other fixed object and drift up to 60 feet a round in a straight line. He can't stop, however, until he meets another solid object, lowers himself to the ground, or stops paying the PSP cost. Two powers—control wind and project force—can help the levitating user propel himself forward and change direction. The use of these additional powers requires the extra expenditure of PSPs and MTHAC0 rolls.

Molecular Agitation

(psychokinetic devotion)

MAC:	10
PSP Cost:	7/3
Range:	40 yards
Area of Effect:	1 item, 20 pounds
Prerequisite:	None

This power enables the user to excite the molecules of a substance, causing paper to ignite, wood to smolder, or skin to blister, for example. The degree of destruction is as follows, depending on the number of rounds the item is agitated:

- *One round.* Readily flammable materials, such as paper and dry grass, ignite; skin becomes red and tender (1 point of damage); wood becomes dark.
- *Two rounds.* Wood smolders and smokes; metal becomes hot to the touch; skin blisters (1d4 points of damage); hair melts; paint shrivels.
- *Three rounds.* Wood ignites; metal scorches (1d4 points of damage); skin burns away (1d6 points of damage); water boils, lead melts. The damage inflicted doesn't increase beyond this round, but targets continue to suffer the 1d4 or 1d6 points for each subsequent round the power continues.
- *Four rounds.* Steel grows soft.
- *Five rounds.* Steel melts.

Magical items receive saving throws against magical fire, but a +10 penalty is applied to the number needed. The heat produced by this power is highly destructive as it comes from inside the item instead of outside.

Molecular Manipulation

(psychokinetic devotion)

MAC:	7
PSP Cost:	6/2
Range:	15 yards
Area of Effect:	2 square inches
Prerequisite:	Telekinesis

This power allows the user to weaken an object's molecular bonds. When stress is applied to the object or a blow is struck, it snaps. The user can create one "weak point" of approximately 2 square inches each round. Deterioration occurs across a plane (in two

dimensions, not three). One round's application is enough to fatally weaken most small objects (knives, ropes, saddle straps, bows, etc.). Larger objects require more time and are subject to the DM's discretion.

The DM must decide how vulnerable molecular manipulation makes larger, oddly shaped items (such as doors and shields). An object need not be in two pieces to be useless. A small boat, for example, is unsafe if it has a crack in its hull.

Psychometabolic Powers

Psychometabolic powers affect the user's body by altering it in some way. Revised sciences and devotions are presented in this section.

Animal Affinity

(psychometabolic science)

MAC:	5
PSP Cost:	7/3
Range:	0
Area of Effect:	Personal
Prerequisite:	None

With this power, the user develops an affinity for a particular animal type. Roll on the list below to determine the animal type (see the Monstrous Manual for descriptions). The user undergoes a physical change when this power is used, depending on the animal and ability. For example, he may gain wings or claws.

When the user activates this power, he temporarily gains one of the animal's attributes. He can gain the animal's Armor Class; movement rate and mode; physical attacks, damage, and THAC0; hit points; or any other special ability—though only one of these can be gained at a time. The attribute lasts for every round that the cost is paid. Switching to a different attribute requires a new MTHAC0 roll.

1d20	Result
1	Ape
2	Barracuda
3	Boar
4	Bull
5	Crocodile
6	Eagle, giant
7	Elephant
8	Falcon
9	Griffon
10	Grizzly bear
11	Lion
12	Panther (black leopard)
13	Draft horse
14	Peregrine falcon (hawk)
15	Rattlesnake
16	Scorpion, giant
17	Shark

18	Stag
19	Tiger
20	Wolf

* Constrictor or poison, player's choice.

Complete Healing
(psychometabolic science)

MAC: 7
PSP Cost: 25/5
Range: 0
Area of Effect: Personal
Prerequisite: None

This power allows the user to heal himself completely of all ailments, wounds, and normal diseases. He must place himself in a trance for 24 hours to accomplish the healing. The trance is deep; it can't be broken unless the user loses 5 or more hit points. During the healing trance, the user's body repairs itself at an incredible rate. At the end of the 24 hours, he awakens, restored to complete health in every regard except for the PSPs expended to use the power. If the user fails his MTHAC0 roll, the power can't be activated; the trance breaks after 1 hour, costing 5 PSPs.

Metamorphosis
(psychometabolic science)

MAC: 4
PSP Cost: 6/3
Range: 0
Area of Effect: Personal
Prerequisite: None

This power resembles magical *polymorphing*, but it has a wider application. The user can change himself into anything with approximately the same mass as his body: a wolf, a chair, or even a tree. While in this form, the user retains his own hit points and THAC0, but he gains the AC of the new form. He also gains all physical attacks the form allows, but no magical or special abilities. A new attack ability depends on the form chosen; a tree, for example, can't attack, so it has no THAC0. Nonmagical movement is also gained. If the user metamorphs into another character race, use the *Monstrous Manual* book's descriptions for that race.

Some forms have intrinsic advantages. Changing into a fish or rock renders the user immune to drowning, though he doesn't retain any senses not normally associated with his new form. He may opt to keep some of his own senses when he transforms, but these are likely to give him away.

Like any massive change of shape, metamorphosis causes great physical stress. The user must make a system shock roll. If the roll fails, he expends 6 PSPs, changes form only for 1 round, and immediately passes out for 2d6 turns.

Shadowform

(psychometabolic science)

MAC:	5
PSP Cost:	5/2
Range:	0
Area of Effect:	Personal
Prerequisite:	None

This power transforms the user into living shadow. The user, his clothing, armor, and up to 20 pounds of equipment all transform. He can blend perfectly into any other shadow. His movement rate, however, is 6 (regardless of what it was before), and he can only travel through darkness and shadow. Areas of open light are impassable.

While in shadowform, the user only can be noticed by life detection, other types of psionic detection, or by a true seeing spell. He can't harm anyone physically or manipulate any corporeal objects, but he can use psionic powers.

Adrenaline Control

(psychometabolic devotion)

MAC:	6
PSP Cost:	5/2
Range:	0
Area of Effect:	Personal
Prerequisite:	None

This power temporarily boosts the amount of adrenaline in the user's system, giving him physical advantages. He gains 1d6 points to divide among his Strength, Dexterity, and Constitution scores as he chooses, thus increasing them while the power is in effect. He receives all of the normal bonuses for high ability scores during this period. (If used to increase Constitution, the user might temporarily gain bonus hit points. Damage suffered is subtracted from the extra hit points first.)

Exceeding racial maximums is dangerous. When an attribute is increased beyond the racial maximum and the user stops paying the PSP cost, he must make a system shock check; he suffers 1d6 points of physical damage if the roll fails.

Body Control

(psychometabolic devotion)

MAC:	5
PSP Cost:	6/2
Range:	0
Area of Effect:	Personal
Prerequisite:	None

This power allows the user to adapt his body to a hostile environment. The change must be keyed to a specific surrounding: water, acid, extreme heat, extreme cold, an elemental plane, etc. If the power works, the user not only survives, he behaves like a native organism. He can breathe and move normally, suffering no damage from the

environment. However, a character who can survive extreme cold is still vulnerable to a cone of cold spell.

Body Equilibrium

(psychometabolic devotion)

MAC:	6
PSP Cost:	2/1
Range:	0
Area of Effect:	Personal
Prerequisite:	None

This power allows the user to adjust his body weight to correspond to the surface he's standing on. Thus, he can walk on water, quicksand, silt, or even a spider's web without sinking or breaking through. If the user is falling when he activates this power, he falls slowly enough to escape injury. Because of how light weight the user becomes when this power is in effect, he must be wary of wind gusts, which can easily blow him about.

Body Weaponry

(psychometabolic devotion)

MAC:	6
PSP Cost:	6/3
Range:	0
Area of Effect:	Personal
Prerequisite:	None

This power allows the user to convert one of his arms into a weapon. Virtually any sort of weapon can be imitated, except ranged weapons (such as bows) or any weapon the user isn't proficient with. The arm actually becomes rock, bone, wood, or metal and assumes the weapon's form. It behaves in every respect like a normal weapon of the chosen type, with the bonus that it can't be dropped or stolen.

Cannibalize

(psychometabolic devotion)

MAC:	7
PSP Cost:	0
Range:	0
Area of Effect:	Personal
Prerequisite:	5th level

This power allows the user to cannibalize his own body for extra PSPs. When activated successfully, the user can take Constitution points and convert them directly to PSPs at a ratio of 1:8 (1 Constitution point equals 8 PSPs). The user can access these PSPs any time, as if they were part of his total.

The Constitution reduction isn't permanent, but it is debilitating and long-lasting. The user immediately loses bonus hit points that accompany high Constitution scores. His system shock and resurrection survival chances are reduced. All psychometabolic powers receive MAC bonuses (making them harder to use) equal to the number of Constitution

points that were cannibalized. The user recovers one cannibalized point of Constitution per week of rest. Rest means staying quietly in a safe place; adventuring is not allowed.

Cell Adjustment

(psychometabolic devotion)

MAC:	6
PSP Cost:	5+
Range:	Touch
Area of Effect:	Individual
Prerequisite:	None

This power allows the user to heal wounds and cure nonmagical diseases—excluding such unnatural diseases as mummy rot and lycanthropy. He can cure a disease in 1 round by spending 5 PSPs and making a successful MTHAC0 roll. If the roll fails, the disease is too widespread in the victim's system. The user must continue spending 5 PSPs each round until he succeeds in activating the power. Note that a cure performed through this power doesn't automatically restore lost hit points. However, the user can heal up to 4 points of damage in each subsequent round by spending 5 PSPs per hit point recovered (4 hit points for 20 PSPs per round maximum). The user can't cure a disease and restore hit points during the same round.

Chameleon Power

(psychometabolic devotion)

MAC:	7 (base)
PSP Cost:	4/1
Range:	0
Area of Effect:	Personal
Prerequisite:	None

This power changes the coloration of the user's skin, clothing, and equipment to match the nearest background. The match is automatic; the user doesn't choose the appearance. The change takes several seconds to occur. As the user moves, the coloration shifts to reflect any changes in the surroundings.

This power makes the user extremely difficult to spot. For every round the power is in effect and the user remains still, he can avoid detection simply by successfully rolling against the power's MAC. If the user moves, the MAC score increases (to MAC 5). Chameleon power is most effective in natural surroundings, where the user's coloration can best conceal him. In an urban setting, or in an area without natural cover during broad daylight, the power's MAC score is improved to MAC 3.

Heightened Senses

(psychometabolic devotion)

MAC:	7
PSP Cost:	3/1
Range:	0
Area of Effect:	Personal

Prerequisite: None

This power allows the user to sharpen all his normal senses: sight, hearing, taste, smell, and touch. (DMs might allow other applications as they see fit.) With heightened senses, the user has a good chance to notice thieves hiding in shadows or moving silently. This is represented by a thief's skill chance being cut in half if someone with heightened senses is observing him. Even if the thief is already hidden, he must roll again when the user of this power enters the area.

Someone with heightened senses can also track by sense of smell. He must make an Intelligence check every turn to stay on the trail or to recover it if he loses it. While tracking, the user's movement rate is reduced by 50%. The trail can be no more than 24 hours old. Ranges for the user's hearing and seeing are tripled while this power is in effect. Further, he can ingest small quantities of possibly poisoned or impure foods, identifying the substance without causing himself harm. The user can identify almost anything by touch. He can identify any item he has previously handled and can also tell if an item was handled in the last five minutes.

Psychoportive Powers

These powers allow psionic travel, moving a character without physical action. Revised sciences and devotions are below.

Banishment

(psychoportive science)

MAC: 8
PSP Cost: 15/6
Range: 5 yards
Area of Effect: Individual
Prerequisite: Teleport

With this power, the user can teleport a creature against its will to a pocket dimension and hold it there for as long as he chooses to continue spending 15 PSPs per round. The creature being banished must be within 5 yards of the user. The pocket dimension is featureless, with a benign environment—hot or cold, light or dark, but not so much as to cause injury.

The banished creature returns to its original location as soon as the user stops paying the PSP cost. This boomerang feature won't harm the creature. If the creature has access to the Astral or Ethereal Planes, or if it can teleport between planes, it can try to return prior to the expiration of the power by rolling an Intelligence check at –3.

Summon Planar Creature

(psychoportive science)

MAC: 6
PSP Cost: 40/20 or 80/40
Range: 200 yards
Area of Effect: 1 creature
Prerequisite: Teleport

With this power, the user can reach into another plane, grab whatever creature he happens to find there, and teleport it to his own plane. The creature is disoriented for 1 round after arriving, suffering a –2 penalty on all die rolls for initiative, attacks, and saving throws. The user can make the summoned creature appear anywhere within 200 yards of his position. If the user rolls the MAC number exactly, the creature appears within 10 yards. The PSP cost is 40 for a creature from the Astral or Ethereal Planes, 80 for one from the Inner or Outer Planes. Failure costs half the indicated PSPs.

The user chooses the plane from which the creature will come. He doesn't choose the creature, however; that's determined at random. A creature from the Elemental Planes is usually an elemental of the appropriate type. A creature from the Outer Planes could be a native or a visitor. DMs are encouraged to see the Planescape™ line for ideas.

This power offers no control over the summoned creature and doesn't return it to its home plane after a set amount of time—it merely teleports something from there to here. To be rid of the creature, the user must banish it, teleport it again, kill it, or somehow control it.

Teleport

(psychoportive science)

MAC:	9 (base)
PSP Cost:	10+/5+
Range:	Unlimited
Area of Effect:	Personal
Prerequisite:	None

This power allows the user to travel to a familiar spot. Teleport is instantaneous and always takes a character to a fixed location. There is a slight audible pop at both ends, signaling use of the power. The destination must be a place the user knows or can picture mentally. Even if the user never has been there, he may still know a location via use of ESP or another power. He can also teleport to a place even if it has changed from the way he pictures it; rearrangement won't hamper the teleport power.

Restraints don't affect this power. The user can bring his clothes, small items, and equipment (up to one-fifth of his body mass). Doubling the amount of PSPs spent to activate the power lets the user carry up to three times his body mass, or to take along up to two others he has a firm grasp on. The cost to use this power varies with the distance traveled, as indicated below.

Distance	PSP Cost	Power's MAC
10 yards	10/5	9
100 yards	20/10	8
1,000 yards	30/15	7
10 miles	40/20	6
100 miles	50/25	5
1,000 miles	60/30	4
10,000 miles	70/35	3
Interplanetary*	100/50	2

* Teleport only works within a given plane or crystal sphere.

Teleport Other
(psychoportive science)

MAC:	8 (base)
PSP Cost:	10+/5+
Range:	Unlimited
Area of Effect:	1–3 individuals
Prerequisite:	Teleport

This power is identical to teleport, except that it is used to teleport characters other than the user. The user stays where he is while someone else is teleported. The character must be willing to be teleported or otherwise have an open mind. If the user pays twice the usual PSP cost, he can teleport up to three characters—provided they are firmly grasping one another.

Distance	PSP Cost	Power's MAC
10 yards	10/5	8
100 yards	20/10	7
1,000 yards	30/15	6
10 miles	40/20	5
100 miles	50/25	4
1,000 miles	60/30	3
10,000 miles	70/35	2
Interplanetary*	100/50	1

* Teleport other only works within a given plane or crystal sphere.

Astral Projection
(psychoportive devotion)

MAC:	8
PSP Cost:	3/1
Range:	Not applicable
Area of Effect:	Personal
Prerequisite:	None

This power allows the user to travel without his physical body by creating an astral form that immediately leaps into the Astral Plane. Only creatures or characters who are also on the Astral Plane can see it. A silvery cord connects the astral body to the physical one. This translucent string stretches 10 feet from the astral body before becoming invisible. If the cord is severed, both the astral and physical bodies die—killing the user. The cord is nearly indestructible, however. It only can be severed by a powerful psionic wind or the *silver sword* of a githyanki.

The Astral Plane is used to get to other destinations—a distant point on the Prime Material or a location on another plane, for example. When the user reaches his destination, a temporary physical body is formed there. It resembles the user's real body, and the two remain connected by the silvery cord. However, a temporary physical body

isn't formed if the user travels to another location on the same plane as his real body. He can view that distant location in astral form, but he can't affect the area in any physical, magical, or psionic way.

Blink

(psychoportive devotion)

MAC:	9
PSP Cost:	4/2
Range:	0
Area of Effect:	Personal
Prerequisite:	Teleport

This power allows the user to make a series of random, short-range teleportations that make him very hard to hit in combat. Each round, the user automatically blinks once at a randomly determined time in the initiative order. Roll 1d10 and note the initiative number of the blink. To strike at the user, his opponents must have a better initiative than his blink time. The user may attempt to strike before he blinks, but he must beat the blink initiative with his own roll or hold his action until the end of the round. Each blink carries the user 3d10 feet in a random direction. (Roll 1d8: 1 = straight ahead; 2 = ahead and to the right; 3 = to the right; and so on.) However, the user's blink won't carry him into a solid object or any kind of danger, such as into a fire or over a cliff.

Dimensional Door

(psychoportive devotion)

MAC:	7 (base)
PSP Cost:	3/1
Range:	50+ yards
Area of Effect:	Not applicable
Prerequisite:	None

With this power, the user opens a human-sized portal that leads to the edge of another dimension. The edge acts as a lightning-quick transit system, carrying travelers to a destination chosen by the user. A gleaming portal appears in front of him. At the same time, an identical portal appears wherever the user wants it (within the power's range). The door can have any orientation desired. Stepping into either portal allows a character to immediately step out of the other. Both doors remain in place as long as the PSP cost is met.

A door has only one side and no thickness; it doesn't exist from the "back" and can't be used to screen missile attacks. Up to five characters each round can use a door. If a group lines up, 10 can step through a round.

Commuting via this power is disorienting. Indeed, a traveler emerges dazed and can't attack or move for a round. Even just poking a head through a door requires a system shock roll. Failure means the hero loses 50% of his current hit points and passes out for 1d6 rounds. Attacks made through a door suffer a –4 penalty. Distances between doors improve the power's MAC, as below.

Distance Between Doors	MAC Bonus
50 yards	7
75 yards	5
100 yards	2
150 yards	0
200 yards	–3

Dimension Walk

(psychoportive devotion)

MAC:	8
PSP Cost:	5/2
Range:	Not applicable
Area of Effect:	Personal
Prerequisite:	None

With this power, the user opens a vaguely shimmering portal, which lets him travel from place to place in his own dimension by piercing other dimensions at right angles. This has two advantages over a dimensional door. The first being that a dimension walk isn't physically traumatizing, and the second being that the range of travel is greater. The user can actually travel through this dimension at the speed of 21 miles per turn. However, this power allows only the user to travel, and the portal closes behind him instantly.

The user finds himself engulfed in a featureless, inky grayness. He can't see where he is or where he's going. He has only his instinct to guide him, and he must make a Wisdom check every turn. If these checks succeed, he'll find himself at his chosen destination when he steps out of the dimensional realm. If any check fails, he strays off course by several miles. The DM can place the character in any location within the maximum distance he traveled from his starting point. It's up to the user to figure out his location, as the power does nothing to help him gain his bearings.

The user can take with him whatever he can carry, though *bags of holding* and other dimensional devices spill their contents if taken into the gray realm. If anything lives in the gray, it never bothers (or can't interact) with dimension walkers.

Phase

(psychoportive devotion)

MAC:	10
PSP Cost:	6/2
Range:	0
Area of Effect:	Personal
Prerequisite:	None

This power allows the user to shift his body into a different frequency of motion, making him transparent to the unphased world around him. While this power is in effect, the user can walk through solid matter. No physical force or energy can harm him, though other phased objects or creatures can do so.

A phased character can move vertically at 10 feet each round; over solid ground at his

normal movement rate; over water or silt at half normal; and through solid matter at one-fourth the normal rate. If a character fails to pay the cost while moving through solid matter, he suffers 3d10 points of damage, falls into a coma for 1d6 hours, and phases immediately into the Ethereal Plane. Note that a phased character isn't affected by gravity. If a hero is falling off a cliff and activates this power, he retains any momentum he had and phases into the ground 21_2 feet for every 10 feet he falls. He must then have enough PSPs to reverse his fall and phase out of the ground or suffer the consequences noted above.

A phased character receives a +2 bonus to his MAC during psionic combat and gets a +2 bonus to all saving throws vs. mind-affecting magic or effects. Conversely, his MTHAC0 receives a –2 penalty.

Teleport Trigger

(psychoportive devotion)

MAC:	8
PSP Cost:	2 per hour/1
Range:	Unlimited
Area of Effect:	Personal
Prerequisite:	Teleport

This power allows the user to establish a specific event that will instantly activate his teleport power. It is a reflexive event, occurring as soon as the conditions are met without any conscious effort on the part of the user. After successfully rolling the power's MAC number, the user must specify where he wants to teleport and define very specifically what conditions will trigger that teleport. These conditions can be anything he chooses, but they must happen in his immediate vicinity to activate the trigger.

When the teleport is triggered, the user must have enough PSPs remaining to pay the teleport cost. (If he doesn't, the power fails to activate.) He must also make a teleport MTHAC0 roll. If the roll fails, the power doesn't work. The trigger remains active as long as the user pays the PSP cost.

Telepathic Powers

Telepathic powers involve the direct contact of two or more minds. Revised sciences and devotions are presented below in this section.

Domination

(telepathic science)

MAC:	8
PSP Cost:	6+/3+
Range:	30 yards
Area of Effect:	Individual
Prerequisite:	Mindlink

This power only can be used on an open mind. With it, the user projects mental commands into the mind of one other being. The dominated target knows what's happening, but he can't resist the user's will, so he is forced to do nearly anything the user wishes. The target's abilities remain unaffected by this power, and he can be made to

use any power he possesses—assuming the user knows about it. Domination doesn't reveal facts or secrets about the target.

When domination is attempted, the target makes a saving throw vs. spell. If successful, the target isn't dominated. If the save fails, the target falls under the user's control for as long as the user pays the PSP cost. The PSP cost is dependent on the target's level, as shown below. Later, if the target is forced to do something against his alignment, he can attempt another saving throw to regain his free will.

Target's Level	**PSP Cost**
1–5 levels or HD	6/3
6–10 levels or HD	12/6
11–15 levels or HD	22/11
16–20 levels or HD	32/16
21+ levels or HD	50/25

Mindlink

(telepathic science)

MAC:	8
PSP Cost:	7+/3+
Range:	Unlimited
Area of Effect:	Individual
Prerequisite:	None

This power only can be used on an open mind, allowing the user to communicate wordlessly with any intelligent creature. This is two-way communication. It isn't the same as mind reading, because the user receives only those thoughts the target wants to send. Language isn't a barrier to mindlink. The PSP cost is determined by the target's level, as shown below.

Target's Level	**PSP Cost**
1–5 levels or HD	7/3
6–10 levels or HD	8/4
11–15 levels or HD	9/5
16–20 levels or HD	11/6
21+ levels or HD	12/6

Probe

(telepathic science)

MAC:	8
PSP Cost:	8+/4+
Range:	2 yards
Area of Effect:	Individual
Prerequisite:	ESP

This power only can be used against an open mind. With it, the user can dig deeply into a target's subconscious. If the target fails a saving throw vs. spell, then all of his

memories and knowledge are accessible to the user—from memories deep below the surface to those still fresh in the target's mind. The information is true (or at least the target believes it to be true).

A probe can be tried during melee if the user is close enough and the target's mind is opened. The user knows when a probed spellcaster is casting a spell and what the general effects of that spell are. The user can learn the answer to one question per round, though DMs can alter this rate. Complex questions and answers may take longer than a round to resolve. The PSP cost is per the target's level, as shown below.

Target's Level	**PSP Cost**
1–5 levels or HD	8/4
6–10 levels or HD	9/5
11–15 levels or HD	10/5
16–20 levels or HD	11/6
21+ levels or HD	13/7

Psychic Surgery
(telepathic science)

MAC:	8
PSP Cost:	9+/5+
Range:	Touch
Area of Effect:	Individual
Prerequisite:	Mindlink, 7th level

This power allows the user to repair psionic damage. He can operate on himself if need be, but the power's MAC improves to 5. Phobias, aversions, idiocy, comas, seizures—all these mental ailments and more can be treated and cured. However, curses or magical conditions such as charms can't be cured by this power. Nor can the surgery cure possession, though it can identify such a condition and force psionic combat. Most such ailments can be cured in 1 turn. If the MTHAC0 roll fails, the problem is too great for the user; he can try again when he gains a new experience level.

This power has two special uses. First, it can help characters unleash their wild talents. If the user performs this kind of operation successfully, the patient gains a +2% bonus to his wild talent roll.

Second, the user can make the effect of any telepathic power permanent without any PSP costs. The power isn't bestowed upon the recipient, only the effect. This has the following restrictions: 1) The power must have a range greater than 0; 2) the surgeon must know the power and successfully use it on the patient; 3) the user can't do this type of operation to himself or another psionicist; 4) only one power can be made permanent per turn, and 5) if the MTHAC0 roll equals the MAC number, the procedure takes 2 turns. Likewise, this power can also remove a permanently implanted power. The PSP cost is determined by the target's level, as below.

Target's Level	**PSP Cost**
1–5 levels or HD	9/5
6–10 levels or HD	10/5

11–15 levels or HD	11/6
16–20 levels or HD	12/6
21+ levels or HD	14/7

Awe

(telepathic devotion)

MAC:	6
PSP Cost:	4+/2+
Range:	0
Area of Effect:	20 yards
Prerequisite:	Mindlink

This power only works on an open mind. With it, the user can cause another character to hold him in awe. Characters affected by this power are mentally cowed—they sense the user's "awesome might." They have no desire to serve or befriend the user, but they won't attack him unless forced to do so. If possible, they'll avoid the user completely and take the first opportunity to escape his presence. The PSP cost for this power is based on the target's level, as shown below.

Target's Level	**PSP Cost**
1–5 levels or HD	4/2
6–10 levels or HD	5/2
11–15 levels or HD	6/3
16–20 levels or HD	8/4
21+ levels or HD	9/5

Conceal Thoughts

(telepathic devotion)

MAC:	10
PSP Cost:	4/2
Range:	0
Area of Effect:	3 yards
Prerequisite:	None

This defensive power protects the user against psionic or magical ESP, probes, mindlinks, and other powers and spells that read or detect thoughts. It gives the user a +2 MAC bonus and a +2 to saving throws when defending against such effects.

ESP

(telepathic devotion)

MAC:	6
PSP Cost:	6+/3+
Range:	Unlimited
Area of Effect:	Individual
Prerequisite:	None

This power only works on an open mind. Extrasensory perception (ESP) allows the user to read someone else's mind. The user can perceive surface or active thoughts. He can't use ESP to explore a target's memories or to delve into his subconscious. Most intelligent creatures tend to think in words, so language can be a barrier to understanding. Unintelligent creatures think in pictures. Magical thought, such as when a wizard casts a spell, is unintelligible to this power. However, the user can recognize such thoughts as part of the spellcasting process. The PSP cost is shown below.

Target's Level	**PSP Cost**
1–5 levels or HD	6/3
6–10 levels or HD	7/4
11–15 levels or HD	8/4
16–20 levels or HD	9/5
21+ levels or HD	11/6

Inflict Pain

(telepathic devotion)

MAC:	5
PSP Cost:	3+/2+
Range:	Touch
Area of Effect:	Individual
Prerequisite:	Mindlink

`This power only can be used on an open mind. It is a particularly nasty form of torture, although no actual harm is inflicted on the target, and the power leaves no physical scars or marks. Only evil characters can learn this power freely; others find their alignments twisting toward evil if they learn and use inflict pain.

If the target is an NPC who is being questioned, he is allowed a saving throw vs. paralyzation to withstand the agony. If he fails, he begs for mercy and answers questions as the DM sees fit. If the user finds a way to employ this power in combat, the target is still entitled to a saving throw. Success means he grits his teeth and keeps on fighting. Failure means the pain imposes a –4 penalty to his attack rolls that round or disrupts and ruins spellcasting. PSP costs depend on the target's level.

Target's Level	**PSP Cost**
1–5 levels or HD	3/2
6–10 levels or HD	4/2
11–15 levels or HD	5/3
16–20 levels or HD	6/3
21+ levels or HD	8/4

Invisibility

(telepathic devotion)

MAC:	6
PSP Cost:	3+/2+
Range:	100 yards

Area of Effect: Individual
Prerequisite: Mindlink

This power only can be used on open minds. It differs significantly from the spell invisibility. This is a delusion that affects specific minds, not an illusion that affects everyone; the only real change occurs in those whose minds were opened. Thus, the user must open each mind he wants to deceive, for only to these minds will he appear invisible. He can see himself, and so can anyone whose mind wasn't opened. Only beings within 100 yards can be affected by this power.

The user must make a separate MTHAC0 roll for each delusion and pay a separate PSP cost for each. A delusion is defined as one invisible character as perceived by one other being. The user can make anyone who is human size or smaller invisible with this power, not just himself. Note that this power affects vision only; observers may still be able to hear or smell "invisible" characters. PSP costs are as follows.

Target's Level	**PSP Cost**
1–5 levels or HD	3/2
6–10 levels or HD	4/2
11–15 levels or HD	5/3
16–20 levels or HD	6/3
21+ levels or HD	8/4

Life Detection
(telepathic devotion)

MAC: 7
PSP Cost: 3/1
Range: 100 yards
Area of Effect: Varies
Prerequisite: None

This power allows the user to scan for the presence of living, thinking creatures within a limited area. If he is scanning at short range, he can cover a large angle. At long range, the angle is significantly reduced. He can scan 180 degrees to a range of 40 yards, 90 degrees to 60 yards, or 30 degrees to 100 yards. One round of scanning detects humans, demihumans, humanoids, mammals, and monsters with 8 or more Hit Dice. A second round detects all creatures with less than 8 Hit Dice. In either case, the user receives an accurate count.

The DM should make the MTHAC0 roll and keep it secret from the player. If the user doesn't detect anything, he won't know whether nothing's there or the power failed.

Send Thoughts
(telepathic devotion)

MAC: 8
PSP Cost: 3+/2+
Range: Unlimited
Area of Effect: Individual

Prerequisite: None

This power only works on an open mind, allowing the user to send his thoughts to another mind via one-way communication. He can send information or simply use the power to distract the target. If the target is a wizard casting a spell, he gets a save vs. spell. If the wizard fails his save, his concentration is broken and the spell fails. If the target is distracted while in melee combat, he receives a –2 penalty to all attack rolls.

Target's Level	**PSP Cost**
1–5 levels or HD	3/2
6–10 levels or HD	4/2
11–15 levels or HD	5/3
16–20 levels or HD	6/3
21+ levels or HD	8/4

Sight Link
(telepathic devotion)

MAC: 6
PSP Cost: 5+ per turn/3+
Range: Unlimited
Area of Effect: Individual
Prerequisite: Mindlink

Only usable against open minds, this power lets the user tap into another's visual senses, allowing him to see whatever that being sees. The user's own vision is unaffected. If the linked character is subjected to a gaze attack, the user must make an appropriate saving throw or also be affected by the gaze.

Target's Level	**PSP Cost**
1–5 levels or HD	5/3
6–10 levels or HD	6/3
11–15 levels or HD	7/4
16–20 levels or HD	8/4
21+ levels or HD	10/5

Psionic Powers Summary

Below is a listing of all psionic powers currently in the AD&D game. Each has two new statistics, a MAC score and a PSP cost, replacing the old power score, initial cost, and maintenance cost from the original source. The number to the right of the slash is the cost if the MTHAC0 roll fails. All other details of the powers remain the same, unless new descriptions have been provided in this book. Powers are from The Complete Psionics Handbook unless noted otherwise.

Table 84: Psionic Powers

——— ***Clairsentient Sciences*** ———

Power	**MAC**	**PSP Cost**

Appraise	6	14/6
Aura sight1	7	9/3
Clairaudience1	8	5/2
Clairvoyance1	7	5/2
Cosmic awareness2,3	7	12/6
Detection3	9	8/3
Object reading1	7	12/6
Precognition	8	18/10
Psychic clone2	6	16/6
Sensitivity to psychic impressions	8	5/3
Spirit lore2,3	7	13/5
Subjective reality2,3	8	14/7
True sight2,3	8	10/4

Clairsentient Devotions

Power	**MAC**	**PSP Cost**
All-round vision1	8	5/2
Bone reading2,3	10	15/5
Combat mind1	6	4/2
Danger sense1	8	3/1
Environment4	7	5/3
Feel light	8	5/3
Feel moisture4	9	3/1
Feel sound1	8	4/2
Hear light	8	4/2
Know course3	7	4/hour/2
Know direction	8	1/1
Know location1	8	8/3
Martial trance1,2	7	7/3
Poison sense1	10	1/1
Predestination2,4	9	9/year/4
Probability manipulation2,3	6	10/5
Psionic sense1,2	8	2/1
Radial navigation	7	6/hour/3
Retrospection2	8	120/40
Safe path2,3	8	6/3
See ethereal3	7	3/1
See magic3	9	6/2
See sound1	8	4/2
Sensitivity to observation3	10	5/2
Spirit sense	8	8/4
Trail of destruction2,4	9	5/2
Watcher’s ward3	7	3/hour/1
Weather prediction2,4	7	10/4

Psychokinetic Sciences

Power	MAC	PSP Cost
Create object1,2	6	7/3
Detonate1,2	5	15/5
Disintegrate2	7	30/10
Kinetic control3	7	8/3
Megakinesis2,3	8	20+/10+
Molecular rearrangement2	6	12/hour/6
Project force1,2	6	10/4
Suppress magic2,3	5	8+/4+
Telekinesis1	8	3+/1+
Telekinetic barrier2,3	6	12/5
Telekinetic flight2,3	8	7/3

Psychokinetic Devotions

Power	MAC	PSP Cost
Animate object1,2	7	5/2
Animate shadow	8	4/2
Ballistic attack2	6	5/3
Compact4	9	4/1
Concentrate water2,4	6	10/3
Control body2	6	8/4
Control flames2	8	4/2
Control light	8	6/2
Control sound1	5	3/1
Control wind1,2	5	12/5
Create sound2	7	5/2
Cyrokinesis3	10	7/3
Deflect2,3	8	4/2
Ghost writing2,4	9	5/2
Inertial barrier1,2	6	6/2
Levitation1,2	8	5/2
Magnetize3	8	2+/1+
Mass manipulation2,3	7	9/3
Molecular agitation1	10	7/3
Molecular bonding2,3	8	4/2
Molecular manipulation1,2	7	6/2
Momentum theft2,3	7	5+/3+
Opposite reaction2,4	7	5/2
Return flight4	7	3/1
Soften	8	3/1
Stasis field2	6	20/10
Static discharge2,3	7	5/2

Psychometabolic Sciences

Power	MAC	PSP Cost
Animal affinity1	5	7/3
Complete healing1	7	25/5
Death field	3	35/15
Elemental composition2,3	5	8/3
Energy containment	6	9/3
Life draining	6	6/3
Metamorphosis1	4	6/3
Nerve manipulation2,3	6	14/5
Poison simulation2,3	6	16/6
Regenerate2,3	5	8/turn/4
Shadowform1	5	5/2
Split personality2	8	15/6

Psychometabolic Devotions

Power	MAC	PSP Cost
Absorb disease	6	10/4
Accelerate3	6	10/5
Adrenaline control1	6	5/2
Alter features2,3	7	4/turn/2
Aging	5	9/5
Biofeedback	6	4/2
Body control1	5	6/2
Body equilibrium1	6	2/1
Body weaponry1	6	6/3
Cannibalize1,2	7	0
Carapace4	8	2/1
Catfall	7	4/2
Cause decay	6	4/2
Cause sleep3	9	4/2
Cell adjustment1	6	5+/3+
Chameleon power1	7	4/1
Chemical simulation	5	7/3
Cognitive trance3	8	4/2
Displacement	6	4/2
Double pain	6	7/2
Ectoplasmic form	5	9/3
Enhanced strength	8	varies
Enhancement2	9	14/6
Expansion	6	3/1
Fighting trance3	9	2/1
Flesh armor	6	5/2

Forced symmetry4	7	12/5
Gird2	7	2 _ cost
Graft weapon	5	5/2
Heightened senses1	7	3/1
Immovability	5	7/2
Intensify2	6	6+/3+
Iron will3	10	4/2
Lend health	7	4/1
Magnify2	8	varies
Mind over body	8	10/day/4
Pheromone discharge4	8	2/1
Photosynthesis3	7	3/turn/1
Prolong2	5	3/1
Reduction	6	varies
Rigidity2,4	6	5/3
Share strength	5	3/1
Spider touch3	8	3/1
Splice2	varies	varies
Strength of the land2,4	6	4/2
Suspend animation	6	12/5

——— *Psychoportive Sciences* ———

Power	**MAC**	**PSP Cost**
Banishment1,2	8	15/6
Planar transposition2,3	6	varies
Probability travel	8	11/hour/5
Summon planar creature1,2	6	40/20 or 80/40
Summon planar energy2,3	8	30/10
Teleport1	9	10+/5+
Teleport other1,2	8	10+/5+
Time travel2,3	varies	30+/hour/15+
Wormhole2,3	7	12+/6+

——— *Psychoportive Devotions* ———

Power	**MAC**	**PSP Cost**
Astral projection1	8	3/1
Blink1,2,3	9	4/2
Dimensional door1	7	3/1
Dimensional screen2,3	6	7/3
Dimension blade2,3	7	5/2
Dimension walk1	8	5/2
Dream travel	7	1/25miles/1
Duodimension3	6	6/3

Ethereal traveler4	8	5/2
Phase1,3	10	6/2
Phase object2,3	9	6+/3+
Pocket dimension3	10	6/turn/3
Shadow walk3	7	9+/4+
Spatial distortion3	6	5+/3+
Summon object2,3	6	30+/12+
Teleport lock2,3	8	4/2
Teleport object2,4	7	25+/10+
Teleport trigger1,2	8	2/hour/1
Time dilation2,3	8	varies
Time duplicate2,3	8	22/11
Time shift2	8	16/6
Time/space anchor	8	3/1
Wrench	8	10/5

Telepathic Sciences

Power	**MAC**	**PSP Cost**
Aura alteration2	8	10/5
Domination1,2	8	6+/3+
Empower2	4	varies
Fate link2	5	6/turn/3
Hallucination2,3	7	varies
Mass domination2	6	varies
Mindflame2,3	7	30/15
Mindlink1	8	7+/3+
Mindwipe2	5	8/3
Probe1,2	8	8+/4+
Psychic surgery1,2	8	9+/5+
Superior invisibility2	6	6/rd/target
Switch personality2	5	40/15
Ultrablast2	5	75/25

Telepathic Devotions

Power	**MAC**	**PSP Cost**
Acceptance4	8	4/turn/2
Alignment stabilization4	9	11/day/4
Amnesia2,3	9	varies
Attraction2	7	8/3
Aversion2	7	8/3
Awe1,2	6	4+/2+
Beast mastery2,4	8	6+/day/3+
Conceal thoughts1	10	4/2
Convergence2	10	8/3
Daydream2	10	4/2

Empathy	10	3/1
ESP1	6	6+/3+
False sensory input2	6	5/2
Focus forgiveness4	8	4/hour/2
Hivemind4	9	2/1
Identity penetration	8	6/3
Impossible task4	9	6/day/3
Incarnation awareness	7	12/5
Inflict pain1,2	5	3+/2+
Insect mind4	7	3/1
Invincible foes2	8	6/2
Invisibility1,2	6	3+/2+
Life detection1	7	3/1
Mind bar	7	5/2
Mysterious traveler4	9	2/1
Phobia amplification2	9	5/2
Plant mind3	6	4/2
Post-hypnotic suggestion2	7	3/HD/3
Psionic inflation2	8	7/3
Psionic residue4	8	15/5
Psionic vampirism2,3	8	varies
Psychic blade2,3	6	5+/2+
Psychic drain2	7	14/6
Psychic impersonation2	10	5/hour/2
Psychic messenger	5	4/2
Receptacle2	8	0
Reptile mind4	7	2/1
Repugnance2	8	8/3
Send thoughts1	8	3+/2+
Sensory suppression2,3	7	varies
Sight link1,2	6	5+/turn/3+
Sound link2	6	5+/turn/2+
Suppress fear3	10	5/2
Synaptic static2	6	11/5
Taste link2	6	5+/turn/2+
Telempathic projection2	9	5/2
True worship4	10	5/2
Truthear2	10	3/1

Notes

1 Revised power described in this book.

2 Power requires a prerequisite to use.

3 Power described in *The Will and the Way* (TSR 2431).
4 Power described in *Dragon Kings* (TSR 2408).

Appendix: Complied Tables

Table 2: Stamina

Stamina Score	Weight Allowance
3	5
4–5	10
6–7	20
8–9	35
10–11	40
12–13	45
14–15	55
16	70
17	85
18	110
18/01–50	135
18/51–75	160
18/76–90	185
18/91–99	235
18/00	335
19	485
20	535
21	635
22	785
23	935
24	1,235
25	1,535

Table 3: Muscle

Muscle Score	Att. Adj.	Dam. Adj.	Max. Press	Open Doors	Bend Bars Lift Gates
3	–3	–1	10	2	0%
4–5	–2	–1	25	3	0%
6–7	–1	0	55	4	0%
8–9	0	0	90	5	1%
10–11	0	0	115	6	2%
12–13	0	0	140	7	4%
14–15	0	0	170	8	7%
16	0	+1	195	9	10%
17	+1	+1	220	10	13%
18	+1	+3	255	11	16%
18/01–50	+1	+3	280	12	20%

18/51–75	+2	+3	305	13	25%
18/76–90	+2	+4	330	14	30%
18/91–99	+2	+5	380	15(3)	35%
18/00	+3	+6	480	16(6)	40%
19	+3	+7	640	16(8)	50%
20	+3	+8	700	17(10)	60%
21	+4	+9	810	17(12)	70%
22	+4	+10	970	18(14)	80%
23	+5	+11	1,130	18(16)	90%
24	+6	+12	1,440	19(17)	95%
25	+7	+14	1,535	19(18)	99%

Table 4: Aim

Aim Score	Missile Adj.	Pick Pockets	Open Locks
3	–3	–30%	–30%
4	–2	–25%	–25%
5	–1	–25%	–20%
6	0	–20%	–20%
7	0	–20%	–15%
8	0	–15%	–15%
9	0	–15%	–10%
10	0	–10%	–5%
11	0	–5%	0%
12–15	0	0%	0%
16	+1	0%	+5%
17	+2	+5%	+10%
18	+2	+10%	+15%
19	+3	+15%	+20%
20	+3	+20%	+20%
21	+4	+20%	+25%
22	+4	+25%	+25%
23	+4	+25%	+30%
24	+5	+30%	+30%
25	+5	+30%	+35%

Table 5 Balance

Balance Score	Reac. Adj.	Def. Adj.	Move Silently	Climb Walls
3	–3	+4	–30%	–30%
4	–2	+3	–30%	–25%
5	–1	+2	–30%	–20%
6	0	+1	–25%	–20%
7	0	0	–25%	–15%
8	0	0	–20%	–15%
9	0	0	–20%	–10%

10	0	0	–15%	–5%
11	0	0	–10%	0%
12	0	0	–5%	0%
13–14	0	0	0%	0%
15	0	–1	0%	0%
16	+1	–2	0%	0%
17	+2	–3	+5%	+5%
18	+2	–4	+10%	+10%
19	+3	–4	+15%	+15%
20	+3	–4	+15%	+20%
21	+4	–5	+20%	+20%
22	+4	–5	+20%	+25%
23	+5	–6	+25%	+25%
24	+5	–6	+25%	+30%
25	+5	–6	+30%	+30%

Table 6: Health

Health Score	System Shock	Poison Save
3	35%	0
4	40%	0
5	45%	0
6	50%	0
7	55%	0
8	60%	0
9	65%	0
10	70%	0
11	75%	0
12	80%	0
13	85%	0
14	88%	0
15	90%	0
16	95%	0
17	97%	0
18	99%	0
19	99%	+1
20	99%	+1
21	99%	+2
22	99%	+2
23	99%	+3
24	99%	+3
25	100%	+4

Table 7: Fitness

Fitness Score	Hit Point Adjustment	Resurrection Chance

3	–2	40%
4	–1	45%
5	–1	50%
6	–1	55%
7	0	60%
8	0	65%
9	0	70%
10	0	75%
11	0	80%
12	0	85%
13	0	90%
14	0	92%
15	+1	94%
16	+2	96%
17	+2(+3)	98%
18	+2(+4)	100%
19	+2(+5)	100%
20	+2(+5)*	100%
21	+2(+6)**	100%
22	+2(+6)**	100%
23	+2(+6)***	100%
24	+2(+7)***	100%
25	+2(+7)***	100%

Table 8: Reason

Reason Score	Spell Level	Max. # Spells	Spell Immunity
3–8	—	—	—
9	4th	6	—
10–11	5th	7	—
12	6th	7	—
13	6th	9	—
14	7th	9	—
15	7th	11	—
16	8th	11	—
17	8th	14	—
18	9th	18	—
19	9th	All	1
20	9th	All	2
21	9th	All	3
22	9th	All	4
23	9th	All	5
24	9th	All	6
25	9th	All	7

Table 9: Knowledge

Knowledge Score	Bonus # Profs.	% Learn Spell
3–8	1	—
9	2	35%
10	2	40%
11	2	45%
12	3	50%
13	3	55%
14	4	60%
15	4	65%
16	5	70%
17	6	75%
18	7	85%
19	8	95%
20	9	96%
21	10	97%
22	11	98%
23	12	99%
24	15	100%
25	20	100%

Table 10: Intuition

Intuition Score	Bonus Spells	% Spell Failure
3	0	50%
4	0	45%
5	0	40%
6	0	35%
7	0	30%
8	0	25%
9	0	20%
10	0	15%
11	0	10%
12	0	5%
13	1st	0%
14	1st	0%
15	2nd	0%
16	2nd	0%
17	3rd	0%
18	4th	0%
19	1st, 3rd	0%
20	2nd, 4th	0%
21	3rd, 5th	0%
22	4th, 5th	0%
23	1st, 6th	0%
24	5th, 6th	0%

25	6th, 7th	0%

Table 11: Willpower

Willpower Score	Magic Def. Adj.	Spell Immunity
3	–3	—
4	–2	—
5	–1	—
6	–1	—
7	–1	—
8–14	—	—
15	+1	—
16	+2	—
17	+3	—
18	+4	—
19	+4	1*
20	+4	2*
21	+4	3*
22	+4	4*
23	+4	5*
24	+4	6*
25	+4	7*

Table 12: Leadership

Leadership Score	Loyalty Base	# of Henchmen
3	–6	1
4	–5	1
5	–4	2
6	–3	2
7	–2	3
8	–1	3
9–11	0	4
12–13	0	5
14	+1	6
15	+3	7
16	+4	8
17	+6	10
18	+8	15
19	+10	20
20	+12	25
21	+14	30
22	+16	35
23	+18	40
24	+20	45
25	+20	50

Table 13: Appearance

Appearance Score	Reaction Adjustment
3	–5
4	–4
5	–3
6	–2
7	–1
8–12	0
13	+1
14	+2
15	+3
16	+5
17	+6
18	+7
19	+8
20	+9
21	+10
22	+11
23	+12
24	+13
25	+14

Point Allotments for Starting Characters by Race

Race	Character Points
Dwarves	45
Elves	45
Gnomes	45
Halflings	35
Half-elves	25
Half-orcs	15
Half-ogres	15
Humans	10

Racial Abilities

Racial abilities cost 5 to 15 character points each, or they can be purchased for varying amounts as character packages.

Point Allotments for Starting Characters by Class

Class	Character Points
Fighter	15
Paladin	60
Ranger	60
Thieves	80
Bards	70

Clerics	125
Druid	100
Wizard	40
Specialist Wizard	30

All class abilities cost 5 to 15 character points.

Nonplayer Character Point Allotment

Class	Character Points
Apprentice	10
Skilled	15
Master	20

Bonus Points

Bonus proficiency points for a high Intelligence can be spent on Intelligence-based nonweapon proficiencies. Fighters can spend the points on weapon proficiencies or on Intelligence-based nonweapon proficiencies.

Table 1: Background Events

1d20	Event
1	Accused of a crime
2	Apprenticeship
3	Enslaved
4	Exiled
5	Failed business venture
6	Fell in love
7	Fled a disaster
8	Found or stole a valuable item
9	Homeless
10	Ideological differences
11	Joined the circus
12	Kidnapped
13	Killed someone
14	Made a powerful enemy
15	Orphaned
16	Ran away from home
17	Reformed
18	Touched by magic
19	Went to sea
20	Witnessed a crime

Table 27: Thieving Skill Base Scores

Skill	Base Chance
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%
Detect magic	5%
Detect illusion	10%
Bribe	5%
Tunneling	15%
Escape bonds	10%

Table 14: Racial Requirements

Ability	Dwarf	Elf	Gnome	Half-elf	Half-orc	Half-ogre	Halfling	Human
Str	8/18	3/18	6/18	3/18	6/18	14/18	7/18*	3/18
Dex	3/17	6/18	3/18	6/18	3/17	3/12	7/18	3/18
Con	11/18	7/18	8/18	6/18	8/18	14/18	10/18	3/18
Int	3/18	8/18	6/18	4/18	3/17	3/12	6/18	3/18
Wis	3/18	3/18	3/18	3/18	3/14	3/12	3/17	3/18
Cha	3/17	8/18	3/18	3/18	3/12	3/8	3/18	3/18

*Halfling fighters cannot possess exceptional Strength scores.

Table 15: Racial Adjustments

Race	Adjustments
Dwarf	+1 Con, –1 Cha
Elf	+1 Dex, –1 Con
Gnome	+1 Int, –1 Wis
Half-elf	None
Half-orc	+1 Str, +1 Con, –2 Cha
Half-ogre	+1 Str, +1 Con, –1 Int, –1 Cha
Halfling	+1 Dex, –1 Str
Human	None

Table 16: Racial Level Limits

Class	Dwarf	Elf	Gnome	Half-elf	Half-orc	Half-ogre	Halfling	Human
Bard	—	—	—	U	—	—	—	U
Cleric	10	12	9	14	4	4	8	U
Druid	—	—	—	9	—	—	—	U
Fighter	15	12	11	14	10	12	9	U
Illusionist	—	—	15	—	—	—	—	U
Wizard	—	15	—	12	—	—	—	U
Paladin	—	—	—	—	—	—	—	U
Ranger	—	15	—	16	—	—	—	U
Thief	12	12	13	12	8	—	15	U

U This symbol represents unlimited class advancement for characters of those races this.
— A member of this race cannot choose this class.

Table 41: Character Kit Table

Roll percentile dice to determine an adventurer's kit.

01–03	Acrobat	33–35	Jester	66–68	Savage
04–06	Amazon	36–39	Mariner	69–72	Scholar
07–09	Animal Master	40–42	Merchant	73–76	Scout
10–12	Assassin	43–45	Mystic	77–79	Sharpshooter
13–16	Barbarian	46–48	Noble	80–83	Soldier
17–19	Beggar	49–51	Outlaw	84–86	Smuggler
20–22	Cavalier	52–55	Peasant Hero	87–89	Spy
23–25	Diplomat	56–58	Pirate	90–93	Swashbuckler
26–29	Explorer	59–62	Pugilist	94–96	Thug
30–32	Gladiator	63–65	Rider	97–00	Weapon Master

Table 28: Thieving Skill Racial Adjustments

Skill	Dwarf	Elf	Gnome	Half-elf	Half-orc	Half-ogre	Halfling	Human
Pick Pockets	—	+5%	—	+10%	—	–5%	+5%	—
Open Locks	+10%	–5%	+5%	—	—	+5%	+5%	—
Find/Remove Traps	+15%	—	+10%	—	+5%	—	+5%	—
Move Silently	—	+5%	+5%	—	—	–5%	+10%	—
Hide in Shadows	—	+10%	+5%	+5%	—	–5%	+15%	—
Detect Noise	—	+5%	+10%	—	+5%	+10%	+5%	—
Climb Walls	–10%	—	–15%	—	—	+10%	–15%	—
Read Languages	–5%	—	—	—	—	–10%	–5%	—
Detect magic	+5%	+10%	+5%	+5%	—	–5%	+5%	—
Detect illusion	+5%	—	+10%	+5%	–5%	–10%	—	—
Bribe	–5%	+15%	+5%	+5%	+10%	+5%	—	—
Tunneling	+10%	–10%	+5%	–5%	—	–5%	+5%	—
Escape bonds	—	—	—	—	—	+5%	+10%	—

Table 29: Thieving Skill Dexterity Adjustments

	Aim, Balance, or Dexterity											
Skill	**9**	**10**	**11**	**12**	**13–15**	**16**	**17**	**18**	**19**	**20**	**21**	**22**
Pick Pockets	–15%	–10%	–5%	—	—	—	+5%	+10%	+15%	+20%	+20%	+25%
Open Locks	–10%	–5%	—	—	—	+5%	+10%	+15%	+20%	+20%	+25%	+25%
Find/Remove Traps	–10%	–10%	–5%	—	—	—	—	+5%	+10%	+15%	+20%	+20%
Move Silently	–20%	–15%	–10%	–5%	—	—	+5%	+10%	+15%	+15%	+20%	+20%
Hide in Shadows	–10%	–5%	—	—	—	—	+5%	+10%	+15%	+20%	+25%	+30%
Climb Walls	–10%	–5%	—	—	—	—	+5%	+10%	+15%	+20%	+20%	+25%
Tunneling	–10%	–5%	—	—	—	—	—	+5%	+10%	+15%	+20%	+30%
Escape Bonds	–15%	–10%	–5%	—	—	—	+5%	+10%	+15%	+20%	+25%	+30%

Table 30: Thieving Skill Armor Adjustments

Skill	No Armor	Elven Chain	Padded or Studded Leather
Pick Pockets	+5%	–20%	–30%
Open Locks	—	–5%	–10%
Find/Remove Traps	—	–5%	–10%
Move Silently	+10%	–10%	–20%
Hide in Shadows	+5%	–10%	–20%
Detect Noise	—	–5%	–10%

Climb Walls	+10%	–20%	–30%
Tunneling	+10%	–5%	–10%
Escape bonds	+5%	–5%	–5%

Table 31: Bard Scroll Use

Bard Level	% Chance
1–2	10%
3-4	20%
5-6	30%
7	40%
8	50%
9	60%
10	70%
11+	80%

Table 45: Nonweapon Proficiency Groups

GENERAL

Proficiency	Cost*	Initial Rating	Ability
Agriculture	3	7	Intelligence/Knowledge
Animal Handling	3	7	Wisdom/Willpower
Animal Training	4	5	Wisdom/Willpower, Charisma/Leadership
Blacksmithing	4	6	Strength/Muscle, Intelligence/Knowledge
Boat Piloting	2	6	Strength/Muscle, Intelligence/Reason
Brewing	3	8	Intelligence/Knowledge
Carpentry	3	7	Strength/Stamina, Intelligence/Knowledge
Cobbling	3	7	Dexterity/Aim, Intelligence/Knowledge
Cooking	3	7	Intelligence/Reason
Dancing	2	6	Dexterity/Balance, Charisma/Appearance
Deep Diving	2	5	Dexterity/Balance, Constitution/Health
Engineering	4	5	Intelligence/Reason, Wisdom/Intuition
Etiquette	2	8	Charisma/Appearance, Wisdom/Intuition
Fire-building	2	8	Wisdom/Intuition, Intelligence/Reason
Fishing	3	6	Wisdom/Intuition, Intelligence/Knowledge
Gaming	2	5	Wisdom/Intuition, Intelligence/Knowledge
Heraldry	2	8	Intelligence/Knowledge
Leather working	3	7	Intelligence/Knowledge, Dexterity/Aim
Mining	5	5	Wisdom/Intuition, Strength/Stamina
Modern languages	2	9	Intelligence/Knowledge
Musical Instrument	2	7	Charisma/Leadership
Navigation	3	6	Intelligence/Knowledge, Wisdom/Intuition
Orienteering	3	7	Intelligence/Knowledge, Wisdom/Intuition
Painting	2	7	Dexterity/Aim, Wisdom/Intuition
Pottery	3	7	Dexterity/Aim
Riding, Airborne	4	5	Wisdom/Willpower, Dexterity/Balance
Riding, Land	2	8	Wisdom/Willpower, Dexterity/Balance

Rope Use	2	8	Dexterity/Aim, Wisdom/Intuition
Sculpting	2	5	Dexterity/Aim, Wisdom/Intuition
Singing	2	5	Charisma/Leadership
Seamanship	3	8	Wisdom/Intuition, Dexterity/Balance
Stonemasonry	4	5	Strength/Stamina, Wisdom/Intuition
Swimming	2	9	Strength/Stamina
Tailoring	3	7	Dexterity/Aim, Intelligence/Reason
Weather Knowledge	2	7	Wisdom/Intuition
Weaving	3	6	Intelligence/Reason, Dexterity/Aim

PRIEST

Proficiency	**Cost***	**Initial Rating**	**Ability**
Ancient History	3	6	Wisdom/Intuition, Intelligence/Knowledge
Ancient Languages	4	5	Intelligence/Knowledge
Astrology	3	5	Wisdom/Intuition, Intelligence/Knowledge
Healing	4	5	Wisdom/Intuition, Charisma/Leadership
Herbalism	3	6	Intelligence/Knowledge, Wisdom/Intuition
Local History	2	8	Intelligence/Knowledge, Charisma/Appearance
Reading/Writing	2	8	Intelligence/Knowledge
Religion	2	6	Wisdom/Intuition
Spellcraft	3	7	Intelligence/Reason

Table 45: Nonweapon Proficiency Groups (continued)

ROGUE

Proficiency	**Cost***	**Initial Rating**	**Ability**
Ancient History	3	6	Wisdom/Intuition, Intelligence/Knowledge
Appraising	2	8	Intelligence/Reason, Wisdom/Intuition
Blind-fighting	4	NA/6	Wisdom/Intuition, Dexterity/Balance
Cryptography	3	6	Intelligence/Reason, Wisdom/Intuition
Disguise	4	5	Wisdom/Intuition, Charisma/Leadership
Forgery	3	5	Dexterity/Aim, Wisdom/Willpower
Gem Cutting	3	6	Dexterity/Aim
Juggling	3	7	Dexterity/Aim
Jumping	2	8	Strength/Muscle, Dexterity/Balance
Local History	2	8	Intelligence/Knowledge, Charisma/Appearance
Reading Lips	3	7	Intelligence/Knowledge, Wisdom/Intuition
Set Snares	3	6	Dexterity/Aim, Wisdom /Intuition
Tightrope Walking	3	5	Dexterity/Balance
Throwing	2	8	Dexterity/Aim, Strength/Muscle
Tumbling	3	7	Dexterity/Balance, Strength/Muscle
Ventriloquism	4	5	Intelligence/Knowledge, Charisma/Leadership

WARRIOR

Proficiency	Cost*	Initial Rating	Ability
Animal Lore	3	7	Intelligence/Knowledge, Wisdom/Intuition
Armorer	5	5	Intelligence/Knowledge, Strength/Muscle
Blind-fighting	4	NA/6	Wisdom/Intuition, Dexterity/Balance
Bowyer/Fletcher	5	6	Intelligence/Knowledge, Dexterity/Aim
Charioteering	4	5	Dexterity/Balance, Wisdom/Willpower
Endurance	2	3	Constitution/Fitness
Hunting	2	7	Wisdom/Intuition
Mountaineering	4	7	Strength/Stamina, Wisdom/Willpower
Running	2	5	Strength/Stamina, Constitution/Fitness
Set Snares	4	8	Dexterity/Aim, Wisdom/Intuition
Survival	3	6	Intelligence/Knowledge, Wisdom/Willpower
Tracking	4	7	Wisdom/Intuition
Weaponsmithing	5	5	Intelligence/Knowledge, Dexterity/Aim

WIZARD

Proficiency	Cost*	Initial Rating	Ability
Ancient History	3	6	Wisdom/Intuition, Intelligence/Knowledge
Ancient Languages	4	5	Intelligence/Knowledge
Astrology	3	5	Wisdom/Intuition, Intelligence/Knowledge
Astronomy	2	7	Intelligence/Knowledge
Cryptography	3	6	Intelligence/Reason, Wisdom/Intuition
Gem Cutting	3	6	Dexterity/Aim
Herbalism	3	6	Intelligence/Knowledge, Wisdom/Intuition
Reading/Writing	2	8	Intelligence/Knowledge
Religion	2	6	Wisdom/Intuition
Spellcraft	3	7	Intelligence/Reason

*Cost in character points

Table 46: Traits

Trait	Character Point Cost
Allure	4
Alertness	6
Ambidexterity	4
Animal Empathy	4
Artistic Ability	4
Climate Sense	4
Double-jointed	4
Empathy	4
Fast Healer	6
Glibness	4
Impersonation	5
Inherent Immunity/Poison	6

Inherent Immunity/Disease	5
Inherent Immunity/Cold	4
Inherent Immunity/Heat	5
Internal Compass	5
Keen eyesight	5
Keen Hearing	5
Keen Smell	6
Keen Taste	4
Keen Touch	4
Light Sleeper	5
Lucky	6
Music/Singing	5
Music/Instrument	4
Obscure Knowledge	4
Precise Memory	4

Table 44: Ability Modifiers to Proficiency Scores

Ability/ Subability	Proficiency Modifier
3	–5
4	–4
5	–3
6	–2
7	–1
8–13	0
14	+1
15	+2
16	+3
17	+4
18+	+5

Weapon Proficiency Slots

Class	Character Point Cost per Slot
Warrior	2
Rogue	3
Priest	3
Wizard	3

Table 47: Disadvantages

	Character Point Bonus	
Disadvantage	**Moderate**	**Severe**
Allergies	3	8
Bad Tempered	6	—
Bruise Easily	8	—
Clumsy	4	8
Colorblind	3	—

Compulsive Honesty	8	—
Cowardice	7	15
Deep Sleeper	7	—
Fanaticism	8	—
Greed	7	—
Irritating Personality	6	—
Lazy	7	—
Powerful Enemy	10	—
Phobia: Crowds	4	10
Phobia: Darkness	5	11
Phobia: Enclosed Spaces	5	11
Phobia: Heights	5	10
Phobia: Magic	8	14
Phobia: Monster (specific)	4	9
Phobia: Snakes	5	10
Phobia: Spiders	5	10
Phobia: Undead	8	14
Phobia: Water	6	12
Tongue-tied	6	—
Unlucky	8	—

Table 48: Weapon Proficiency CP Costs

Class	Cost
Warrior	2
Rogue	3
Priest	3
Wizard	3

Purchasing Weapon Proficiencies Out of Class

Character Class	Class Weapon is From	Character Point Cost
Rogue	Warrior	4
Priest	Warrior	4
Wizard	Rogue	5
Wizard	Warrior	6

Warriors can purchase a proficiency in any single weapon at a cost of 2 character points.

Table 50: Nonproficiency Attack Penalties

Class	Nonproficiency	Familiarity
Warrior	–2	–1
Wizard	–5	–3
Priest	–3	–2
Rogue	–3	–2
Psionicist	–4	–2

Nonclassed NPC	–4	–2

Table 51: Shield Proficiency Effects

Shield Type	AC Bonus	#Attackers
Buckler	+1	One
Small	+2	Two
Medium	+3	Three
Body	+3/+4 vs. missiles	Four

Table 52: Fighting Styles by Character Class

Fighting Style	Eligible Classes
One-handed Weapon	All
Weapon and Shield	Warriors, Priests
Two-handed Weapon	Warriors, Priests, Mages
Two Weapon	Warriors, Rogues
Missile	Warriors, Rogues
Horse Archer	Warriors, Rogues
Thrown Weapon	All
Special*	Varies

* This category includes styles specific to certain weapons and/or cultural backgrounds. Examples include the net and trident style used by some Roman gladiators, or the twin sais of a skilled ninja.

Two Weapon Style

The proficiency slot spent to specialize in this difficult style requires 1 additional character point when it is first acquired—except for rangers, who can buy it for the same cost as any other fighting style specialization.

Designating a Weapon of Choice

Character Class	Character Point Cost
Warrior	2
Rogues	3
Priests	3
Wizards	4

Gaining Proficiencies in Weapon Groups, Warriors Only

Character Point Cost	Group
4	tight
6	broad

Table 53: Gaining Weapon Specialization

Character Class	Character Point Cost	Minimum Level
Fighter	2	1

Multi-class Fighter	4	2
Ranger/Paladin	4	3
Priest	6	5
Rogues	8	6
Wizards	10	7

Gaining Weapon Expertise

Character Class	Character Point Cost*
Warrior	2
Rogues	4
Priests	4
Wizards	5

* The character point cost is reduced by 1 if the character elects to gain an expertise with his weapon of choice.

Table 54: Gaining Weapon Mastery

Character Class	Character Point Cost	Minimum Level
Fighter	2	5
Multi-class Fighter	8	6
Ranger/Paladin	8	7

Buying Character Points

Characters can buy character points with wealth. Exchanging one-third of a character's money nets 1 point. At the DM's discretion, up to 3 point can be gained this way.

Gaining Character Points

Each time a character gains an experience level, he also gains 3 to 5 character points—at the DM's discretion—that can be used on weapon and nonweapon proficiencies or saved for use during the game.

1d12 for hit points 47

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