

Great Classes & Kits Netbook

Tome 1

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Introduction

Disclaimer

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Section 1: New classes

Adept

The Adept: the multi-class version of a human.

Ability Requirements: Str 13, Int 14, Wis 12

Prime requisite: Intelligence

Races allowed: Human only.

Adepts combine the skills of a fighter, mage, and cleric. They may advance slowly, but they usually advance faster than a multiclassed demihuman.

Adepts can wear armor, up to chain mail (AC 5), and may not use shields. They may use any weapon, but may not specialize. They can use almost any magic item usable by mages and clerics, with a few exceptions.

Abilities: they have the fighter abilities of exceptional strength and the constitution bonuses of fighters. At 1st level, they may cast spells from both mage and cleric spell lists, gaining spells for each. Although they can specialize in a school of magic and a sphere of cleric spells, they can continue to use spells from opposing schools. However, they gain no Wisdom- bonus spells. They often combine the two specialties into one broad area of expertise, such as healing\necromancer or combat\invoker. Priest specialties are usually not in some limited spheres such as astral or creation, as there are not very many spells to be specialized in. There are no wild mage or elemental adept.

The main drawback to all this is that they can only cast spells from one school and sphere each, which are announced at 1st level, and must be the adept's specialties. Adepts study for both their mage and cleric spells, having spellbooks for each. They gain both types by the mage progression table on p.30 of the PHB. They gain a set of mage spells and a set of cleric spells (giving a maximum of four spells, two each, to a 1st level adept).

As adepts gain weapon proficiencies, as a fighter, they gain new spheres or schools with them, one for every new weapon prof. gained. In addition, they may use nonweapon proficiency slots to learn more. Although they cannot specialize in a weapon, they can fight with two, at the standard penalties. They cannot turn or command undead, other than what they animate themselves.

Level data follows.

Level	Hit dice (d8)	Experience
1	1	0
2	2	3000
3	3	6000
4	4	12,000
5	5	25,000
6	6	50,000
7	7	90,000
8	8	150,000
9	9	250,000
10+	+2 hp\lvl.	+300,000\lvl.

Proficiencies: initially 2\4

1\1 additional at level 3 multiples

Alignment: must be neutral.

Philosophy

The fact that adepts acquire cleric spells independently of a deity often disillusiones them to religion, and earns the enmity of priests of the faith, who consider adepts sacrilegious or blasphemous. Since the gods let adepts live in the world, this prejudice would seem unfounded. How adepts learn priest spells is unknown, but it is speculated that a god who has no demands or some other power grants the spells or the power in the written formulae in adepts' spellbooks.

A selection of priest spells work differently or not at all for adepts. All of their priest spells lack religious components, such as holy items as material components. The spells noted as changed thus far are noted: combine: only works with other adepts, but it extends to mage spells. imbue w\spell ability: extends to mage spells. non-functional: augury, divination, atonement, commune, magic font, quest, forbiddance, exaction, and holy word.

Adepts can research spells for both types of spells. Their priest spells are written down in a special written language, called Denarian (the source of the name is reputed to be either a nation's or a man's). All adepts must take this language (read, write, and speak costs one slot). Its knowledge is guarded and kept to non-adepts. Mages and priests cannot decipher the written or spoken form, either with magic or without, and divine intervention has not helped. Protective magic placed on adepts in training prevents any attempt to reveal its knowledge. It can only be taught.

Adepts, being shunned when revealed to the religious, pass themselves off as dual-class fighter mages or half-elves, and may even dress as a priest if needed. The religion nonweapon proficiency tends to be useful. Other than religion-oriented items, they can make almost any enchanted item, and can usually simulate such effects well enough to deceive religious types. They can use almost anything that doesn't get too picky about who uses it.

Adventurer

The adventurer is a quite common class, very well adapted to the adventuring life. Adventurers can fight well, perform a few thief abilities and cast a few magical spells when needed. They are a very welcome addition to any adventuring party. Adventurers are a sub-class of warrior. They fight and make their saving throws as warriors. They can not use armor heavier than the chain mail because it would hinder too much their thieving abilities. Adventurers can use any weapon.

Adventurers Level Progression Table

Level	Experience Points	Hit Points	AC bonus	Mage Spells	
				1	2
1	0-2000	1d8	0	-	-
2	2001-4000	2d8	0	-	-
3	4001-9000	3d8	0	-	-
4	9001-20000	4d8	0	-	-
5	20001-45000	5d8	-1	1	-
6	45001-100000	6d8	-1	2	-
7	100001-175000	7d8	-1	2	1
8	175001-300000	8d8	-1	2	2
9	300001-500000	9d8	-1	2	2
10	500001-750000	9d8+2	-2	2	2
	+250000 XP / Lvl.	+2 / Lvl.	-1 / 5 Lvl.		

The thief abilities of adventurers are: hear noise, hide in shadows, move silently, open locks, read languages and find/remove traps. At first level, the base percentage of these abilities is:

Hear Noise: 15%
Hide in Shadows: 5%

Move Silently:	10%
Open Locks:	10%
Read Languages:	0%
Find/Remove Traps:	5%

They have 50 discretionary points to add to these abilities (not more than 25% in each). At every level thereafter, they gain 20 additional points (max 10% increase in each). They have a bonus to armor class that is improving along with the levels, due to special defense techniques that is part of their training. At first level, they have 3 weapon and 3 non-weapon proficiencies and they gain one of each every three levels afterwards. They can be of any alignment. The requirements for becoming an adventurer are not stringent, strength, dexterity and intelligence of 9. Any result of 47 or more in those three abilities grants the adventurer a 10% bonus on experience points.

Adventurers can be human, elven or half-elven.

Anti-Paladin

Ability Requirements: Strength 13, Constitution 11, Wisdom 13

Prime Requisites: Strength

Races Allowed: Human

The Anti-Paladin represents everything that is mean, low, and despicable in the world. No act of treachery is too base, no deed of violence too vile for him. Thoughtless cruelty, sheer depravity and senseless bloodshed are his hallmarks: Chaotic and Evil deeds are, in fact, his very lifeblood.

Only a human may become an anti-paladin. He must have minimum ability scores of Strength 13, Constitution 11, and Wisdom 13. Strength is the prime requisite of the anti-paladin. An Anti-paladin must be chaotic evil in alignment and must always remain chaotic evil. An anti paladin who changes his alignment deliberately loses all of his powers and, unless the situation is extreme, is instantaneously slain by his patron deity. He can use any weapon and wear any type of armor.

An anti-paladin who has a Strength score of 16 or more gains a 10 percent bonus to the experience points he earns. An anti-paladin with a Charisma of 3 or 18 has a 25% chance of exceptional Charisma. If his Charisma is exceptionally low, he can cause fear once per day. If his Charisma is exceptionally high, he can charm monster once per day.

The anti paladin finds solace in chaos and evil. If he ever knowingly and sincerely performs acts that aid the forces of law and good, he is immediately stripped of all power and authority in his church, and then vanishes into nothingness, in a great mote of shadow and the sound of wailing souls.

An anti-paladin has the following special benefits:

An anti-paladin receives a +2 bonus to all saving throws. An anti-paladin is immune to all forms of disease. that certain magical afflictions-lycanthropy and mummy rot-are curses and not diseases.

An anti-paladin can heal or harm by laying on hands. The Anti-paladin restores 2 hit points to himself per experience

level, or remove 2 hit points per level from someone else, or one point of damage per level if the victim makes a saving throw versus death. He can do only one or the other, not both, once per day.

An anti paladin can cause diseases of all sorts (though not cursed afflictions such as lycanthropy). The anti-paladin is a "carrier," with the ability to transmit the disease of his choice to the character of his choice by touch alone, provided the victim fails a saving throw versus death. This can be done only once per week for each five levels of experience (once per week at levels 1 through 5, twice per week at levels 6 through 10, etc.)

An anti-paladin is surrounded by an aura of protection with a 10-foot radius. Within this radius, all summoned and specifically good creatures suffer a -1 penalty to their attack rolls, regardless of whom they attack. Creatures affected by this aura can spot its source easily, even if the anti-paladin is disguised. An anti-paladin can backstab as a thief of equal level. (See table 30, page 40, PHB.)

An anti-paladin is a master of poisons, knowledgeable in both their use and manufacture. Each level, the anti-paladin rolls 1d4 and adds to it his level to determine which new poison he has mastered (on the table below). If the anti-paladin already has mastered the poison rolled, he gains no new poison at that level. If the roll is 18 or higher, the anti-paladin may choose any poison on the list. One mastered, the anti-paladin can make a single application of the poison every day, using easily obtainable materials. The methods of application are presented in Chapter 9: Combat in the Dungeon Master's Guide.

Anti-Paladin Poison Table

Die roll	Class	Method	Onset	Strength
2	A	Injected	10-30 min.	15/0
3	B	Injected	2-12 min.	20/1-3
4	C	Injected	2-5 min.	25/2-8
5	D	Injected	1-2 min.	30/2-12
6	E	Injected	Immediate	Death/20
7	F	Injected	Immediate	Death/0
8	G	Ingested	2-12 hours	20/10
9	H	Ingested	1-4 hours	20/10
10	I	Ingested	2-12 min.	30/15
11	J	Ingested	1-4 min.	Death/20
12	K	Contact	2-8 min.	5/0
13	L	Contact	2-8 min.	10/0
14	M	Contact	1-4 min.	20/5
15	N	Contact	1 minute	Death/25
16	O	Injected	2-24 min.	Paralytic
17	P	Injected	1-3 hours	Debilitative

18+ Player's Choice

An alternate table might look like this:

Die Roll	Class	Method	Onset	Strength
2	O	Injected	2-24 min.	Paralytic
3	P	Injected	1-3 hours	Debilitative
4	A	Injected	10-30 min.	15/0
5	G	Ingested	2-12 hours	20/10
6	K	Contact	2-8 min.	5/0
7	B	Injected	2-12 min.	20/1-3
8	H	Ingested	1-4 hours	20/10
9	L	Contact	2-8 min.	10/0
10	C	Injected	2-5 min.	25/2-8
11	I	Ingested	2-12 min.	30/15
12	M	Contact	1-4 min.	20/5
13	D	Injected	1-2 min.	30/2-12
14	F	Injected	Immediate	Death/0
15	J	Ingested	1-4 min.	Death/20
16	E	Injected	Immediate	Death/20
17	N	Contact	1 minute	Death/25

18+ Player's Choice

An anti-paladin using an unholy sword projects a circle of power 30 feet in diameter when the sword is unsheathed and held. This power dispels hostile magic of a level up to the anti-paladin's experience level. (An unholy sword is a very special weapon; if your anti-paladin acquires one, the DM will explain its other powers.)

An anti-paladin gains the power to control undead, devils, and demons when he reaches 3rd level. He affects these monsters the same as he does an evil cleric two levels lower-e.g., at 3rd level he has the controlling power of a 1st-level evil cleric. See the section on priests for more details on this ability.

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

An anti-paladin can cast priest spells once he reaches 9th level. He can cast only spells of the combat, divination, healing, and protective spheres, usually in their reversed forms. (Spheres are explained in the priest section.) The acquisition and casting of these spells abide by the rules given for priests.

The spell progression and casting level are listed in table 17a. Unlike a priest, the anti-paladin does not gain extra spells for a high Wisdom score. The anti-paladin cannot cast spells from clerical or druidical scrolls nor can he use priest items unless they are allowed to the warrior group.

Anti-Paladin spell progression

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

* Maximum spell ability

An anti-paladin may not own more than 10 magical items. Furthermore, these may not exceed one suit of armor, one shield, four weapons (arrows and bolts are not counted), and four other magical items. If this ever does exceed said limits, church hierarchy will come after him to "pay up".

An anti-paladin never retains wealth. He may keep only enough treasure to support himself in a modest manner, pay his henchmen, men-at-arms, and servitors a "reasonable rate", and to construct or maintain a small castle or keep (funds can be set aside for this purpose). All excess must be donated to the church. This money can never be given to another player character, or to an NPC controlled by a player.

An anti-paladin must tithe to whatever uncharitable religious institution of chaotic evil alignment he serves. A tithe is 10% of the anti-paladin's income (but may be more), whether coins, jewels, magic items, wages, rewards, or taxes. It must be paid as soon as possible, but quickly, or else.

An anti paladin may only employ evil henchmen (or those who act in such a manner when alignment is unknown).

Anti-paladins can build castles, forts, or strongholds, but do not gain any special followers by doing so, until 9th level.

At 9th level, an anti-paladin attracts 1d20 followers. These followers might be normal humans, but they are often monsters or even undead. Following table can be used to determine these or your DM may assign specific followers.

Anti-Paladain's followers

Die Roll	Follower
01-05	Fighter (human)
06-07	Fighter (dwarf)
08	Fighter (halfling)
09-10	Fighter (half-orc)
11	Fighter (half-ogre)
12	Fighter (drow)*
13-17	Thief (human)
18	Thief (dwarf)
19	Thief (halfling)
20-23	Thief (half-orc)
24	Thief (drow)*
25-30	Cleric (human)*
31	Cleric (dwarf)*
32	Cleric (halfling)*
33	Cleric (half-orc)*
34	Cleric (half-ogre)*
35-36	Cleric (drow)*
37-45	Wizard (human)*
46-48	Mage (drow)*
49-54	Goblin
55-58	Orc
59-60	Hobgoblin
61-62	Gnoll
63	Ogre
64	Troll
65	Giant*
66-71	Skeleton**
72-77	Zombie**
78-79	Ghoul**
80-81	Shadow**
82	Wight**
83-84	Ghast**
85	Wraith**
86-87	Mummy**
88	Spectre**
89	Ghost**
90	Baatezu*,**
91	Tanar'ri*,**
92	Fighter/thief (half-orc)
93	Fighter/thief (dwarf)
94	Fighter/thief (halfling)
95	Fighter/thief (drow)*

96	Fighter/mage (drow)*
97	Fighter/mage/thief(drow)*
98	Mage/thief (drow)*
99	Cleric/thief (half-orc)*
00	Other monster (chosen by the DM)

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

** These creatures are only gained as followers when the anti-paladin has built a stronghold, which they are confined to thereafter.

Of course, your DM can assign particular creatures, either choosing from the list above or from any other source. He can also rule that certain creatures are not found in the region. These followers arrive over the course of several months. Often they are encountered during the anti-paladin's adventures (allowing you and your DM to role-play the initial meeting). While the followers are automatically "loyal" and "friendly" to the anti-paladin, their future behavior depends upon the anti-paladin's treatment of them (normally harsh treatment). In all cases, the anti-paladin does not gain any special method of communicating with his followers. He must either have some way of speaking to them or they simply mutely accompany him on his journeys.

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

Archer

The principal attributes of an archer are strength and dexterity, both of which must be 15 or better. Intelligence, wisdom, and charisma must all be at least 6, and constitution at least 9.

Archer-Rangers require even higher intelligence, wisdom, and constitution - a minimum of 14 in each. Archers and archer-rangers whose strength and dexterity are both 16 or better gain an additional 10% to earned experience.

While archers may be of any alignment, archer-rangers must be any good alignment, just as rangers.

Archers can be human, elf, half-elf, half-orc, as well as some other races. Humanoids are limited in level as an archer as follows: Orcs can become 3rd-level archers, hobgoblins can become 4th-level archers, and gnolls may advance as high as 5th-level archers. Kobolds, goblins, dwarves, gnomes, and halflings cannot become archers. Only humans and half-elves can become archer-rangers.

Archers and archer-rangers use 8-sided dice for figuring hit points. At first level, two eight-sided dice are rolled, just as for the ranger class. All archer-classes add two hit points per level after the ninth.

All archers may use a wide selection of armors, but the use of plate armor will negate an archer's "to-hit" bonuses, and thus an archer will almost always decline to use this type of armor. A shield may be carried, but obviously it must be set aside when arrows are to be fired.

Archers have a great selection of weapons available, but this selection is not as great as that of a fighter. They may use, in addition to their bow, the following weapons: swords of any type, daggers/knives of any type, axes of any type, spear or javelin, darts, or scimitar. Archers rarely use blunt weapons in the mace/hammer category. Archers do not use pole arms except for the throwing spear. It is very rare for an archer to use a short bow, or any type of crossbow, as archers gain no bonuses to-hit or damage when using either of these weapons.

Archers and archer-rangers have the same saving throws as fighters, and they attack from the same tables. All archers begin with two weapons: a bow, and almost always some type of sword. Thereafter, they add one weapon for every three levels gained. However, their non-proficiency level is -3, not -2.

All archers make attacks at 1/1 through the 8th level. At the 9th through 15th levels, they attack at 3/2. At 16th level and higher, they get 2/2. At 7th level and above, archers fire arrows at 3/1 instead of just 2/1. All archers employ those magic items usable by all classes, plus many other items as well. A magic bow/arrow operates at +1 (To-hit and damage. -- ED.) in any archer's hands, over and above any bonuses the archer already has. However, elven archers do not gain this +1 because of their smaller than human size. (The DM may choose to ignore this rule for elves 5'10"/160 lbs. and up. -- ED.)

At ninth level, an archer can establish a freehold, just as a fighter can. (Player's Handbook, pg. 22. -- ED.) However, archer-rangers cannot build such a freehold. (Player's Handbook, pg. 25 -- ED.)

The following applies only to archer-rangers. In melee, archer-rangers gain +1/level damage vs. "giant class" creatures, just as rangers do. An archer-ranger is as stealthy as a ranger, and is able to track just like a ranger does. An archer-ranger attracts a body of 2-24 (2d12) followers, just as a ranger does. However, archer-rangers gain only druid spells, except for some very specific magic-user spells (outlined below) for both archers and archer-rangers. Druid spells are gained at 8th level, and follow the charts given for rangers. An archer-ranger does not gain any special advantage from non-written magic items pertaining to clairaudience, clairvoyance, ESP, and telepathy, such as a ranger can do.

All archers can learn some magic-user spells, but to do this, intelligence must be of 9 or better. When the spell is to be taught by a magic-user to the archer, the archer must make a check to see if he can learn it, just as a magic-user must. Failure to succeed on this check forever negates any chance of learning that particular spell. Archers cannot read spells from scrolls in any case, and they can never learn to write their own scrolls.

Archers may use certain spells, beginning at the 7th level of ability. The number of spells usable and the list from which the archer may choose from changes as the archer's level increases:

Level	# gained	Possible spell list
7 th -8 th	one	Magic Missile, Shield
9 th -10 th	two	Strength, Mirror Image, plus above
11 th -12 th	three	Flame Arrow, Prot. vs. Normal Missiles, plus above
13 th and up	four	Enchanted Weapon (bows and arrows only), plus above

I suggest using some of the spells out of the other books [such as *Unearthed Arcanum*] such as Flaming Sphere, Melf's Acid Arrow, and Melf's Minute Meteors.

At 3rd level, any archer can make arrows for his bow, assuming the proper raw material is at hand. The archer can craft up to 12 arrows in an 8-hour day. At 5th level, any archer can make a long, composite, or great bow. This process takes 9-15 (d6+8) days, and assumes raw materials are on hand. A crude bow that is -2 to-hit and from which the archer gains no bonuses can be crafted by an archer in less than an hour.

An archer's major attribute is an enhanced ability to-hit and damage with bow and arrow. This bonus applies only if the archer is not wearing any "plate" type armor. The bow and arrow must be well-crafted. The bonus applies to any human-sized target, and relative motion of archer and target. Bonuses to-hit and damage are awarded at each level gained by the archer. Remember, also, that a +1 bow is +2 in an archer's hands, over and above any bonuses given in this article. The same "extra +1" is true for arrows.

Archers use the range of "point-blank" in addition to the normal ranges. For an archer, point-blank range is 10-50 feet. Other ranges remain the same. Note: These bonuses are only for non-exceptionally strong characters. They use another table in-addition to this one, both of which are given hereafter.

No matter how well an archer is capable of shooting, a roll of 1 on the to-hit die is always a miss (normal missile firing troops miss on a 1 or a 2).

All archers, and optionally any trained figure with a long, composite, or great bow can also do extra damage and gain greater accuracy through the use of physical strength. This can only be done by the use of specially made bows and arrows with a greater "pull". Short bows and any type of crossbow can never be used for this purpose. Such a bow must be crafted by an archer, archer-ranger, or an elven bowmaker of at least 6th level as an archer or fighter. Proper "long arrows" must be crafted by an archer, archer-ranger, or elven fletcher of at least 4th level. Ordinary fletchers can only make normal arrows.

Bonus to-hit/damage at given ranges

Archer Level	Point-Blank		Short		Medium		Long	
	Hit	Dam.	Hit	Dam.	Hit	Dam.	Hit	Dam.
1	+1							
2	+1	+1	+1					
3	+2	+1	+1	+1				
4	+2	+2	+1	+1	+1			
5	+3	+2	+2	+1	+1	+1		
6	+3	+3	+2	+2	+1	+1	+1	
7	+4	+3	+3	+2	+2	+1	+1	
8	+4	+4	+3	+3	+2	+2	+1	+1
9	+5	+4	+4	+3	+3	+2	+2	+1
10	+5	+5	+4	+4	+3	+3	+2	+2
11	+6	+5	+5	+4	+4	+3	+2	+2
12	+6	+6	+5	+5	+4	+4	+3	+2
13	+7	+6	+6	+5	+5	+4	+3	+2
14 and up	+7	+7	+6	+6	+5	+5	+3	+3

The strength bonuses apply only to point-blank and short ranges. Full strength bonuses apply as given in the Player's Handbook will apply: +3 to-hit and +6 damage are the maximum bonuses allowed due to strength. Girdles of Strength will not provide a further bonus for this purpose. At short range, the bonus to-hit and damage due to strength is halved from the amount of the bonus at point-blank range. Fractions are dropped. This bonus for strength is in addition to an archer's bonuses for level skill.

The strength of an archer or archer-ranger may also allow for an expansion of the long range of a bow. Only specially made bows will give greater range. Only the top end of the long range category is expanded. Given below are the ranges for each type of bow allowed to an archer, archer-ranger, or strong fighter, according to the strength of the player character. Remember, the bow and arrows must be special.

All ranges in feet.

Strength	Point-blank	Short	Medium	Long Composite	Long Bow	Great Bow
9-15	10-50	51-210	211-420	421-630	421-630	421-630
16				421-630	421-640	421-630
17				421-640	421-650	421-640
18 01-50				421-650	421-670	421-660
18 51-75				421-650	421-680	421-660
18 76-90				421-660	421-690	421-660
18 91-99				421-660	421-700	421-660
18 00 and up				421-670	421-720	421-660

Only archers and archer-rangers who reach the 8th level (or above) can craft arrows that can later be magicked to become Arrows of Slaying. The magic must be accomplished by a magic-user with the following spells: Enchant An Item, Wish, and Trap The Soul. Fresh blood from the figure type to be slain must be on hand.

Archer/Archer-Ranger Experience Table

Experience Point	Experience Level	HD (D8)	Level Title
0-2500	1	2	Bowman
2501-5000	2	3	Master Bowman
5001-11,000	3	4	Fletcher
11,001-22,000	4	5	Master Fletcher
22,001-42,500	5	6	Bowyer
42,501-92,500	6	7	Master Bowyer
92,501-162,500	7	8	Sharpshooter
162,501-287,500	8	9	Arrowsmith
287,501-512,500	9	10	Archer
512,501-850,000	10	10+2	Archer Esquire
850,001-1,187,500	11	10+4	Archer Knight
1,187,501-1,525,000	12	10+6	Archer Lord
1,525,001-1,862,500	13	10+8	Archer Master
1,862,501-2,200,000	14	10+10	Archer Grandmaster
+340,000	14+	+2	

It is not uncommon for archer-rangers to have a double title, such as Fletcher-Scout, or Ranger-Archer. Note that the Ranger class is given first. Any individual might only state part of his title. Note that the experience points necessary for each level are off the same table for either an Archer or an Archer-Ranger.

By the way, Errol Flynn's Robin Hood was an Archer-Grandmaster, and not a thief of any type. Consider his stats as follows:

Str: 16 14th level Archer-Grandmaster
 Int: 17 Leather Armor +2 (AC 6, AC 2 with Dex. bonuses)
 Wis: 15 Hit points: 110
 Dex: 18
 Con: 18 Long Sword +2
 Cha: 17 Long Bow +3

Assassin

Ability : Dex 11
 Requirements : Int 11, Str 12

Prime : Dex
 Requisites : Int

Races : Human: any evil
 Alignments : Half Evil-Demihuman: Any non-good (includes 1/2 Orc, 1/2 Drow, 1/2 Goblin, etc.)

Experience : As Rogue
 Hit Dice : As Rogue
 Saving Throws : As Rogue
 Thac0 : As Rogue

Armor : None allowed
 Weapons : All allowed

Class Abilities

1. Backstab as Thief (Table 30).
2. Thieving Skills, with 40 initial percentage points and 20 for each level above first; Base scores shown in table A below, including all modifications except Dexterity (Table 28) and race, table B below.
3. Percentage chance of Critically Hitting (but not Critically Fumbling) increased by Backstab Multiplier (Table 30) in general melee, by Backstab Multiplier plus one on surprise attacks.
4. Innate Disguise ability. This ability is always active when the character is conscious or merely asleep, it is inactive if a character is slain or knocked unconscious. The disguise is similar in general effect to that produced by a Hat of Disguise, but has the following properties: a) it can only be changed one time per day per character level, b) it has a 5% chance per character level of duplicating a given individual, c) suspicion about the disguise will result in its being seen through (although its unique nature will not usually be revealed) with a probability equal to 50% plus 5% times (suspector's level - character level), and d) it will otherwise only be revealed by True Seeing and similar magics, and does not radiate magic. A change in Disguise takes one full round to complete. The character can always revert to his or her own appearance whenever allowed to change.
5. Poison use is allowed, but no special bonuses or abilities with regards to such use are gained.
6. Scroll use as per the Thief class.

Notes

Human characters of this class are Evil because they must essentially sell their souls to an Evil god to gain the special Disguise ability. Note that this arrangement is generally binding and non-reversible. In the Forgotten Realms, gods offering this include: Bhaal, Beshaba, Cyric, Loviatar, Malar, Mask, Myrkul, and Talona. Half Evil-demihumans, having no souls, derive this power from the Evil-demihuman half of their spirit.

This class assumes use of the critical hit system in Best of Dragon V (from Dragon #39, July 1980), where the percent chance to crit is the difference between the net to-hit roll and the actual number needed to hit. This is the percentage affected by the multiplier. Table numbers above refer to the AD&D second edition Player's Handbook.

Table A: Base scores for Thieving Skills

Pick Pockets	5%
Open Locks	10%
Find/Remove Traps	10%
Move Silently	20%
Hide in Shadows	20%
Detect Noise	15%
Climb Walls	70%

Read Languages	0%
----------------	----

Table B: Modifications for Race

Skill	1/2 Orc	1/2 Drow
PP	- 5%	+10%
OL	+ 5%	--
F/RT	+ 5%	--
MS	--	+10%
HS	--	+10%
DN	+ 5%	--
CW	+ 5%	--
RL	-10%	--

Bandit

Description: A bandit is a type of rogue, very similar to the thief, different because he devotes more time to the study of weapons. He is much more skilled in combat than a standard thief, but is no match for a fighter of the same level in direct combat. Bandits are most skilled as highwaymen and assassins, but are just as versatile as standard thieves.

Hit Dice: 1d8 hit points per level. High Constitution modifies hit points, up to a maximum of +2 hp/die for 16 or better Constitution.

THAC0: Improves at a rate of 2/3 levels.

Experience Points: Same as the ranger and paladin.

Weapons: Any.

Weapon Specialization: Yes, but the bandit must pay one extra slot to specialize.

Armor: Same as the thief. They can use shields, though shields reduce their chance of moving silently and hiding in shadows.

Weapon Proficiencies: initial 3, plus 1/3 levels

Nonweapon Proficiencies: initial 3, plus 1/4 levels

Alignment: Same as the thief.

Bandits do not gain the extra attacks that warriors gain at high levels, nor can they possess exceptional strength.

Thief Abilities

Bandits possess the same eight abilities as thieves, though they never gain the ability to read magic. They only get 40 points to spend on these abilities at first level, and 20 points at each additional level. The same restrictions apply to bandit abilities as to thief abilities. Also, if a rogue does not put points into an ability at first level, he can never develop that ability. Favorite bandit abilities are move silently and hide in shadows, with detect noise and find traps not far behind.

Assasination

This is similar to a thief's backstab ability, but can be made from any location, as long as the bandit has surprise. An assasination attack requires a hand-to-hand weapon, or martial arts ability. It's an attack with a +3 bonus to

attack rolls, which inflicts additional damage if it hits; double damage at first level, triple damage at sixth level, and quadruple damage at eleventh level. On a roll of 20, the victim must make a save vs. death magic or die instantly. A bandit can make only one assassination attack, after which the victim is aware of the bandit and not exceptionally vulnerable. This is a favorite of most bandits, but a few bandits don't develop this ability in favor of other skills. A bandit must choose to not develop his assassination ability before he begins play. Such a bandit gains 48 points at 1st level, and 24 points for each additional level.

Battle Priest

The battle priest is the strong arm of a church. Some war-god faiths rather have believers fight for their cause rather than mercenaries, that is the reason of the battle priest's existence. Battle priests are formed in their church as well as in a fighter's school. They also have access to priest spells, beginning at second level. They advance in levels at a slower rate than fighters or priests but they have the advantages of both.

Battle priests often go into adventuring simply because it's a good way to become powerful. War gods like to have powerful followers. Their adventures need not have a direct link to the cause of their faith but they will never go against it or they immediately lose their status and become 0-level characters. Due to its intensive combat training, the battle priest receives all the advantages of a fighter, attack table, exceptional strength, constitution bonus and specialization (includes double specialization). They can use all magic items usable for fighters and clerics.

Battle priests are alignment-bounded, their alignment has to be the same as their god. The battle priests can not associate, even momentarily, with anyone having a faith contradictory to his own (good vs. evil, law vs. chaos). If the battle priest is true neutral, he can not associate with people of extreme alignments (lawful good, chaotic evil, lawful evil, chaotic good). However, battle priests can be interrupted in their adventuring for a while because his church will join him if help is needed, the battle priest always answers these requests positively.

They can cast priest spells like a regular priest, but with one level of delay. A battle priest has his first spell on second level, behaves like a 2nd level priest at 3rd level,... They do not have power over undead. They can receive bonus spells for high wisdom just like regular priests. The minimum ability scores for becoming a battle priest are: strength, constitution and wisdom of 12. If these three total more than 47 points, the battle priest has a 10% experience bonus. Battle priest can only be human. They can not dual-class in a warrior or priest sub-class.

Battle priest level progression table:

Level	Experience Points	Hit Points
1	0-3250	1d10
2	3251-7000	2d10
3	7001-14000	3d10
4	14001-30000	4d10
5	30001-65000	5d10
6	65001-130000	6d10
7	130001-260000	7d10
8	260001-400000	8d10
9	400001-750000	9d10
10	750001-1100000	9d10+2
	+ 350000 XP / Lvl.	+2 / Lvl.

Brigand

The brigand usually comes from a harsh environment, an environment in which he has to fight often, not only thief. He can come from a urban settlement or from the wilderness. One of their most favoured method of attack is the ambush. A brigand knows how to ambush his enemies in a lot of different situations. When he planifies an ambush, everybody involved on his side will have +2 to hit to their first attack, that is, of course, if the brigand surprises the enemy.

The Brigand only leaves his gang rarely, so there are very few adventuring brigands. A player who wishes to be a brigand must find an appropriate reason for his character to leave his former group (he may be bored, he may be kicked out,...). Even if there are few of them adventuring, they are competent adventurers, due to their skills in both fighting and thievery. They fight better than regular thieves, due to their training, they fight as clerics.

Being a sub-class of the thief, they make their saving throws as thieves do. They are allowed any weapon but they tend to prefer one-handed and quick weapons, it is often important for a brigand to have the first strike. They will not wear armor heavier than the chain mail because it restricts mobility and it would hinder too much their thieving skills. They can use shields. Brigands can be neutral at best, they can not be lawful or good.

They are allowed the fighter's constitution and strength bonuses. They can also specialize (and double specialize) as normal fighters in a weapon, but it will always be a one-handed melee weapon. They can use all magic items that are designed for fighters. Their thief abilities are: Backstab, Climb Walls, Find/Remove Traps, Hear Noise, Move Silently, Open Locks and Pick Pockets. The base percentage of these abilities are:

Climb Walls:	60%
Find/Remove Traps:	5%
Hear Noise:	15%
Move Silently:	10%
Open Locks:	10%
Pick Pockets:	15%

At first level, they have 50 discretionary points to place in whichever ability they want (not more than 25 in each) and they gain an additional 25 points each level thereafter in which no more than half of the points may be placed in a single ability.

They initially have 3 weapon and 3 non-weapon proficiencies and they gain one of each every 3 levels. In the second edition, they can choose between the warrior, rogue and general group. The minimum required ability scores to be a brigand are: strength, dexterity and constitution which must be 12 each. If these three scores together exceed 47, the brigand receives a 10% experience bonus. Any race that can be a fighter or a thief can be a brigand but non-human level limits should be approximately 12. Human brigands may not be dual-classed with any rogue or warrior subclass. Non-human brigands can not be multi-classed with a rogue or warrior subclass.

Brigands level progression table

Level	Experience Points	Hit Points
1	0-2750	1d8
2	2751-5500	2d8
3	5501-12000	3d8
4	12001-27500	4d8
5	27501-55000	5d8
6	55001-100000	6d8
7	100001-200000	7d8
8	200001-350000	8d8
9	350001-625000	9d8
10	625001-900000	9d8+2
	+ 275000 XP / Lvl.	+2 / Lvl.

Combat Mage

Not liking the idea of a militant wizard in the second edition, I decided to make a special wizard sub-class. The combat mage's training is a mixture of magical and warfare training. He is able to sustain much more punishment than the average wizard. Although he can not wear armor, he can use more weapons than the regular wizard and fights better, too. The use of any slashing weapon does not hinder in any way his spell-casting ability. The combat mage has special saving throws, which are the best between the mage and the fighter class. See table next page.

Combat Mage Saving Throws

Level	Paralysis, Poison, Magical Death	Petrification Polymorph	Wands, Rods Staves	Breath Weapon	Spell
1-5	14	13	11	15	12
6-10	11	11	9	13	10
11-15	7	8	7	8	8
16-20	4	5	5	4	6
21 +	3	4	3	4	4

Combat Mages Level Progression Table

Level	Experience Points	Hit Points
1	0-3500	1d8
2	3501-7000	2d8
3	7001-15000	3d8
4	15001-30000	4d8
5	30001-60000	5d8
6	60001-125000	6d8
7	125001-250000	7d8
8	250001-425000	8d8
9	425001-850000	9d8
	+ 425000 XP / Lvl.	+ 2 h.p. / Lvl.

He fights like a psionist, that is, a bit better than regular wizards. Of course, for all its advantages, he has to suffer some disadvantages, his training being more taxing than the normal mages, he has to gain more experience points to rise in levels. The combat mage has access to the same spells as the regular mage.

At first level, they initially have 3 weapon and 3 non-weapon proficiencies. They gain 1 of each every four levels after the first (5, 9, 13,...). They can use the same magic items as wizards do. They roll 8-sided dice for determining their hit points. Any race that can be both a magic-user and a fighter can be a combat mage, with the corresponding level limitations as magic-user.

To be a combat mage, one needs at least strength 10 and intelligence 14.

Delver

The Delver is a expert adventurer. He is trained in the skills essential for solving mysteries and getting through obstacles while still keeping himself in one piece. While other classes are easily more powerful than the Delver in their respective fields, none of them are as widely qualified for over-all adventuring.

Requirements :

1. The Delver may be of any race, but not split-class.

2. Because of the physical and mental demands of the class, a Delver must have a minimum score of 9 in both dexterity and intelligence. A Delver with 15 or more in both dexterity and intelligence gains a 10% bonus to experience.

General details

1. Because of superior physical training, a Delver gets 1d8 hit points per level.
2. Because of an emphasis on self defense, Delvers are qualified combatants, and strike as clerics.
3. A Delver may train in any weapon available to thieves. They get 3 proficiency slots, and advance 1 slot per 4 levels.
4. Because of his many perks and abilities (see below) the Delver gets fewer non-weapon proficiencies than other classes (reflects all the advanced training they had to become Delvers). So a reasonable start is 2 initial non-weapon proficiencies slots, and advance 1 slot per 3 levels.
5. A Delver can wear any armor, but any armor better than studded leather will make the use of certain skills very hard if not impossible. They prefer to go without.
6. Delvers make saving throws as thieves.

Delver Skill Details

1. Delvers are trained to spot secret doors, and if actively looking, they will spot them 20% of the time (33% for elves and half-elves) and improve +5% for each level after first, up to a maximum of 80%.
2. Delvers are trained in first aid, and can bind themselves and their companions for 1d3+1 hit points at first level. The die for this increases by 1 for each odd level, thus: level 3 the roll is 1d4+1... level 5 = 1d5+1. Up to level 9 = 1d7+1 (perhaps 1d8+1, since it is hard to find seven sided die). The binding is only good against injuries that involve physical harm, not magical damage...that is a Delver can bind a sword wound but not a magic missile wound (use your discretion on judging the wound). And the Delver can only bind once per injury... that is you can't bind the same wound twice.
3. Delvers are experts in dealing with toxins and diseases. If one devotes attention to a person requiring a save versus poison or a resistance to disease, the delver can confer a +1 (5%) for each third level he has achieved. This includes self-treatment. This starts at a base of +1 and progresses no further than +5.
4. Delvers dabble in magic, and keep a spellbook. They can memorize one first level spell per level after first level, that is one first level spell when he attains second level (there is no guarantee of obtaining the spell, they must work, buy or bargain for the spell). They can never cast anything higher than first level spells (except off scrolls). Dwarves cannot cast spells unless the DM permits them to. Gnomes can only use illusions unless the DM declares otherwise.
5. Delvers have the thieving abilities of climbs walls, open lock, detect noise, and find/remove trap. (In the case of find/remove trap, the Delver is not limited to small devices. Though he cannot remove large traps, he can find a way to bypass them, if it is possible. Small devices can be removed or broken as normal.) **First edition PHB values are the same. For second edition PHB he starts with normal +32 discretionary points, and each level after first he gets +16. No more than half to be used in any one skill**.
6. (*) Delvers are experienced to some extent with so many written languages that there is a chance (unless the DM rules it too exotic) for him to read any given text. Even if he can't read it, he has a good chance of identifying what language he is looking at. He has no ability in speaking, and little ability in comprehending, spoken languages other than those he is proficient in.

- A. Base chance to read language equals intelligence as a %.
- B. Identify language equals base x 2.
- C. Comprehend language equals base/2 to identify the language (unless it is obvious), and another base/3 to understand it.
7. (*) Delvers are well read in histories, mythologies, folklore and the like (we called this skill Legend Lore). Because of this, they have a chance (unless the object is too mundane or exotic) to recall names, facts and rumors about people, objects, names, creatures or what have you (as long as it isn't too mundane or exotic). His base chance is 5%. He also chooses a specific subject to specialize in (such as a specific race, culture...), for which his base knowledge is 20%.
8. (*) Delvers are exceptionally good judges of the nature, origin, composition, value and properties of objects, thus there is a chance (unless the object is too mundane or too exotic) that he can reveal what an object is, who (in general) made it, what it is made of, and how much it is worth (hence we deemed this skill the Object Appraisal skill). He can also reveal curses, and other magical energies (school or sphere, and how strong, but not exact effects). He does not need to touch the object to do this. His base chance is 5%. He also gets a specific area of speciality (like armor or jewelry...) in which his base knowledge is 20%. For each point of intelligence the Delver has over 14, add one to these base chances.

(*) These abilities are augmented by the distribution of 12 discretionary points per level after the first, no more than half going to any one ability. (note that the points that go to Legend Lore or Object Appraisal go to both the base and the speciality area...that is at second level: you decide to devote +4 points to Legend Lore, the skill becomes 9% for general Legend Lore skill and 24% for the area of speciality)

Level	Experience
1	0 - 1,750
2	1,751 - 3,500
3	3,501 - 7,000
4	7,001 - 14,000
5	14,001 - 26,000
6	26,001 - 50,000
7	50,001 - 85,000
8	85,001 - 120,000
9	120,001 - 180,000
10	180,001 - 250,000
10+	+250,000 +2HP

Well, that is about it for the Delver. My experience in playing the character class was good. It is a great class for small groups, where it is hard to fill the gaps in character class skills, since the Delver has some limited abilities in healing, spell casting and thieving skills. The class was originally designed for a low level, low magic campaign where problem solving, mystery-uncovering are emphasised over hack'em-slash'em, so I found the Legend Lore and Object Appraisal skill most helpful in finding clues and leads. Try it out!

Dwarnoi

This is a new character class open to dwarves only. Stone is to the Dwarnoi as nature is to the druid. The Dwarnoi use the magic within stones to protect and serve their race, and are well regarded by other dwarves.

Requirements

A Dwarnoi, besides having to be a dwarf (the DM may even wish to limit the class to Mountain Dwarves), must have an Intelligence of at least 10 and a Wisdom of at least 12. The latter is a prime requisite. Dwarnoi use the same table for level advancement, hit dice and saving throws as do priests. The level limit on the class is 14th, which few Dwarnoi have ever attained. They do not gain additional spells due to high wisdom.

Weapons Allowed

Dwarnoi may wear any type of armor and shield, and any weapon allowable to dwarves. They attack on the same table as priests.

Spells

Dwarnoi have access to spells regarding stone in both priest and wizard classes, with some additional spells unique to their class. A full list is given below.

Granted Powers

The Dwarnoi have a secret language consisting of stone-tapping. It is rudimentary, at best, but is sufficiently developed to transmit simple messages. Like all secret tongues, it is jealously guarded. The Dwarnoi are resistant to earthquakes, and run no risk of being swallowed by them, natural or otherwise. Additional powers are gained at the following levels.

1. At 3rd level, the Dwarnoi can automatically perform all the detects on page 21 of the PHB with 90% accuracy.
2. At 3rd level and beyond, he can turn gargoyles as if they were zombies on the undead turning chart.
3. At 5th level, he can converse with any creatures that make their homes within stone.
4. At 10th level, the Dwarnoi can call for an earthquake, but with dire consequences. He is stripped of all spell-casting and rune-carving abilities for a month at least, and till that time must not step foot within a Dwarnoi sanctuary. To do so is to run the risk of being killed by members of its own sect.
5. Dwarnoi cannot turn undead.

Proficiencies

The Dwarnoi use the priest table for both WP's and NWP's. They must take the proficiency of stonemasonry initially, and mining by 3rd level. They can take on craftsman skills from the warrior table (armorer and weaponsmithing) without paying the double cost in slots.

Ethos

The Dwarnoi respect the mountains and stones, and the treasures they conceal within. They consider these metals to have been placed in stone to be shaped, and carved into new and wonderful works. Mining solely for profit is detested by the Dwarnoi, though they will avoid entangling in such affairs. The holy symbol of the Dwarnoi is simply a piece of stone. As an acolyte, the Dwarnoi receives his stone from the mother rock. This is a boulder from which all members gain their holy symbol from. As time goes by and the caster rises in level, the rock becomes more smooth and well-rounded. Losing the stone require a penance of some sort; probably some minor quest if the loss was due to a good reason, a major endeavor if not.

Spell Advancement

Char Level	1	2	3	4
3 rd	1	-	-	-
4 th	2	-	-	-
5 th	3	-	-	-
6 th	3	1	-	-
7 th	3	2	-	-
8 th	3	3	-	-
9 th	3	3	1	-
10 th	4	3	2	-
11 th	4	3	3	-
12 th	4	3	3	1
13 th	4	4	4	1
14 th	4	4	4	2

Spells

1st lvl: Spider Climb (R: W1), Magical Stone (P1), Locate Animals or Plants (R: P1), Pass Without Trace (R: P1), Shatter (W1), Sharpen (D)

2nd lvl: Dig (W4), Locate Object (R: P2), Meld Into Stone (P3), Passwall (W5), Stone Shape (P3), Stoneskin (W4), Strengthen (D), WarStone (D)

3rd lvl: Move Earth (W6), Phase Door (W7), Spike Stones (P5), Stone Bridge (D), Stone Shape (W5), Transmute Rock To Mud (W5), Wall Of Stone (W5), Wall Of Iron (W5), Statue (Spe: W7)

4th lvl: Animate Rock (P7), Conjure Earth Elemental (P7), Dwarf Golem (D), Sink (W8), Stone Tell (P7), Warboulder (D)

The symbols in the paranthesis refer to the (P)riests or (W)izard spell lists and the appropriate level, while D refers to a new Dwarnoi spell described below. An R: refers to the spell being applicable in rock or stone environments only, while Spe: refers to a special conditions for Dwarnoi whilst using the spell.

New Spells

Sharpen (Alteration) (Level 1)

R: Held	Comp: V,S,M
Duration : 6 months / lvl	CT : 1 turn
AOF : 1 weapon	ST : N/A

This keeps a sharp edge on any one weapon for at least the time period specified.

Strengthen (Alteration) (Level 2)

R : Touch	Comp: V,S,M
Duration : 10 yrs/lvl (spe)	CT : 1 week
AOF : See below	ST : N/A

This enables the Dwarnoi to carve a special rune on some structure, a wall, well, or other stone design, that will keep it sturdy and strong for the duration specified. About 250 cubic feet of stone per level can be affected. Earthquakes will not damage the structure. After the 10th level, the spell becomes permanent until dispelled. The material components for this spell are a piece of chalk, and a set of arches constructed of steel. The Dwarnoi must analyze the structure beforehand, to place the spell appropriately.

WarStone (Alt) (Level 2)

R : 0	Comp: V,S,M
Duration: Special	CT : 4
AOF : Special	ST : N/A

This spell enchants up to three small pebbles, which can be no larger than sling bullets. They can then be hurled or slung at an opponent. The warstones have a +3 to hit and damage, and are considered to be enchanted for purposes for determining if a creature can be struck. Upon striking, the stone shatters and flings shards in a 5'radius, inflicting 1-3 points damage. The stone will still shatter if it misses. (Less if smaller than sling bullet sized). The material components are three unworked stones.

Stone Bridge (Alt) (Level 3)

R : 10'	Comp: V,S,M
Duration : 1 turn/level	CT : 6
AOF : Special	ST : N/A

This creates a bridge of up to 50 square feet + 25 sq ft /lvl, across any gap the Dwarnoi desires. It is sturdy and safe to walk across, and can bear the weight of an elephant. The material component of this spell is a piece of rope, which should be knotted together when the spell is cast.

8	400001-700000	9d12+8	-3	1
9	700001-1000000	10d12+9	-3	1
10	1000001-1500000	10d12+13	-3	2
11	1500001-2000000	10d12+17	-4	2
	+ 500000 XP / Lvl.	+ 4 / Lvl.	top	top

Enforcer

The enforcer is the middle-age equivalent of today's police officer. In a world where there is so much thieves, there has to be some people who can deal with that. That people are the enforcers. The enforcers are have a lot of skills, that is why their level progression is so slow. They have to be physically fit, combat is no stranger to them and they have to be able to sustain a reasonable amount of damage. They also have a special ability, which is always in effect, they just have to concentrate a little and they have a chance of knowing if someone is telling a lie. The Detect lies ability naturally improves with levels.

Enforcers are also skilled in magic. They study their magic as magic-users do but they do not have access all of the mage spells. They have a special list of spells, and their purpose is not the same as in the case of a magic-user. They also have access to a few thief skills, because to capture thieves, you must be able to play the same game as they do. Enforcers can climb walls, hear noise, hide in shadows and move silently. The base percentage of these abilities at first level is:

Climb Walls:	60%
Hear Noise:	15%
Hide in Shadows:	5%
Move Silently:	10%

At first level, they have 30 discretionary points that they can place in any ability (but no more than 15% in each). At every level after the first, they get an additional 15 points, again, they can not place more than half of that amount in a single ability. Enforcers also have the disguise ability, they can disguise themselves very efficiently to pretend they are someone else, as the first-edition assassin. They can be considered a sub-class of fighters. They fight as warriors do and they also make their saving throws like warriors. They have the warrior's exceptional strength, constitution bonus and specialization ability.

Enforcers level progression table:

Level	Experience Points	Hit Points	Detect Lie	Enforcer Spells				
				1	2	3	4	5
1	0-4000	1d10	5%	-	-	-	-	-
2	4001-8000	2d10	10%	1	-	-	-	-
3	8001-18000	3d10	15%	2	-	-	-	-
4	18001-40000	4d10	20%	2	1	-	-	-
5	40001-80000	5d10	25%	2	2	-	-	-
6	80001-150000	6d10	30%	3	2	1	-	-
7	150001-300000	7d10	35%	3	3	2	-	-
8	300001-500000	8d10	40%	4	3	2	1	-
9	500001-1000000	9d10	45%	4	3	3	2	-
10	1000001-1500000	9d10+3	50%	5	4	3	2	1
	+ 500000 XP / Lvl.	+3 / Lvl.	+5%/Lvl					

Enforcers can not cast their spells and they can hardly use their thief skills if they wear armor heavier than chain mail. Enforcers have to be lawful, but there are no restrictions on how they apply the law (they can be lawful good, lawful neutral or lawful evil). They have a code of ethics, but it is simple, they can not knowingly let a crime be committed (of course if they are lawful evil, they can not let a crime be committed by... someone else).

They can use the fighter class of magic items. At first level, they have 3 weapon and 3 non-weapon proficiencies, they gain one of each at every 3 levels after the first. To be an enforcer, a character must have: strength 12, intelligence 13 and dexterity 12. Enforcers only very rarely go adventuring, if the player wants to be an enforcer, it is up to him to get an adequate background. Enforcers can only be human and may never dual-class.

Enforcer magic spells:

Level 1:

Alter Fire (m)
Alarm (m)
Armor (m)
Command (c)
Comprehend Languages (m)
Detect Magic (m)
Feather Fall (m)
Identification (m)
Light (m)
Protection vs. evil (m)
Read enforcer magic (*)
Sanctuary (c)
Shield (m)
Sleep (m)
Spider Climb (m)

Detect Lies (c)
Dimension Door (m)
Fire Shield (m)
Hallucinatory Terrain (m)
Magic Eye (m)
Minor Globe of Invulnerability (m)
Polymorph Self (m)
Remove Curse (m)
Speak with Plants (c)
Stoneskin (m)
Ultravision (m)

Level 2:

Augury (c)
Continual Light (m)
Detect Evil (m)
Detect Charm (c)
Detect Invisibility (m)
Detect Life (c)
Detect Pits and Snares (c)
ESP (m)
Invisibility (m)
Knock (m)
Know Alignment (m)
Levitate (m)
Speak with Animals (c)
Strength (m)

Level 3:

Clairaudience (m)
Clairvoyance (m)
Detect Illusion (m)
Dispel Magic (m)
Feign Death (c)
Flight (m)
Haste (m)
Hold Person (m)
Infravision (m)
Tongues (m)
Water Breathing (m)

Level 4:

Level 5:

Airy Water (m)
 Distance Distortion (m)
 Hold Monster (m)
 Telekinesis (m)
 Teleport (m)
 Transmute Rock to Mud (m)
 Wall of Force (m)
 Dispel Evil (m)
 Plane Shift (m)
 True Sight (c)

A spell with (m) indicates a spell coming from the mage class and a (c) means that the spell is coming from the priest class. (*) indicates a special spell, see description:

Read Enforcer Magic (Divination)

Level: 1
 Range: 0
 Components: V,S,M
 Duration: 2 rounds per level
 Casting Time: 1 round
 Area of Effect: Special
 Saving Throw: none

This spell is in all aspects identical to the first-level mage spell read magic. The only difference between the two is that this spell applies only to enforcer magic reading. That spell does not allow to read normal magic nor does the read magic spell can be applied to read enforcer magic. The DM might want to change this for a spell being cast by a high-level spellcaster.

As mentioned before, enforcers do not usually use their magic for the same purpose as mages do. Many enforcer spells are very useful to capture a suspect alive. It is easy to interrogate a victim under the effect of a web spell...

Esp-er

ESPer Class... Variant of the Psionicist Class...

Prerequisite

Constitution : 14

Intelligence : 16

Wisdom : 17

Prime Requisite : Con/Wis

Races Allowed: All

Race Limitations: None!

MultiClassed? No!

Level	Experience Points	HD (D6)	Move	THAC0
1	0	2	15	20
2	4200	3	16	20
3	6400	4	17	18
4	10800	5	18	18
5	18500	6	19	16
6	32000	7	20	16
7	57000	8	21	14
8	102000	9	22	14
9	202000	10	23	12
10	402000	11	24	12
11	602000	11+2	25	10
12	802000	11+4	26	10
13	1002000	11+6	27	8
14	1202000	11+8	28	8
15	1502000	11+10	29	6
16	1802000	11+12	30	6
17	2102000	11+14	32	4
18	2402000	11+16	34	4
19	2702000	11+18	36	2
20	3002000	11+20	40	2

Saving Throws as per Psionicist +2

Power Progression as per Psionicist +4 And Roll on the Wild Talents table.

These are your natural abilities, no cost... are always free, etc.

+2 on all Power Scores

Psionic Combat (Attack & Defense Modes) as per DMG 1st Edition, everything else as per PsiHB.

Prof.

Weapon 2/2, Non Weapon 6/2

New Psionics

PsiSword (MetaPsionic Devotion)

Power Score : Int-2

Initial Cost : 10

Maintenance Cost : 0 (Free!)

Range : 0

Preparation Time : 0
Area of Effect : Personal
Prerequisites : nil

PsiSword allows the ESPer to create a shimmering blade of pure Psionic Energy out of thin air. The ESPer wields it as though he were a Kensai of the same level with the Kensai "to hit" and damage bonus. For example, an ESPer of 11th level has +5 "to hit" and damage and can hit creatures that can only be hit with +5 magical weapons or better. Damage is 1d10. In addition, on a roll of Natural 20 (to hit), the ESPer can slice thru a Wall of Force.

Power Score - Double Dice Damage (2d10/2d12).
20 - No other effect... the Blade appears and fizzles.

PsiSpear (MetaPsionic Devotion)

Power Score : Int-2
Initial Cost : 20
Maintenance Cost : n/a
Range : as per Hand CrossBow
Preparation Time : 0
Area of Effect : individual
Prerequisites : PsiSword

PsiSpear is the Ranged version of the PsiSword. The ESPer creates a shimmering spear of mental energy and hurls it at an opponent. Damage is 1d20.

Power Score - Double Damage.
20 - No other effect... the spear appears and fizzles.

PsiBlast (MetaPsionic Devotion)

Power Score : Int
Initial Cost : 15
Maintenance Cost : n/a
Range : as per CrossBow
Preparation Time : 0
Area of Effect : Individual
Prerequisites : nil

PsiBlast is a blast of Psionic energy that an ESPer throws from his hand, forehead, or from his body. Damage is 1d10x 2 levels. For example, Zamiel, a 4th Level ESPer throws a PsiBlast at an Orc, rolling max (10). That Orc takes 20 points of damage.

Power Score - Damage x2
20 - No other effect.

Psychic Scream (MetaPsionic Science)

Power Score : Int - 8
Initial Cost : 240
Maintenance Cost : n/a
Range : 20' diameter/lvl
Preparation Time : 0
Area of Effect : All within Range
Prerequisites : 8th level

Psychic Scream is the Power to unleash a tremendous blast of energy. Everything (except ESPer) within range takes full damage, save vs. Breath Weapon halves damage. Damage is 1d20xLevel. For Example, Sagittarius Tetragrammaton, an 8th level ESPer does a Psychic Scream. Everything within 160' (20'x8) takes 1D20xLevel. Say He rolls a 10... Everything takes 80 points of damage... HAPPY HAPPY JOY JOY!

Power Score - Damage x4.
20 - ESPer loses 1d20x4 PSP's and 60%HP.

Super Telekinesis (PsychoKinetic Science)

Power Score : Wis - 6
Initial Cost : 10 +
Maintenance Cost : 1+ /round
Range : 60 yds
Preparation Time : 0
Area of Effect : Single Item
Prerequisite : nil

Super Telekinesis is the Advanced version of the Wimp TK in the PsiHB. 10 PSP per ton of material moved with the mind.

Power Score - Same as TK
20 - Same as TK

Absorb/Dissipate Energy (PsychoMetabolic Science)

Power Score : Constitution -2
Initial Cost : 15
Maintenance Cost : n/a
Range : Zero
Preparation Time : Zero
Area of Effect : Personal
Prerequisite : nil

This is variant of Energy Containment. It lets the ESPer absorb energy, as per Energy Containment (PsiHB, p.52) except, it allows the ESPer a chance to dissipate it back at the originator.

Power Score - As per PsiHB/Damage that gets "dissipated" back at target is x2.
20 - As per PsiHB.

Pyramid of Force (MetaPsionic Science)

Power Score : Constitution -3
Initial Cost : 14
Maintenance Cost : 5/round
Range : Zero
Preparation Time : Zero
Area of Effect : 3-yard cubed
Prerequisite : nil

A Pyramid of Force encases the ESPer in a shimmering, transparent Pyramid. The Pyramid cannot move and is totally unaffected by all psionics/spells. But the disintegrate power will destroy it. Likewise, the Pyramid of Force is not affected by blows, missiles, cold, heat, electricity, etc. Spells and Breath Weapons cannot pass thru it in either direction.

Power Score - Can withstand the disintegration power.
20 - The ESPer created a bizarre windpocket that knocks him to the ground.

Lines of Power (MetaPsionic Devotion)

Power Score : Intelligence -3
Initial Cost : 15
Maintenance Cost : n/a
Range : 50' per 2 levels
Preparation Time : Zero
Area of Effect : Individual
Prerequisite : nil

This power enables the ESPer to spring forth 3 lines of power whenever he slaps the ground. Height of lines is 2 ft per level. Damage is 1d6xLevel. The ESPer guides the lines with his mind. He then makes a "to hit" roll using his missile attack modifier. Inanimate objects that come into contact with the lines is destroyed (Magic Items/Artifacts get a saving throw) and use up the lines

Power Score - Damage is x5

20 - The lines go in any direction as dictated by DM (1d8)

Urban Renewal (MetaPsionic Science)

Power Score : Intelligence -6

Initial Cost : 80

Maintenance Cost : n/a

Range : 1 mile/2 lvls

Preparation Time : 2

Area of Effect : Special

Prerequisite : Psychic Scream

Urban Renewal enables the ESPer to lay waste to a large area of land. A small town, a large city, etc. Power is ineffective against living objects. For example, Want to get into that castle, but those pesky archers wont let you?

Just use Urban Renewal to collapse the wall their on! A High level ESPer can Destroy whole cities with this power in one fell swoop, but the people would be unscathed by the power, but might be killed inside buildings.

Power Score - Range is x5

20 - No other effect.

Healer

The Healer is a character that devotes his life to healing others. They are a sub-class of the priest but with some psionic abilities. The healer knows many ways to heal people, his healing can come from magic, psionic or natural abilities. Of course, at first level, healers have the healing proficiency as a bonus. The healer does not only heal, he or she can fight to, when necessary.

The healer rolls 8-sided dice for the determination of its hit points. They fight as clerics and their patron deity is a god of healing from any pantheon. Healers have access to the psionic discipline of psychometabolism and they can cast spells as clerics, but they only have access to the sphere of healing. They receive bonus spells for high wisdom just like normal priests. Healers have to be of good alignment because nobody evil or even neutral would devote his life to the healing of others.

Healers are not allowed to use heavy armor, in fact, they will not wear anything heavier than the chain mail. However, they can fight with any weapon. They can use any magical item that priests or psionists can use. Initially, they have two weapon proficiencies and two non-weapon proficiencies. They gain one of each every three levels after. The level progression of healers is quite fast, it is similar to clerics.

Healers do not have any special disadvantages. They usually come from big settlements because of the requirement of their training. They have to be from a place that there is both a temple of a god of healing and a psionics college. But if the player manages to find any other appropriate story (DM's choice), the healer PC can be from virtually anywhere. To be a healer requires a wisdom of 12. Only humans can be healers, on very rare occasions, healers may dual-class but they never do in a priest or psionist subclass.

Healers Level Progression Table:

Level	Experience Points	Hit Points	Sciences	Devotions
1	0-1600	1d8	1	3
2	1601-3500	2d8	1	5
3	3501-7500	3d8	2	7
4	7501-15000	4d8	2	9
5	15001-30000	5d8	3	10
6	30001-60000	6d8	3	11
7	60001-125000	7d8	4	12
8	125001-225000	8d8	4	13
9	225001-450000	9d8	5	14
10	450001-675000	9d8+2	5	15
11	675001-900000	9d8+4	6	16
12	900001-1125000	9d8+6	6	17
13	1125001-1350000	9d8+8	7	18
14	1350001-1575000	9d8+10	7	19
15	1575001-1800000	9d8+12	8	20
16	1800001-2025000	9d8+14	8	20
17	2025001-2250000	9d8+16	9	20
18	2250001-2475000	9d8+18	9	20
	+ 225000 XP / Lvl.	+2 hp / Lvl.	10 at 19 th (top)	top

Healer

Purpose of the healer : a healer's sole purpose in life is to heal others and prolong life. A healer has sworn on oath to serve any beings needing his or her help, regardless of race, class, or alignment, for fair wages. All life is sacred to a healer.

Mandatory statistics :

Strength : no greater than 16

Intelligence : no less than 16

Wisdom : no less than 15

Dexterity : no less than 17

Constitution : no less than 15

Charisma : no less than 14

Alignement : lawful good or lawful evil (upon reaching 6th level)

Armor : leather only

Weapons : open hands only

Requirements :

Character must be elven (no half-elven), ambidextrous. Character must have reached 6th level as ranger and then a cleric at this time character may choose to become a 0 level healer. Character must spend one year alone in the wilderness studying for each level of experience gained. Character may not use rods, staves or wands at any time after becoming a healer.

Type of attacks :

The healer studies the bodies of all living things, finding the ways of healing within them. The nervous systems, the circulatory systems, the glands and the organs and tissues of the bodies. A healer then applies this knowledge to set bones, cure ailments, diseases, wounds, poisons and other maladies.

Special abilities :

Levitation at will : unlimited duration and times per day, 96' movement

Invisibility at will : unlimited duration and times per day

Healers may never strike the first blow in a confrontation (ie they personally must be hit before they can attack).

The healer class gains experience only through healing others, except for the anti-, or evil, variety of this class. The amount of experience gained is determined by a random roll on the table of dice for this class only, though if the DM feels that the individual act carried out to perform the healing in question is of great difficulty, importance to the party or to a person of great importance to the dungeon he may grant more points.

The evil half of this class may only gain experience through doing damage to others.

All healers must be lawful good alignment until they reach 6th level as a healer, then at this point they may have their alignment changed to lawful evil only if they choose and become an anti-healer.

This class is considered to be one of the most honorable classes in existence. Therefore if the DM feels that the player is playing the class out of alignment at any time during the play of the game, he may strip a character of this class and return him to the split class ranger/cleric at the level of the present experience upon entering the healer class ranger/cleric at the level of his present experience upon entering the healer class, and none of the accumulated experience since becoming a healer. A healer never re-enters the class after being ejected from it.

A healer may never strike until personally struck. A healer will at all times attempt to avoid being hit while trying at his greatest ability to prevent any confrontation unless it is a matter of honor or law that is the cause.

Healers attacks/round :

Level of healer	01-03	04-06	07-09	10-11	12	13	14	15	16
Number of attacks	2/3	2/1	5/2	3/1	7/2	4/1	9/2	5/1	11/2

Saving throws :

Attacks saved against	Level of character															
	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16
Paralysation, poison or death magic	07	06	05	05	04	04	04	03	03	03	02	02	02	02	01	01
Petrification or polymorph	10	10	09	09	08	08	07	06	06	05	05	04	04	03	03	02
Rod, Staff or wand	09	09	09	08	08	08	07	07	06	06	05	05	04	04	04	03
Breath weapon	12	12	11	11	11	10	10	10	09	09	09	08	07	07	06	05
Spell	11	11	11	11	11	10	10	10	10	10	09	09	09	08	08	07

Healer experience/level :

Experience	Level	Dice for accumulated hit points	Title
0-18,000	01	1D4	NOVICE TREATER
18,001-36,000	02	1D4+1	APPRENTICE TREATER
36,001-54,000	03	1D6	JOURNEYMAN TREATER
54,001-72,000	04	1D6	JUNIOR TREATER
72,001-90,000	05	1D6+1	TREATER
90,001-108,000	06	1D8	SENIOR TREATER
108,001-126,000	07	1D8+1	NOVICE INTERN
126,001-144,000	08	1D10	INTERN
144,001-162,000	09	1D10+1	SENIOR INTERN
162,001-180,000	10	1D12	MASTER INTERN
180,001-198,000	11	1D12+1	NOVICE PRACTITIONER
198,001-216,000	12	1D20	APPRENTICE PRACT.
216,001-234,000	13	1D20+1D4	JOURNEYMAN PRACT.
234,001-252,000	14	1D20+1D6	JUNIOR PRACTITIONER
252,001-270,000	15	1D20+1D8	PRACTITIONER
270,001-288,000	16	1D20+1D10	SENIOR PRACTITIONER
288,001-306,000	17	1D20+1D12	NOVICE SURGEON
306,001-324,000	18	2D20	APPRENTICE SURGEON
324,001-342,000	19	2D20+1	JOURNEYMAN SURGEON
342,001-360,000	20	2D20+1D4	SURGEON
360,001-378,000	21	2D20+1D6	SENIOR SURGEON
378,001-396,000	22	2D20+1D8	
396,001-414,000	23	2D20+1D10	
414,001-432,000	24	2D20+1D12	
432,001-450,000	25	3D20	
450,001+	26	3D20+1	

To hit table

AC	Level														
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
-10	20	20	20	20	20	20	20	20	20	20	19	18	17	14	14
-09	20	20	20	20	20	20	20	20	20	19	18	17	16	14	13
-08	20	20	20	20	20	20	20	20	19	18	17	16	15	13	12
-07	20	20	20	20	20	20	20	19	18	17	16	15	14	12	11
-06	20	20	20	20	20	20	20	18	17	16	15	14	13	11	10
-05	20	20	20	20	20	20	19	17	16	15	14	13	12	10	09
-04	20	20	20	20	20	20	18	16	15	14	13	12	11	09	08
-03	20	20	20	20	20	19	17	15	14	13	12	11	10	08	07
-02	20	20	20	20	19	18	16	14	13	12	11	10	09	07	06
-01	20	20	20	19	18	17	15	13	12	11	10	09	08	06	05
00	20	20	19	18	17	16	14	12	11	10	09	08	07	05	04
01	20	19	18	17	16	15	13	11	10	09	08	07	06	04	03
02	19	18	17	16	15	14	13	10	09	08	07	06	05	03	02
03	18	17	16	15	14	13	12	09	08	07	06	05	04	02	
04	17	16	15	14	13	12	11	08	07	06	05	04	03		
05	16	15	14	13	12	11	10	07	06	05	04	03	02		
06	15	14	13	12	11	10	09	06	05	04	03	02			
07	14	13	12	11	10	09	08	05	04	03	02				
08	13	12	11	10	09	08	07	04	03	02					
09	12	11	10	09	08	07	06	03	02						

10	11	10	09	08	07	06	05	02								
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To heal percentages

	Level of the healer															
	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	
Bipedal	70	72	74	76	78	80	82	85	86	88	90	94	96	97	97	
Quadrupedal	55	58	60	63	65	68	70	74	78	82	86	88	90	94	98	
Reptilian	38	40	43	46	48	51	54	58	62	66	69	73	76	79	84	
Avian	30	34	36	38	40	42	44	46	48	53	56	59	65	69	74	
Amphibious	34	37	39	42	44	47	50	57	60	64	68	74	77	80	85	
Aquatic	27	30	34	39	43	47	51	55	59	63	68	75	80	89	99	
Plants	25	29	34	39	46	52	57	63	68	74	79	84	88	94	99	
Slimes/Puddings	12	18	23	27	34	37	45	48	54	58	63	69	74	79	85	
Elementals	28	31	34	36	39	42	45	48	51	54	57	60	64	68	72	
Magical	08	14	23	32	36	43	47	52	57	62	66	68	71	74	78	

To paralyse percentages

	Level of the healer															
	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	
Bipedal	50	53	56	58	61	64	68	73	76	81	87	94	98	99	99	
Quadrupedal	45	48	51	53	56	58	72	74	76	78	80	82	84	89	91	
Reptilian	39	42	45	48	52	55	58	62	65	67	70	72	76	86	89	
Avian	23	27	30	35	38	40	43	46	49	54	58	63	67	74	78	
Amphibious	18	20	24	27	30	34	37	40	45	49	52	57	61	69	72	
Aquatic	13	16	19	23	26	30	34	36	41	46	49	53	59	65	69	
Plants	35	38	42	45	49	53	57	63	69	74	78	83	87	92	97	
Slimes/Puddings	05	09	12	17	21	27	33	39	45	54	63	72	81	99	99	
Elementals	01	03	07	10	14	21	25	29	32	36	42	48	55	65	82	
Magical	01	02	03	10	14	18	20	24	30	33	39	43	48	65	80	

Level of the healer	Damage/Heal	Paralyse	Get experience
01	1D4	1D4	1D20X10
02	1D6	1D4	1D20X10
03	1D8	1D4	1D20X10
04	1D10	1D6	1D20+1D4X10
05	1D12	1D6	1D20+1D4X10
06	1D20	1D8	1D20+1D4X10
07	1D20+1D4	1D8	1D20+1D6X10
08	1D20+1D4	1D12	1D20+1D6X10
09	1D20+1D6	1D12	1D20+1D8X10
10	1D20+1D8	1D20	1D20+1D10X10
11	1D20+1D8	1D20	1D20+1D10X10
12	1D20+1D10	1D20+1D4	1D20+1D12X10
13	1D20+1D10	1D20+1D4	1D20+1D12X10
14	1D20+1D12	1D20+1D6	2D20X10
15	1D20+1D12	1D20+1D6	2D20X10
16	2D20	1D20+1D8	2D20+1D4X10
17	2D20+1D4	1D20+1D8	2D20+1D4X10
18	2D20+1D6	1D20+1D10	2D20+1D6X10
19	2D20+1D8	1D20+1D12	2D20+1D10X10
20	2D20+1D10	2D20	2D20+1D12X10
21	2D20+1D12	2D20+2D4	3D20X10
22	3D20	2D20+2D6	3D20+2D4X10
23	3D20+2D6	2D20+3D12	3D20+2D12X10
24	3D20+2D10	3D20+2D10	4D20X10

25	4D20+3D12	4D20+3D6	4D20+2D10X10
26	4D20+4D10	4D20+4D12	4D20+3D12X10

Healers are able to resurrect beings of all types, so long as it has not been dead for more than one day. The healer is limited to the number of times a day that he may resurrect others by the following table. Upon any resurrection attempt the healer must rest for at least three days or die from exhaustion. If the healer is allowed, due to his level, to resurrect more than once per day, he may do so, but then rest for the appropriate number of days, plus an additional day for each extra attempt, as well as the days incurred by each attempt (ie 1 attempt=3 days rest, 2 attempt=7 days rest).

Level of healer	01-04	05-07	08-12	13-14	15-18	19-26
Number of attempt	1/Day	3/2Day	2/Day	5/2Day	3/Day	7/2Day
Constitution 17-18	1/Day	2/Day	5/2Day	7/2Day	4/Day	9/2Day
Constitution 19-20	3/2Day	2/Day	3/Day	7/2Day	4/Day	5/Day
Constitution 20+	2/Day	5/2Day	3/Day	4/Day	9/2Day	11/2Day

Healer AC :

Level of the healer	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16
AC 10	10	10	10	10	09	08	07	06	05	04	03	02	01	00	-1	
With armor	08	08	08	08	08	07	06	05	04	03	02	01	00	-1	-1	-1
Max W/Dex 18 Bonus	04	04	04	04	04	03	02	01	00	-1	-2	-2	-2	-2	-3	-4

Maximum AC : -5

Healers have limited spell use of clerical spell, attained at 6th level, as shown on the following table :

Spell level	Level of the healer											
	6	7	8	9	10	11	12	13	14	15	16	17
First	3	3	3	4	4	5	6	6	6	7	7	8
Second	3	3	3	4	4	4	5	6	6	7	7	8
Third	2	2	3	3	3	4	5	6	6	7	7	8
Fourth	-	1	2	2	3	3	3	4	5	5	6	6
Fifth	-	-	-	1	2	2	2	2	3	4	5	5
Sixth	-	-	-	-	-	1	2	2	2	2	3	3
Seventh	-	-	-	-	-	-	-	-	-	-	1	1

Healers that reach ninth level receive thieving abilities as a first level thief, and may go up in levels at rate of one level of thieving for each level as a healer they gain (ie a ninth level healer may train as first level thief, a fifteenth level healer may train as a sixth level thief).

Holy Fighter

Ability Requirements:

Strength 18
Constitution 15
Wisdom 13

Prime requisits:

Strength
Constitution
Charisma

Races allowed: All (Optional: only demihumans)

The reason for me designing this class, is the question "Why may only LG human deities have holy warriors?" This class is designed to fit into a world where every priest and paladin is connected to a specific deity. It is designed to fit into a faith with an (partially, at least) organized church, and may thus be a little hard to connect with chaotic faiths. In my world, this is not a problem. The holy fighter is as strongly bound to his church as the paladin.

The holy fighter is a warrior, much like a paladin, under direct command of the church. He is not bound to LG alignment, but must have the same alignment as his deity. He uses the XP progression of paladins. He may use all types of armor, but is restricted in his choice of weapons. A holy fighter may only be multi- or dual-classed if that is for the good of the church.

The holy fighter must seek to further the belief of his deity. A CE holy fighter of grief and pain must always cause as much pain and grief as possible, and a CN holy fighter of thievery may as well be a multi- or dual class thief. A N holy fighter must fight to keep the balance, etc...

If the holy fighter ever commits an act knowingly against the interests of his deity, he loses all powers _and_ one level of experience. This level may not be restored by a "Restoration" spell, but must be regained in the normal fashion, using the paladin XP chart. If he commits such an act unknowingly and/or unwillingly, he must seek a priest of the same deity as soon as possible and atone.

The holy fighter has the following benefits:

May specialise in (only one of) his god's preferred weapon(s). (A holy fighter of Thor is probably specialised in warhammer.)

He is immune to all diseases upon reaching 5th level.

Holy "preferred weapon" gives the same benefits as holy sword for paladin, but the powers that depends on alignment (protection, +10 damage, etc.) works only vs. holy fighters, paladins or priests of an enemy deity (Ex: Holy Fighter of Thor vs. a Frost or Fire Giant Shaman). The DM is encouraged to design new holy weapons for these fighters. A "Hammer of Thunderbolts" would be a nice base for "Holy Hammer of Thor", and to balance it all perhaps lower the MR rate.

Call for mount upon reaching 4th level; same as paladin.

Cast priest spells from the war and combat spheres upon reaching 9th level (use spell progression for paladins, no bonus spells for high wisdom).

He attracts a body of fanatic elite soldiers upon reaching 9th level. (If he has a stronghold, that is.) To decide what units he attracts, use the "Elite Units"-table on pg. 27 of the PH, or design your own.

He has the following restrictions:

May only be proficient in his deity's preferred weapon(s).

May not possess more than 8 magical items, any items exceeding this must be given to the church.

He must give all his incoming money, gems and art (except maximum 20 gp of cash per level) to the church, who will pay for his equipment. He may borrow money from the church to pay for expenses on missions that further the belief and attitudes of his deity. Abuse of this confidence will cause loss of all XP for the adventure. The church will help him build a stronghold when they feel the time for that has come.

May only employ NPC's of same alignment and, if possible, of the same faith.

Intriguit

This subclass of thief has abilities shying away from robbery and killing and aiming more towards dealing with people. However, while gaining skills suited to a politician, it retains many of the skills useful for subterfuge. This subclass is well suited to many lines of work: investigation, spying, courtier, emissary, etc. There are no formal schools for Intriguists, as the quest for daily survival and general success in life are sufficient education for these characters.

Intriguists may be of any race and alignment and have the following abilities requirements: Dex 9, Int 12, Chr 13. They may use weapons as per thieves, with the addition of fencing and other "noble" weapons (will vary from culture to culture). Often, they will carry other weapons as part of a disguise, but will suffer the same non-proficiency penalty a thief would. They are not trained in the use of armor, and when fighting in armor will suffer a penalty of -1 to their THACO per unit of AC improved by the armor. Of course, they may wear armor for purposes of disguise. Intriguists fight, save, and gain HP as thieves.

The changes to the thief class for Intriguists are as follows:

Abilities lost

1. Backstab
2. Pick Pockets skill
3. Find/remove traps skill
4. Armor use (see above)

Abilities gained

1. Access to Priestly and Wizardly proficiencies without extra slot cost
2. Fencing and other noble weapons (see above)
3. Manipulate skill
4. Psychology skill
5. Spot Hidden skill
6. Memorize skill (all new skills described below)

Other changes

1. Weapon and nonweapon proficiencies as follows

	Initial	# Levels
Weapon	2	5
Nonweapon	3	3

2. Keeping with the Thief numbers of 7.5% per skill for first level and 3.75% per skill for each level above first, Intriguists receive 75% at first level and 35% per level above first to distribute among their skills.
3. Base skill percentages and modifications are as follows: (modifications for Dex as per Thieves)

Skill	Base	Intelligence					Charisma					Race				
		14	15	16	17	18	14	15	16	17	18	el	gn	ha	dw	he
Open Locks	5											-5	5	5	10	
Move Silently	10											5	5	10		
Hide in Shadows	5											10		10	5	5
Detect Noise	15											5	10	5		
Climb Walls	40												-15	-15	-10	
Read Languages	10	5	10	15	20	25								-5	-5	
Manipulates*	20						5	10	15	50	25	-15	-5	-15	-15	-5
Psychology	15	5	5	10	10	15	0	5	5	10	10					
Spot Hidden	30											20	5	10	5	5
Memorize	10			5	10	20							10		10	

*racial modifiers apply only to members of other races

Descriptions of New Skills

Manipulate: Using this skill, the Intriguist can manipulate the thoughts and emotions of a given target. Some possible forms of manipulation include: amuse, appease, befriend, calm, confuse, convince, frighten, intimidate, and irritate. Note that these manipulations can be effected against only one person per level per use. A separate roll is required for each affected person, however. DM discretion is required as to degree and duration of effect. Since this is not magic, Elves' and Half-Elves' resistance to Charm-type spells does not apply. However, an Intriguist is -10% on this ability with regards to a member of a different race.

Psychology: This skill lies somewhere between Empathy and ESP. It allows the Intriguist to assess the motives for the actions of a person and may hint at what the person is thinking, but will not give literal thoughts. It is usually obvious to the Intriguist what a person's general emotional state is. A roll is required if the person is somehow attempting to hide hir emotions. The skill may also be to assess situations of the "why did this happen?" type, if sufficient information is available. To use the skill directly on a person, the Intriguist must have some form of contact with them, whether verbal, visual, telepathic, etc. Any Intriguist is -10% on this ability with regards to a member of a different race.

Spot Hidden: This skill reflects the Intriguists practice at noticing things that are out of place or in some way unusual. It will work on concealed or secret doors if there is some external evidence of such, no matter how slight (a book less dusty than the others around it, a loose torch sconce, etc). This skill will similarly only find traps that have some at least slightly visible component (the point of a needle inside a lock, a differently-colored paving stone, etc). Further, this skill applies to situations such as a person out of place in a crowd, a marked card in a deck of cards, etc. The Intriguist may specifically search for things using this skill, but as long as the Intriguist is capable of using it (i.e. can see and is mentally functional), it is considered to be "always on" and the DM should roll for the character to see if something out of place was spotted.

Memorize: This skill allows the Intriguist to make a "photographic memory" of an object, document, place, etc. Non-visual memories are at -10%. If the roll is greater than the amount needed, this reflects the approximate percentage of information that was lost in that memory. Thus, if Lane the Intriguist has a 30% chance to memorize the Seal of the House of Erwin, and he rolls a 70%, he has missed about $70\% - 30\% = 40\%$ of the important details.

Lawmaker

Hit dice : 1D8

Alignment : Lawful Neutral

Race : Human

THACO : Warrior

Armour: Chain or worse

Weapons: Size M or smaller.(No two handed swords)

Ability requirements: STR 12 INT 12 DEX 13

Prime requisites: INT DEX

of attacks: Warrior

Weapon specialization: Available.

Saving throws: best of wizard/warrior

Proficiencies: 4 weapon 4 non-weapon progression: 1/3 weapon 1/3 non

Proficiency groups: General, warrior, wizard.

Level	Experience	HD	1	2	3	4	5	6	*M.S	H.L.S	H.N
1	0	1							15	10	10
2	2400	2							21	15	10
3	4800	3	1						27	20	15
4	9600	4	2						33	25	15
5	24000	5	2	1					40	31	20
6	48000	6	3	2					47	37	20
7	96000	7	4	2	1				55	43	25
8	180000	8	4	2	2				62	49	25
9	336000	9	4	3	2	1			70	56	30
10	696000	9+2	4	3	3	2			78	63	30

11	1056000	9+4	4	3	3	2	1		86	70	35
12	1416000	9+6	4	4	3	2	2		94	77	35
13	1776000	9+8	4	4	4	2	2		99	85	40
14	2136000	9+10	**4	4	4	3	2	1	99	93	40
15	2496000	9+12	4	4	4	3	2	1	99	99	50
16	2856000	9+14	4	4	4	3	2	1	99	99	50
16+	+360000										

* M.S= Move silently H.I.S= Hide in shadows H.N= Hear noise

** Spell progression stops

Special abilities:

1st level: Must meditate every day. Level 1-3(30mins) 4-6(60mins) 7-9(90mins) 10-(120mins)

3rd level: Must choose one school out of Abjuration, Enchantment/charm, Greater Divination.

6th level: Must return to his fellow Law-Makers for the ceremony of change. Gains ability to perform limited polymorph.

Restrictions:

Can only size M or smaller weapons.

Cannot own more than 6 magic items.

Must donate 10% of wealth when possible to Law-Makers.

Cannot keep more treasure than can carry.

Can use only certain types of magical items.

Law-Maker:

The name 'Law-Maker' was given to these people because of their pursuit of order. They are not actually makers of law, but their primary purpose is to restore order to the world.

They do this in various ways. Some mingle with high level officials in large villages, others go out to battle chaotic forces in the region, and others still prefer to more subtly influence those around them.

It is not easy to become a Law-Maker, the ability requirements are high. Those who do start out do not always make it.

The Law-Makers have discovered that in order to restore order in the world they must be able to have an influence over it. Law-Makers learn many skills in order to attain their goals. When called upon they can speak eloquently to city officials, talk with magic users, and discuss battles with fighters. Law-Makers are very methodical and do not go of making rash judgements on things. They prefer to plan out their actions in a controlled way. They try and prepare themselves as much as they can before setting out on a task. In this way they are able to spend more time solving the task then addressing themselves. They try and be a precise as possible, solving the problem as safely, and as quickly as they can.

Although they are all part of a secret underground, there is no specific leader, but they act collectively in order to spread order as quickly and as safely as possible.

In short, people in this class can do many things, be many things, but everything is done in the purpose of LAW, good or evil is irrelevant.

In order to spread their influence, Law-Makers were able to give their bretheren the power to change their shape. In this way, they could, in essence, become part of other races and help them become more productive societies.

In the Law-Maker ranks there are many occupations(as previously stated) but in times of desperate need Law-Makers may band together to fight the powers of chaos. In some situations they may be called upon to kill,

but prefer not to, and use it as a last resort. In general they do not like to draw attention upon themselves (as they are very secretive) and prefer to exert an influence from the background.

If there is one thing that law makers will not tolerate, it is the presence of a doppelganger. These creatures are exact opposites of the Law-Makers, and they will be pursued if they are found. A Law-Maker receives a +1 bonus to hit a doppelganger when in combat.

Law-Makers are extremely loyal and would never divulge any of their secrets to outsiders, even if their death might result.

Meditation:

Law-makers must meditate, if they do not, they lose their abilities and begin to make mistakes. For every 24hr period that a Law-Maker does not meditate he receives a -1 to strike and a 10% spell failure possibility. This is due to the lack of concentration that a Law-Maker has if he does not meditate. For each additional 24hr period the penalties are multiplied by a factor of 2 (i.e. -2 -20% day two -4 -40% day 3 -8 -80% day 4 ect.). In addition, if a law maker has not meditated in a 48hr period, he cannot use his shapechanging ability and reverts to his natural shape.

Meditation is not sleep, and should not be confused with it. It is a period of concentration and relaxation. A Law-Maker is fully aware of his surroundings during this period.

Meditation must be performed before the memorization of spells.

Meditation must be continuous. It can be interrupted for no longer than 5 minutes. Any longer and the character concentration is broken and he must start over again.

Spell casting:

Although they may only choose one school, Law-Makers are not specialists. They can cast only one school of magic and no other. The restrictions placed on mages also apply to Law-Makers. They may not cast while in armour, they must study their spells. They must acquire new spells and when they find one they must first see if they understand it before they can put it in their spell book. All Law-Makers can cast lesser divination, as this school is open to all users of magic, but only those who choose Greater Divination can cast spells of that school above 4th level. They do start with the basic spells which all mages have (read magic etc...).

Whichever school they choose, Law-Makers are also restricted by not being able to cast chaotic spells. Spells such as 'chaos', 'tasha's uncontrollable hideous laughter', and 'confusion' are good examples. It is up to the DM to determine if any spell is too chaotic to be used.

*After 14th level they do not gain any additional spells.

Limited Polymorph:

When a Law-Maker goes through the ceremony of change he is given a special symbol. A magical device is used which molds the surrounding skin into its shape, leaving a raised portion of skin which looks like the mold. This symbol is part of source of the Law-Maker's polymorph. It is a magical symbol which does not disappear even if the Law-Maker shape changes. It is always placed in the center of the chest and does not cause any pain when put there. It cannot be removed by normal means but only by 2 ways, death, or the use of another device possessed by the Law-Makers which removes it. If it is removed, the Law-Maker can no longer polymorph. The rest of the polymorph is controlled by the focussed mind of the Law-Maker. Their mental conditioning allows them to control their shape. Upon death the symbol disappears.

The polymorph is very limited. A Law-Maker cannot alter his shape by more than +/- 50% of his mass. He cannot change shape into a non-humanoid creature (must have 2 arms 2 legs ect...). He can change up to a maximum of 3 times per day. When he changes, his clothes and small items (rings, belts, headband) change with him if he so chooses. Armour of any type will not meld with the body. He can still change, but cannot exceed the size of his armour. Most magical items change size to fit their owner, therefore, if a Law-Maker changes while wearing bracers, unless he grows too big for them, they will enlarge or shrink to his new size.

If a dispel magic is cast upon a Law-Maker he is affected as if it were an innate ability with a bonus of +2(20%) in favor of the Law-Maker(the bonus is awarded because of the strong mental conditioning the Law-Maker has undergone). If the dispel is successful he reverts to his natural form.

Magic Items:

Law-makers can use all warrior magical items. They can however only use wizard items of their chosen school. There is one exception to both of those categories. A Law-Maker cannot use any extremely chaotic item. A deck of many things is a good example, another would be a wand of wonder. The DM and the player should determine whether or not the item should be allowed, if no easy solution is found, then the item should be disallowed.

Law and actions

Law-makers expect their own to act with lawful conduct. If one should ever knowingly perform a chaotic act, he will be penalized. For each act performed his meditation time is doubled.(i.e 3 acts performed=8 times longer $2 \times 2 \times 2 = 8$). This extra time is needed for him to contemplate his actions and clear his mind of any further destructive thoughts. If he does not complete his meditation, he suffers the same penalties as he does normally. This is only in the case of actions which go directly against the alignment of the class. The DM should determine if the characters actions warrant penalties(i.e killing for no particular reason, or if it was not needed), and if so how many. It is possible for characters to go into seclusion for several hours(even days). The DM should be warned that generally penalties are given only for obviously chaotic acts which would affect the personality of the Law-Maker, not for such things as.

In extremely severe cases, it is possible that the Law-Makers send out a group to find and capture the character, removing all his abilities. This is only done if the character continuously performs chaotic acts. The elders see him as a traitor and should not be allowed to use any of his special abilities for chaos. A special compass can be used (there are few in existence) that will point to any Law-Maker in the area by tracking his symbol. It can then be removed, thus terminating the polymorph ability of that Law-Maker.

Hierarchy :

There is a loose form a hierarchy within the Law-Makers ranks. In order to restore order to the world, they have organised themselves into networks spreading over vast areas. In this way they can get information to each other, and determine where people should be sent and what should be done. Generally, for every region there is one council composed of 2 to 3 Law-Makers of 10 level or higher. These are further coordinated by 1-2 Law-Makers of 14 level or higher. The size of each region may vary, but it is never too large as to make communication impossible. A region will often compose an area containing 1 or 2 very large cities. In any given region there are never more than 5 or 6 Law-Makers.

There is no supreme Law-maker. Instead, they have organised themselves into subdivided networks which are organized by key individuals. The killing or accidental death of a high level Law-maker sometimes causes problems, but he is often replaced quickly.

Many Law-makers live normal lives until they are called upon to do a mission. The network is designed so that basic control is kept over all members, but that they are still free to work independently. In this way they can scout the largest possible area but still remain in contact with the others as to not cause confusion.

Upon reaching 10th level, the Law-Maker can become a council member if he wishes, but it is not mandatory(except in extreme cases). If they choose to do so, their adventuring would be limited, but they would still be sent out on the very important missions. A council member is expected to make important decisions, and delegate duties to others. If any problems arise he would try and deal with them unless he needs more help, at which point he can summon others to his aid.

Additional Spell

All lawmakers are taught this particular spell. It helps them better judge an individual and his actions even if he has been away for a long time.

Aura of Lawfulness/Chaos

Level:1

Range:30 yards

Components:V,S

Duration: 2 rounds + 1round/level

Casting Time: 1 round

Area of effect: 1 humanoid

Saving Throw: None

The spells allows the caster to see an aura about his subject. By observing this aura he can tell how far along the lines of Lawfulness or Chaos the person is. In general a lawful character will have a steady, bright, getting close to white aura, while a chaotic character would have a shimmering, dim, dark aura. This spell is mainly used in the ceremony of change, when a lawmaker must be judged on his past deeds. This spell helps eliminate people who are not fit to be in the lawmaker class. This spell can be cast on any humanoid, not Law-Makers alone.

Lowman

Races allowed: as cleric.

Portfolio: Humility, the Holiness in Lowliness, and Mercy

Requirements: Wisdom 9, Dexterriry 9, Alignment any Good

Weapons: weapons purchased may not cost more than 2 gp, or must be stolen or gifts. No equipment that is extravagant or obviously expensive can be kept.

Armor: Any up to leather, Pieciemiel armor may be used if DM allows (see Fighter's Handbook).

Major Spheres: All, Gaurdian, Healing, Protection, Wards.

Minor Spheres: Charm, Divination.

Magical Items: As cleric and thief (No jewelry or gems, except: Amulet of proof against detection and location, Necklace of Prayer Beads, Pearl of wisdom, Talisman of pure good).

Granted Powers:

1. All Lowmen have the following thieving skills at 1st level: Pick Pockets: 20%, Move Silently: 20%, Hide in Shadows: 15%, Detect Noise: 10%. They also recieve 20 extra percentage points which they may distribute to these skills at first level, and gain an additional 15% per level thereafter. Hide in Shadows may also be used to dissapear into a crowd from even the most wiley attempts at trailing. They must be alone (or split up from companions) and may attempt this without penalty even while under observation (now you see him, now you don't). There must be a sufficient crowd present. If there is not, the DM is free to apply a negative modifier to the roll - up to "no chance pal".
2. They may "gather alms" at any time during the day. This is done either by staying in one place - or by approaching people on the street and asking for alms. For every hour the priest spends on the street he must make both a wisdom check and a charisma check (for every three levels of experience he has, he may add a +1 bonus to either check - wisdom for remaining statonary, and Charisma for approaching citizens).

Priest Looks	Both Checks Failed	One Check Failed	Both Checks Successful
Horrible	0	0	1 cp
Poor	0	1 cp	2d4 cp
Fair	1 cp	2d4 cp	1 sp
Good	2d4 cp	1 sp	1d4 sp
Excellent	1 sp	1d4 sp	2d4 sp

These are the equivalents in coinage, not actual coin. It is rare for someone to give up an entire silverpiece to a beggar.

3. They are immune to disease; and often use this ability to stay alive by eating almost anything organic they can find (i.e. food in any state of rot) without getting sick.
4. They may not turn undead, but are immune to the draining effects of undead (Abilities and levels, etc.) due to contact with the Negative Material Plane. Some believe that this is because of the level loss that many a priest has suffered for being unable to help those in need. Some, jokingly, think that the priests are such low creatures that not even the negative plane wants their energy.
5. At 10th level they may join or establish a Missionary (A Lowman may join a missionary at any level). The missionary is dedicated to caring for the poor and sick. This is the only sort of "church" these priests are known to harbor, although no scheduled services take place and any using the facility is free to worship how they see fit - as long as it doesn't disturb the others. They will offer counseling and food and healing, and whatever the poor creatures need as long as they can provide it.
6. When a character of at least 10th level establishes such a mission - or a character already involved in a mission reaches 10th level he attracts 1d10 followers.

Use the following table (roll once for each follower):

1-40	0-level vagrant
41-50	mid level city official who, while not openly an acquaintance of the Lowman, will offer aid in whatever ways he can, if does not jeopardize his standing or his job
51-60	3,4, or 5 th level fighter (determine alignment)
61-70	6,7, or 8 th level thief (determine alignment)
71-80	1 st level Lowman
81-85	8 th level thief with an appropriate Kit (determine alignment)
85-90	a doo-gooder mage of 1d4 levels
90-95	a moderately knowledgeable sage interested in teaching the poor
96-99	a paladin (levels 4-7) who will spend several days out of each month helping with the Mission, and will champion it when in need
100	the mission will attract the attention of a major noble (king, mayor, prince) this may be good or bad depending on alignment, or public or secretive depending on the campaign needs.

The alignment of a follower has a great affect on the service of the NPC. Most good alignments will be a great boon to the Mission (good vagrants will raise alms, provide strong backs without complaint etc.). Those of Chaotic Neutral alignment will come and go as they please, sometimes brings great tidings, sometimes bringing doom, sometimes just themselves; Neutral Evil followers will stick around and help until there is nothing left in it for them, then they will depart - probably forever; Lawful Evil followers will usually try to turn the Mission into some kind of front for some illegal activity, and may even try to keep this secret from the Mission's operators; Chaotic Evil followers will usually be driven by a simple insane lust to kick those who are down. They may be crazed serial killers who cleverly smother vagrants in their sleep, or they might just explode one day in a massive violent assault on everyone within the mission at any given time.

New Spell

Mask Useful Item - I leave the specifics up to you, but this god may allow priests to petition it through this prayer to make an extarvagant but very useful item look like something that belongs on the badly dressed priests. A gleaming shortsword with gold inlays may keep that evil band of city thugs from beating up your alms squad, but the squad might expect you to sell it, because the poor could use the food. The priest asks the god to consider its usefulness, the God does so, and in a few days/weeks/hours/minutes he replies, by either doing nothing (unload the item the priest wants naked) or by changing it into a decrepit-looking thing with all of the same properties (i.e. the gleaming shrtsword suddenly has a corroded edge and a hilt that will fall off if

anyone else picks it up). Even so the priest may only have three of these items at a time, and must give up an old one, if he wants to have a new one.

Disadvantages:

1. They may not enter any dwelling to steal, and never rob from those who "deserve" their money. The definition of "deserve" is left up to the individual DM. Mostly they will see a fat aristocrat in a crowd who has a purse that is far too heavy for them... 75% of their income must go to feed the poor - if the priest needs at more than this to stay alive then he may withhold a little for the time being, but this better not become a habit.
2. If they ever turn away someone with a plea for aid (unless they themselves are currently in danger or helping someone else who urgently needs it at the moment), they immediately lose two levels of experience and must relieve themselves of all worldly good before gaining any new experience. For the most part these are solitary clerics. They worship with their own rules and their own prayers.
3. Lowmen tend to dress in whatever clothes are given to them and are forbidden to bathe more than once a year. Lowmen own only what they can carry, and care for animals only if the animal has come to it or was given to the priest and it doesn't wander off of its own free will. The Lowmen have only what they can carry and do not consider this "having" an ownership at all. If someone else needs something a Lowman has or could make better use of it then that person should have it... This is also their justification for theft - but this must be heavily considered first...

Martial Artist

I wanted, just to see what it would look like, to make a class that its sole ability is martial arts as the oriental adventures guide. A martial artist is just that, a plain Bruce Lee wannabee, and that is just how they might act like at higher levels. To be a martial artist requires dexterity 15, wisdom 12 and constitution 12. These are the three prime requisites for the martial artist. If these 3 together total more than 47, the martial artist gains a 10% bonus in experience points.

The martial artist is a class of the warrior group, their very existence is devoted to fighting. They gain special abilities when they go up in levels, these are special maneuvers that can be found in the Oriental Adventures book or in an old DRAGON magazine (I had it and lost it, I do not remember which one). The base AC of a martial artist is 4, due to his training. A martial artist can not wear armor nor use shields and they only have access to the martial arts weapons class. They fight and make their saving throws as warriors. They initially have 3 weapon and 3 non-weapon proficiencies and they gain 1 of each at every 3 levels after the first (4, 7, 10,...).

At first level, there are several abilities that a martial artist has. He can spend an attack luring his opponent into a trap and this gives him a +2 to hit on his next attack. Martial artists are also able to make leaps and when they leap, they can make a 180-degree turn in mid-air. They all get only half-damage from falls. A martial artist can, of course, meditate, 1 hour of meditation is as good as 2 hours of sleep. Martial artists are masters of balance, they can walk on a tight rope like some thieves. If a martial artist concentrates him(her)self, (s)he is able to summon his inner strength potential, thus giving 18/00 strength for 5 rounds. After that, though, they have to rest for 1 full turn or fight at -4 to hit until they rest. Martial artists are also considered to be fully ambidextrous, they can use both hands at the same efficiency. They get +1 bonus to initiative because of their innate quickness. If they spend an attack studying the opponent, they can notice weaknesses in their fighting, thus giving them, for the rest of the combat and for that opponent only, a +1 to hit. They can also deflect non-magical missiles thrown at them if they make a successful saving throw versus paralysis. Martial artists can also walk on a tightened rope with a 25% chance, increasing by 5% at every level after the first.

The life of a martial artist imposes several restrictions. They have to be lawful neutral, the only thing that matters to them is order and discipline, they will never associate with chaotic characters. They always have to donate 10% of their belongings to the dojo where they trained, to encourage the formation of more martial artists. They can not own more than 10 magical items and they can only use those that are usable by any class.

Martial artists can be from any race that can meet the ability requirements **and** that does not have a penalty to dexterity.

Martial Artists Level Progression Table:

Level	Experience Points	Hit points	Move	Attacks per round	Damage/ Attack	Jump Hgt.	Jump Lgt.	Special Ability Gained
1	0-2000	1d8	14"	3	1d10	4'	3'	--
2	2001-4000	2d8	15"	3	1d10	5'	4'	1
3	4001-8000	3d8	16"	3	1d10	6'	5'	2
4	8001-18000	4d8	17"	7/2	1d10+1	7'	6'	3
5	18001-35000	5d8	18"	7/2	1d10+2	8'	7'	4
6	35001-60000	6d8	19"	7/2	1d10+2	9'	8'	5
7	60001-120000	7d8	20"	4	2d10	10'	9'	6
8	120001-225000	8d8	21"	4	2d10+1	11'	10'	7
9	225001-450000	9d8	22"	4	2d10+2	12'	11'	8
10	450001-675000	9d8+3	23"	9/2	3d10	13'	12'	9
11	675001-900000	9d8+6	24"	9/2	3d10+1	14'	13'	10
12	900001-1125000	9d8+9	26"	9/2	3d10+2	15'	14'	11
13	1125001-1350000	9d8+12	28"	5	4d10	16'	15'	12
14	1350001-1575000	9d8+15	30"	5	5d10	17'	16'	13
	+ 225000 XP / Lvl.	+3hp/Lvl	top	6 at lvl. 17	top	+1'/lvl	+1'/lvl	

If a martial artist has a 10' space to run, he can increase his jumping height and length by 4'. The damage they do and the number of attacks is for bare-handed combat only. Martial arts damage is halved for creatures of more than twice the martial artist's height, with a natural armor class below 0 or with opponents that are made out of stone, iron,... (like golems).

MARTIAL ARTIST SPECIAL ABILITIES EXPLANATION:

A martial artist gains special abilities when going up in levels, these are:

1= The martial artist can fight efficiently even with his back lying on the ground.

2= If the martial artist walks at half his normal speed, he can pass without trace as the spell.

3= If the martial artist concentrates for 1 round, he can, for 4 rounds make twice more attacks, move twice faster,.... But after that, he must rest for a full turn or fight at -4 to hit until he rests.

4= The martial artist is immune to the slow spells.

5= The martial artist learns a technique of quick defensive moves that lowers his armor class by 1. The bonus is increased to +2 at 11th level.

6= The martial artist learns how to crush stone (1/4"/lvl.) and wood (1/2"/lvl.). If the attack is missed, the martial artist can not use that limb for 24 h. This maneuver can also be used against opponents, the damage done is normal, but with a bonus of +1hp/lvl.

7= If the martial artist is lying on the ground, he can spend only one attack and get himself up in a standing position.

8= The martial artist is aware of every non-invisible opponent around him, his is therefore immune to backstabs.

9= The martial artist now ages only 9 months for every year that passes.

10= The martial artist can levitate, at 5' per round. When he is done, he has to rest for 2 rounds.

11= The martial artist now only suffers a -1 penalty for fighting in the dark, or with his eyes closed.

12= The martial artist gets a +2 to saving throws versus charms, illusions and paralysis.

13= The martial artist learns how to incapacitate an opponent's limb. Before making that special maneuver, the player has to tell the DM. It does double damage if the hit is successful and the limb that was hit (or nearly destroyed for a high-level martial artist!) cannot be used for 24 hours.

Monk

A monk character is in a class by itself. All monks must practice rigorous mental and physical training and discipline to achieve their powers. Therefore they must always be lawful in alignment. A monk who for any reason loses this lawful alignment loses all monk abilities and must begin again as a first level character. To become a monk, a character must be human, have a strength of not less than 13, a minimum dexterity of 16, a constitution of 11 or more, and not less than 15 wisdom (Monks may have the exceptional strength and the additional constitution adjustment of fighters.). If a monk has both dexterity and wisdom in excess of 16, he or she gains the benefit of adding 10% to the experience points awarded by the Dungeon Master.

Monks Table I: Experience Points and Levels

Experience	Level	HD (D8)	Title
0	1	1	Novice
2,500	2	2	Initiate
5,000	3	3	Brother
10,000	4	4	Disciple
22,000	5	5	Immaculate
40,000	6	6	Master
70,000	7	7	Master of Dragons
125,000	8	8	Master of the South Wind
225,000	9	9	Master of the West Wind
425,000	10	10	Master of the North Wind
675,000	11	11	Master of the East Wind
950,000	12	12	Grand Master
1,250,000	13	12 + 3	Grand Master (13 th level)
1,550,000	14	12 + 6	Grand Master (14 th level)

300,000 experience points per level for each additional level above the 14th. Monks gain 3 h.p. per level after the 12th.

Monks Table II: Monks Ability Table

Level	AC	Move	Open hand** attacks per round	Open hand damage	Special ability	Weapon equivalent of hand***
1	8	15"	2	1d4	-	-
2	7	16"	2	1d6	-	silver

3	5	17"	2	1d6	A	silver
4	3	18"	2	1d6+1	B	+1
5	1	19"	2	1d6+1	C	+1
6	0	20"	5/2	2d4	D	+2
7	-1	21"	5/2	2d4+1	E	+2
8	-2	22"	5/2	2d6	F	+2
9	-2	23"	5/2	3d4	G	+2
10	-3	24"	5/2	2d6+1	H	+3
11	-3	25"	3	3d4+1	I	+3
12	-3	26"	3	4d4	J	+3
13	-4	27"	3	4d4+1	K	+3
14	-4	28"	7/2	5d4	-	+4
15	-4	29"	7/2	6d4	-	+4
16	-4	30"	4	5d6	-	+4
17****	-5	32"	4	8d4	-	+5

- * Dexterity adjustments also apply.
- ** Open hand attacks includes hands and feet.
- *** Against creatures hit only by magical weapons (i.e. lycanthropes).
- **** No further AC, Move, or attacks occur after level 17.

Each special ability is designated by a capital letter.

- A. At level 3, a superior sense of balance is learned. A bonus of +20% (+4 saves) vs. factors that would throw a monk off balance (i.e. dex checks vs. falling off a cliff or better AC vs. being thrown by another monk).
- B. At 4th level, the monk may begin studies of the anatomy of other species, at the rate of 1 attempt per 2 levels (i.e. another species at levels 6, 8, etc). The anatomies of standard races can be learned automatically (i.e. dwarves, elves, gnomes, hal-elves, halflings, and half-orcs). Chance for learning the anatomies of other species depends on their frequency. The base chance for common monsters is 80%, 70% for uncommon, 45% for rare, 5% for very rare, and -10% for singular entities, plus 1% per point of the monk's wisdom.
- C. When a monk is brought to 0 hit points, he does not lose consciousness, although he continues to lose 1 hit point a round and is subject to further damage. A 5th level monk can continue to act until down to -1 hp. This decreases by 1 per level (-2 at 6th, -3 at 7th, etc) until a minimum of -10 at 14th level. As soon as the monk reaches his minimum, consciousness is lost. As soon as -10 hp is reached, the monk dies. While still conscious, the monk may still attack, run, even drink healing potions or bandage his own wounds so that when he loses consciousness, he will be returned to the hit point total at the time he first bandaged himself, and not lose anymore hit points. However, additional damage (i.e. from enemies) must be subtracted from this total. To hit, AC, saves, damage rolls (down to 0), and movement rate all suffer a penalty equal to the monk's hit point total (i.e. a 14th level monk at -4 hp gets a -4 penalty on everything). This power results from the almost super-human endurance that the monk has learned against pain and shock.
- D. Self-induced catalepsy to appear dead by lowering body temperature and heart rate for a number of turns equal to twice his level (i.e. 12 turns at 6th). In addition, multiple attacks vs. Slow moving (i.e. armor-clad) foes. At 6th level, 1 bonus attack per round vs. those with 6" movement. 2 attacks vs. 3" movement at 7th level. 3 attacks vs. 1" or immobile at 8th. A direct result of the incredible speed of the monk, both in running and with open-"hand" attacks.
- E. Ability to heal damage on own body, 1d4 +1 hit points a day. 1d4 +2 hp at 8th level, 1d4 +3 hp at 9th, etc. Or heal half that amount on someone else (round up). Also, when dodging, 1/2 damage if save is failed (i.e. vs. fireball); does not work vs. i.e. petrification.
- F. Sixth sense fighting. Even when other 5 senses fail (i.e. deaf and blind), can still continue combat, but must parry. Parry is at -2, but may follow up with no penalty to hit.

- G. 18% resistance to ESP, psionics, and other mind affecting spells (i.e. those where wisdom affects saves). Resistance increases 7% per level thereafter, until a maximum of 95% at 20th level. Saving throws apply if resistance fails.
- H. In the follow-up disarm after a parry, ability to smash weapon. Must roll (bonuses apply) 5 over the minimum number needed to disarm. Magical weapons are allowed saving throws vs. crushing blow, with each plus counting as a save bonus (i.e. a sword +1 saves at +1).
- I. Diseases and poisons do not take affect less than 12 hours after exposure. Before that time, the monk may meditate one hour to cure his disease, or two hours to cure all poisons. Through meditation, able to survive extreme temperatures (not fireballs, etc; only desert or arctic like condiditions), hunger, thirst, or lack of air of a number of days equal to twice the monk's level. Can only walk or swim slowly during this time. Exertion (i.e. running or combat) has a 10% cumulative chance, per round of continuous exertion, of causing loss of consciousness for one hour (but will survive if no creature attacks or the like).
- J. A 12th level monk is allowed one roll on the Table of Psionic Disciplines -- Minor Devotions. This ability is performed at the monk's current level, with 20 pseudo-psionic strength points usable only for this ability.
- K. Through uninterrupted meditation for an hour, the monk will achieve ethereality for a number of turns equal to his level. During this time, he may act freely (i.e. pass through walls, exit the dungeon, leave jail cells and chains). He may then find a safe location to materialize, which he may do by himself or when the ethereal duration ends. Note, all the monk's possessions, however, do not become ethereal, so the monk must retrieve them when he is solid.

Armor: none.

Shield: none.

Weapons: bo sticks, club, crossbow, dagger, hand axe, javelin, jo stick, pole arms, scimitar, spear, staff.

Oil: no.

Poison: no.

Monks are masters of unarmed combat. Centuries of knowledge have passed from teacher to student, from across the realms, modified and combined, until the monk has become the greatest mind trained in the art of battle. Most monks shun weapons as the last resort of the weak. In melee, often the first action the monk takes is to disarm his opponent. Monks are well trained in the art of self-defense. Many of their attacks are more effective when their opponents initiate the blow, for the monk is able to redirect the force of impact and use an opponent's weight against itself. Monks are practised in a variety of attack methods. Before the start of each round, the monk must decide upon his actions: parry, disarm, throw, dodge, or attack normally. Monks gain a bonus on parrying, disarming, or throwing charging opponents and lunging weapons/attacks (i.e. spears and rattlesnake bite attacks). This bonus is +1 per four levels of experience (i.e. +2 at fifth level) up to a maximum of +4 at level 13. This is accomplished by exploiting the momentum of the attacker as the monk redirects it.

A major OFFENSIVE action is the monk's parry, which may be performed as many times a round as the monk has attacks, but must be stopped as soon as the monk follows up. To parry an attack, the monk must roll to hit his attacker. If the parry is successful, the monk may immediately follow up in the same round with one disarm, thow, or attack attempt.

The second attack form of the monk is the disarm, which may be attempted as many times a round as the monk has attacks (as with parry and throw, see below). Thus the monk may disarm more than one adjacent opponent a round. Monks must roll to hit their opponents, adding to the roll their reaction/attacking adjustment due to dexterity. Success means that the weapon has landed 1d10 feet in a random direction.

The throw may be attempted many times a round, but after the first successful throw, no more attempts can be made (thus, the monk cannot throw more than one opponent a round). The monk must roll to hit the opponent. Success means that the opponent has lost its balance and has fallen. Immense or strange creatures (i.e. red dragons or gelatinous cubes/will-o-wisps) of course cannot be thrown. The maximum size affected is 6'4" +4" per level and 300 lbs +100 lbs per level, up to a maximum of 12' and 2000 lbs at 17th level. Quadrupeds and giant arthropods (plus other many-legged creatures) are difficult to unbalance, thus the monk is at -4 to hit, but

is at +2 against flying (with wings, not just hovering like the djinn) creatures. Neither the monk nor the victim may act for the rest of the round after a throw. The victim must spend the next round regaining its footing (winging?). Unless it is part of a parry, the throw allows the victim +2 to hit, if it is able to attack before the throw or if the monk failed to throw, due to the fact that the monk is no longer trying to avoid the opponent.

Dodging is a defensive action in which the monk attempts to use feints, tumbles, and rolls to completely avoid contact with all attackers. Monks get an AC bonus of +1 per two levels, up to a maximum of +8 at level 15. During this round, all damage from weapons and spells, which allow the dexterity defensive adjustment in saves, are at -1 per die, to a minimum of 1 each. When dodging, the monk will sustain no damage if a save is made, even if it were a fireball. The monk may disengage and break off from melee during this time without incurring the free attack routine from opponents. Movement is at normal walking pace. During this time, the monk exposes little of his vital areas to attack and many blows glance off.

Normal open hand attacks (monks may also use kicks instead of hands) have effects of their own. An opponent is stunned by a monk for 1d4 rounds if the score of the monk's "to hit" roll exceeds the minimum number required for a hit by 5 or more. This roll must be natural (i.e. not affected by strength or striking from behind). Monks can only stun opponents that they can normally throw. Once stunned, the victim has a 1% chance per level of the monk of having broken a bone (i.e. an arm, leg, wrist, but not neck; roll randomly).

Due to their study of the human anatomy, monks gain +1/2 per level bonus on damage in open hand battle against other humans (round up). At higher levels, monks may learn the anatomies of other species (note, dragons are not one species; a color/metal/gem/etc must be specified). Armor of chain mail and better, however, prevents use of this knowledge, because pressure points and vulnerable areas (such as the temple, kidney, groin, solar plexus, armpit, etc) are covered up.

The rear kill attack can be performed only when the victim is completely unaware of the whereabouts of the monk. The victim must be relatively motionless (i.e. not running or engaged in melee). The monk must approach undetected from behind, suddenly grab the victim's head (roll to hit, +4 because of surprise), and wrench it quickly to snap the neck. Damage done is 10%, +3% per level of the monk, of the victim's present hit point total, up to a maximum of 70% at 20th level. Damage inflicted is not less than the maximum damage the monk can do with one successful open hand attack, counting all bonuses (i.e. a 1st level monk will inflict a minimum of 4 hp of damage). The victim cannot be over 5/4 the height of the monk. This attack affects only creatures with a spinal cord and neck (or equivalent) that can be broken (Cf. Vorpal Weapon).

Monks have the following abilities which they perform at identical level of experience to that of a thief: move silently, hide in shadows, climb walls. Because of intense mental training and mastery, the monk has developed an extremely acute mind and a sort of sixth sense. The Sense Movement ability is identical to that of the thief's Hear Noise ability in percentage per level. The monk must spend one round in intense concentration. Success indicates that the monk has detected movement beyond a portal, around a corner, or within a room. Only its general direction can be known. This ability even allows detection of invisible creatures, but not ethereal or out of phase ones. Due to their intense mental discipline, psionic monks gain a 10% bonus to their defensive points, while non-psionic monks gain a +4 save vs. psionic blast attacks.

At 4th level, a monk can fall up to 20' if he or she is within 1' of a wall. At 6th level, 30' within 4' of a wall. At 13th level, any distance within 8'. The monk must have an opportunity to periodically make contact with the wall to slow the fall. Any surface (wall, tree, cliff, etc) may be used. (Note, if a 13th level monk falls 5 miles, the last mile of which is near a wall, he or she falls the equivalent of ONLY 4 miles.) Monks can also perform vertical leaps of half their movement rate in feet, without injury (i.e. a 1st level monk can leap 7'6" straight up). They can also make forward leaps equal to their movement in feet (i.e. 15' at level 1).

Monks save on the fighter table. They attack with a THAC0 of one worse than a fighter of the same level. They may use all magic items usable by thieves. In all other respects (whatever is left), they are treated as a subclass of fighters. Monks never attract followers.

Although they are trained to be specialists in combat, monks are different from other fighters because they favor unarmed battle. Thus, when they use weapons in melee, monks lose many abilities: parry, disarm, throw, dodge, stun, bonus damage due to knowledge, rear kill, multiple attacks per round, and bonus attacks vs. slow

opponents. If, because of encumbrance, a monk cannot move at his full rate, the leaping, bonus attacks vs. slow opponents, and dodging abilities are lost.

Note: When fighting a monk of higher level, certain penalties occur. Parry and throw are at -2 to hit. The bonus dodging AC is cut by half (round up). Stunning requires a roll of 7 over the minimum to hit.

Starting gold: 5d4 gp.

Initial weapon proficiencies: 1.

Non-proficiency penalty: -3.

Added proficiency in weapons per level: 1/3 levels.

Mystic

The mystic resembles, on certain points to the first-edition monk. A mystic devotes a lot of time to meditation. They possess great self-discipline. They gain special abilities from their meditation and their particular physical training. The Mystic is a stand-alone class, not a subclass of any other one, because it has various abilities.

Many mystics live as solitaires or in a monastery, they think it as one of the best ways to reach spiritual enlightenment. Sometimes, by changing their lifestyles a bit, such as going adventuring, they can gain additional knowledge that they can not find anywhere else. That is the main reason why mystics could be adventuring. Due to their varied abilities, Mystics can prove to be very useful in an adventuring party. They can cast both priest and mage spells (in limited number, of course). They gain their spells through meditation, from their own inner-self power. The way they can obtain mage spells through meditation is not yet clearly known.

However, by doing all that meditation, Mystics do not have the time for strenuous physical training, that is why they fight as thieves. However, their meditation gives them a way to avoid damage, the natural AC of a mystic goes down when they gain levels. They use six-sided dice to determine hit points. At first level, they roll an additional hit die. They make their saving throws as clerics. Mystics can only be lawful neutral because of their rigid mental discipline. Mystics are not concerned by good or evil.

Mystics have restrictions, they can not own more than 10 magical items and they can not associate with chaotic-aligned people, they do not tolerate people who are not disciplined. They can never wear armor, they are not allowed to use a shield and the only weapons they can use are those available to the magic-user class. They move at 15" and they have the legend lore ability of a bard of the same level. They initially have 2 weapon proficiencies and 4 non-weapon proficiencies, they gain one of each at every 4 levels.

The minimum ability scores to become a mystic are: wisdom 16 and intelligence 14. Only humans may become mystics. Mystics may never dual-class. They do not have power over undead nor do they receive bonus spells for high wisdom. They can only use magical items that can be used by all the classes.

Mystics level progression table:

Level	Experience Points	Hit Points	AC	Mage Spell				Priest Spell			
				1	2	3	4	1	2	3	4
1	0-2600	2d6	10	-	-	-	-	-	-	-	-
2	2601-5200	3d6	9	1	-	-	-	-	-	-	-
3	5201-11000	4d6	8	2	-	-	-	1	-	-	-
4	11001-25000	5d6	7	2	1	-	-	2	-	-	-
5	25001-50000	6d6	6	2	2	-	-	2	1	-	-
6	50001-100000	7d6	5	3	2	1	-	2	2	-	-
7	100001-200000	8d6	4	3	3	2	-	2	2	1	-
8	200001-350000	9d6	3	4	3	2	-	3	2	1	-
9	350001-600000	10d6	2	4	4	2	1	3	3	1	-

10	600001-850000	10d6+2	1	4	4	3	2	4	3	2	-
11	850001-1100000	10d6+4	0	4	4	4	2	4	3	2	1
12	1100001-1350000	10d6+6	0	4	4	4	3	5	3	2	1
13	1350001-1600000	10d6+8	0	4	4	4	4	5	4	3	2
14	1600001-1850000	10d6+10	0	4	4	4	4	5	5	3	3

Sneaks Level Progression Table:

Level	Experience Points	Hit Points	Move Silently	Initiative Bonus (with spec. wpn)	Special Ability Gained
1	0-2400	1d8	15%	0	--
2	2401-5000	2d8	21%	0	1
3	5001-11000	3d8	27%	0	2
4	11001-24000	4d8	33%	1	3
5	24001-50000	5d8	40%	1	4
6	50001-100000	6d8	47%	1	5
7	100001-200000	7d8	55%	1	6
8	200001-400000	8d8	62%	1	7
9	400001-700000	9d8	70%	2	8
10	700001-1000000	9d8+2	78%	2	9
11	1000001-1300000	9d8+4	86%	2	10
12	1300001-1600000	9d8+6	94%	2	11
13	1600001-1900000	9d8+8	99%	2	12
14	1900001-2200000	9d8+10	99%	2	13
15	2200001-2500000	9d8+12	99%	2	14
	+ 300000 XP / Lvl.	+2 hp / Lvl.	top	top	

Sneaks, by focusing a lot of energy on their body, come to improve it. Their base AC is 8 instead of 10. A sneak would never willingly wear armor, thinking that his own body can be used as the most powerful armor there is.

Their training also gives them special abilities that are gained later in their career, at higher levels. Sneaks have a special defensive adjustment to AC. For every point of dexterity exceeding 14, their get an AC bonus of 2. A sneak with dexterity 16 would get -4 AC bonus.

A sneak only uses blunt weapons but, as he or she increases in levels, they gain special maneuvers with these weapons. They can specialize (includes double specialization), either in unarmed combat or with a blunt weapon of choice. They also move at 15". To be a sneak requires a dexterity of 15. At first level, they roll a percentile dice and they add the result to their dexterity, just like the first-edition cavalier. Each level thereafter, they add another 2d10% until dexterity reaches 19. They can also move silently as thieves of the same level.

Being a subclass of warriors, they fight and make their saving throws as warriors. They can also use all magic items available for warriors. At first level, the sneak must choose a blunt weapon of choice, it will be in that weapon that he will specialize (if he is not at first level) and he receives his initiative bonus only when using that particular weapon of choice. Sneaks can be human, elven or half-elven. They can be of any lawful alignment.

SPECIAL ABILITIES EXPLANATION:

1= At second level, the sneak learns the backstab ability (as thief). He can backstab with any weapon he knows how to use. The backstab damage improves as thieves, with a 1 level delay.

2= At third level, the sneak learns the art of meditation, he can now meditate instead of sleeping. Time of "waking up" is of course less than regular sleep. 1 hour of meditation is equivalent to 2 hours of sleep, so the sneak only has to meditate 4 hours a night.

3= At fourth level, sneaks begin to get their special initiative bonus, their training gives them a +1 initiative bonus. This bonus is increased at +2 at 9th level.

4= At fifth level, the sneak is immune to backstabs, he is automatically aware of any attack on himself from a non-invisible opponent.

5= At sixth level, the sneak learns how to focus some energy into his own weapon. If he wants to, he declares it to the DM and then he gets double damage (no bonuses included, only physical damage dice) for that attack. Sneaks can use that power an unlimited times per day. However, if they miss their attack, they also lose their next attack.

6= At seventh level, the sneak needs to rest only every two nights (every three nights, if constitution is 18 or more). He gets no penalties on the second (or third) day.

7= At eighth level, sneaks learn how to deflect blows more effectively, lowering his effective armor class by 2.

8= At ninth level, sneaks learn to focus even more energy into their weapon, if he uses that maneuver, the player has to tell the DM before. Damage is normal but, if the opponent misses his saving throw versus paralyzation, he is stunned for 1d4 rounds. If the attack misses, the sneak misses his next attack.

9= At tenth level, the sneak learns how to become invisible (as the spell), twice per day.

10= At eleventh level, sneaks learn how to focus a tremendous amount of energy in their weapon, it does triple damage but, if the opponent misses his saving throw versus paralyzation, he is knocked out for 3-6 rounds. However, the use of this maneuver requires a great deal of concentration from the sneak. When this special attack is used, no other attacks can be made in that round. If the sneak misses the opponent when doing that attack, he loses his next **two** attacks.

11= At twelfth level, the sneak is totally ambidextrous, having no penalties for using a weapon in his secondary hand.

12= At thirteenth level, sneaks learn how to focus energy on themselves, they can speed up for 4 rounds. They then move at twice their movement rate, they have twice more attacks,.... However, after the use of that power, sneaks must rest for a full turn or suffer -4 to hit due to exhaustion.

13= At fourteenth level, the sneak knows another way on how to concentrate to focus energy on him(her)self, therefore raising strength to 18/00 for 5 rounds. After that, the sneak must rest for a full turn or suffer -4 to hit due to exhaustion.

14= At fifteenth level, the sneak can turn invisible (as improved invisibility spell) twice per day.

There is no reason why two powers could not be used simultaneously. But in the case of side-effects, the recovery times are added together. Special abilities may not seem related to each other but picture this: a sneak with improved invisibility moves silently past you and decides to concentrate to focus energy (as the sixth-level power) into his two (magical ?) weapons (being ambidextrous) in which he is double-specialized, and onto himself (raising his strength to 18/00) and then backstabbing you. Hope he does not roll a 20 if you are playing with critical hits...

Mystic Knight

The Mystic Knight is a mixture of a mentalist and a fighter. The knight undergoes intensive training with one weapon, as well as developing and using some mental powers. The first Mystic Knights were trained by a rogue mentalist to help provide him with protection. The mentalist was able to hire weapons trainers to instruct the individuals in weapons skills. A special type of sword is used by all Mystic Knights, which clearly makes them stand out (Note: the weapon they use is called the Star Saber and was designed specifically for this class. The

Star Saber can be used either one-handed or two-handed. While retaining about the same mass and size as a long sword, the Star Saber's design makes it perfect for defesive manuevers such as disarming, while at the same time slightly increasing damage. One-handed S/M 1d8+1 L 1d10+2. Parry value 3. Two-handed S/M 1d8+2 L 1d10+3. Parry value 4.) The Mytic Knights are rare in themselves and usually have a devotion to aid the Order of Psi (In our campaign world, a secretive Psionic organization and the only group with detailed knowledge of the workings of psionic powers).

Ability Requirements: Wisdom 15, Dexterity 15, Strength 12, Constitution 12

Prime Requisites: Wisdom and Dexterity

Races Allowed: Human, Half Elven, Halfling, Elven (except Star Elf, a campaign race)

Alignment Restrictions: Any Lawful

Armor Restrictions: All non metallic armor. Shields NOT allowed

Mystic Knights receive a 10% Experience Point bonus if they have both Wisdom and Dexterity above 16.

Mystic Knights Experience Levels

Level	Experience	HD (D8)
1	0	1+1
2	2500	2+2
3	5000	3+3
4	10000	4+4
5	20000	5+5
6	40000	6+6
7	80000	7+7
8	160000	8+8
9	320000	9+9
10	680000	9+11
11	980000	9+13
12	1280000	9+15
13	1900000	9+17
14	2280000	9+19
15	2580000	9+21
16	2880000	9+23
17	3180000	9+25
18	3480000	9+27
19	3780000	9+29
20	4080000	9+31

Mystic Knight Psionics Progression Table

Level	Sent.	Telek.	Body	Telep.
1	0	0	0	1
2	1	0	0	1
3	1	0	1	1
4	1	0	1	2
5	1	1	1	2
6	2	1	1	2
7	2	1	2	2
8	2	1	2	3
9	2	2	2	3
10	3	2	2	3
11	3	2	3	3
12	3	2	3	4
13	3	3	3	4
14	4	3	3	4
15	4	3	4	4
16	4	3	4	5

17	4	4	4	5
18	5	4	4	5
19	5	4	5	5
20	5	4	5	6

The Mystic Knight powers are mentalist powers, but they are classified in a different manner. The powers are defined in the Psionics Handbook. In addition to the above powers, they automatically get the powers Contact, Mind Thrust and Mind Blank, because of the sheer number of times they have been trained to use these abilities. In addition, the initial cost of Contact have been changed as follows:

Level or HD	PSP Cost
1-5	2
6-10	6
11-15	10
16-20	14

Mystic Knights gain approximately 1/3 the PSPs of a mentalist. To find the characters inherent Psionics Strength Points, look up the characters's Wisdom score on the PSP table and record the base score. Then look up the character's Constitution Score on the table and add the modifier to the base score. The final score is the character's inherent potential. For every level of experience the knight gains, the total PSP's are increased. The character will gain 3 PSP's per level plus the modifier on the PSP table that corresponds to the character's Wisdom.

Knight PSP Table

Ability Score	Base Score	Modifier
15	7	0
16	8	0
17	9	+1
18	10	+2

Mystic Knight Powers

Sentient Powers

AllRound Vision
Combat Mind
Danger Sense
Feel Light
Know Direction
Know Location
Aura Sight*

Telekinetic P.

Ballistic Att.
Control Body
Deflection
Levitation
Telekinesis
Aviation*
Project Force*

Body Powers

Absorb Disease
Adrenalin Cont.
Body Control
Catfall Ident.
Hasting Intell.
Heightened Sns.
Mind over Body
Comp. Healing*

Telepathic Powers

Conceal Thoughts
ESP
False Sensory Inp
Penetr.
Fortress
Life Detection
Mental Barrier
Mind Bar
Mind Link
Post-Hypn. Sugg.
Psychic Crush
Send Thoughts
Thought Shield
Truthear
Domination*
Ejection*
Mass Domination*
Probe*
Tower of Iron Will*

* These powers can only be gained at 10th level or above.

Note: some of these may not be listed in the Psionics Handbook. If not, they are campaign-designed powers we have developed.

Mystic Knights gain weapon proficiencies at the same rate as fighters, but they must use two of their initial Weapon Profic. Slots on Star Saber specialization (While the Star Saber is their primary, specialized weapon, mystic knights DO NOT gain the pluses to hit and damage. They only gain the weapon attack advancement). In addition they may only gain a maximum of of 3 additional weapon proficiency slots in addition to their initial weapon proficiency slots. They get Non-Weapon Profic. as per Cleric of equal level except they get Jumping and Tumbling as free Non-Weapon Proficiencies. They can choose non-weapon proficiencies from Warrior, Priest and General groups. Mystic Knights start off with 4d4 x 10 silver pieces for initial funding. Mystic Knights have the same saving throws as Thieves.

With the exception of their "specialization" with the Star Saber (with which they fight as an equivalent level Warrior), Mystic Knights have the same combative abilities as Priests (ie. with the Star Saber their THACO is a per fighter, while with all other proficient weapons their THACO is as per Cleric of equal level). Their training with the Star Saber is so intensive, and their instinct with this weapon so great, that they get additional combative abilities with it beyond those of normal fighters. These special abilities are based around disarming an opponent and self-defense as the taking of life unnecessarily is against the code of the Mystic Knight. These abilities, and the levels they are gained at are detailed below.

Note: these abilities only apply when the Mystic Knight uses a Star Saber.

Level	Ability
1	5% chance/Lv of being able to deflect all visible missile weapons within reach; -6 to hit for a disarm
3	Ability to lower AC by 2 places for every attack given up in a given round (this is in addition to normal parrying rules)
4	-4 to hit for a disarm
6	2 attacks per round
8	Ability to lower AC by 3 places for every attack given up in a given round (not cumulative with the level 3 ability)
9	+1 additional to hit and on damage
11	5/2 attacks
12	-2 to hit for a disarm
18	Ability to lower AC 4 places for every attack given up in a given round (not cumulative with the level 3 or level 8 ability)
20	3 attacks per round
22	+2 additional to hit and on damage (not cumulative with the level 9 ability)

Mystic Knights, in addition to the above abilities, have three innate abilities which they develop by 1st level. The first of these abilities is the power to form a field of mental force around his Star Saber. This plane of force, which can not be formed around Sabers that have been magicked, gives the Saber an additional +1 to hit and +2 on damage. These bonuses go up to +2/+4 at 8th level and finally to +3/+6 at 15th level. This plane of force can be raised and dropped at will, taking only 1 segment to lower and raise, and can be maintained for a total number of rounds(or parts thereof) per day equal to 1/2 the Knights Wisdom (rounded down) plus 1 per 2 levels of the Knight. This field does allow the mystic knight to hit creatures that are normally only hit by magical weapons, assuming the creature to be hit does not exceed the knight pluses to hit ability.

The second of these powers is the ability to sense "Presence" in other creatures. Presence is the ability of a creature to use Psionic Abilities. The Knight can sense which creatures possess Presence, and how strongly they possess it. The sensing range is 100 yards per level of the Knight.

The final special power of the Mystic Knight allows the knight to return the Star Saber to the knight's hand. The knight is only able to use this ability on the Star Saber, when the weapon can be seen. The telekinetic movement of the saber requires 1 PSP per segment the saber is moved. The knight is able to exert 10 lbs. force per level on the saber. As well as increasing force with the level of the knight, the movement rate of the saber increases with level. At 1st level the knight can move the saber at a rate of 10' per segment. A movement rate

of 20' per segment is achieved at 8th level. The rate finally increases to 30' per segment at 15th level. No power checks for this ability are required.

Mystic Knights do have several limitations to counter their extraordinary abilities. First, because large quantities of metal interfere with their mentalist abilities, Mystic Knights may only wear non-metallic armor. Also due to the maneuverability their combative abilities require and the fact that they often use both hands on their Saber, Mystic Knights shun the use of shields and will never use them.

Mystic Knights are also the slowest of the class to progress. In addition to this Mystic Knights may not multi-class, but dual classing is possible.

Finally, as mentioned above, all of the special combative abilities of the Mystic Knight are based around the Star Saber, his primary weapon. This sword like weapon is unique to the Mystic Knight and is composed out of a special composite steel. So rare and difficult to forge is the Star Saber, that if a Mystic Knight (who starts off with a Star Saber for free) were to lose his Saber, it would require a master weaponsmith ten weeks and a cost of about 750 sps to replace. Star Sabers are unusually strong and gaining +2 on all of their saves. Because magic interferes with the field a Knight can place around his weapon, very few magical Sabers exist.

Necromancer

Race Allowed: Human, Dwarf, Elf, Half-Elf, and Gnome.

Weapons Allowed: as Cleric plus Sickle, Scourge & Short Blades (fighter's HB).

Armour Allowed: any, but he may not cast wizard spells in armour.

Shield: any.

Weapon Proficiencies: as Cleric.

Non-Weapon Prof.: as Cleric.

Saving Throws: as Cleric, with a +3 on all saves vs. death in any save vs. death or die situation.

Level Advancement: as Cleric.

THACO: as Cleric.

The necromancer must start play with a proficiency in either sickle or scourge but gets a free proficiency in Herbalism and Undertaking.

The Necromancer may only use Healing of Necromantic magic items. This does not apply to armour, weapons (other than rods and staves), and potions.

Diety: any one related to the dead, death, or the afterlife.

Special Abilities:

1st Level. : Turn or control (if evil) Undead as a Cleric of the same level. Make poison with strength relative to level. +3 to save vs. death in any save vs. death or die situation.

2nd Level. : Ability to Feign Death (see the Wizard spell).

3rd Level. : Choose a Weapon of Doom. The Weapon of Doom can hit all Undead, regardless of the magical bonus needed to hit. The Weapon of Doom is a single weapon, not a type of weapon. A long ceremony, which may be costly, is needed to construct this unique item. Its power functions only in the hands of the Necromancer who made it.

4th Level. : Can cause a Corpse Visage on himself once per day.

5th Level. : Can cause a single item, no larger than a small wagon, to come to live and serve him. The item must be within 20 feet of the Necromancer and in a clear line of sight. If the item is in contact with a living creature the power fails (armour or sword ect.). The item may not attack and must have some means of

movement or the Necromancer must carry it (a table can walk a book can not). If the item is destroyed the Necromancer takes 4d6 damage. At any point the Necromancer may shift the life force from one object to another without suffering hit point loss. This is a fun power not an Ultra-Power, play it that way!

6th Level. : Weapon of Doom causes double damage on all Undead in the hands of the Necromancer.

7th Level. : Weapon of Doom is +3 to hit and damage against all living things, in the hands of the Necromancer.

8th Level. : The Necromancer gains a saving throw Vs. Death Magic (without the +3 invoked in death situations) to avoid level drain.

9th Level. : He is immune to a Vampires charm attack and paralyzing touch of from ghouls and Liches. Save vs. Death (no +3) to avoid being aged by a Ghost.

10th Level. : The Weapon of Doom acts a a Mace or Disruption in the hands of the Necromancer. It is still X2 damage before strength or magic is added on Undead.

11th Level. : The Weapon of Doom forces any living thing to save vs. Death or die when it hits with a natural 20. Magic resistance applies.

12th Level. : He gains a Kiss of Death. When the Necromancer wishes, he can give a PERSON (Dwarf, Elf, Gnome, Human, ect.) a Kiss of Death. If the PERSON is under 8 hit die he dies, if he is over 8 hit die he must save vs. death or die. This may not be used in battle, rather only in a non-combat situation.

13th Level. : The Necromancer attracts 1d6 Wraiths, 4d6 Zombies or Skeletons, and 2d6 Shadows to his dark lair. The guard the lair and will not adventure.

14th Level. :Can cause or remove a plague in a 50 Mile radius. This takes a full week, during which the Necromancer must concentrate on the desired plague. As the week passes the plague will either begin or slowly stop, depending on what he selects. As the end of the week all is done and the Necromancer may move on.

Note: If the Weapon of Doom is destroyed the Necromancer may make a new one.

Spells:

The Necromancer can cast Wizard Necromantic spells and Cleric Healing and Necromantic spells. He prays for all his spells (Wizard and Cleric). All Necromantic spells are one level lower for him, first level spells are still first level. For example, the third level spell "Negative Plane Protection" is really a second level spell of the Necromancer. He also gains Cleric wisdom bounces for spell ability. He can cast the Cleric spells in armour, but not the Wizrd Necromantic spells.

In addition, the Necromancer know alot about undead, the DM should give extra information about the Undead or dead things to the Necromancer. May times he can tell how a thing died.

Notes: The Necromancer can speak with all Undead he controls. In addition to Necromantic and Healing spells, he can memorize Speak with Dead at its normal level.

Nordic

This is a class suggestion for a specific priest/MU class. It is based upon some of the things I've read about Vikings. Presenting, the nordic runecaster...

This is a sub-class of mage. Thaco, HP etc are as per normal, optionally, allow use of non-metal armor and any one-handed weapon. All spells include an additional component "rune". The runes may be used in one of several ways. Any spell the mage has memorized may be cast by either inscribing or drawing the rune in air

(acompanied by saying the name of the rune). This takes three extra segments and results in a +2 to the targets saving throw. Optionally, the runes may be prepared ahead of time. If you use any material components for the spell, they are expended at this time.

The rune itself is inscribed on whatever you choose to inscribe it on. (For example, to prepare the "fireball" rune, you use the dungball up, and can inscribe the rune on a rock.) When you cast a spell from a rune, you need only utter the name of the rune (takes normal casting time). The rune need not be in your possession, it need only be within ange of the spell. Saving throws are still at a +2, unless the rune has been voluntarily accepted by, or placed in contact with, the target. In this case, the save is at a -4. You can be tricky about this. For instance, you could write a charm person rune on the floor, and cast it on someone who is standing upon it. You can also give a box with lightning bolt written on it to someone, and cast a bolt at them from up to the maximum distance of the spell.

Nordic mages have a variant of read magic, "read runes" which functions exactly like read magic, but applying only to runes. Scrolls are not written on parchment, but are instead runes containing spell power written on bark (usually, could be anything.) They function exactly like scrolls, but should be fairly rare. The most common way of learning scrolls is from others. Another way is to enter a trance. A nordic mage can enter a trance only on the solstices and equinoxes (thus four times a year) by sacrificing, fasting, and praying. He then chooses which spell he wants to learn, and rolls a d20 against his INT. If he rolls less than or equal to his int less the spell's level, he learns a spell of that level. He then rolls against his wisdom (less the spell's level). If he succeeds in his second roll, he learns the spell he wanted, if not, he learns a spell his god wanted him to learn.

Pacific Priest

Ability Requirements: 13 wisdom, 12 intelligence, 14 charisma.

Prime Requisite: Wisdom.

Level Advancement: as Cleric.

Armor Allowed: none.

Weapons Allowed: only lasso and net.

Wrestling is the only form of non-lethal combat that may be used.

Races allowed: all but dwarves and elves (elves, in my current campaign-world, tend to be good with the view that evil must be destroyed, not converted; and they tend to believe that violent means are the best).

The priests deity is the goddess of childbirth, mercy, and peace. Characters who worship her seek to spread peace and non-violence through the world. They must also grant mercy to all who ask and must give sanctuary or refuge to any fleeing from some violent authority. Fighting can only be used as a last resort, and even then only in defense.

Major Sphere: All, Protection, Charm, Creation, Divination, Healing, and Elemental.

Minor Sphere: Necromantic, Plant, Animal, and Guardian.

Only non-combat spells may be used. Damage caused that is incidental to the intended effect is OK, but no spells meant to harm or kill are allowed within the ethos.

Priest of Thunder-God Thor

Races allowed: as cleric.

Hit Dice: as cleric (d8).

Spell Advancement: as cleric.

Experience: as fighter.

Spheres: (Major) All, Astral, Charm, Combat, Elemental, Guardian, Healing, Sun, Weather, (Minor) None.

Prime Requisites: Strength, Constitution.

Adjustments: +1 Strength, +1 Constitution, -1 Intelligence, -1 Charisma.

"You shall fight, not think!!"

"What do you mean Thor isn't the best god next to Odin?"

"What are these things called baths, anyways?"

Armor: All.

Weapons: only blunt weapons allowed.

Powers:

1. Turn Undead
2. Bonus of 2 or 10%, on every die roll, in whichever direction (+ or -) is beneficial to the Priest. Thor always wins, doesn't he?
3. 1st level: can cast a 1d10 lightning bolt (3/day), must make wisdom check or the bolt hurts friend or self or some other bad occurrence (the mayor's beard is now gone...)
4. 2nd level: can cast continual light (2/day)
5. 3rd level: +1H&D with warhammer, can cast a 1d12 lightning bolt (2/day)
6. 4th level: Double Damage Dice vs Giants (only giants, not giant-class)
7. 5th level: +3H&D vs. giants
8. 6th level: can cast a 4d6 lightning bolt (2/day)
9. 7th level: +1H&D with warhammer, +2 on saves
10. 8th level: can cast lightning bolt (as per mage spell) (1/day), Fly as spell, special effect: hammer throw as per Thor in Marvel Comics.
11. 9th level: can cast chain lightning (1/day)
12. 10th level: +1H&D with warhammer, warhammer returns when thrown
13. 11th level: 2 more lightning bolts & chain lightning each per day
14. 12th level: can cast Power Word: Stun (2/day), special effect: Thunderclap.

I do suppose you now know why he's on the fighter's xp table and probably should be on the Mage's ?

Of course, these abilities DO depend on the priest having his holy symbol, being a warhammer.

Serpentor

Deity: Set, or your own god of snakes and vengeance

Requirements: 15 Wisdom, 12 Dexterity and Intelligence

Prime requisites: All 3

Alignment: LE

Armor and Weapons: All leather armor, including studded leather and leather scale (AC 8, 25 lbs), metal scale but no other metal armor, no shields. Weapons include staves, daggers, bows (but not crossbows), all one-handed swords, and spears. Serpentor are notorious for using poison.

Spells: Major access to All, Animal, Astral, Charm, Healing, Necromantic, Protection, Divination, and Summoning. Minor access to Sun and Creation.

Ethos: Nature is based on survival of the fittest. The weak must be destroyed, and the strong are rightful rulers. Do not waste your time with worry or fear; these are for weaklings. Turn your disadvantages into advantages and you shall have power. You shall be honorable and just, but do not give your sweat or your word indiscriminately. The end justifies any means necessary to get what you desire. Everything you get is of your own doing, Set is your guardian and guide. Scorn those fools who will not stand up for themselves. Where diplomacy fails, use trickery or force. Torture is distasteful but sometimes necessary. Remember all that each person does to you and treat them accordingly (Or, do unto others as they do unto you). Do not turn the other cheek; if a man strikes you, strike him back. Love your friends and hate your enemies with a whole heart.

Granted Powers: +2 on all saves vs. poison. Serpentor may use the wizard spell Charm Monster as a 3rd level priest spell (in my world, priests already have it in the Charm sphere). There are several new (and secret)

reptilian spells available such as Reptile Command (which I submitted to the Net Spellbook a while back). At 6th level serpentor get +4 on saves vs. poison and +2 on all saves vs Charm. Serpentor have full ability to command undead.

Shifter

Ability Requirement: Constitution 15, Wisdom 12
Prime Requisite: Constitution
Races Allowed: Human, Elf, Half-elf

Shifters are characters that have the ability to change their form at will. They are generally nature oriented. Only humans, elves and half-elves can be shifters.

Constitution is the prime requisite of a shifter since changing ones basic matter is strenuous. Wisdom is also important as shifters must have a certain spiritual equilibrium to be able to shift. A shifter with a constitution of 16 or more gains a 10% bonus to the experience he earns. A shifter also gains bonus hit points based on constitution as a fighter does (+3 for 17, + 4 for 18.) Constitution also gives a bonus to the number of forms a shifter can assume and a bonus to the number of shift points.

Shifters must be chaotic in alignment. They can be good, neutral or evil.

Shifters are fairly hardy fighters though they are limited to common types of weapons (basic swords, staves, daggers, etc.) A shifter generally prefers to shift to a form to fight. Shifters generally avoid using metallic implements, preferring natural materials since they are easier to shift. For this reason, shifters almost never wear metallic armor. They will frequently wear leather, however. Shifters can use shields.

Shifters make saving throws as a priest and determine their THAC0 as a priest.

In addition to their shifting ability, shifters have the following abilities:

1. Animal empathy
2. Can always recognize another shifter, no matter what form is being assumed.
3. Has a 10% per level chance of recognizing any polymorphed entity.
4. Has a 10% per level resistance to being polymorphed, petrified or transformed in some other way.
5. A shifter can naturally heal himself when using his shifting power. Hit points are regained at the rate of X percent of the shifter's total hit points for every shift point used where X is determined by level. The healing works the same whether a form is assumed or not.
6. A shifter gets a saving throw bonus versus poison of +1 for every three levels he attains.
7. A shifter gets a saving throw bonus versus disease of +1 for every three levels he attains.
8. At 5th level a shifter gains the ability to "read" other beings (see below).
9. At 10th level a shifter can initiate another person to make them a shifter.

Shifters have a certain magical nature and to become a shifter you must be initiated by a high level shifter. Shifters are not very common. A shifter starts out with the ability to shift to 2 forms (not counting constitution bonuses.) He must bond with those forms before he can shift to them.

Shifting is obviously the most important ability of the shifter. There are two types of shifts a shifter can perform, a fixed-form shift and a free-form shift.

In a fixed form shift, the shifter shifts to some "memorized" form and takes on all the (non-magical) attributes of that form. It is a complete transformation with the exception of the shifters mind and hit points. The shifter can use all the natural abilities of the being who's form he wears. For example, if a shifter becomes a red dragon, he would not get its breath weapon but he would get its natural attacks (bite, claws, etc.) Before a shifter can shift to a fixed form he must "bond" with that form. This is explained later. Once shifted, a shifter can maintain the form indefinitely, until another shift is performed. All shifts have a cost, including shifting back to the shifters

natural form, though shifting to his natural form only costs half. A shifter has a limited number of fixed forms he can shift to based on his level and constitution bonus.

A free form shift is very different than a fixed form shift. There is no "memorized" model on which the shift is based, though parts of the shift may be based on a bonded model. Free form shifting is actually more strenuous than fixed form since there is no bond to a specific form. A free form shift is limited only by the shifters imagination, and his shift point limit. A shifter could turn his hands into tigers claws and grow giant eagles wings. He could turn his arms into bone swords, harden his skin, or turn himself into a squishy pancake and slither under a door. He could also turn himself into the semblance of another humanoid or more bizarre creature. Free form shifts do not last for an indefinite time. They require a cost to maintain and, if not maintained, the shifter will revert to his natural form.

The most important factor in the cost of a shift is the mass to be shifted. Both the quantity of mass and the type of mass have an effect on the cost. The cost of a shift can be found on the following table:

The base cost is for a change of mass of not less than 50% of the shifters total mass and not more than 200% of his total mass. For every decrease in mass of 50% there is an additional 1 SP cost for fixed-form and 2 SP for free-form. So, if a shifter wanted to change to something between 1/8th and 1/16th his mass it would cost an additional 3 SP. The reverse is true for increasing mass for every 100% increase in total mass.

There is a cost of 1 SP for each extra 20 pounds of animal material to be shifted. This is a one time cost which applies only to shifting from the shifters true form. The extra mass is counted as part of the base mass to be shifted. So, if a shifter weighed 150 lbs and was carrying 15 lbs of animal material he wanted to shift he would have to pay an extra SP for the extra animal material and his base mass would be 165 lbs.

If the shifter is carrying plant matter he wishes to shift he must pay 1 SP if there is less than 10 lbs of vegetable material or 2 SP for every 10 lbs of vegetable material. The costs are doubled for free-form shifts.

The cost for shifting mineral material is high which is why shifters generally don't carry much minerals and metals. If the shifter is carrying less than 1 lb of mineral he must pay 1 SP for a fixed-form shift and 2 for a free-form shift. If he is carrying 1 or more pounds the cost is 2 SP per pound for a free-form shift and 4 SP per pound for fixed-form. In addition to the type of mass being shifted there is one other consideration. Are the items to be shifted magical in nature. Shifting magic items is possible but incurs an extra cost. The shifter must pay 1 SP for every +1 the item possesses for a free-form shift and double that for a fixed-form. Shifting minor magic which doesn't possess pluses costs 1 SP per item. In addition, the shifter can incorporate the magic in the item into his new being by doubling the cost of shifting the item. Whether a shifted magic item can be used is entirely up to the DM.

When performing a free-form shift, the severity of the change has an impact on the cost as well as the mass. A minor change such as changing pigmentation, hardening the skin, slightly changing features (smaller ears, bigger nose, etc.) costs 1 SP per change. Minor changes are mainly cosmetic. If there are more than two minor changes it is just considered a major change. Changing from one humanoid form to another would cost a maximum total of 6 or 7 points (not counting shifting mineral, vegetable or magic material.)

A major change involves a change in the shifters basic nature. For instance growing wings or changing your arms to bone swords or tigers claws would be major changes. If there are more than two major changes it is just counted as a drastic change.

A drastic change would be a change in nature to something really bizarre. For instance, turning into a squishy, flesh pancake to slither under a door is a drastic change or growing huge bat wings, tiger claws, and a lizard's tail would be a drastic change.

If part of a free-form shift is to a form that is part of a bonded form for the shifter, subtract 1 SP from the cost of the change. For instance, if the shifter has a bonded form of a tiger and shifts his hands to tiger claws the additional cost would only be 2 SP (3 SP for major change - 1 SP for bonded form.)

The maintenance cost of a free-form is one half the shifting cost per turn. There is no maintenance cost for the first turn. There is no cost to return to the shifters true form when performing a free-form shift. However, shifting from a fixed-form costs one half of what it would cost to shift to that form from the shifters true form.

A shifter does not have to return to his true form to shift to another form. However, the cost of shifting is from whatever form the shifter is currently in.

Shifting does take a certain amount of time. At first level it takes a full round to make a shift. It takes one segment less per level over first until 10th level is reached and it takes only 1 segment to make a shift.

As stated above, a shifter must bond with an entity before he can perform a fixed-form shift to that creature. To bond with a being the shifter must be in contact with the being for 1 turn minus one round for every level over 1st. Once one round is reached, subtract one segment of time per level. The bonding never takes less than one segment.

During the time the shifter is in contact with the being, he is in a state of meditation and is "reading" and "memorizing" the being's basic nature. In order for this to work properly, the being must be alive. The shifters animal empathy comes in very handy for this process.

There is a possibility to bond with a creature that has only recently died. The creature must have been dead less than one half of an hour. If it has been dead longer than that there is no chance of bonding. If the shifter attempts to bond with a dead creature there is a chance that the bonding will not work properly. There is also a chance that the shifter will die. The chance of a successful bonding is 70% - 2% for every minute the creature has been dead. Whether the bonding is successful or not, the shifter must make a system shock check. If he fails, he dies. The shifter also loses that bonding "slot" whether the bonding is successful or not.

A bonding costs the number of points it would cost to shift to the creature being bonded if it were bonded (not counting the costs of any equipment or clothes being worn.)

The reading ability of a shifter is very similar to a bond. The shifter must touch the being and by doing so can "read" the being's physical nature. This new knowledge can be used in making shifts and can also be useful for informational purposes. The general health of a creature could be determined by reading it as well as specific ailments. Note that no bond is made when a reading is performed. If a shifter shifts to a form he has read it is a free-form shift.

As stated before, shifting requires concentration to enact. In combat, a shift counts as the players action, just as casting a spell counts as a mages action. When shifting a shifter does not gain his dexterity bonus for armor class. In addition, if a shifter is hit and takes damage during a shift, the damage is applied to the form being shifted to. The healing ability can not reduce damage that occurs once the shift is in progress.

Regardless of how quickly a shifter can shift, he can shift no more than once per round.

Proficiencies:

1. Shifters start with two weapon proficiencies and gain one every five levels. They have a non-proficiency penalty of -3.
2. Shifters start with 3 non-weapon proficiencies and gain one every three levels. Shifters can use non-weapon proficiencies from the general, warrior, and rogue categories.

CHARTS:

Level	Experience	HD	Shift points	Total forms	Heal per SP	Recognize & resist polymorp	Poison save bonus	Disease save bonus
1	0	1	2	2	2%	10%	0	0
2	1600	2	4	3	4%	20%	+1	0
3	3200	3	7	3	6%	30%	+1	+1
4	6400	4	11	4	8%	40%	+2	+1

5	16000	5	16	5	10%	50%	+2	+1
6	32000	6	22	5	12%	60%	+3	+2
7	64000	7	29	6	14%	70%	+3	+2
8	120000	8	37	7	15%	80%	+4	+2
9	224000	9	46	7	16%	90%	+4	+3
10	464000	+1	+10	8	17%	95%	+5	+3
11	+240000	+1	+10	+1	+1%	99%	+5	+3

Shift Costs:

	Fixed-Form	Free-Form
Base Cost	1	3
Each 50% decrease	1	2
Each 100% increase	1	3
Each extra 20 lbs animal material	1	1
Under 10 lbs vegetable	1	2
Each 10 lbs vegetable	2	4
Under 1 lb mineral	1	3
Each 1 lb of mineral	2	4
Each +1 of magic item	1	2
To use each +1 magic	1	2
Miscellaneous minor magic	1	2
Each minor change	n/a	1
Each major change	n/a	3
Drastic change	n/a	7
Each part of change to a bonded form	n/a	-1

Constitution Bonus:

Constitution	Bonus Forms	Bonus Points
15	0	0
16	1	1 every other level
17	2	1 every level
18	3	2 every level

Shift Point Recovery:

	1	2	3	4	5	6	7	8
Sleep	0	1	3	6	15	30	50	90
Rest	0	0	1	2	4	12	25	40
Light Activity	0	0	0	1	1	3	9	20
Moderate Act.	0	0	0	0	1	1	1	2

Stormlord

Deity: Thor, or your own god of storms

Requirements: 9 Wisdom, strength, and constitution

Prime requisites: Wis and Str

Alignment: CG

Armor and Weapons: armor up to AC5, all shields, and any melee weapons except pole arms and 2-handed swords. Preferred weapons are hammers and hand axes, but the priest is perfectly fine using a sword.

Spells: Major access to All, Air/Weather, Water, Combat, Guardian, and Protection. Minor access to Healing. ("real warriors don't need heavy curing spells."... also, in playtesting we found that this is a necessity to prevent needing a cleric in the party anyway)

Ethos: be friendly and outgoing. Be nice to others unless they take advantage of you, in which case squash 'em like a grape. Criminals have no rights. Take action whenever possible. Use healing spells on others first, because you are a tough dude who can do without them for a while- unless of course a giant is beating the hell out of you. Beer and women are wonderful, but don't go overboard because you may get hurt. Thursday is reserved for fighting and prayer.

Granted Powers: Stormlords obviously cannot turn undead. At 1st level the priest is +1 on saves vs. lightning, and he can hurl a hammer or a hand axe, and it will return at the end of that round. At 4th level the range and damage both double, and at 8th level range triples but damage remains doubled. Weather controlling spells can only adjust the weather to be colder or stormier than it is. At 6th level the priest's lightning saves increase to +2. Priests of this religion always receive a +3 bonus to hit against all giants, except storm giants since Odin himself is half-storm giant.

Sword Mage

The Sword Mage is a specialist mage trained in the rare arts of close combat spells. Sword Mages can be styled after Cyrano de Bergerac, Zorro, the Three Musketeers, Peter Pan or any other swashbuckling hero. As specialists, their general spell-casting is considerably reduced, yet it is still a powerful ability.

Ability Requirements: Intelligence 9, Strength 13.

Prime Requisite: Intelligence.

Races Allowed: Human, Halfling, Half-elf.

Sword Mages gain +1 to saving throws against spells from the Sword Mage school of spells.

Sword Mages cannot use the opposition school of Conjuration/Summoning.

The Sword Mage keeps separate spell points for "normal" and Sword Mage spells. They cannot be interchanged. All Sword Mage spells are automatically known by a Sword Mage - no learning roll is required. In addition, no spell book is needed. Spells in other, non-opposing spheres may be learned at -15% penalty to the chance of learning.

Once per day, the Sword Mage must spend one hour enchanting his weapon. This may then be used as the source of his spells. Only that weapon may be used for Sword Mage spells that day, although different weapons may be enchanted from day to day. Ordinary Mage spells are used in the ordinary manner.

Sword Mages may become proficient in any weapon. They cannot specialise at higher levels. They cannot use armour or shields.

Sword Mage spells cannot be used in conjunction with normal attacks in the same melee round.

Level	Exp.	Sword Mage Points	Spell points							per Melee Round	Special (max.)	
			1	2	3	4	5	6	7			
			Ability									
1	0	8	1	-	-	-	-	-	-	-	3	
2	2,500	13	1	-	-	-	-	-	-	-	3	1
3	5,000	17	1	1	-	-	-	-	-	-	3	
4	10,000	21	1	1	-	-	-	-	-	-	4	2
5	20,000	25	1	1	1	-	-	-	-	-	4	

6	40,000	30	1	1	1	-	-	-	-	5	3
7	60,000	35	1	1	1	1	-	-	-	5	
8	90,000	40	1	1	1	1	-	-	-	6	4
9	135,000	45	1	1	1	1	1	-	-	6	
10	250,000	50	1	1	1	1	1	-	-	6	5
11	375,000	55	1	1	1	1	1	1	-	6	
12	750,000	60	1	1	1	1	1	1	-	7	6

1. Gains the Jump non-weapon proficiency at no extra cost.
2. The Sword Mage may move backwards beating a fighting retreat at the same speed at which he could make a fighting advance.
3. Bonus Contingency spell may be cast on the weapon.
4. Immune to fear.
5. The Sword Mage may no longer have any neutral component to his alignment.
6. The Sword Mage may infiltrate packed infantry formations, rows of pikemen, etc. without penalty, moving at half normal movement.

Note that a Sword Mage can cast more than one spell per round: as long as he does not exceed his maximum spell points per round, he can keep casting the spells. Of course, he is still limited by the spells's casting times. The casting time of any Sword Mage School spell is equal to the number of points spent.

Sword Mage school of spells.

Parry	Dispel Disarm	Weapon Breaker	Missile Parry
Attack	Catch	Spear	
Disarm	Parry and Push	Signature	

Parry Sword Mage points: 1 Saving Throw: None

This spell automatically parries one melee attack, reducing the damage suffered from that attack (if it is successful) by twice the amount of damage rolled as if the Sword Mage is attacking. Strength modifiers for the Sword Mage may not be used in calculating the damage reduction, although magical bonuses may be added after the die roll is doubled. When a natural weapon attack is parried, the attacker takes half normal damage from an attack by the mage.

Attack Sword Mage points: 2 Saving Throw: Negates

An attack spell enables the caster to automatically hit an opponent if the opponent fails his saving throw. The saving throw is improved by magical armour and shield bonuses on the opponent, and reduced by bonuses on the attacker's weapon. The damage caused by an attack is rolled as if the weapon hit normally, however strength modifiers are not applied.

Disarm Sword Mage points: 3 Saving Throw: Negates

When this spell is cast, the Sword Mage uses his weapon to dislodge the opponent's weapon from his grasp. The opponent's saving throw is improved by 2 if he is using a small weapon, and worsens by 2 if his weapon is large.

Dispel Disarm Sword Mage points: 2 Saving Throw: None

This may be cast in excess of the normal limit to the number of spells that may be cast in a melee round - it must be declared as soon as the opponent has declared that he is trying to disarm the Sword Mage. This spell automatically negates the attempt.

Catch Sword Mage points: 3 Saving Throw: Negates

This spell acts as a parry spell. In addition, if the opponent fails to save, his weapon is locked with the Sword Mage's weapon. The saving throw is modified according to the opponent's weapon size: subtract 2 from the roll for a large weapon, add 2 for a small weapon. No further actions may be undertaken with the locked weapon, although a second weapon may be used to attack at an additional -2 to hit. Another saving throw is rolled at the

beginning of each subsequent melee round at -2, to escape the catch spell. All saving throws are modified in each combatant's favour for the magical plusses on his weapon.

Parry and Push Sword Mage points: 2 Saving Throw: See below

This spell operates firstly as a parry spell; no saving throw is applied. In addition, the defender must save or be pushed backwards 2-5 feet.

Weapon Breaker Sword Mage points: 4 Saving Throw: See below

This spell can be used firstly as a parry; in addition, the opponent's weapon must save vs crushing blow or be broken. If the Sword Mage's weapon is equal in magical strength (pluses) to the opponent's weapon, or both are non-magical, then the Sword Mage's weapon must also save vs crushing blow. If the opponent's weapon is more magical, then only the Sword Mage's weapon needs to make a saving throw.

Spear Sword Mage points: 3 Saving Throw: Negates

The Sword Mage's weapon can be thrown at a target. That target must save (modified for dexterity) or be hit, just as the attack spell works. The maximum range is 30 feet.

Signature Sword Mage points: 2 Saving Throw: See below

This spell can only be used against a surrendered opponent. This spell enables the sword mage to carve his initial(s) into the garments of the opponent, without harming him. The opponent then rolls a saving throw at +2 bonus, also modified for Wisdom. If the save is failed by more than 2, the victim is in awe of the Sword Mage's prowess, and will never attack him except in self defence. If the save is failed by 2 or less, the victim is quested to show he is superior to the Sword Mage, in a manner befitting his alignment. If the opponent saves, there is no additional effect (unless the DM dictates).

Missile Parry Sword Mage points: 2 Saving Throw: None

This spell acts as a parry spell, but it also works against two particular thrown weapons - daggers and handaxes. It does not work against spears, javelins, bolts or arrows.

Thief

Save: Priest

Attack: Priest, but 3rd level THAC0 is 19 not 20

Weapons: Any one-handed weapon

Armor: Any (But cannot perform thief abilities of the DEX based type in heavier than leather armor, except two!)

Require: DEX 9 *or* CHA 9.

Thieves use the xp table in the PH, but they gain d8's for hit points, *NOT* d6's!

Thieves start with 18 Non-Weapon Proficiency slots, as well as any bonus slots for Intelligence. They are allowed to purchase NWP's from the "Thief Only" chart as well as the normal chart. Remember that putting an extra slot in a proficiency raises it by +1d4 points, 1d4+1 for Thief Only skills. They must spend at least 10 of these slots in the "Thief Only" section.

At every level, thieves get +2 NWP slots.

Yes, thieves can use shields.

There are no armor or race modifiers to thief abilities, except that DEX-based thief abilities cannot be performed in armor heavier than leather (except lock picking and *finding* traps). Scroll use at 10th level or higher.

Notes on non-weapon proficiencies

Thieves and Non-Weapon Proficiencies

There are certain abilities that only thieves can learn. These abilities are listed under "Thief Only Proficiencies". Notice that Disguise, Forgery, Tumbling and several others have been moved to this list. Their success chance has also been reduced. These skills can no longer be purchased by non-thieves. Also notice that some skills now cost more slots to learn, or have had their base attribute changed!

For "Thief Only" Proficiencies, the minimum value the attribute can take is a 14. So even if your DEX is only a 10, you can take Move Silently and start with a base of $14 - 5 = 9$. For "Thief Only" Proficiencies, adding an extra slot adds +2-5 points instead of +1-4 points, as well.

Rope Use has been moved from the General list to the Rogue (regular) list.

Remember that a thief starts with 18 NWP slots, plus those for Intelligence! Of these, at least 10 must be spent on the "thief only" section. Later, the thief acquires +2 NWP slots per level.

More Slots in an NWP

If you put an extra NWP point into a skill, you can add +1d4 to your total skill in that area. No skill may exceed 19.

Rogue Proficiencies (Revised List)

Ancient History	(1 Slot, INT - 1, PH)
Animal Noises	(1 Slot, WIS - 1, CT)
Appraising	(1 Slot, INT, PH)
Beggar	(1 Slot, CHA, CT)
Blindfighting	(2 Slots, No Roll, PH)
Boating	(1 Slot, WIS + 1, CT)
Bureaucracy	(1 Slot, WIS, !!)
Fortune Telling	(1 Slot, CHA + 2, CT but see my notes!)
Gaming	(1 Slot, CHA, PH)
Gem Cutting	(2 Slots, DEX - 2, PH)
Intimidation	(1 Slot, CHA or STR, CT)
Juggling	(1 Slot, DEX, PH)
Jumping	(1 Slot, STR, PH)
Local History	(1 Slot, CHA, PH)
Locksmithing	(1 Slot, DEX, CT but see my notes!)
Musical Instrument	(1 Slot, DEX - 1, PH)
Navigation	(1 Slot, INT - 2, PH)
Reading Lips	(2 Slots, INT - 2, PH)
Rope Use	(1 Slot, DEX, PH)
Set Snares	(1 Slot, DEX - 1, PH)
Ventriloquism	(1 Slot, INT - 2, PH)
Voice Mimicry	(2 Slots, CHA, CT)

Thief Only Proficiencies

Alertness	(2 Slots, WIS, !!)
Backstabbing	(2 Slots, To Hit Roll, !!)
Bribery	(2 Slots, CHA - 4, !!)
Climb Walls	(2 Slots, DEX - 2, !!)
Contortion	(2 Slots, DEX - 4, !!)
Deception	(2 Slots, CHA - 3, !!)
Detect Lies	(2 Slots, WIS - 4, !!)
Detect Noise	(2 Slots, INT, !!)
Disguise	(2 Slots, CHA - 4, PH)
Escape	(2 Slots, DEX - 2, !!)
Evasion	(2 Slots, DEX, !!)
Find/Remove Traps	(2 Slots, DEX - 4, !!)
Forgery	(2 Slots, DEX - 2, PH)
Guild Lore	(1 Slot, WIS, !!)
Hide in Shadows	(2 Slots, DEX - 5, !!)
Impersonation	(1 Slots Each Class, CHA, !!)
Information Gathering/Guild Contacts	(1 Slot, INT, CT but see my notes!)
Judgement	(2 Slots, WIS, !!)
Looting	(1 Slot, WIS, CT)
Move Silently	(2 Slots, DEX - 5, !!)
Observation	(2 Slots, INT, CT)
Open Locks	(2 Slots, DEX - 2, !!)
Pass Without Trace	(2 Slots, DEX - 1, !!)
Pick Pockets	(2 Slots, DEX - 5, !!)
Poker Face	(2 Slots, CHA - 2, !!)
Read Languages and Magic	(2 Slots, INT - 4, !!)
Seduction	(1 Slot, CHA, !!)
Thoroughness	(2 Slots, INT - 2, !!)
Tightrope Walking	(1 Slot, DEX, PH)
Tongue Loosening	(2 Slots, CHA - 2, !!)
Trailing	(1 Slot, DEX-*, CT)
Tumbling	(2 Slots, DEX - 2, PH but see my notes)

Descriptions of Thief-Only Proficiencies

1) Alertness (2 Slots, WIS, !!)

This is the ability to detect an ambush before you walk into it. You can spot even the most carefully laid ambush, although you may not know all the details. The ability is checked automatically. In an ambush situation, or under surprise attack, on a successful skill check the thief is **not** surprised and reacts normally (though with weapons undrawn, most likely) instead of losing a turn.

2) Backstabbing (2 Slots, To Hit Roll, !!)

This is the standard backstabbing ability. Level 1-4, x2. Level 5-8, x3. Level 9-12, x4. Level 13+, x5. A backstab requires careful preparation. Either the thief must vanish from view (Hide in Shadows) and then sneak up (Move Silently) on a victim, or he must be behind the person and the target not expecting an attack. Thieves can backstab with any one-handed weapon.

3) Bribery (2 Slots, CHA - 4, !!)

The thief is a master of bribery, knowing not only when and who to bribe, but generally being able to take a good stab at **how much** to bribe. When used, the DM should roll against the skill, and if it is successful, come up with a number of gold coins which could be used to buy off the individual. He may also, as an option, come up with some item or idea that the NPC could be bought off with. Whatever this valuable thing is, the player

should be informed of it through a cautious hint from the NPC as to its nature ("Well, I could use a little cash, like maybe eight gold crowns...").

A failed roll means the character can't figure out what he wants. An uncorruptable character may, at the DM's option, ignore the results of the bribery roll whether it is successful or not and just call the guards, or something similar. This is a dangerous skill for the thief, for if he is caught bribing guards or bureaucrats, often there are stiff civil penalties.

4) **Climb Walls (2 Slots, DEX - 2, !!)**

This is the standard wall-climbing from the PHB, pg. 40.

5) **Contortion (2 Slots, DEX - 4, !!)**

Contortion allows the character to have incredible flexibility. He can pass through very small openings by means of this skill. It includes the dislocation of joints and clever twisting to make the body smaller. The skill can also be used to enclose oneself in a case or box of small size, to sit in one of the various yoga positions and do that sort of exercise, and to fit through tunnels which other characters would get stuck in.

The contortion skill cannot be used when wearing any sort of armor, including normal leather, due to the great flexibility required for its function.

6) **Deception (2 Slots, CHA - 3, !!)**

Deception is about telling someone something that just isn't so. Although anyone can tell a lie, the thief can construct believable fabrications on a moment's notice. When called upon to answer for something, if a successful proficiency check is made the thief's player is given an extra minute or so to formulate a suitable lie. At the end, if the other person's player is able to poke a hole in the lie, the character is forced to believe if the thief made his Deception proficiency check by more points than the character makes an INT or WIS (his choice) check. Obviously, really outlandish stories are going to be less likely to be believed, and the person in question may be mad enough that he doesn't listen to the thief's explanation...

7) **Detect Lies (2 Slots, WIS - 4, !!)**

Any time the character suspects he is being lied to, he can check this. Even after he has been "fooled" by an expert liar, he can check this skill to determine if subtle visual or auditory cues have given the liar away. Even a master of deception can get caught.

8) **Detect Noise (2 Slots, INT, !!)**

This is the standard Hear Noise ability from the PHB, pg. 40.

9) **Disguise (2 Slots, CHA - 4, PH)**

This is the standard Disguise proficiency from the PHB, pg. 58.

10) **Escape (2 Slots, DEX - 2, !!)**

The character can slip bonds and escape easily from manacles, ropes, and so on. Traps which bind the character in place, like manacles, can be slipped off using the skill. If the character has Rope Use, this check is made at +2.

It also allows the player to dodge around opponents in combat when trapped, though the person they are Escaping from gets a normal attack roll against the escaping character. Once the player has escaped the person he is dodging around, he may start running normally. This is no guarantee that he actually gets away, but it is very useful when the city guard corners you in a dead end alleyway...

11) **Evasion (2 Slots, DEX, !!)**

This allows the thief character to escape a pursuer by slipping down side-streets, ducking between the brambles, or hiding. The character must be able to run away from the chasing people or creatures. Note that this does not guarantee that the character cannot be tracked, but he will escape for the time being.

12) **Find/Remove Traps (2 Slots, DEX - 4, !!)**

This is the standard F/R Traps ability, as per the PHB, pg. 39.

13) Forgery (2 Slots, DEX - 2, PH)

This is the same as the Forgery proficiency in the PHB, pg. 58.

14) Guild Lore (1 Slot, WIS, !!)

This proficiency represents general knowledge about which thief guilds are powerful in what areas. If a successful roll is made, the thief knows about whatever local guilds exist, and may be able to contact them. On a second successful roll, he is able to remember what the guild's general structure is, its attitude towards outsiders, and how likely it is to intervene if the thief character takes a specific action.

15) Hide in Shadows (2 Slots, DEX - 5, !!)

This is the standard Hide in Shadows ability, as per the PHB, pg. 40.

16) Impersonation (1 Slots Each Class, CHA, !!)

This skill is actually taken for each character class the character wants to impersonate. He gains enough knowledge to "walk the walk and talk the talk" of the specific character class, so that when disguised as such a character he will not be found out by casual questioning by a "fellow" member of the class. The specific specializations are Mercenary Fighter, Imperial Knight, Ranger, Paladin (both in one), Bard, Wizard (all types), and Khadaan, and Gatz Religion. This last is roughly equivalent to the Religion proficiency (q.v.).

17) Information Gathering/Guild Contacts (1 Slot, INT, !!)

This represents general ability to garner information in an area through a network of informants. Like Local Knowledge, this skill must be taken over a specific city, and is not broadly applicable. Finding out is just as hard where you don't have the contacts.

18) Judgement (2 Slots, WIS, !!)

The character can size up people he observes for one hour or more with the intent to judge them. He will be able to guess their alignment, race, class, and general level (each item requiring a separate roll against the skill, of course). The DM should make up appropriate results if he guesses wrong. Don't be too ludicrous; "The big guy in armor with the two handed sword looks like a mage, to you, and the big smiley face on the shield strapped to his back indicates his chaotic evil alignment..."

19) Looting (1 Slot, WIS, CT)

This is exactly the same as the Looting proficiency from the Complete Thief, pg. 19.

20) Move Silently (2 Slots, DEX - 5, !!)

This is the same as the Move Silently ability from the PHB, pg. 40.

21) Observation (2 Slot, INT, CT)

This is similar to the Complete Thief proficiency of the same name, pg. 19. If a *person* has something odd about them (like, this guy seems to be making all the same turns as I am, or, didn't this guy not have a moustache yesterday?), the thief automatically gets a roll on this skill. If a *place* has something odd about it, the thief only gets a roll if he specifically searches the area looking for "clues". This may take some time. Searching also gives the thief a +1 bonus to locating secret doors.

22) Open Locks (2 Slots, DEX - 2, !!)

This is the same as the ability described in the PHB, pg. 39.

23) Pass Without Trace (2 Slots, DEX - 1, !!)

The thief can, when in a wilderness area, travel at normal speed even in overgrown zones. In addition, he does not leave a discernible trail behind, even to the trained eye of a ranger. A failed roll means he does leave a trail. This is a great skill for an army scout to take.

24) Pick Pockets (2 Slots, DEX - 5, !!)

This is the same as the ability described in the PHB, pg. 40.

25) **Poker Face (2 Slots, CHA - 2, !!)**

The character is an accomplished liar. The character with a Poker Face makes a check every time he lies. The amount he succeeds by reduces the chance of a Lie Detector working correctly by that much. Poker Face also works against magical detections and Rings of Truth; for such purposes, the skill of the magic is considered to be a 20 on 1d20, minus the Poker Face percentage.

26) **Read Languages (2 Slots, INT - 4, !!)**

This is the same as the ability described in the PHB, pg. 40.

27) **Seduction (1 Slot, CHA, !!)**

This is only effective on members of the opposite sex. You can use "pick up lines" to get your way with people. If you succeed in your check, and the target fails a Wisdom check on 1d20, you have successfully enticed them into at least giving your sexual advances a fair shake. Of course, this is not used when there are genuine emotions involved.

28) **Thoroughness (2 Slots, INT - 2, !!)**

This is the skill of not getting caught. The thief won't leave clues that he was present in a place he goes in, other than obvious damage or missing items. In addition, magical detections will not reveal that the thief was there later. Although the thief may still set off traps, he will not be traceable from the site of a burglary if he makes this roll. Otherwise, there may be magical means to trace him.

29) **Tightrope Walking (1 Slot, DEX, PH)**

This is the same as the ability described in the PHB, pg. 64.

30) **Tongue Loosening (2 Slots, CHA - 2, !!)**

This is the ability to put people at ease. Any time you are in conversation with someone in comfortable surroundings, people will just naturally let things slip as you guide the conversation. It is sort of the skill of getting people to reveal their innermost thoughts to you. It operates best in bars or warm living rooms, but if you are particularly kind to someone in an uncomfortable area, that person might be affected by this there, too.

31) **Trailing (1 Slot, DEX-*, CT)**

This is the same as the ability described in the Complete Thief, pg. 20 and 21.

32) **Tumbling (2 Slots, DEX - 2, PH but see my notes)**

This is the same as the ability described in the PHB, pg. 64, except there is no bonus to fighting unarmed.

Thug

Thugs are the perfect assassins, that is their purpose. They are formed by some specific schools to become contract killers. They are always evil. Thugs have lots of different abilities to achieve their goals. They are accomplished psionics and they have some useful thieving abilities. Thugs can also use the assassination table like 1st edition assassins. They also have their disguise ability.

They can go adventuring for many reasons, they have abilities that can be very useful to an adventuring party. Thugs begin to get psionic power upon reaching 2nd level. They then get the same amount of PSPs as regular psionics do and they improve their abilities when increasing levels just as psionics do, in every aspects. However, they do not tend to choose "peaceful" psionic powers. For a thug, psionics is only one of many ways to kill other people, that is how they see it.

Thugs can only be human and they may not dual-class with a psionist or rogue subclass. Thugs never wear armor heavier than studded leather and they may only use weapons with a speed factor of 5 or less, sometimes killing is not enough, it has to be quick killing. Thugs get a +1 bonus to initiative. At first level, they get 2 weapon and 3 non-weapon proficiencies, thugs gain one of each every four levels after the first (5,9,13,...). They also have special saving throws, which is the best between the psionist and thief tables.

Thugs saving throw table

Level	Paralysis, Poison, Magical Death	Petrification Polymorph	Wands, Rods, Staves	Breath Weapon	Spell
1-4	13	12	10	16	15
5-8	12	11	9	15	13
9-12	11	10	8	13	11
13-16	10	9	7	12	9
17-20	9	7	6	11	7
21+	8	5	4	9	5

Thugs have a special ethos to which they must adhere to. Whatever their alignment is, when they accept a contract (killing business), they have to respect it. Thugs are almost always organized in guilds and if they do not respect a contract, other guild members may take care of him/her... The ability requirements to be a thug are stringent: dexterity and wisdom of 15, constitution 11 and intelligence 12. They can not have a 10% experience bonus for high ability scores. Thugs can only use magical items that can be used by all classes, no class-specific magic items.

The thief abilities that they can use are backstab, climb walls, hear noise, hide in shadows, move silently and open locks. The base value of these abilities at first level is:

Climb Walls:	60%
Hear Noise:	15%
Hide in Shadows:	5%
Move Silently:	10%
Open Locks:	10%

They get an additional 40 discretionary points at first level in which they can place no more than 20 points in a single ability. Every level afterwards, they gain an additional 20 points in which no more than half (10) may be placed in a single ability.

Thugs level progression table

Level	Experience Points	Hit Points	Psionics			
			Disciplines	Sciences	Devotions	Def. Modes
1	0-4000	1d8	--	--	--	--
2	4001-8000	2d8	1	1	3	1
3	8001-18000	3d8	2	1	5	1
4	18001-38000	4d8	2	2	7	2
5	38001-75000	5d8	2	2	9	2
6	75001-150000	6d8	2	3	11	3
7	150001-300000	7d8	3	3	13	3
8	300001-550000	8d8	3	4	14	4
9	550001-900000	9d8	3	4	15	4
10	900001-1250000	10d8	3	5	16	5
11	1250001-1600000	10d8+1	4	5	17	5
12	1600001-1950000	10d8+2	4	6	18	5
13	1950001-2300000	10d8+3	4	6	19	5
14	2300001-2650000	10d8+4	4	7	20	5
15	2650001-3000000	10d8+5	5	7	21	5
16	3000001-3350000	10d8+6	5	8	22	5
17	3350001-3700000	10d8+7	5	8	23	5
18	3700001-4050000	10d8+8	5	9	24	5

19	4050001-4400000	10d8+9	6	9	25	5
20	4400001-4750000	10d8+10	6	10	26	5
21	4750001-5100000	10d8+11	6	11	27	5
22	5100001-5450000	10d8+12	6	12	38	5
23	5450001-5800000	10d8+13	6	14	30	5
24	5800001-6150000	10d8+14	6	16	33	5
25	6150001-6500000	10d8+15	6	18	37	5
26	6500001-6850000	10d8+16	6	20	41	5
27	6850001-7200000	10d8+17	6	22	45	5
28	7200001-7550000	10d8+18	6	24	50	5
29	7550001-7900000	10d8+19	6	26	55	5
30	7900001-8250000	10d8+20	6	28	60	5
31	8250001-8600000	10d8+21	6	30	70	5
	+350000 XP / Lvl.	+1 hp/lvl	top	+2/lvl	+10/lvl	top

New Classes in a Table

Class	Requirements	Hit dice	Alignment
Adapt	str 13, int 14, wis 12	d8, +2	any neutral
Adventurer	str+int+dex 9	d8, +2	any
Anti-Paladin	str 13, con 11, wis 13	d10, +3	chaotic evil
Archer	str 15, dex 5, con 9	d8, +2	any
Assassin	dex 11, int 11, str 12	d6, +2	any evil
Battle Priest	str+con+wis 12	d10, +2	any
Brigand	str+dex+con 12	d8, +2	non-lawful, non-good
Combat Mage	str 10, int 14	d8, +2	any
Delver	dex 9, int 9	d8, +2	any
Dwarnoi	int 10, wis 12	d8, +2	any
Enemy	str+con 15, dex 14	d12* (10), +4	chaotic evil
Enforcer	str+dex 12, int 13	d10, +3	any lawful
Esp-er	con 14, int 16, wis 17	d6, +2	non-chaotic
Healer	wis 12	d8, +2	any good
Healer	str<17, int 16, wis 15, dex 17, con 15, cha 14	Special	lawful good or lawful evil
Holy Fighter	str 18, con 15, wis 13	d10, +3	any
Intriguit	dex 9, int 12, cha 13	d6, +2	any
Lawmaker	str 12, int 12, dex 13	d8, +2	lawful neutral
Lowman	wis 9, dex 9	d8, +2	any good
Martial Artist	dex 15, wis+con 12	d8, +3	lawful neutral
Monk	str 13, dex 16, con 11, wis 15	d8, +3	any lawful
Mystic	int 14, wis 16	d6* (10), +2	lawful neutral
Mystic Knight	wis 15, dex 15, str 12, con 12	d8+1, +1	any lawful
Necromancer			
Nordic	sag 9	d8, +2	any
Pacifist Priest	wis 13, int 12, cha 14	d8, +2	any good
Priest of Thunder-God Thor	sag 9	d8, +2	any
Serpentor	wis 15, dex 12, int 12	d8, +2	lawful evil
Sneak	dex 15	d8, +2	lawful, non-good
Stormlord	wis 9, str 9, con 9	d8, +2	chaotic good
Sword Mage	int 9, str 13	d4, +1	any
Thief	dex 9 or cha 9	d6, +2	
Thug	con 11, int 12, wis+dex 15	d8 (10), +1	any evil

A * means that the character rolls 2 hit dice at first level. The number in parenthesis after the hit dice type is the maximum number of hit dice. If no number appears, take the default value (9).

Section 2 : Priest Kits

Moon Guard

Portfolio: Protectors of Night Travellers (Worshippers of Mystra and Selune)

Requirements: Intelligence 15; Wisdom 17; any good alignment

Armor: None

Weapons: as a mage, plus the first new weapon they take must be a short bow.

Major Spheres: All, Astral, Divination, Guardian, Healing, Necromantic, Protection, Summoning, Sun, Travelers, Wards, Weather

Minor Spheres: None

Granted Powers:

- +1 to saves vs. spells
- gains the spell craft prof. without using a slot
- can turn undead normally
- granted 30 feet infravision
- can turn lycanthropes as they turn undead.

Other Notes:

Moon Guards are a dual class character. They must have been a mage or a specialist mage who has attained 6th level before switching to the priest class. They can take this class any time thereafter, and cease gaining experience as a mage. They do NOT, however, lose the ability to use their mage powers. They operate as both classes whatever priest level they are. They do NOT, however, gain new proficiencies or hit points until they surpass their original level. And, finally, they can only cast their priest spells beneath the night sky. (This offsets the use of their mage abilities, as well as the number of major spheres).

This religion is a small secretive sect dedicated to those who travel by night. The church is not very organized - they have no temples of their own (being content to worship under the light of the moon), but they are welcome among the priests and priestesses of either Goddess. They fight as a priest of their level, and wander the night looking to aid those in trouble. They will help fight off bandits and monsters - usually asking for nothing in return. They will not ignore a night time cry for aid, and most often travel alone.

Wrath

Portfolio: Destruction (Worships the Gods of Fury: Auril, Malar and Umberlee)

Requirements: Strength 13; Wisdom 12; Constitution 15; alignment CE

Weapons Allowed: Any weapon doing a minimum of 1d8 damage Armor allowed: Any

Major Spheres: All, Chaos, Combat, Elemental (only when used to destroy), Healing (reversed versions only - no healing), Weather

Minor Spheres: Animal, Creation (Reversed only), Necromantic (No positive spells - may use the spell "slay living"), Plant, Summoning Magical Items Allowed: as cleric

Granted Powers:

1. may turn/command undead normally
2. control weather once per day by making it one category worse than the present (as PHB pg 232)
3. May incite a destructive rage in any one creature/round. The attack is a combination gaze/spoken suggestion (if the creature can not see or hear then the attack results in a fear spell) The victim must save vs. paralyzation or follow a single command from the Wrath pertaining to the destruction of something (i.e. burn this building, destroy this field, or kill everyone you meet.) for the next 4-10 rounds (2d4+2) If the save is successful, the subject has resisted and can not be affected for an entire day.

4. Wraths also have the ability to resist all of the effects of any destruction/disaster in which they have made a significant contribution. That is, they may stand before an oncoming tsunami and not get a single drop wet, or they may stand in a collapsing mine, only to have a shaft to the surface open up above them, etc...
5. They are also immune to mind affecting magic, this does not include illusions, but it does include most enchantment/charm spells.

Other Notes:

This specialty priest is actually created at 10th level from any of the specialty priests of either Malar, Auril, or Umberlee. Thus it is very Rare. At 9th level or beyond a specialty priest of one of those Powers may find themselves in the midst of a disaster that they created with no way for them to escape alive. If this is the case, and the disaster is large enough (sometimes this is arranged by the powers that be) a manifestation of the God may appear out of the middle of the chaos and award the priest for his service just before he passes out. He will awaken following the disaster wounded and in pain, on the shore of a hurricane destroyed island or from the embers of a burned building. He will instantly understand that he is to replace one of the older Wraths.

There may only be thirteen of them in the Realms at any given time, and when one goes astray a new one is needed to replace him. (Sometimes the new priest is called upon to actually destroy the old) The new priest now has NONE of the granted powers of this priesthood and will refuse to use any weapon that does not do at least the aforementioned damage (even subjecting himself to proficiency penalties to do so), and all of his spells will be granted from the new spheres. He does not gain these Granted powers until he has proven himself worthy by advancing one level through the destruction of everything and anything he can think of.

These priests are the true powers of destruction in the realms. It is said that there is not a disaster without their hand in it somewhere.

They are feared by everyone - even the priests of the Gods of Fury. The only ones who they see on their own level are the Stormlords of Talos, and this is only out of respect for the God (Whom they also serve indirectly) They are "welcome" in all of these churches, and may demand food, shelter, and assistance from these places for as many days as they have levels. (The temples of Talos will usually demand a service in return, if the Wrath's plans do not already fit the bill.)

At least every other period of as many days as the priest has levels these priests must destroy the life or lives of at least one person or persons. They can do this in as many ways as possible. Burning a farmer's crops, then terrorizing and killing off his family, taking his health, and finally allowing him to live in poverty and sorrow. After such a trek, the priest has a number of days equal to his level to rest.

Also once each season he must cause a disaster that affects at least twice the number of people that he has levels. If a priest fails to do so, he loses all special abilities and does not gain spells until this requirement is met. If the priest fails again, he loses all powers forever and will be destroyed by the Gods and a new initiate will be selected. This is done without mercy.

Wraths prefer to dress for ceremony in their own unique clothes - always black with white or silver highlights, and arching collars, drastic cuffs, ornaments, etc... All priests must be chaotic evil. Their symbol is a small shattered skull made out of silver and embedded into an amulet of obsidian. This will be found on the priest upon waking up after his "vision", and the priest on the way out will find his to have disappeared, if he is not yet dead.

New Spells: may include - summon tsunami, create inferno, wither, and a version of Beltan's Burning Blood.

Section 2: Psionic Kits

Ascetic

A variation from the class/kits described in Legends & Lore p. 125.

Alignment:	Neutral Good
Ability Requirements:	Wisdom 14, Constitution 12, Charisma 10
Prime Requisites:	Wisdom, Constitution
Races Allowed:	Any (Most human but Brahman is everything)
Patron Deity:	Brahman

* The text uses "he" but of course you can change to she. Female ascetics are not strange since women are part of Brahman too.

One of the basic Vedic doctrines is that in order to achieve unity with the Brahman, it is necessary to release worldly desires. In accordance with this line of thought, many people shunned worldly pleasures and devoted themselves to meditation, hoping to achieve some spiritual intuition that would allow them to join the Brahman. Often, they took their efforts to the extreme, forsaking family, friends, possessions, and even food.

Although such efforts may seem peculiar to western minds, it must be noted that these "ascetics" achieved many remarkable insights that allowed them to perform seemingly impossible feats and produce an incredible understanding of the true nature of the world.

Player characters who forsake their worldly possessions and devote themselves to spiritual enlightenment may become ascetics. A character who wishes to become an ascetic gives away all of the trappings (such as weapons, tools, magical components, etc.), saving only the clothing on his or her back. (Note: these items must truly be given away, not merely entrusted to another member of the party for safe-keeping.)

The ascetic must meditate four hours per day, cannot possess any item other than a begging bowl and the clothing on his back, and must deny himself all pleasures of the flesh (such as eating fine food, drinking expensive wines, the taking of a hot bath, etc.).

Remember, meditation is not sleep. An ascetic needs to sleep, as any creature, regardless of the meditation. The ascetic can lend items that are necessary to perform important tasks, but they must be immediately returned or given away, however, or the ascetic loses all benefits of being an ascetic.

In return, the ascetic became a multiclass priest/psionicist using the better of each class regardless of the race. However, the ascetic casts wizard spells instead of priest spells, and gains new spells as if he were a wizard of the appropriate rank. Through his long hours of spiritual devotion, the character learns more and more about the true nature of the cosmos. He can use this knowledge in much the same way that wizards use their spells, except that he never needs material components to cast a spell and does not need to record the spells he knows in a spell book. Instead, his daily meditation serves to refresh these spells in much the same way that a priest's daily prayer restores his powers. Generally, the ascetic chooses to learn non-destructive spells and normally specialise in divinations (Divination is the only school of magic an ascetic can be specialist).

An ascetic uses wizard THAC0 table and the psionicist hit point progression. The psionicist class progression is the same as the normal psionicist and, as a psionicist, the primary discipline of an ascetic must be Psychometabolism. The priest class progression is presented hereinafter, just to summarise all changes. Brahman has no priest in the normal sense, for he is usually worshipped through one of his manifestations as another god, but all ascetics may be considered priests of Brahman.

Remember, an ascetic is not a wizard. Brahman is a very "different" god and he does not directly grant any power. The ascetics are very intelligent humans who study hard preparing his mind and body to understand the

word, so, the origin of his magic an powers is his personal enlightenment and knowledge about the nature of cosmos. "They know how things works and how to manage the energies of the nature to cast spells."

As ascetics advance, they earn several other benefits -- and suffer one additional detriment. First, each time an ascetic advances a level, he loses a point of Strength because of the physical deprivations to which he is subjecting himself (though he never falls below a Strength of 3). But he also gains a point to put into either Wisdom, Constitution, Charisma (his choice). In this way, an ascetic can raise any or all of these ability scores to a maximum of 20 (but never more). All the benefits of been an ascetic are presented in the tables below.

The usage of the Reincarnation and Karma points optional rules is recommended. You can find it in Legend & Lore (pg 126). A revised set of rules is presented in the end with some notes about the Brahman as a Greater God.

Role-Playing notes and anti-Muchkin Considerations

First, I do not add any anti-munchkin rule since this is not the kind of character a muchking will like (no +10 sword of godslayer, no ring of eternal stonesskin, etc.). However, the ascetic can be very powerful. I recommend an enforcement on the role playing aspect. Here some guidelines:

An ascetic is an extremist pacifist (remember Gandhi) and will do everything to avoid a fight. Ascetics must always avoid killing. His own death is not enough reason to kill anyone. The ascetic will only kill someone (an only in defence of the others) if he consider that person a distortion or a offence to the nature of the Brahman (e.g.: a very evil and powerful Defiler, an Undead or some Nazi-like genocide).

An ascetic will likely to choose pacific psionic powers and spells. (See recommend and forbidden powers below.) The ascetic strongly believes in reincarnation, thus, he have no afraid of the death. He will willing risk his own life to help the others or to preserve the nature.

The ascetic should help any creature in danger and must respect everything "Everything is part of Brahman". An ascetic will become an adventurer to search knowledge or spiritual enlightenment, to defend the nature or to help a very important good cause.

The only thing that can be considered an enemy of the ascetics is the undead. An undead state is considered a great curse, so, the ascetic must help that poor soul (the undead).

Ascetic Progression Table

Priest Class (The psionicist class progression is equal to normal psionicists)

Level	XP	HD(d6)	THAC0	1	2	3	4	5	6	7	8	9	10
1	0	1	20	1									
2	1.500	2	20	2									
3	3.000	3	20	2	1								
4	6.000	4	19	3	2								
5	13.000	5	19	4	2	1							
6	27.500	6	19	4	2	2							
7	55.000	7	18	4	3	2	1						
8	110.000	8	18	4	3	3	2						
9	225.500	9	18	4	3	3	2	1					
10	450.000	10	17	4	4	3	2	2					
11	675.000	10+2	17	4	4	4	3	3					
12	900.000	10+4	17	4	4	4	4	4	1				
13	1.125.000	10+6	16	5	5	4	4	4	2				
14	1.350.000	10+8	16	5	5	5	4	4	2	1			
15	1.575.000	10+10	16	5	5	5	5	5	2	1			
16	1.800.000	10+12	15	5	5	5	5	5	3	2	1		
17	2.025.000	10+14	15	5	5	5	5	5	3	3	2		
18	2.250.000	10+16	15	5	5	5	5	5	3	3	2	1	
19	2.475.000	10+18	14	5	5	5	5	5	3	3	3	1	

20	2.700.000	10+20	14	5	5	5	5	5	4	3	3	2	1
21	3.000.000	10+22	14	5	5	5	5	5	4	4	4	2	1

In the 20th level the ascetic can choose to start an avagion transformation (as described in Dragon Kings) or continue as a psionist. For DM's that do not allow progression to 30th level an ascetic reach unity with Brahman at 21th (3.000.000 xp).

Ascetic Saving Throws (Priests/Psionist)

Level	Paralysation, Poison, or Death Magic	Rod, Staff, or Wand	Petrification, or Polymorph	Breath Weapon	Spell
1-3	10	14	13	16	15
4-6	9	13	12	15	14
7-9	7	11	10	13	12
10-12	6	10	9	12	11
13-15	5	9	8	11	10
16-18	4	8	7	10	9
19+	2	6	5	8	7

Psionics

Disciplines Learnable Order : Psychometabolism, Psychokinesis, Clairsentient, Telepathy, Metapsionic, Psychoportive.

Recommended Devotions : Absorb Disease, Cell Adjustment, Lend Health, Martial Trance, Mind Over Body, Levitation, Time/Space Anchor, Immovability, Astral Projection, Heightened Senses.

Recommended Sciences : Telekinesis, Complete Healing, Precognition.

Forbidden Psionic Powers : Disintegrate, Detonate, Life Draining, Double Pain, Death Field,...
Any very aggressive power (DM discretion) and of course any "only for evil" power.

Proficiencies

Bonus : Endurance, Rejuvenation, Meditative Focus and Mind Over Matter.

Recommended : Religion, Spellcraft, Ancient History, Languages (Any)

Granted Powers

The ascetic gains the following powers.
(Most of powers are normal psionic powers)

Level Bonus & Granted Powers

1 Turn Undead -1 Str/level, +1 Wis, Con or Cha/level. (Max 19, Min 3)

2 2 bonus devotions (must be of the recommended devotions list)

6 1 bonus science (must be of the recommended sciences list)

12 Heal (Self only) (as a fast Complete Healing - 1/day)

13 Automatically learn a new spell: Reincarnation

15 Ignore Death *

20 Do not physically age (Can start Avagion transformation, if human)

25 Immune to all non-magical damage (if not avagion)

30 Reach unity with Brahman **

* The ascetic has the ability to continue functioning normally for 1d10 rounds after reaching 0 hit points. During this time, any manner of healing magic may be used to restore the character to life by bringing his hit

points back to a positive value.

** Ascetic characters who attain the 30th level have acquired an understanding of the universe so exact that they become one with the Brahman and are thus retired from play. A more worthy or noble end for a character is hard to imagine.

Notes About Brahman

Brahman (Greater God)

Brahman is also known as Hiranyagarbha, Prajapati (both used in the early Vedic Age), and many other names. Here, Hiranyagarbha and Prajapati are used interchangeably. Brahman is the world spirit that enfolds all of existence and the divine essence that is hidden in all beings, and of which all beings are a part. Everything that exists -- the gods, men, animals, plants, even rocks -- is simply a manifestation of the Brahman.

According to legend, in the beginning there were only the waters. From the waters was formed a golden egg (Hiranyagarbha). Prajapati was hatched from the egg, speaking the sounds "bhur," "bhuvah," and "svark," thereby forming the earth, the air, and the sky. Prajapati/Brahman has every power that any god or mortal in the Indian mythos possesses, for all things are a part of him. In his true form, Brahman has a face on each side of his head. There is also a vacant spot on the top of his head where a fifth face was burned off by the gaze of the god Siva.

Role-playing Notes: Though he sees and hears all, Brahman is an aloof god and will involve himself in the affairs of men only when existence itself (i.e., Brahman himself) is threatened.

Statistics:

Alignment : Neutral
Worship Alignment: any
Area of Control : everything
Symbol : four-faced head.

Brahman's Avatar (fighter, wizard, priest, rogue and psionicist 30)

Brahman's avatar can take any form, but most often appears as a four-armed, four-faced man. He can call upon any sphere or school of magic for his spells and he knows all psionic sciences and devotions. In his four hands, he carries four different weapons, each doing 1d10 damage: a scimitar, a dagger, a mace, and a short sword.

Str 21 Dex 21 Con 21
Int 21 Wis 21 Cha 21
MV 20 SZ any MR 50%
AC -5 HD 30 HP 207
#AT 4 THACO -1 Dmg 1d10 (any weapon) + 9

Special Att/Def: Brahman's avatar can only be harmed by magical spells or weapons. The attacker also suffers any damage or spell effect inflicted upon the avatar (because the attacker is part of the Brahman).

Duties of the Priesthood

Brahman has no priests in the normal sense, for he is usually worshipped through one of his manifestations as another god. However, all ascetics seeking true spiritual enlightenment may be considered priests of Brahman, so anybody wishing to worship him directly must become an ascetic. The requirements for becoming an ascetic are discussed in the introduction to this section.

Notes About Siva

Siva is power incarnate, a fierce ascetic who repeatedly brings the world to brink of annihilation by dancing in fire. He is the negative force of the cosmos. Anything that Siva touches is utterly annihilated and can never be reconstructed, raised, or reincarnated.

Though determined to destroy all of existence (all of Brahman), Siva does not consider himself evil. He is merely attempting to return everything to unity with the cosmic spirit. He is an impersonal god who seldom answers prayers.

Priest of Siva are noted for their monthly fire dance. After scouring the countryside in search of sacrifices (which includes everything from furniture to living beings), the priests spend several hours dancing in huge bon-fires. They end the ceremony throwing everything they collected into the fire.

I couldn't find anything about an encounter (Brahman x Siva) but since Brahman is everything (including Siva) maybe this encounter never happens and Brahman avatar has one burned face to include Siva as a part of Him. Another possibility is to show the part of Brahman that Siva were able to destroy (until now).

Optional Rule: Dharma, Karma, and Reincarnation

(Revised version of the rules found on Legend & Lore p. 125-126)

Indian society is founded upon the concepts of dharma, karma, and reincarnation. If you wish to incorporate these concepts into your campaign, you may want to use the following optional rules.

A PC's dharma is a combination of character class and alignment. In order to follow his dharma, a character must behave according to the alignment guidelines given in the Player's Handbook. These tenets must be followed strictly, or the character will suffer a karma penalty (see below). For example, a Lawful Good character who participated in the theft of a magic sword would be violating his dharma, for he would be breaching his duty to respect the laws of the land.

In addition to alignment, each class carries with it certain dharmic duties. The duties for the standard AD&D character classes are summarised below, but if your campaign incorporates non-standard or highly specialised character types, you may have to define your own dharmic duties:

Fighter: Fighters must always be brave, never allowing fear to dictate their actions. They must never hide from danger or flee while a friend or ally fights on.

Ranger: The requirements for Rangers are the same as they are for Fighters, but rangers must also show reverence to nature, never killing an animal or plant without reason.

Paladin: The dharma of a paladin is also much the same as that of a fighter, but the paladin must never tolerate evil. Further, the paladin must always help the weak or poor and be quick to give alms to beggars.

Wizard: Wizards must never pass up an obvious opportunity to learn about the forces that shape the world or the magic with which it is infused.

Specialist: Although basically the same as if is for wizards, the specialist gains an additional duty of the DMs devising that is related to his or her field of study.

Priest: The priest must devote himself to the worship of his god and must never allow an insult to his faith to go unavenged. He must try to recruit followers for his god whenever possible. Specific religions might place additional demands on these characters.

Druid: The druid character must act in a way that is always complimentary to the natural world around him. He must never harm or destroy plants or animals without good reason.

Rogue: Rogue characters must attempt to accrue wealth (usually for his own benefit, but occasionally for a cause or to help another). They can never leave a potential victim or inviting fortune untouched.

Thief: Thieves have the same dharma as rogues, but must rely on cunning, stealth, trickery or something other than brute force to accomplish their goals whenever possible.

Bard: A bard must serve to entertain and enlighten. He must pursue knowledge in the form of tales and songs, not in the rigid manner of a wizard. He must pass up no chance to tell others of the wonders he has seen and the tales he has heard.

If a situation occurs which pits the dharma requirements of a character's alignment against those of his class, violating the requirements of either is still a breach of his dharma and results in the karma penalties outlined below. If a multi- or dual-class character has conflicting dharma requirements, the same rule applies.

Each time a character goes up a level, he receives a point of karma. In addition, a character who does a truly outstanding job of role-playing his character according to the dharma requirements, such as finding a clever way to meet the conflicting demands of alignment and class dharma, may receive an additional point of karma (never more than one per session). If a character significantly violates his dharma (such as a lawful good character engaging in theft), he loses a point of karma (there is no limit to the number of points that may be lost in this way).

When a reincarnation spell is used, the player does not roll up a new character. Instead, he consults the row matching his number of karma points on the reincarnation table below, then rolls 2d6 to see what he comes back as (ascetics modify their roll by +2).

Sometime after a character death he/she should reincarnate naturally, but with no memories of the previous life and in any place (can be very far from the start. In any plane, or any world). This way the character will restart as a baby, of course.

Reincarnation Table (2d6 roll)

Karma points	2	3-5	6-8	9-11	12
0	slug	table 1	table 2	table 3	table 4
3-5	table 1	table 2	table 3	table 4	human
6-10	table 2	table 3	table 4	human	human(1)
11-15	table 3	table 4	human	human(1)	human(2)
16-20	table 4	human	human(1)	human(2)	human(3)
20+	human	human(1)	human(2)	human(3)	human(4)

Slug: The character is removed from play and the player must roll up a new one.

Tables: The character new reincarnation should be rolled in the tables below. If the character is reincarnated as a monster of the type listed. See rules for creating new PC races in the Dungeon Master's Guide. The Intelligence, Wisdom, and Charisma of the old character are transferred to new one (making any necessary adjustments for race) and all other scores are rerolled. Additionally, the DM may choose to give physical disabilities to characters with bad karma, creativity is encouraged.

	Table 1	Table 2
00-05	Dog *	Lizard Man
06-19	Kobold	Orc
20-27	Troll	Centaur
28-39	Goblin	Bugbear
40-47	Yuan-ti	Ogre Mage
48-59	Hobgoblin	Hobgoblin
60-68	Lizard Man	Gnoll
69-78	Bugbear	Ogre
79-95	Orc	Half-Orc
96-00	DM Choice	DM Choice

* or any animal in the same level of intelligence.

Table 3: Roll in the reincarnation spell

Table 4: Roll for any player character race

Human: The player transfers his old character's Intelligence, Wisdom, and Charisma to his new character. All other attribute scores are rerolled. Character begins at level one in the same class(es) as the previous character. In any "Human" option the DM may allow the player to choose between any player character race.

Human(1): The player transfers his old Intelligence, Wisdom, and Charisma to the new character and rerolls all other attributes. The new character retains the old one's class(es), but begins at 1d4 levels lower than the previous character.

Human(2): The player transfers all old ability scores to the new character, and begins one level lower in the previous character's class(es).

Human(3): The player may add 1d4 points to any single ability score of his old character (to maximum 18), and then transfer all of the old character's scores to new character. The new character begins at the same level as the old one and retains the previous character's class(es).

Nirvana: The character achieves unity with the Brahman and is retired from play. A completely new character is generated to replace the old one, but the new character receives +1 modifier on all of its abilities scores.

When a reincarnation spell is used the new body will appear having only vague memories of his previous life. All karma points from the previous character are lost, and the new character starts over at 0 karma. In any case, if a raise dead or similar spell is used on the previous character's body, both the reincarnation and the old character die and are removed from play.

NPC Ascetic Example

AD&D 2nd Edition

Homeworld: Any (Including Dark Sun - Brahman is not a "Normal God". It is a concept)

Rafiki "The Ascetic" - 16th level Ascetic (Priest/Psionacist)

Alignment: Neutral Good

Str: 3 Int: 17 Con: 19

Dex: 13 Wis: 20 Cha: 17

Height: 1.68m Weight: 48

Age: 48 Eyes: Black Hair: None (Black)

Description: Very thin and no hair. Skin like bronze dressed with a white tunic.

Wizard Spells: 5/5/5/5/3/2/1 (+ bonus for high wisdom: 2/2/1/1)

Psionics: 5 Disciplines, 9 Sciences, 24 Devotions, All Defence modes

Granted Powers: Turn Undead, Heal (Self only - 1/day), Ignore Death

Saving Throws: PP&DM: 4 RS&W: 8 P&P: 7 BW: 10 Spell: 9

Proficiencies: Hardness Subconscious, Hypnosis, Geography, Healing, Endurance, Rejuvenation, Meditative Focus, Herbalism, Mind Over Matter, Religion, Spellcraft, Ancient History, Languages (Elf, Dwarf, Halfling), Read/Writing (Common, Elf), Somatic Concealment, Psionic Detection.

Equipment: An empowered wood staff (probably with a magic staff spell cast on it and/or a semipermanent spell).

He is normally carrying one (and only one) empowered staff. This staff can be any of those kinds listed below. He makes his own staff and sometimes he gives it to any noble creature of Brahman he meets who proves to be of wisdom and good will. Later, he will make another staff to himself. Any staff will have traces of his own personality, this mean, pacifist, good, will like to help and heal every creature.

- Rafiki's Staff of Healing

Alignment: NG PSPs: 40 Receptacle: 256 PSPs
Intelligence: 14 Ego: 10
Discipline: Psychometabolism
Sciences: Metamorphosis*, Regenerate
Devotions: Cell Adjustment, Mind Over Body
Semipermanency: Detect Disease
* this staff can transform itself in any tool.

- Rafiki's Staff Against Undead

Alignment: NG PSPs: 36 Receptacle: 256 PSPs
Intelligence: 15 Ego: 9
Discipline: Metapsionic
Sciences: Psychic Surgery
Devotions: Wrench, Receptacle*, Stasis Field
Semipermanency: Protection from Evil, Detect Evil, Detect Undead
* this staff can fill its own receptacle.

- Rafiki's Utility Staff

Alignment: NG PSPs: 28 Receptacle: 256 PSPs
Intelligence: 15 Ego: 7
Discipline: Psychosynthesis
Sciences: Telekinesis
Devotions: Inertial Barrier, Levitation
Semipermanency: Detect Magic

- Rafiki's Staff of Travel

Alignment: NG PSPs: 44 Receptacle: 256 PSPs
Intelligence: 16 Ego: 11
Discipline: Psychoportive
Sciences: Teleport
Devotions: Time/Space Anchor, Astral Projection, Ethereal Traveller, Dimension Door.
Semipermanency: Tongues

- Rafiki's Staff Against Evil Psionics

Alignment: NG PSPs: 80 Receptacle: 256 PSPs
Intelligence: 16 Ego: 20
Discipline: Telepathic
Sciences: Psionic Blast, Tower of Iron Will
Devotions: Contact, Id Insinuation, Ego Whip, Mind Blank, Mental Barrier, Thought Shield, Intellect Fortress
Semipermanency: Detect Psionics, Detect Evil

Books: CPsiH, DK, TWATW

Psionics: 218 PSPs; Psychometabolism, Psychoportive, Metapsionic, Telepathy, Psychokinesis.

Sciences: Telekinesis, Energy Containment, Metamorphosis, Regenerate, Teleport, Empower, Slipt Personality, Psychic Surgery, Psionic Blast

Devotions:

Psychometabolic (10): Cell Adjustment, Lend Health, Enhanced Strength, Mind Over Body, Photosynthesis, Biofeedback, Heightened Senses, Body Equilibrium, Chemical Simulation, Ectoplasmic Form

Psychokinetic(2): Inertial Barrier, Levitation.

Metapsionic(3): Receptacle, Wrench, Stasis Field.

Psychoportive(6): Time/Space Anchor, Astral Projection, Ethereal Traveller, Teleport Lock, Dimension Door, Teleport Trigger.

Telepathy(3): Id Insinuation, Ego Whip, Contact

Preferred Spells: (Books: PHB, ToM, DK, FR, GA...)

Of course, he will memorise attack spells when necessary but he will always spent, at least, one slot in divination, and he will not like to use killing spells. I include spells from all levels, thus, you can change the character to fit your campaign.

(- "Any time is time to improve my knowledge about the Brahman")

Cantrips: Compass, Shoo, Polish, Shine, Sort, Tie, Warm, Clean, Count, Protection from Sun, Umbrella

- 1) Armour, Enlarge/Reduce, Detect Magic, Detect Undead, Sleep, Shied, Chromatic Orb, Identify, CorpseLight, Comprehend Languages, Copy, Protection from Evil, Gaze Reflection, Mount, Light
- 2) Web, Forget, Continual Light, Strength, Cloack from undead, Detect Evil, Death Recall, Detect Invisibility, Detect Life, Hypnotic Pattern, Detect Psionics, Invisibility, Know alignment
- 3) Clairvoyance, Wizard Sight, Alamir's fundamental breakdown, Dispel Magic, Hold Undead, Hold Person, Ward Against Undead, Spirit Armour, Protection from Evil, 10' Radius, Wraithform, Tongues, Suggestion
- 4) Magic mirror, Locate creature, Detect scrying, Nystul's Lightburst, Nystul's Radian Arch, Stoneskin, Fire Aura, Remove Curse, Minor Spell Turning, Otiluke's Dispelling Screen
- 5) Contact other plane, False vision, Hold Monster, Magic Staff, Lower Resistance, Dismissal, Feeblemind, Advanced Illusion, Invulnerability to Normal Weapons, Wall of Force
- 6) Reincarnation, True Seeing, Legend Lore, Improved Haste, Anti-Magic Shell, Contingency (Stoneskin or Minor Globe), Globe of Invulnerability, Mordenkainen's Lucubration, Revelation, Invulnerability to Magical Weapons
- 7) Rary's Plane Truth, Semipermanency, Prismatic Spray, Spell Turning, Banishment, Power Word: Stun, Sands of Time
- 8) Screen, Sunburst, Serten's Spell Immunity, Symbol, Wildzone
- 9) Wildfire, Foresight, Mordenkainen's Disjunction, Spellstrike, Chain Contingency (Anti-Magic Shell or Spell Turning, Invul. Magical Weapons)
- 10) Prolific Forestation

Background & Personality:

Rafiki became a traveller to search for knowledge and spiritual enlightenment. Then he travels a lot trying to learn and achieve spiritual enlightenment and maybe, in the future, to reach unity with Brahman. (Read about the ascetic class below).

Today, he knows lots of strange and different places and races. He can be a great source of information and will try to help any good creature.

He will appear very poor (only an old man without hair and with a poor tunic and a wood staff) but he is very intelligent and have a amazing wisdom.

He will not eat meat or any fine food. He won't drink alcohol or even soft drinks. He will forbid himself any worldly pleasures. "- to faster achieve unity with the Brahman, it is necessary to release worldly desires.". Please, do not make him a irritating fanatic vegetarian. Of course, he may eat meat if he is in a place (or time) when vegetarians do not exists. He will not offend his hosts refusing everything. He may eat anything but will always prefer very simple food. Fruits, vegetables, water (at natural temperatures, not cold), milk, are good examples. He will always eat only a few and he may pass some days without anything (fasting).

He will be celibate and chaste. He will prefer to sleep in the floor (stone or wood) and will spent all his spare time in meditation, at least, 4 hours per day (but often much more). Sometimes, he will pass days or mouths in meditation (DMs should read the meditation section in The Will and the Way accessory).

Rafiki will always talk with a calm and slow voice. He will always think before he acts and when he acts he will show his wisdom. He will respect people faith ("- All Gods are manifestations of the Brahman, different aspects

of the same thing"). He will try to explain his philosophy and make people understand the nature of the Brahman, but will not offend anybody and will not force anyone. (" - Brahman is the end of all paths, some creatures choose different paths but sooner or later they will reach Him")

Rafiki talking about his philosophy:

- "To reach the unity with the Brahman..."
- "You must know the world."
- "You must know HOW the world functions, HOW the world's power flows."
- "So, go!..., go in the way of the knowledge. Try to know the world..."
- "And this wouldn't be enough."
- "You must know yourself and increase your Will."
- "To increase your Will you must go on the Way, The Way of the Unseen."
- "Every creature has the Will but only a few can follow the Way"
- "To reach the unity with Brahman you must walk in both ways..."
- "You must walk in THE WAY OF THE MIDDLE"

Role playing notes:

Rafiki is an extremist pacifist (remember Gandhi) and will do everything to avoid or prevent a fight. He must always avoid killing. He will only kill someone (and only in defence of others) if he consider this one a distortion or an offence to the nature of the Brahman (e.g.: a very evil and powerful Defiler, an Undead or some Nazi-like genocide).

Rafiki strongly believes in reincarnation, thus, he have no afraid of death. He will willing risk his own life to help others or to preserve nature.

Rafiki will help any creature in danger and will respect everything, 'cause "Everything is part of Brahman", as he will always repeats. He should appear on an adventure as a knowledge source or as a help in a very good cause. He will always try to defend the nature or to help any good cause.

He may ask a PC to help him in a search for knowledge or to help the poor. He may give his empowered staff to any character who helps him in a good cause, but he will not like if the character asks for payment to help the poor. In this case he may offer his staff but the staff will do nothing for this character and will probably be given without charges (0 PSPs or in the end of Semipermanency) - remember, he is NEUTRAL good, not LAWFUL good, so justice and goodness are above law.

The only thing that can be considered an enemy to him is the undead. An undead state is considered a great curse, so he must help that poor soul (the undead).

Noble Creature: "- Look!!! a Vampire!!! Run!! Run!!"

Rafiki: "- No! We must help him. Free his poor soul."

"- Give him, the freedom to a new Reincarnation."

"- Poor vampire..."

Rafiki's frequently used expressions:

- "Everything is part of Brahman"
- "Give peace a chance"
- "Calm down, violence generates violence"
- "He is an... but he is part of Brahman"
- "Poor soul... We must pray now"
- "Brahman bless us (or you, or him,...)"
- "Ooh! Poor creature! Poor Soul! Trapped in this state... as an undead"

Rafiki, when referring to a very evil person or act:

- "This thing is a degenerated creature of Brahman"
- "This is a distortion to the nature of Brahman"

Rafiki, when he is forced to kill a very evil guy or to destroy an undead:

- "Go! corrupted creature of Brahman. Go! and restart again, maybe you will be better when you come back, in your next reincarnation"

Empath

Empaths are specialists in emotions. They love to feel and learn about emotions. Empaths are fascinated by new feelings, tastes, smells emotions and so forth. Whenever possible, they will seek out new experiences.

Empathy is usually defined as an awareness and a sharing of the emotions and feelings of others. Empaths are preternaturally attuned to the subtle "body language" that telegraphs people's feelings to those capable of deciphering it.

Primary Discipline: Empathy (Minor Discipline)

Specialist Name: Empath

Alternate Names: Sensitive

Prerequisites: Same as psionicist + Charisma 13.

Special advantages:

+1 charisma or reaction bonus (Read body language, appropriate reaction)

2 free empathy devotions at first level.

A female empath get a +2 power scores bonus when using empathy powers (females can be better empaths, they can "feel" better)

Disciplines Learning Order:

Telepathic, Clairsentient, Metapsionic,

Psychometabolic, Psychoportive, Psychokinetic.

Empathy Sciences:

Bonding (*1), Object Reading, Sensitive to Psi Impressions, Precognition, Fate Link (no prerequisites)

Empathy Devotions:

Empathy, True Hear, Telepathic Projection, Absorb Disease, Heightened Senses, Id Insinuation, Ego Whip, Awe, Attraction, Aversion, Taste Link, Feel Light, Feel Sound, Phobia Amplification, Repugnance, Sight Link, Sound Link, Taste Link, False Sensory Input, Feel Moisture, Trail of Destruction, Acceptance, Alignment Stabilization, Beast Mastery, Focus Forgiveness, Impossible Task, Mysterious Traveler, True Worship, Diagnose (*1), Sense Charm (*2), Sense Evil (*2)

(*1) Powers from Dragon Magazine #204

(*2) Powers listed below

New Empathy Powers

Sense Charm

Power Score: Wis -2

Initial Cost: 8

Maintenance Cost: 4/round

Range: 30 yards

Preparation Time: 1

Area of Effect: one creature in range

Prerequisites: Empathy

This devotion can detect if a person or monster is under the influence of a charm spell, or similar control such as hypnosis, suggestion, beguiling, possession, any telepathic control such as psionic domination, etc.

If the creature is psionically protected (any defense mode) a contest must be rolled, if the victim wins, the psionicist learns nothing about that particular creature.

This devotion doesn't reveal the exact type of influence.

Sense Evil

Power Score: Wis -2
Initial Cost: 8
Maintenance Cost: 6/round
Range: special
Preparation Time: 1
Area of Effect: special
Prerequisites: Empathy

This devotion discovers emanations of evil from any creature, object, or area. Character alignment, however, is revealed only under unusual circumstances: characters who are strongly aligned, who do not stray from their faith, and who are of at least 9th level might radiate evil if intent upon appropriate actions. Powerful monsters such as rakshasas send forth emanations of evil, even if polymorphed. Aligned undead radiate evil, for it is this power and negative force that enable them to continue existing. An evilly cursed object or unholy water radiates evil.

The degree of evil (faint, moderate, strong, overwhelming) and possibly its general nature (expectant, malignant, gloating, etc.) can be noted.

The devotion has a path of detection 10 feet wide in the direction in which the psionicist is facing. The range depends on the degree of evil and usually varies between 30 and 500 yards.

Somniomancer

Master in a psionic discipline concerned with the sleeping mind. Somniomancers are specialists in controlling their own or others' sleeping minds and bodies. Most of the powers a somniomancer can use require that she is sleeping (in a dream). Others can only be used in a sleeping target.

All somniomancers can control their sleeping. They can sleep immediately or enter in a trance-like state (enough to use a power) anytime she wants. A somniomancer has three advantages: +2 power score bonus when using somniomancy powers; 2 free somniomancy devotions at first level; Can choose to learn any power of the somniomancy minor discipline at any level regardless of the access to the "normal" discipline of the power.

Primary Discipline: Somniomancy (Minor Discipline)

Specialist Name: Somniomancer

Alternate Names: Dream Master, Hypnotist.

Prerequisites: Same as psionicist.

Disciplines Learning Order:

Telepathic, Metapsionic, Clairsentient, Psychoportive,
Psychometabolic, Psychokinetic

Somniomancy Sciences:

Normal usage:

Summon Planar Creature, Sensitivity to Psychic Impressions, Hypnosys (*2).

Sciences that can only be used when sleeping:

Enter Dream (*1), Precognition, Probability Travel, Psychic Clone, Complete Healing, Clairvoyance, Clairaudience, Probe

Sciences that can be used only in sleeping target:
Probe.

Somniomancy Devotions:

Normal usage:

Dimensional Walk, Daydream, Stasis Field, Spirit Sense.

Devotions that can only be used when sleeping:

Astral Projection, Dream Travel, Psychic Messenger, Convergence, Retrospection, Predestination, Incarnation Awareness, Weather Prediction, Dream Sight (*2), Oniric Vortex (*2), Outer Dream (*2)

Devotions that can be used only in sleeping target:

Psychic Drain, Identity Penetration, Predestination, Pos-Hipnotic Suggestion, Awaken (*2), Sleeping Automaton(*2)

(*1) Power from Dragon Magazine #204

(*2) Powers listed below

New Somniomancy Powers **Psychoportive Devotion**

Dream Sight

Power Score:	Int
Initial Cost:	12
Maintenance Cost:	8 / round
Range:	Special
Preparation Time:	2
Area of Effect:	personal
Prerequisites:	astral projection

This power is normally used by somniomancers (master in a psionics concerned with the sleeping mind).

Before using this devotion, the psionicist must fall into a deep sleep or sleep trance state during which she dreams of places and events around her. Her vision is then attuned to the location desired. In the dream, she can both see and hear and can will his vision to change so that she can view the surrounding area as well. She cannot see into an area that is protected against teleport or similar powers or spells, however. Nor can sounds coming from such an area be heard.

When using this devotion the psionicist's astral body leaves her physical body and is able to walk, look around, pass walls,... The distance that a psionicist can move from her body is equal to 100 yards per level of the psionicist. The astral body is invisible by normal means but is vulnerable to any attacks that can reach astral or ethereal creatures. While in astral form the psionicist is treated as an ethereal traveler, cannot influence the normal world and can only use psionics on herself.

The astral body is attached to the physical body by the silver cord. The silvery cord is nearly indestructible, however. Usually it can be severed only by the psychic wind at its most powerful, or by the silver swords of the githyanki.

At the end, the dream vision ends, and she awakens. If the psionicist's body is disturbed before the dream sight ends, the power ends and the psionicist is immediately awakened.

Power Score - The astral body of the psionicist is able to see in darkness (normal or magical).

20 - The psionicist has a terrible nightmare and is unable to sleep for 8 hours.

Telepathic Devotion

Outer Dream

Power Score: Int
Initial Cost: 30
Maintenance Cost: 10/question
Range: na
Preparation Time: 12 hours
Area of Effect: individual
Prerequisites: mindlink, teleport

This devotion is similar to contact other plane spell and requires the psionist had access to psychoportive and telepathic disciplines. When this devotion is used, the psionist sends her mind to anotherplane of existence in order to receive advice and information from powers there. As these powers resent such contact, only brief answers are given. Any questions asked are answered by the power during the power's maintainance. The character can contact an elemental plane or some plane farther removed. For every 10 psp spent one question may be asked. Contact with minds far removed from the plane of the psionist increases the probability of the psionist going insane or dying, but the chance of the power knowing the answer, as well as the probability of the being telling the correct answer, are likewise increased by moving to distant planes. Once the outer planes are reached, the Intelligence of the power contacts determines the effects.

The random table given here is subject to DM changes, development of extraplanar NPC beings, and so on.

If insanity occurs, it strikes as soon as the first question is asked. This condition lasts for one week for each removal of the plane contacted to a maximum of ten weeks. There is a 1% chance per plane that the psionist dies before recovering, unless a a psychic surgery is made upon her. A surviving psionist can recall the answer to the question.

On rare occasions, this divination may be blocked by the action of certain lesser or greater powers.

Plane	Power score modifier	Chance of insanity* (%)	Chance of knowledge (%)	Chance of veracity** (%)
Elemental	-1	20	55 (90)	62 (75)
Inner Plane	-2	25	60	65
Astral Plane	-3	30	65	67
Outer Plane, Int. 19	-4	35	70	70
Outer Plane, Int. 20	-5	40	75	73
Outer Plane, Int. 21	-6	45	80	75
Outer Plane, Int. 22	-7	50	85	78
Outer Plane, Int. 23	-8	55	90	81
Outer Plane, Int. 24	-9	60	95	85
Outer Plane, Int. 25	-10	65	98	90

* For every point of Intelligence over 15, the psionist reduces insanity chance by 5%.

** If the being does not know an answer, and the chance of veracity is not made, the being will emphatically give an incorrect answer. If the chance of veracity is made, the being will answer "unknown."

Percentage in parentheses are for questions that pertain to the appropriate elemental plane.

Power Score - No chance of insanity.

20 - The psionist grates a power. The DM must decide what the disturbed power will do.

Telepathic Devotion

Awaken

Power Score: Wis
Initial Cost: contact

Maintenance Cost: na
Range: na
Preparation Time: 0
Area of Effect: individual
Prerequisites: contact

This devotion allows the somniomancer to wake another character from normal sleep without the use of touch or sound. When this devotion is used the subject simply wakes up instantly. (This doesn't mean that the subject is immediately alert)

The subject hears (only in her mind) a great shout "wake up!" or any word the somniomancer wants (one word only). The subject may be scared or hungry depends on situation.

At DM discretion this power can cause problems when used against subjects in astral travel.

Telepathic Devotion

Oniric Vortex

Power Score: Wis
Initial Cost: contact
Maintenance Cost: 1/round/subject
Range: Unlimited
Preparation Time: 1
Area of Effect: individual
Prerequisites: Enter Dream

With this devotion the psionicist can bring some friends to a dream. The psionicist must be in a dream to use this power (her own dream or any dream affected by enter dream).

Unwilling subject may choose to end the dream and wake up. This action ends the dream for that particular character only.

Telepathic Devotion

Sleeping Automaton

Power Score: Wis -2
Initial Cost: contact
Maintenance Cost: 6/round
Range: na
Preparation Time: 2
Area of Effect: individual
Prerequisites: contact

This devotion allows the somniomancer to take control of a sleeping subject's body and cause it to perform simple actions. Such actions include movement (sleep-walking), picking up and moving small objects, etc., but nothing either delicate or violent and nothing that involves any thinking or decision-making process.

The somniomancer can't force the subject to commit suicide or actively damage herself in any way; the subject will wake up before any damage be inflicted.

This power doesn't give any way to somniomancer to see what the subject is actually doing, so, the psionicist should be able to see the target by any means or it will be very difficult to give the orders.

Telepathic Science

Hypnosis

Power Score: Wis -4

Initial Cost:	contact
Maintenance Cost:	6/round/subject
Range:	Unlimited
Preparation Time:	2
Area of Effect:	individual
Prerequisites:	Enter Dream

To use this power each subject must be contacted when looking at the somniomancer eyes. After, each subject had been contacted the somniomancer have to make the power score and give the order in a monotonous, droning voice.

Any subject that fails a save vs. spell is completely dominated and will follow the order like a zumbi. Any order can be given and the victim will follow it with the best of her abilities, even to kill her friends. Only obvious suicidal orders allow another save.

The subject may be convinced to be another person or creature or to perform any actions she is normally able to. The psionicist can ask questions or give another order each round. The orders must be given in a language understandable by the victim.

Examples:

- "Look at my eyes! Now you are a chicken"
- "You don't like him, so, **KILL HIM !**"
- "You need to sleep, so, you will stop, take out your armor and sleep..."

Section 3 : Rogue Kits

Animal Master

An Animal Master has a deep relationship with a certain type of animal, and has one or more animal friends of that sort. An Animal Master will not live in big cities, preferring the wilderness or settlements within the wilderness.

Weapon Proficiencies:

In addition to thief weapons, he may also take forester weapons (sickle, axe,...)

Non-Weapon Proficiencies:

Bonus: Animal Training

May take warrior proficiencies for their listed costs.

Suggested: Whatever will fit to living with his animals, like Running when having Wolves.

Special Benefits:

+5% on Move Silently and Hide in Shadows

Special Hinderances:

Scroll use ability is delayed to level 15.

-15% on pick pockets and open locks, 10% on read languages.

Clod

Description: Members of this kit are not part of a "group" in any normal sense. Some individuals are unusually strong and stupid. They blunder around life, taking things when they need them. Their thief abilities are significantly modified in form, though not in result. This character is a sort of "duh, gee George, sure I canna open da puny little box for ya" type. They are invariably large and overweight for their race.

Ability requirements: Strength must be at least 15, Dexterity must be no GREATER than 16, and both Intelligence and Wisdom must be less than 11. Members of this kit are permitted extraordinary strength up to 18/50 (roll d%; on a 01-50, STR = 18; on a 51-00, STR = 18/01-50).

Role: See description. Imagine a cross between the Abominable Snowman from the old Warner Brothers Bugs Bunny/Daffy duck cartoon and the classic thief.

Weapon proficiencies: These thieves can use any inelegant weapon. Mostly this means clubs, saps, punching, wrestling, axes, etc. No rapiers, bows, martial arts, etc. They may specialize in punching and wrestling (only).

Nonweapon proficiencies: The whole point of this kit is rather antithetical to being highly skilled. No bonus or required proficiencies. All proficiencies for which Intelligence is the relevant ability cost an ADDED penalty of one slot.

Modification to thief abilities: Members of this kit lose some abilities outright, gain a few in exchange, and have the rest altered noticeably. They lose the ability to Find Traps, Move Silently, Hide in Shadows, Detect Noise, Climb Walls, and Read Languages totally. The following abilities are changed:

Pick Pockets: This ability is no longer the sly purloining of coins or pouches from an unknowing victim. Instead, it represents an irresistible "grabbing" of the object. Its chance of success is the same as for the normal

ability, but there are some differences. First, whether successful or not the attempt is totally obvious. Unless dead, the target will notice. If the thief tries to "pick" a pouch hanging from the victim's belt, success means that the whole pouch was ripped off, the attaching thongs torn. If the thief tries for something in a pocket, he shoves a big meaty hand inside and grabs everything he can, most likely tearing the pocket off in the bargain. Ability modifiers: (STR, not DEX, applies)

STR SCORE	MODIFIER	RACE	MODIFIER
15	0	Human	0
16	0	Gnome	-5%
17	+5%	Halfling	-5%
18	+10%	Dwarf	0
18/01-50	+15%		

If the victim is holding the item to be "picked," the following modifiers apply: Strength of opponent = same penalty as the thief would get as a bonus, above; Held with two hands = -15%. If the held object is a weapon, the victim gets a free attack against the thief. If that attack hits, the "pick" attempt automatically fails.

Open locks: This skill is simply the opening of locked objects through the creative use of force. Special tools are normally required to open locks effectively. Members of this kit don't use any of those wimpy-ass girlie-tools that normal thieves do, though. Crowbars, sledgehammers, big rocks, and spiked clubs are frequently used. This method has advantages and disadvantages over the normal method. Normal traps like poisoned needles in locks and contact poison just don't do anything to the thief, obviously. Moreover, an attempt takes a mere round (spent smashing, prying, and gouging the offending closure). The problem is that most objects are too, er, delicate to handle this sort of treatment. Generally, if the DM thinks the locked object (or its contents, if a chest or box) is liable to be broken by the mistreatment of the lock, s/he should have it save versus the blow. Strong items like solid steel doors need not save at all. Large chests and strong wood doors might save vs. normal blow, perhaps at a bonus. Ivory coffers and crystal boxes would need to save vs. crushing blow at a penalty. Noise is also a drawback of this method. Ability modifiers (relevant ability is STR):

STR SCORE	MODIFIER	RACE	MODIFIER:
15	0	Human	0
16	+5%	Gnome	0
17	+10%	Halfling	0
18	+15%	Dwarf	+5%
18/01-50	+20%		

With normal lock picking, the DM can assign bonuses or penalties depending on the quality of the lock. The same may be done here. The thief may try again to open a lock on a later round (if the noise doesn't attract someone before then, or the punishment break the closure outright, making it moot) at a cumulative penalty of -10% per round. (The damage tends to jam & fuse the lock in place.)

Remove traps: Not dissimilar to Open Locks. These thieves couldn't FIND a trap on their own if their life depended on it. But if a friend points one out, the thief can "remove" it quite effectively. The technique is essentially that of catastrophically setting it off. As above, a few "tools" are needed. If the roll is successful, the thief sets the trap off, causing it to fail/jam/whatever. The thief NEVER takes damage from the trap if his roll is successful; if damage would normally be unavoidable, the result for the thief should be mostly cosmetic (e.g. if a fireball is set off in the room, the thief should lose one to three hit points and have his face and body comically blackened). Other party members need by no means get off this easily. If they happen to be standing in the wrong place when the trap is set off, too bad for them. This skill applies both for mechanical and magical traps, though magical traps cause a -10% penalty to the roll. There are no ability modifiers for this skill. Failure sets the trap off automatically; and, if the thief CAN be affected by it, he automatically is.

New Thief Abilities

Move unstopably: As was mentioned earlier, every member of this kit is large and overweight. These thieves possess an uncanny skill to barge through obstacles with little or no harm to themselves. This skill is usually invoked either (1) while frantically making for the exit or (2) while mindlessly trying to get hold of something

interesting. If used successfully, intervening objects will be knocked over, spilled, scattered, stomped on, jostled, or otherwise disturbed in the most chaotic, noisy way possible. There are four basic types of obstacle this thief needs to worry about:

- (1) "Huh? Did I hit something?" A single chair. A shorter humanoid. Something minor like that. +10%.
- (2) "Oooff!" A dining room set. A few people gossiping in a group. A bunch or barrels. A single much bigger humanoid. A short picket fence. A thick hedge. +/- 0%.
- (3) "Oww!" A plaster wall. A small group of militiamen. A big fence. -20%.
- (4) "...." A stone wall. A bunch of nasty dudes bigger than the thief. A Blade Barrier spell. The roll cannot succeed unless the thief has funny magical stuff to allow it. The thief moves at full normal movement through the area for up to a round or until the DM deems that he must stop or roll again. The path behind the thief is open for other party members to use. If the thief attempts to Move Unstoppably through one or more armed entities, that's OK. If he succeeds, the victims must each save vs. DEX or fall to the ground. Even if they retain their footing, they attack and defend at -2 for 1-6 segments. If he fails, each of the intended victims can attack the thief as he passes.

STR SCORE	MODIFIER	RACE	MODIFIER
15	0	Human	0
16	0	Gnome	-20%
17	+5%	Halfling	-25%
18	+10%	Dwarf	-10%
18/01-50	+15%		

Thump: Thieves of this kit do not get the "backstab" ability per se. Instead, they gain the ability to "thump" a surprised opponent on the noggin. The thief may use any proficient blunt weapon. If the victim is wearing armor, s/he is assumed to be wearing a helmet unless there is some reason to think otherwise. A "thump" will be only a normal called shot to the head if the opponent is not surprised. Modifiers:

Thief is 1 foot or more taller than victim: +1 to hit

Thief is 1 foot or more shorter than victim: -1 to hit

AC, helmet worn: normal AC of opponent

AC, no helmet: AC = 8 (modified by magic but not DEX since the opponent is by definition surprised)

Plus all normal bonuses for attacking from behind, etc., if applicable.

A successful hit does normal damage PLUS:

At levels 1-4: double this amount as temporary damage

At levels 5-8: x3 as temporary damage

At levels 9-12: x4 as temporary damage

At levels 13+: x5 as temporary damage

This temporary damage wears off normally. Note also that all this damage goes to the head if you are using the optional "stunned" and "useless" table from the Complete Fighter's Handbook.

Thieving Skill Base Scores:

SKILL	BASE SCORE
Pick Pockets	25%
Open Locks	15%
Remove Traps	10%
Move Unstoppably	10%

At level one the thief gets 40 discretionary points. Every level thereafter he gets 20. No ability may be raised above 95%.

Special benefits: In order to live long enough to reach adulthood, all people as dorky as those in this kit have to have a sizeable stock of luck. This may be handled in two ways.

- (1) Every time the thief sets off some kind of disaster by using one of his 4 special skills (not thump) and would be imperiled in some way not previously mentioned, he can attempt a saving throw vs. breath weapon. Success means that he avoids danger in some comical, near-miraculous way.
- (2) The other way is for the DM to decide when the PC/NPC has acted particularly true to his kit & that it would be good for morale/comedic relief/encouragement to allow the player a save as above to avoid danger.

Special hindrances: Duh, need one comment on this? They are constantly blundering into dangerous situations and relying on the cleverness of friends. They are slow and dimwitted, with all the disadvantages that normally accompany that failing.

Races: Most thieves in this kit are human, though other races are represented. Elves may not participate in this kit. Interestingly, NPC giants, trolls, and other large humanoid groups have few thieves NOT members of this kit.

Merchant

Description

The Merchant's role is as old as civilization itself: to make money. Be it through legitimate or shady dealings, high-risk adventuring or high-stress marketplace haggling, the Merchant strives to make money and use that money to make more money, all the while managing a lifestyle proportional to the profits. Since Merchants make a living dealing with people and working out profitable deals on the spot, a PC must have a minimum of a 13 Charisma and a 13 Intelligence in addition to the normal thief requirements. The character of Silk in David Eddings' *The Mallorean* is an excellent example of a thief Merchant.

Role

The Merchant is an unusual type of thief (or a very common one, depending on whom you ask) in the sense that the Merchant has an income from a legitimate source (trading, shipping, etc.). A thief Merchant will have either started out as a thief, eventually building up enough capital to enter the commercial arena, or he robs for fun, not out of necessity, much like the stereotypical upper-class thief. The Merchant is at least a member of the lower middle class, and commands at least some respect. The ceiling to the stature a Merchant can eventually attain is virtually limitless -- more money equals more status. The only bar to prestige at the uppermost levels is lack of a noble title, but even this can sometimes be acquired with enough money. A Merchant is rarely neutral to the local thieves' guild. He either exploits it, using his money and influence to rise quickly to power within its ranks, or he is vehemently opposed to it, since the presence of thieves eats into his profits. The former case is rare, since few Merchants who boast the capital to accomplish guild rulership are willing to risk that money by involving themselves in the criminal underworld.

Legal Penalties

The Merchant is served and protected by the law, since he and those of his profession are essential to the economic health of any nation. For those Merchants that choose to involve themselves in shady dealings or even directly with the criminal element, the law is a double-edged sword: it both threatens the guilty Merchant, but protects his legitimate interests from the depredations of other thieves.

Secondary Skills : The PC Merchant may choose from Trader/Barterer, Scribe, and Navigator

Weapon Proficiencies : Merchants may learn any weapon available to the thief class, but most prefer lighter weapons that may be worn openly, usually weapons from the Fencing Blades tight group (rapier, sabre, main-gauche, dagger, stiletto).

Nonweapon Proficiencies : The Merchant receives the Appraising and Reading/Writing proficiencies for free. The Reading/Writing is for the trade language used most commonly around the Merchant's native area (usually Common, but not always). Recommended proficiencies include: Etiquette, Fast-Talking, Forgery, Gaming, Gem Cutting, Local History, Modern Languages, Reading/Writing. Merchants may purchase Reading/Writing proficiencies for one slot instead of two.

Skill Progression : Merchants don't rely as heavily on their thieving skills as other thieves do. When they do develop their skills, however, Merchants tend to work on the less overt skills: Read Languages, Pick Pockets, and Open Locks. Other, full-body skills like Climb Walls tend to be of little use to most Merchants, but PC's rarely fit the norm.

Equipment : Merchants cannot conduct business successfully if they look slovenly or poor in appearance. Therefore, a Merchant will always pay more for clothing and personal items, including any weapons which

they wear openly (rapiers, etc.). This increase is usually about 50% more than normal price, and it reflects the extra ornamentation that puts the Merchant closer to the height of fashion than other, less cultured thieves. Equipment not used in the normal course of business, however (like armor and other adventuring equipment) can be of as great a quality as the Merchant desires, since it doesn't reflect on him publicly.

Special Benefits

A Merchant must have wares to sell. A PC Merchant begins play with 1d6 units of cargo, relevant to the PC's area of business (wines, fabrics, weapons, etc.). each unit takes up one ton of space on a ship (for the purposes of spelljamming), but can be smaller or larger, depending on the actual nature of the cargo. Every time the Merchant arrives in a new port or city, he may trade with his cargo, gaining 1d10gp for each unit of cargo he owns. Also, the Merchant may trade in the same city once per week (doing so more often would glut the market). Each unit is worth about 50gp, and the Merchant may add to his total at any city that is capable of supplying the required goods. Conversely, the Merchant may sell off one unit each week for 1d10+50gp. If the Merchant needs to rapidly liquidate cargo, he may sell any number of units for 1d6x10gp per unit. Finally, a Merchant's constant exposure to foreign cultures in the form of other merchants makes him by nature more cosmopolitan, giving him a +10% bonus to his Read Languages skill.

Special Hindrances

While Merchants and their activities are essential to any nation's economy, the general populace often sees them as greedy bloodsuckers, and tends to distrust them. This manifests itself as a -2 penalty to reaction rolls when dealing with commoners. Merchants do not usually learn Thieves' Cant, but may spend a proficiency slot to do so at first level only.

Races

Humans usually make the best Merchants, since they are most likely to satisfy their profit motive by engaging in mercantile activities. However, all races field Merchants of some type, and racial stereotypes tend to break down in the cosmopolitan atmosphere of the marketplace. Any race that can be a thief can be a Merchant with no penalties.

Notes

Merchants have different followers than other thieves. Instead of attracting a band of cutthroats and fences, the Merchant's followers are usually of a higher class. They all know etiquette and how to read and write, and all have some mercantile ability of their own. When the Merchant gains these followers, he may dispatch them to open and operate an office in city other than the Merchant's base of operations. This requires a start-up cost of 1000gp for one office, but within six months, the follower will start making a profit for the Merchant, usually to the tune of 1d12x100gp per quarter (every three months). This profit assumes the follower has already taken his share from the money. Also, having an office in a city gives the Merchant some influence there, and the follower can often get the Merchant information he would not otherwise be privy to.

Treasure Collector

The treasure collector is interested in finding ancient treasures. He is usually not interested in stealing from the living, but has few resentments about fetching riches from a burial site. He knows a lot about history and is a very learned person.

Requirements: Intelligence 10 or more

Thief skill modifiers:

Pick Pockets -20%

Find/Remove Traps +5%

Climb Walls +5%

Open Locks +5%

Read Languages +5%

Weapon Proficiencies : weapons usable as tools are preferred

Nonweapon Proficiencies:

Bonus: Ancient History, Read/Write

Recommended: Ancient Languages (cost 1 slot), Appraising, Cartography, Direction Sense, Engineering, Fire-building, Forgery (for identifying forgeries), Heraldry, Jumping, Local History, Observation, Religion, Tightrope Walking

Equipment: The treasure collector will usually carry digging equipment, writing equipment and other tools, as well as carrying space for the discovered riches

The (Semi) Complete Bard Kits for the 'Forgotten' Rogue

NOTE: This was written up as an article for the AD&D v2 system previously to the release of the Complete Bard's Handbook. The Bard Kits detailed herein should be considered an alternative to the CBH. If you wish to use both systems, you should only allow Bards with the True Bard Kit to further take these kits, as Blades, Jongleurs and the like have not been tested with them. Also note that none of these Kits have any Bonus Proficiencies listed, but instead act in all ways like Bards as written in v2 of the Player's Handbook (gaining the Bonus Proficiencies listed therein).

'Required' Proficiencies must be taken from the available list of NWP the Bard can receive. My original introduction is now out of date. It basically stated my purposes (which should be self evident), and my desire to allow Bards to play distinctive characters. Remember that all bards have one Musical Instrument Proficiency, Singing Proficiency, Local History, and Read/Write in their native tongue, unless otherwise indicated. Also note these kits all receive TWO musical Instruments for one slot -- which I further assume means +2 to the Proficiency if multiple slots are added to a specific instrument.

Chanter (Barbarian Bard)

Description: These are the storytellers and repositories of a tribe's oral history in a DM's Barbarian Tribes. The mind of the Chanter contains the history, legends and traditions of a tribe, and it is his responsibility to remember them. He must also teach them to the children of the tribe, and advise those who rule it. He often works with barbarian priests and shamans, and his magical power (though erratic as any bard's) inspires the awe that the tribe feels for the ancient lore. Some tribes revere their chanters. Others fear him, tolerating him as a necessary but horrible fact of life.

To survive in a Barbarian tribe, a Chanter must have a Strength of at least 15. A character can come from a barbarian tribe with a lower strength, of course, but cannot take the Chanter Kit.

Role: A Chanter should be a powerful, mysterious figure. He speaks in riddles, and seems at once wiser than the hills yet ignorant of the most basic 'civilized' activity. Where a typical Bard sees the world similarly to the rest of the party, a Chanter sees it alive with spirits and faeries.

Secondary Skills: The DM should decide, based on the Tribe's Background. Typical tribes have required skills, such as Fisher or Hunter.

Weapon Proficiencies: Required: Battle Axe, Bastard Sword. If the DM decides the tribe's typical weapons are different, he may change them. These are not bonuses, though a chanter does receive an additional proficiency slot at first level with which he may choose either knife or short bow. However, he forfeits his slot at fourth level.

Non-Weapon Proficiencies: Required: Endurance, Ancient History (Tribe). Recommended: General -- Animal Handling, Animal Training, Direction Sense, Fire-Building, Riding (Land-Based), Weather Sense. Warrior -- Hunting, Mountaineering, Running, Set Snares, Survival, Tracking. Priest (costs twice normal slots) -- Herbalism. Rogue -- Jumping. The DM may (at his discretion) choose to require a proficiency in the tribal specialty (Fishing, Hunting, or the like).

Equipment: A Chanter, when spending his initial gold, may not buy any weapons he is not proficient in, nor may he buy equipment the DM decides he wouldn't have access to in his tribe. When in the outer world, he may spend gold as he wishes.

Special Benefits: Chanters pass the ancient lore of the tribe down as a matter of course. This lore includes certain Magic User Spells, which the Chanter gains access to *when he gains the ability to cast spells*. This list is limited, and is usually not too offensive. A typical list might be: Affect Normal Fires, Audible Glamour, Cantrip, Light, Phantasmial Fire, Spook, and Unseen Servant. Spells like Burning Hands or Magic Missile should not be part of this tradition. As ancient lore, they should not include Read Magic, as this implies learning *new* knowledge. At no time should these automatic spells exceed first level. The Chanter must memorize them as normal.

Special Hindrances: The mysterious Chanter is a fearsome figure -- inspiring a -3 modifier to NPC reaction rolls. Further, gain only one Musical Instrument per proficiency slot spent, instead of two. Finally, Chanters progress in spell use more slowly than other bards. They only gain spell use at third level, and progress in spell use as if they were one level lower. This only applies to available spells and how many can be memorized -- a third level chanter still casts spells as a third level spellcaster.

Wealth Options: Chanters have the usual 2d6x10 starting gold, but must spend all but 3 g.p. or less, when the character is first created.

Races: Normally, only humans may be Chanters. If the DM allows a half-elven barbarian tribe, he should allow half-elven Chanters.

Chronicler (Companion Bard)

Description: Some adventuring bards are not simply out for treasure, glory or excitement. Chroniclers follow a path of adventure to preserve it for prosperity. They accompany heroes and adventuring parties, annotating and writing songs and epic poems to spread the fame of the adventurers far and wide (which tends to spread the Chronicler's Fame as part of the bargain). Chroniclers are prized by knights and other heroes (particularly vain ones).

Chroniclers need a minimum constitution of 12, since they often must move over (or through) great obstacles to see the end of a story.

Role: Chroniclers are some of the most commonly encountered bards in adventuring parties. You won't find a Chronicler in a dusty old library or hanging around a tavern leading songs. He wants to be in the middle of an epic! Especially if that epic will end up in a dusty library or being sung about in a tavern....

Chroniclers are often affiliated with Bardic Colleges or societies. It's a good relationship -- the Chronicler has a venue for his work and the college has a steady flow of new sagas and information.

Secondary Skills: Scribe.

Weapon Proficiencies: Any. A good selection of melee weapons, such as longsword and dagger, are helpful since Chroniclers are as likely as any bard to be in the thick of battle.

Nonweapon Proficiencies: Required: None. Recommended: Artistic Ability (Poetry, Composition), Reading Lips. A chronicler with a good memory doesn't have to be skilled at writing poems, but it makes it more difficult to be successful.

Equipment: Chroniclers should be prepared to weather difficult situations (no one wants to hear a three-hour poem on an *easy* task). There is no restriction on what equipment they *must* buy, but a Chronicler who is ill-prepared for almost anything might be in for trouble.

Special Benefits: Chroniclers are well received by knights and other powerful (and vain) personalities. Therefore, they receive a +2 reaction bonus from these NPCs. Further, Chroniclers have excellent powers of observation and memory. This makes it easier for Chroniclers to remember important facts. If a *player* forgets something important within two game days of the event, the DM should roll an intelligence check -2 to see if the Chronicler remembers. The DM decides when a roll is appropriate.

Special Hindrances: Chroniclers have a reputation for honesty in their sagas (not always deserved) that makes DIShonest people nervous. Corrupt or secretive people react to Chroniclers at -2, and often seek to drive him out of the area...or worse.

Wealth Options: Both humans and half-elves may be Chroniclers.

Jester (Fool)

Description: Jesters are happy-go-lucky souls who dress flamboyantly, bringing joy and happiness to those around them. Jesters are comedians, storytellers and pratfall artists, performing tumbles and the life to amuse noblemen and people of wealth and means.

As Jesters must be acrobatic, a Dexterity of 12 is required for this kit.

Role: Jesters play a rather specific 'public' role. They are the fools and jokers who amuse nobles and kings, taking their minds off their woes. Unofficially, Jesters are often advisors, spies, councilors, or (as with the Fool in King Lear) consciences for their lords. Jesters are also used as a last defense for their lord (or against him). Jesters are often Lower Class members 'done good,' providing entertainment for powerful members of society (and getting fed and even *paid* for it!) They may also be in league with local bardic colleges or thieves' guilds, trading information for benefits.

Secondary Skills: Any, though Scribe, Gambler, or Trader/Barterer are all appropriate.

Weapon Proficiencies: Required: None. Recommended: Jesters tend to take proficiency in lighter weapons or easily concealed ones, as few people find it easy to laugh at a man with a claymore. Knives, daggers, slings or (at most) the short sword are acceptable. If the Jester is an adventurer, he may choose heavier weapons, of course.

Nonweapon proficiencies: Required: Juggling, Tightrope Walking. Recommended: General -- Dancing, Etiquette, Heraldry, Languages (modern). Rogue -- Ventriloquism.

Equipment: At first level, a Jester may spend his starting money as he wishes, but may not make any purchase more expensive than 15 G.P., excepting *one* musical instrument. This is because the Lower Class Jester's equipment is most likely being bought by his patron, and few patrons would put out large sums of money for their fools. A Jester should buy flamboyant clothing, often festooned with buckles and bells, and a cox-comb (a many tasseled hat ending in bells). Decks of cards, silk scarves and the like should be picked up so the jester can entertain his lord. After first level, Jesters may purchase what they will with their money.

Special Benefits: Jesters are very popular, gaining a +2 reaction from NPCs. Everybody loves a jester. Further, when juggling, tumbling, or otherwise performing in an attempt to influence NPCs (Player's Handbook, p.42), Jesters modify the observer's saving throw by an additional +3. Jesters are almost always jollyng their masters into better moods.

Special Hindrances: Jesters are not adept at inspiring and rallying allies. It takes *five* rounds to produce the effect, and it only lasts one round per *two* levels of the Jester. One simply doesn't take such inspiration seriously. In a related vein, people do not take Jesters seriously. This is a role-playing consideration, which the DM should carefully adjudicate. No matter how urgently a jester speaks, he is only rarely heard. Most people just dismiss a Jester's Comments out of hand. Player Characters are justified in adopting this attitude, at least until the Jester proves himself.

Wealth Options: Jesters only receive 1d6x10 G.P. starting money, at first level.

Races: Either humans or half-elves may be jesters. Furthermore, DMs may want to allow dwarves and gnomes to be jesters, though they cannot normally be bards. Many noblemen (particularly the cruel ones) prefer fools of short, easily demeaned stature. If a DM allows a Gnome jester, he should restrict the jester to spells an illusionist can take. Despite this, Gnomes make good jesters, possessing (on average) good senses of humor and wit. Dwarves, on the other hand, make poor jesters (usually `working' for humanoids or cruel lords, who laugh at them instead of with them) and cannot cast spells at all. Should a player wish to play a dwarvan jester despite this, it may well be an interesting Role-Playing challenge.

Minstrel (Bard-for-Hire)

Description: The minstrel is something of a mercenary. Cavaliers, Nobles, and other important personages employ one or more Minstrels to play and entertain (and sing the praises of their Lord to all the passersby). They often act as heralds and scribes for their lords, and advisors in certain situations.

Minstrels spend a lot of time learning new songs and stories, to keep their patrons entertained. They also try and keep abreast of current events. `Free-lance' Minstrels often travel with adventuring parties, playing at taverns and inns along the way. However, most Minstrels try to stick to steady employment.

Role: Minstrels are found as `staff bards' in Keeps and Castles, playing for their Lord's family and entertaining guests. They may also be found accompanying their Lord in a retinue or simply as a companion. Minstrels make excellent bodyguards, being both well-armed and magically capable.

In a typical party, a Minstrel might serve a PC or NPC noble or noble's son or daughter. A Minstrel might also be `free-lancing,' singing for his supper in taverns and inns along the way. Minstrels and Jesters have similar roles, though Minstrels are held in higher regard.

Secondary Skills: Scribe, or possibly Gambler or Trader/ Barterer.

Weapon Proficiencies: Required: None. Recommended: Minstrels acting in Bodyguard roles should take appropriate weapons, but none are distinctive.

Nonweapon Proficiencies: Required: Etiquette, Heraldry. Recommended: Artistic Ability (poetry), Dancing, Ancient History (Patron's Family), Gaming, Navigation

Equipment: A minstrel should purchase some fine `performance clothes' as he is regularly at court. Livery of his lord is a must. Also, a Minstrel should have good quality musical instruments. If a minstrel fails to spend 150% for performance items, he will embarrass his patron and ultimately be dismissed. Free-lancers do not have that danger, but failure to live up to this standard will prevent the Minstrel from performing in any but the seediest places.

Special Benefits: Minstrels are well known and liked, almost anywhere they go. Therefore, a Minstrel may present himself at nearly any noble's keep, inn, or tavern and sing for his room and lodgings (and often a bit extra, from the audience).

If a minstrel is accompanying his patron, it isn't appropriate to sing for his supper -- that looks badly on his lord. It is expected that a minstrel's patron will pay for his room and board. This doesn't have to be extravagant, but it is in bad taste to mistreat one's servants. Indeed, poor treatment of a Minstrel could result in the countryside humming satirical songs about the ex-patron.

Special Hindrances: Because they are dressed well and are apparently in service to a powerful patron, Minstrels are easily recognizable. A person who sees a Minstrel can usually describe him to pursuing enemies, the town guard, and the like.

Minstrels in the service of a patron must appear to act in their patron's best interest (for the most part). This usually means obeying orders, singing their patron's praises in unpopular quarters, and other such things.

Freelance Minstrels still consider themselves 'upper crust.' When they cannot stay at a local keep or castle, they must still pay 150% for superior room and board (when they aren't being put up for free, because of their performance). This keeps up a certain image which is part of a minstrel's act. By affecting affluence, Minstrels attract attention (and therefore increased revenue) when they perform. Failure to keep this standard will result in lower turnouts, as people assume the Minstrel can't be very successful...or good.

Wealth Options: Minstrels receive 3d6x10 g.p. starting gold.

Race: With few exceptions, Minstrels are human. Half-elves often feel too alienated to affect the highly developed social skills of a Minstrel.

Musician (Vocalists, Instrumentalists and Composers)

Description: Musicians are highly trained in the musical arts, usually attending Bardic Colleges and being trained in musical theory, composition, history and performance. Many are fourth or fifth sons of nobles, or almost any non-heir daughter. Others show some native talent which a patron supports, guiding them to their gifts. As a result, Musicians are some of the finest performers around, though their combative and magical abilities suffer somewhat.

Role: Musicians play several roles, especially if the society tends towards a Renaissance feel. Rich, artistic patrons (and poseurs) often support symphonies, orchestras and choruses for their enjoyment and to add to their prestige. Larger temples will also keep musicians, as well.

Gifted composers often find patrons as well, whether they're wealthy merchants or actual nobility. A good patron gives his composer free rein to express his creativity. These kept composers are the most likely to join an adventuring expedition -- to gather fuel for inspiration.

Many nobles have several children -- too many to parcel land or wealth to. Children low in prestige might be trained as Musicians to give them something to do. Further, if the society is misogynist, a nobleman might want to make his daughters more attractive to potential suitors. Said nobleman might send his daughters to a Bardic College for training -- most of whom would merely develop a musical instrument or singing proficiency. A few serious students would pursue their careers as Musicians, though. A patronizing father might get more than he expected when sending a daughter to a college...these daughters often turn to adventuring as well.

Secondary Skills: Scribe, if any.

Weapon Proficiencies: Musicians are not taught great combat skills, normally. Therefore, initial weapons must be selected from the following list: Dagger, Dirk, Dart, Knife. DMs who have access to the Complete Fighters Handbook or the Complete Thief's Handbook may allow Musicians to learn Rapier, Sabre, Main Gauche or Stiletto as well, as Fencing is often a noble's pastime. The DM should decide if he wishes to allow the Musician to take these weapons. As the Musician progresses in level, he may select whatever weapons he wishes, of course.

Nonweapon Proficiencies: Required: Artistic Ability (Musical Composition), Etiquette. Recommended: Dancing, Languages (Modern), Seamstress/Tailor, Weaving; Rogue -- Ancient History, Musical Instrument (see below); Wizard -- Languages (Ancient).

Equipment: Although Musicians may purchase whatever they wish, for the most part, they are restricted somewhat in their initial purchases. They cannot initially purchase heavy armor, as they have not been exposed to it in their training. Therefore, Leather Armor is the heaviest which may be bought. Secondly, Musicians are aristocrats or patronized by aristocrats. Therefore, they must spend 150% cost for their goods (see below). Finally, Musicians are perfectionists when it comes to their music, which carries through to their instruments. A Musician must pay 200% or more for high quality instruments.

Special Benefits: Musicians receive +1 to their Musical Instrument proficiencies. Additional slots spent (giving two instruments per slot) also yield +1 bonuses. These bonuses are cumulative -- additional slots added to an existing proficiency yield a +4 instead of the normal +2 for bards.

Similarly, any additional slots devoted to Singing yield a +2 to the skill, instead of +1.

Because of their greater skill in quick composition and evocative lyrics, Musicians have their ability to inspire allies enhanced *greatly*. Musicians' inspirations yield a +2 bonus to attack, a +2 bonus to saving throws, *or* a +5 bonus to morale.

Special Hindrances: Musicians do not receive the hard physical training other bards do. This causes their ability scores to begin at lower levels. Musicians have the following ability scores as a base (this table supplementing Table 33 in the Player's Handbook for Musicians *only*):

Initial Scores :

Climb Walls	Detect Noise	Pick Pockets	Read Lang.
25%	20%	5%	10%

Musicians still receive their dexterity bonuses plus 20 additional points to add to these scores at first level. They also still receive an additional 15 points to distribute each level.

Musicians who fail to spend the appropriate money to maintain their status will not be treated as musicians or accorded the respect the position entails. It simply seems unlikely that an eminent musician would have anything less than the best. However, their abilities are unaffected by this -- it is merely a role-playing consideration.

Wealth Options: Musicians receive an extra 150 g.p., in addition to the standard 2d6x10 G.P.

Race: Either Humans or half-elves may be musicians.

Holy Slayer

Description: The churches of the lands often have their hands in many affairs. In many hurches, there exists a group whose job it is to make sure these interests are protected. They operate in secret, unkown to many others in the church. In some cases, this group has no formal connections with the church, other than that they worship the same god.

Only the highest in the church hierarchy even know these groups, dubbed Holy Slayers, even exist. If the church's interests are threatened, the Patriarchs may call on the Holy Slayer, who will take care of the problem, cleanly and quietly. Any one in the way are removed, often permanantly. In some, they are completely seperate, and the church Patriarchs may not even know they exist.

Attributes: To qualify as a Holy Slayer, a character must have a Dexterity of 14, and a Wisdom of 10.

Weapon Proficiencies: Holy Slayers can use any weapon a cleric can use, plus a symbolic weapon, which varies with the induvidual god.

Non-Weapon Proficiencies:

Bonus: Streetwise

Required: Religion, Read/Write, Acrobatics

Wealth: Holy Slayers recieve a suit of leather, their symbolic weapon, and 2d4x10 in gold.

Special Benefits: Holy Slayers receive a +1 to hit and damage when using their symbolic weapon. This rises to +2 at eighth level.

Armour: Although they have no penalty on armour, their thief abilities will suffer if they wear anything other than leather.

Spells: Holy Slayers cast spells as a cleric of their level.

Special Hindrances: The primary hindrance to a Holy Slayer is the required dedication to his god. A Holy Slayer must respond whenever he is called upon to protect the church or the god's interest. This is determined by the DM.

Jester

This kit can be used by wizards and thieves (bards).

Races allowed: human, half-elf.

Ability requirements: dex 13, int 11, wis 11, chr 13 (charisma will generally refer less to the character's looks, and more to how funny he is).

Alignments: may be NG, CG, N or CN.

Bonus proficiencies: juggling, play one musical instrument, repel projectiles (works on any thrown, non-magic weapon: a successful check means that the player rolls to hit, failure means an automatic hit; neither counts as the PC's action for that round).

Recommended proficiencies: gaming, legend lore.

Forbidden proficiency: etiquette.

Special Benefits:

- 1) Alters morale a la bards; party gains bonus to all morale checks.
- 2) +10% on any rolls involving luck (games, random attacks etc.).
- 3) 50% chance to befuddle any characters w. intelligence of 3 or lower. (Example: jester to some really dumb orcs - "You daren't harm me! You're not wearing socks!" <storms off in a huff>. Orcs spend half an hour wondering where their socks went.) This doesn't work on non-thinking monsters.
- 4) Can effectively reproduce the effects of a Taunt spell by insulting opponents. This can be done while performing other actions.
- 5) Mage or bard jesters can automatically cast Cantrip spell once a day.
- 6) Can, at any time, do a spontaneous performance in a bar, on street corners etc. (Will collect 5d8 gp. DM's discretion how often this can be done.) Jestors may also earn a living by booking formal performances.
- 7) Can do slight-of-hand "magic trips. Skill is useful for slipping whooppe cushions under seats, fake barf onto dinner trays etc.

Special Hindrances:

- 1) A roll of 20 on any chr or morale check means the jester has said something pretty offensive and is in deep doodoo.

- 2) Other characters will generally not take the jester too seriously. Party members may learn to respect him, but NPC's may not believe what he says, thinking he's a fool, or is pulling their legs. Generally "They don't get no respect!".
- 3) Jesters can't cast necromantic spells.
- 4) A la Swashbucklers, jesters get into trouble. But where the Swashbuckler gets into danger, the jester has embarrassing/annoying/bizarre stuff happen to him. He may put on the cursed Ring of Body Odor. He may be polymorphed into a giant otter. He may be forced to dress in drag to escape evil villains.

Role: The Jester insures that there will never be a dull moment. He may be a wild n' crazy guy. He may be a con man. He may be truly obnoxious and perverted, a constant annoyance. He may be a true weirdo. He may be a cool, smart kinda guy.

Thief jesters may dress in business suits, perhaps accentuated by Hawaiian shirts, fish ties, multi-colored bow-ties etc. (this allows them to shadow-hide without penalty). Those who aren't concerned with hiding in shadow will probably wear more traditional Fool's clothes.

Jesters tend to see the world at a different slant. Why pick up the Sword +6 when there's a Rod of hurling whipped cream pies around? They may do foolish or reckless things, but also may see things that are so obvious that others miss them (like: "The Emperor has no clothes!"). They may get away with some uncouth behavior because fools are supposed to do that (casting a Stinking Cloud in a formal dinner, tho, is likely to cause problems).

If the PC is a court jester to a king or duke, he may be an important advisor/employee, and have access to lots of info and resources.

Troubadour

Specialty: Swashbuckler/Spell Singer

Qualifications: This kit is a mixture of the swashbuckler thief kit with a couple of abilities similar to the Elven Minstrel and Dwarven Chanter bard kits. This admixture with some of his own unique talents, makes the troubadour quite a powerful "jack-of-all-trades." Because of this the troubadour has some of the most difficult requirements of any bard kit, but the DM must still decide whether to allow it into his game. To be a troubadour, one must have minimum scores of Strength 13, Dexterity 12, Intelligence 14, and Charisma 15.

Description: A Troubadour is both musician and swashbuckler. He is a romantic figure, part acrobat, part swordsman, part wizard, part wit, and entirely roguish. This bard is always gallant and kind to the ladies (or gentleman), but insult not his skill lest he be forced to prove himself! In fact, due to his charm and grace, he gains a +2 reaction bonus in dealing with members of the opposite sex and similar race. All troubadours possess some arrogance, but few think they are actually better than another. A troubadour's talent lies in his swordplay and the power of his music.

Both the warrior and thief classes have swashbuckler kits, and while the troubadour bard is similar to both, it has certain differences. The troubadour is not as trained as a warrior at swordplay, but he is more skilled than the typical rogue. A troubadour's music does not attempt to subtly influence the reactions of others, like then True Bard, but rather his song and music directly affects enemies causing them to lose concentration, falter in attacks, or lose morale. The troubadour concentrates his learning in swordplay and the rare art of magic through music.

Role: A Troubadour is a happy-go-lucky rogue, with ready wit and flashing rapier. His home is the world, for the troubadour is rarely in one place too long. His antics and yearning for adventure, if not the law at his heels, will eventually persuade him to the road, gaining infamy and fortune. While generally less interested in poking people with his rapier, the troubadour is more concerned with his amazing displays of acrobatic skills,

and wild theatrics of sword and spell. Why simply strike your opponent when you can intimidate him, disarm him, or carve your initials in his chest with dramatic flare! More often than not the troubadour finds himself jealous enemies, and justly or not, on the wrong side of the law.

The troubadour is almost never a member of a bard college, as he prefers his independence. He rarely makes loyalties, except perhaps to a small group such as an adventuring party, but never to a king or lord. Troubadours are often seen as mercenaries, bandits, or pirates; a troubadour's most valuable reward is an increase in his reputation, and an exciting exploit to sing and brag about.

Most troubadours come from a peasant or middle-class background. Their rare talent allows them to live without fear of hopelessness or starvation, while the best of them can afford to live as nobles or better! Because of their close association with the common folk, troubadours often hear rumors, and are more than happy to spread gossip themselves. Troubadours are "street smart," and they gather information as well as any guild thief can.

While a troubadour is a respected individual, many people are wary of them for their independent and charismatic ways. For the most part troubadours are driven by the challenge of adventure: to outwit the guildmaster of thieves, to steal from the "thief-proof" wizard's guild, etc. Occasionally however, circumstances often find the troubadour in the middle of some heroic quest, where he can put his skills to good use while intimidating not a few enemies in the process!

Secondary Skills: Most likely a people skill such as actor, gambler, or public speaker, though some may have had peasant craftsman skill they abandoned for roguish pursuits.

Weapon Proficiencies: Including weapon slots at 1st level, at least half of all his slots must be spent on expertise in the following swashbuckler weapons: stiletto, main-gauche, rapier, or sabre. With these weapons the troubadour uses the warrior's THAC0 when performing flashy maneuvers such as disarming an opponent, or cutting in half an opponent's belt. Because troubadours spend much time practicing with two weapons, they get ambidexterity free (see CFHB), and can fight with two weapons of the same length, though they still get the -2 to hit with each hand due to the awkwardness of the style. A slot spent on two-weapon style specialization or a dexterity of 17 or higher will negate all penalties.

Nonweapon Proficiencies: Bonus: Musical Instrument, Singing, Tumbling, Information Gathering. Recommended: Alertness, Blind-fighting, Intimidation, Disguise, Fastalking, Jumping, Trailing, Observation, Riding.

Armor/Equipment: The troubadour's dramatic swordplay and acrobatics require that he be free in movement. Thus troubadours lose all their combat special benefits if wearing armor other than: Leather, padded, studded leather, or elfin chain. Helms that cover the mouth cannot be worn while singing, and metal gauntlets cannot be worn while playing musical instruments.

Spell Singing: Through their intense study of the magic of music, troubadours have gained a limited form of spell singing. Like the masterful elven spell singers, troubadours cannot cast spells in the typical way. When a spell calls for a somatic component, they must play an instrument. Likewise, they must sing when a spell requires a verbal component. Unlike the Elven Minstrel, the troubadour must still use material components in the normal way. If this optional rule of material components is used, any spell with a material component will have its casting time increased by 1 due to the delay of retrieving the needed ingredient.

Troubadours usually play string instruments as spell singing requires the mouth to be free for singing. Spell singing, in all its beauty and apparent ease, is actually a strenuous activity for troubadours. At no time can the spell singing troubadour move at greater than half his move rate, furthermore, if the troubadour is struck by a weapon, takes damage, or fails a saving throw at any point in the round, the spell singing is ruined. The troubadour loses any dexterity bonus to armor class from the very beginning of the round until the spell's completion due to the intense concentration needed for spell singing. Spells that normally emanate from the caster's hands instead emanate from the troubadour's instrument. Spell singing is advantageous as only those with wizard spellcraft proficiency can tell that a spell is being cast, and only then if the observer specifically is watching the bard and makes a successful proficiency check. Once a spell effect emanates from the instrument,

however, the true nature of the spell singing is known to all. In all other ways spell singing is identical to spell casting.

Song power: This ability acts identically to the True Bard's Counter Song ability with the additional abilities of Song Disrupt and Song Disjoin. **Song Disrupt:** a troubadour may attempt to disrupt enemy spellcasters (or singers) as the magic of his music disrupts the magical energies of spell casting. The area of effect is centered on the troubadour and extends in a radius equal to 10 feet per level of the bard. Any enemy spellcasters are allowed a saving throw versus paralyzation at -1 for every four levels of the troubadour to continue casting. Only spells with verbal components can be disrupted.

Song Disjoin: a troubadour may also attempt to temporarily dispel in-place and permanent spells. The troubadour must 'know' the spell to be affected, and he dispels by singing and strumming strange harmonies aimed at weakening the spell. Success is determined as a base 30% + 2% per level of the troubadour. The final chance cannot exceed the bard's "% learn" chance. If successful the spell drops, negating all effects for a number of rounds equal to the troubadour's level. This specific power takes the entire round to go into effect, and it can be used only once per day per level as the strain on the spell singer is so great. The troubadour cannot attempt to dispel the particular spell again until 24 hours have passed, regardless of his level. (ie. A mage casts five "Wall of Stone" spells. The troubadour can try to dispel each one, failures dealt with as noted in the previous sentence.)

Rally Allies: This ability is identical to the True Bard's ability of the same name.

Combat Ability: The troubadour's combat prowess comes from his unexpected flash maneuvers and light-footed fighting style. While in studded leather or lighter armor, (including elfin chain) the troubadour gains a +2 bonus to his armor class. Also while using swashbuckler weapons, he attacks and parries as if 2 levels higher. (+1 to hit and +1 damage)

Special Hindrances: Because the troubadour spends so much time practicing swordplay and mastering of musical magic, he never gains the ability to use wizard items of written nature. Note that the troubadour cannot "influence reactions" on others as he is more a swashbuckler than an entertainer. Because troubadours are spell singers, they cannot cast spells with somatic components without their musical instruments. Troubadours do not ever automatically gain any followers as some other bard's do. By nature, the troubadour gains many enemies (usually as a result of one of his stunts!) and often finds himself the accused of wrongdoing. If the Fame/Infamy system (see CBHB), then the troubadour must always strive for infamy. It is up to the DM to put the troubadour in interesting situations, and to arrange challenges from vengeful NPC's. (see the CTHB swashbuckler for good ideas)

Warrogue

Description: A warrior rogue is a combination of the rogue and warrior class groups. He lacks the skill and versatility of the fighter or thief, but can almost match that class within certain areas. A warrior rogue works best as an assassin, a bounty hunter, or a bandit. But he can work equally well as the light-armoured swashbuckling fighter or the heavily armed thief.

Requirements: Strength 9+, Dexterity 9+.

Hit Dice: 1d8 hit points per level. High Constitution modifies hit points, up to a maximum of +2 hp/die for 16 or better Constitution.

THAC0: Improves at a rate of 2/3 levels.

Experience Points: Same as the ranger and paladin.

Weapons: Any.

Weapon Specialization: is possible, but requires one additional slot (for a grand total of three). If you don't allow rangers and paladins to specialize, don't let warrior rogues specialize.

Armour: Same as the thief. They can use shields, though shields reduce their chance of moving silently and hiding in shadows by 25%.

Proficiencies: Same as the warrior.

Alignment: Same as the thief.

Warrior rogues do not gain the extra attacks that warriors gain at high levels, nor can they possess exceptional strength.

Thief Abilities: Warrior rogues possess the same eight abilities as thieves, though they never gain the ability to read magic. They only get 40 points to spend on these abilities at first level, and 20 points at each additional level. The same restrictions apply to warrior rogue abilities as to thief abilities. Also, if a rogue does not put points into an ability at first level, he can never develop that ability. Favorite warrior rogue abilities are move silently and hide in shadows, with detect noise and find traps not far behind.

Assasination: This is similar to a thief's backstab ability, but can be made from any location, as long as the warrior rogue has surprise. An assasination attack requires a hand-to-hand weapon, or martial arts ability. It's an attack with a +3 bonus to attack rolls, which inflicts additional damage if it hits: double damage at first level, triple damage at sixth level, and quadruple damage at eleventh level. On a roll of 20, the victim must make a save vs. death magic or die instantly. A warrior rogue can make only one assasination attack, after which the victim is aware of the warrior rogue and not exceptionally vulnerable.

This is a favorite of most warrior rogues, but a few warrior rogues don't develop this ability in favor of other skills. A warrior rogue must choose to not develop his assasination ability before he begins play. Such a warrior rogue gains 48 points at 1st level, and 24 points for each additional level.

Section 4 : Warrior Kits

Amazon

Requirements:

Must be female

Str 8, Dex 8, Con 8 (amazons are classically represented as physically fit as an entire group)

Fighter: Str 13 (amazon warriors classically astound males with their strength, both in war and of arm).

Ranger: Str 13, Dex 13, Con 14, Wis 14 (standard for Ranger).

Paladin: Str 13, Con 9, Wis 13, Chr 17 (standard for Paladin, but stronger).

Wizard: Int 13 (since most amazons follow warlike pursuits, it's not enough to be of average intelligence to become a wizard - either the amazon is above average, or she goes into more physical pursuits).

Specialist: Int 13, plus School Requirements

Bard: Dex 12, Int 13, Chr 15 (standard for the Bard).

Description:

The Amazon is any strong, independent female from a matriarchal (or woman-ruled) culture. In her culture, women are the dominant force, run the wars, hunt, and fulfill all positions of power. Traditionally, Amazons are also superior horse-breeders and riders, excelling with spears, bows, and other horseback weapons.

Men may be simply subservient (domesticated, if you will), slaves, a discreet, small part of amazon society (a nearby village of men from which the amazons take their duties), or entirely removed from the society (parthenogenesis, like in the novel *Herland*). The extent of inequality for men is left up to the particular campaign, but keep in mind that throughout history, there are countless examples (with women, not men) of how brutal it can get - so don't feel limited.

Role:

An Amazon is a female character who is completely unhindered by the fetters most societies place on women. She is personally powerful, and views men (when she views them at all) as the inferior group. A good way to handle this is to take any major philosophy of power or control and replace every "he", "men", "mankind", and so on with "she", "women", and "womankind".

For example, during the european invasion of native american shores in the 1700s, there was a philosophy running around known as Manifest Destiny. In it, mankind was destined to rule the world, and through it, the native americans, africans, and many others were viewed as obstacles, rather than people. Substitute womankind into that and you've got amazonian europe.

If you want another example, take the Christian bible and replace every 'he' with 'she' and every 'she' with 'he'. Actually, this is an enlightening experience whether or not you're creating an amazon.

The Amazon in a campaign is there to fit right in with the guys, except that the "guys" just don't understand her. She is a very different viewpoint, a contrast against the background. Note that in a realistic game, she may well get killed beyond the borders of her civilized state by the barbarians who treat their women in such horrible manner. The Amazon is more suited to games in which the patriarchal system is not very bad, so that she presents more of an oddity and less of a demon.

Warriors, of course, are the prototypical Amazons. They serve as the soldiers, hunters, and providers for all of Amazonian society. It is the warriors who defend the Amazon's society from those who would "fix" it. The Paladin and Ranger fulfill two specific niches in this.

Mages are far rarer in Amazonian societies than in others, because many who might have gone into magic in another society are drafted into the military instead. But this does not mean they are less valued - indeed, it means that they are far more valued. A wizard in Amazonian society is of the noble class, regardless of what she was before, and is often provided for in many other ways.

The Bards are the story-tellers and entertainers of the Amazons, and are often also advisors, sources of history and information, and teachers among the Amazons, much like in male dominated societies. Bards are almost never nobility, but they can often achieve startling heights of status.

Preferred Schools of Magic (Wizards):

Conjuration/Summoning, and Invocation/Evocation for their obvious uses in combat and field battles. In addition, Diviners often make good advisors and teachers, and Enchanters are often good diplomats.

Barred Schools of Magic (Wizards):

In some Amazonian cultures (more idealistic, utopic ones), they may shun Necromantic spells, but more realistic cultures will have no more barring of it than a similar patriarchy. Illusion, because of its uselessness to all but Bards and entertainers, is generally avoided.

Weapon Proficiency:

Warrior & Bard: Required to select from bows, dagger/dirk, javelin, knife, spear, swords. After the Amazon has had exposure to other cultures, she may learn to use other types of weapons.

Wizard: Amazon Wizards may select from bows, dagger/dirk, javelin, knife, spear, staff. This is contrary to the abilities of most wizards.

Nonweapon Proficiency:

Bonus for all: Riding (Land-Based), Animal Training (Mount)

Recommended: Animal Handling, Animal Lore, Armorer, Bowyer/Fletcher, Weaponsmith, Hunting, Running, Survival, Tracking

Equipment:

An Amazon is limited in starting weapons to the lists under warrior's weapon proficiencies. After the Amazon has been exposed to others, it is possible to buy others.

In addition, the DM may wish to impose other equipment limitations, based on the culture of the world. Traditional amazons, for example, wore only partial plate mail (half the weight, and provides AC 5).

Special Benefits:

Warrior: Against anyone who is not prepared to fight the fierce Amazonian women warriors, an Amazon warrior gets +2 to hit, and +2 to damage. This benefit lasts until the opponent has "gotten the point". With some particularly patriarchal types, this may last the entire combat, whereas with someone who is fairly open-minded, it may last for only a single attack. It will affect warriors of any level.

Wizard: Amongst her own people, an Amazon Sorceress is of the nobility, and will be treated as such. Usually, this means a +3 to reaction modifiers among the noble class, being housed on request, and so on. As a general rule, it means that once the Amazon gets on her home territory, she has a lot of power.

Bard: Although not as fierce as the Amazonian warriors, the bard is still a fair fighter, and gets a +1 bonus identical to the warrior's +2 bonus in combat against the ill-prepared. In addition, the Amazonian entertainer can often get lodging, food, and replaced equipment while on home territory, for a night's entertainment.

Special Hindrances:

Outside their home culture, most Amazons are viewed with disdain or outright disgust; women are told to avoid them, and men fear them, all the more because the men can't understand WHY they fear a woman. In particularly religious cultures, they may actually be seen as heretics, sinners, or even demons from the demonland.

How this is handled is up to the individual DM, but generally an Amazon has a rough time because she doesn't (and indeed doesn't even know how to) act subservient to the male species.

Wealth Options: Standard.

Races: Any race may be an Amazon, although elves would seem the most inclined.

Blademaster

Requirements: Str 12, Dex 15, Int 9

Description:

The blade master is a warrior who has dedicated their early training and life to a strict regiment focused around one weapon and personal martial arts. The weapon chosen is covered below, under Weapon Proficiencies.

Regardless of the weapon chosen, the blade master is an individual of very singular concentration, rare physical coordination, and at least athletic musculature.

Generally a blade master is from an older, aggressive culture, like imperial Japan, or the Old Mali of Africa. The weapon limits are based on this assumption, so the Game Master may wish to change the weapons if the culture is different.

Role:

The blade master is respected for his strong dedication, but is no higher socially than any other type of soldier or warrior - after all, the blade master gives up in flexibility what he gains in skill and mastery of his weapon.

Weapon Proficiencies:

The blade master gets a bonus weapon proficiency: Ambidexterity. This takes up none of the character's proficiency slots. The blade master must select one weapon to be her weapon of choice, from the following list: dagger, javelin, quarterstaff, spear, bastard sword, long sword, two handed sword, longbow. The character must take specialization in this weapon, and in at least one weapon style that the weapon uses (such as two handed for the bastard sword). The blade master must also start off at least specialized in Martial Art (thus, at least two slots must be spent on this). In this manner, all of the blade master's beginning slots (not including those given by Intelligence) will be taken up. Note that Intelligence bonus slots can be used to get around this to a certain extent, but this detracts from the character's nonweapon proficiencies.

After the initial requirements have been met, the blade master may take any weapon skills available and desired.

Nonweapon Proficiencies:

The blade master gets one bonus proficiency: Blind-Fighting. This takes up none of the character's proficiency slots. The blade master may spend his proficiencies however desired, within the constraints of his culture.

Equipment:

The blade master may spend her money however desired, but it is recommended that the character purchase the weapon of choice. Since the blade master emphasizes unarmed martial arts as well as the weapon of choice, it is recommended that the character not wear armor beyond leather, if that much (wearing armor decreases martial arts ability).

Special Benefits:

The blade master has a +1 to hit and +1 to damage with his weapon of choice. This bonus is not magical, but allows the blade master to hit creatures only hit by magical or silver weapons (this applies only to the weapon of choice, and not to martial arts).

The ability to hit certain monsters is not added to a magical weapon; thus, a longsword +1 cannot be used to hit a creature only hit by +2 or better weapons. All of these bonuses will never apply to another weapon, or to martial arts.

The blade master may continue specialization in the weapon of choice, and gains an additional +1 to hit, +1 to damage for every slot dedicated to the weapon. This cannot be used to hit magical monsters.

Special Hindrances:

The blade master may never specialize in a weapon other than the weapon of choice. She may specialize in any number of weapon STYLES, so long as those styles can be used with the weapon of choice. She may specialize in martial arts, and continue to specialize, but not in wrestling or punching.

Money: Standard.

Races: Any race with an appropriate cultural background can choose this kit, but it is least suited to halflings, gnomes, and most goblinkind.

Bladesinger

Of the roving elves, few are as deadly as the Bladesinger. They are masters of their weapons and have spent their lives in the study of their chosen weapons. They have also learned to cast spells while engaged in combat, thus doubling their might.

To be a Bladesinger, a character needs at least a 13 in Strength and Constitution, as well as a 15 in Dexterity and Intelligence.

Secondary skills: Hunter, Trader/Barterer, Trapper/Furrier

Weapon proficiencies: The Bladesinger chooses a Weapon of Choice. This may be any one-handed weapon, most common are long sword, rapier, broad sword and sabre. Bladesinging can not be performed when fighting two-handed so bastard sword is very rare and two-handed swords are non-existent as Bladesong-weapons.\\ The Bladesong fighting style requires 2 weapon slots.

Non-weapon proficiencies :

Bonus: Blind-Fighting, Dancing;

Recommended: Etiquette, Juggling, Singing, Tumbling, Weaponsmithing.

Equipment : The Bladesinger is always identifiable by his weapon of choice. Such an item is always ornate and beautiful, enhancing the Bladesinger's appearance in battle.

Distinctive appearance : In addition to being exceptionally graceful in combat, all Bladesingers are identified by a distinctive tattoo that identifies him as a member of a specific Bladesinger Guild. This tattoo is depicting the chosen weapon of the guild through an animal representation.

Special benefits :

The Bladesinger chooses one weapon and practices with it extensively. This shows itself in game terms as +1 to hit and +1 to damage.

In addition, he may choose one of the following bonuses from the Bladesong fighting style:

+1 to hit, +2 if 3 slots are devoted, OR

+1 to AC, +2 if 3 slots are devoted, OR

the fighter may get one parry attack against one front or flank attack without wasting any of his ordinary attacks. This option is only available after 3 slots have been devoted to this style.

After 3 slots he also gets a -1 initiative bonus.

Bladesingers have been taught from an early age to grasp the flow of magic around them and turn it to their advantage. They can cast spells even while in the front lines. Although they cannot attack, they can defend themselves with their weapon.

The defense factor of the Bladesinger is as given under the Parry-section in the PH. When casting spells while parrying, the casting time of the spell is doubled to reflect the fact that he can only use one hand for the somatic components. This is the only option available when casting spells. (i.e. he cannot get free parry attack, etc.)

Special hindrances :

To account for the fact that the Bladesinger is so powerful, he has several hindrances to balance it all out:

Being a protector of the elven way of life, a Bladesinger is expected to sacrifice his life if needed to save elves in trouble, unless this elf is proved to be an enemy of the elven community.

The Bladesinger has -1 to hit with any weapon except his chosen weapon. He does get the +1 to hit with bows, but this is negated by the above mentioned penalty. This penalty is in addition to the -2 for non-proficiency and is also counted for when he is using other weapons he is proficient in. For this reason, very few Bladesingers ever bother to learn any other weapon but their chosen one and perhaps a bow, concentrating instead on weapon specialization and unarmed combat.

Bladesinging is only possible when fighting single-handed, it is not possible to Bladesing with two weapons, weapon and shield or a two-handed weapon (like a bastard sword et al.).

As Bladesinging requires minimum hindrance from armor, a Bladesinger may not wear any armor heavier than studded leather or elven chain. Chain mail, banded mail and scale mail impose a -2 penalty to attack rolls, plate mail imposes a -3 penalty and field or full plate impose a -4 penalty to all attack rolls while Bladesinging. Of course, spellcasting in any armor except elven chain is prohibited.

Wealth options : Bladesingers start their adventuring lives with 30-180 gp (3d6x10), but must purchase their weapon of choice at double the normal cost. This reflects the fact that the weapon is ornate and beautiful. In addition, they must return all but up to 3 gp to their Bladesinger Guild. Other from this, they may spend their money as they choose.

Cheysuli

The Cheysuli are a group of wilderness warriors that can shapeshift into the form of a Lir (like a familiar for mages). The Lir is a wilderness predatory animal ranging in size from a wolverine to Black bear to an Eagle or hawk. The race is A tall dark haired race that look like a cross between Drow and Humans. They have the feature of a human but the coloring of a drow (except for the fact that they have yellow eyes). The warrior must have a 17 Str, a 14 Dex, 14 Cha, and an 18 Con (due to the rigors of shapeshifting)

Role: The Cheysuli warriors are guardians and suppliers of their tribes. The type of animal that the warrior binds to in no way influences his standing in the tribe (except those that do not bind are treated as forsaken by the gods). A warrior's place in the tribe is determined by his battle prowess and wisdom. Only by showing both does a member become Chief. Outside of his region the Cheysuli seems to be very uncivilized (although not barbaric). Because of this other civilized people often look down upon them.

Secondary Skills: Any like Hunter, Tanner, Etc...

Weapon Prof: Bonus-Ambidexterity

Required-none

Recommended- long sword, short sword, long knife, Long compound bow, spear (these are the ones that the character can begin with) others as adventures allow.

Non-weapon Prof:

Bonus-Bowyer/Fletcher, Survival (forest), Animal handling (as per Lir)

Recommended- Hunting, leather working, Animal lore, Riding, Animal training, tracking, Fire-building, and rope use.

Equipment: A cheysuli warrior may only begin the campaign with leather armor. Later he may upgrade to any armor upto and including chainmail. He may not use a shield. Almost all warriors that use a sword will use a long knife in the other hand to parry attacks.

Special Benefits: The lir allows the warrior many benefits. These include the ability to shapechange for 1turn/level/day 3xday, the ability to heal 2 pts/lvl of damage outside of battle, and to move and hide like a ranger of the same level. There is also a telepathic link between the Lir and warrior which allow normal communication. Also like the beast rider the warrior gets a bonus when dealing with animals that are like lir from his tribe. Lir are able to communicate with eachother. To gain a lir a warrior must go through a rigorous ceremony. At first The warrior must go into the wilderness with nothing but a dagger. With this dagger he must kill an animal and use it hide to create a tent. In the tent the warrior starts a fire and must stay within the confines of the tent for 3 days to cleanse his sole. At the end of this time the warrior must bath in the blood of another animal to remove the ash, then in a stream to remove the blood. At this time he must seek out his lir in the forest (the lir will also seek out the warrior at this point). When the come in contact the warrior and lir will kill a beast and share the meal which begins with the still warm heart. After all this is done the two are bound for life. The warrior at this point is allowd to done the lir gold (earring and armbands which depict his lir in their glory). At this point the warrior becomes a full member of the tribe (not just a child).

Special Hinderences: If a lir should die then the warrior must make a system shock role. If he fails then he feels the anguish of his lir and also dies. If he succeed he feels a renching of his being. He must then make a save versus Death Magic. If he fails he will be insane for 1-4 weeks wandering the forest looking for his lost lir. If he succeds he will be incapacitated for 1-4 days. After the required time has passed the warrior is then able to seek out a new lir. A warrior is only allowed to have as many lir as he is henchmen (although it does not count against that number).

A Cheysuli also suffers a -3 reaction adjustment from people outside of his society due to the fact that he looks barbaric.

Wealth Options: The usual starting gold is allowed but see equipment above.

Races: Special-see description (the Cheysuli are a race)

Note: A cheysuli could become a thief character but modifications would be necessary to the kit.

Fist

Role: The fist is the thieves guilds' muscleman. He's the thug who knocks out the guard, and keeps the shopkeeper at swordpoint while the others loot his store! A street-wise sharpster, he knows his way around all the sleazier parts of town - but is a bit lost in upper-class society (i.e. paladins, lords, etc.). Because he has no stealth abilities as do thieves, he is often the first of the gang to be caught - and may often start out the game with a secret background (discuss with GM) of being already an ex-con.

Weapon Proficiencies : The fist must spend at least one proficiency slot on a weaponless attack form (grappling, pummeling or overbearing). The GM may also insist that he spend an additional slot on a weapon familiar to thieves or appropriate to this kit (sap, blackjack, club, dagger, etc.). Other than this, the fist is free to choose proficiencies and specialize as he chooses.

Non-weapon Proficiencies : The fist recieves a bonus proficiency in Alertness (+1 to notice movement and in such situations not be surprised). Recommended proficiencies include gamimg (rogue), appraisal (rogue), blind fighting (fighter), rope use (and there probably are a few others we neglected to notice).

Equipment : No restrictions (see optional ex-con personality notes) except: The fist because of his kit **MUST** purchase his weapon of choice with his starting money. Also, a fist may not dress in finery - as he will stand out in a crowd - either because of the finery itself, or because of the contrast between his common, rough personality and the finery of such clothes.

Wealth : The standard 5D4 X 10 GP (see optional Ex-Con notes).

Special benefits : Because of his experience with the criminal element, and life on the rougher side of town, a fist has developed a keen awareness of how criminals think and act. If a fist is actively looking (he must state this to the GM), he has a percentage chance equal to the total of his INT + WIS to notice the following things:

1. Someone making a subtle thieves sign, or leaving a thieves' mark, etc.
2. Someone "casing a joint" (not necessarily just thieves do this!).
3. Someone attempting to use thieving abilities. Note: this does not mean he can see someone successfully hiding in shadows! This means that when a thief fails to hide - he recognizes the behaviour for what it is! Also, if looking he is able (% chance) to notice pickpockets, assassins, or anyone else in the pursuit of criminal activities or planning same - use your imagination, eh?

A GM may make it an option for a fist to spend non-weapon proficiency slots in the bettering of this ability. Our recommendations are: 5% increase in this skill per slot spent. Obviously, the fist must show evidence that he is attempting to use this ability!

In addition, a fist for obvious reasons has a +2 modifier to his reaction roll when dealing with a criminal or a person who has regular dealings with criminals in a businesslike way (i.e. fence, smuggler, etc.).

Special hindrances : A fist - being a fighter after all and not a thief - has no stealth proficiencies. This makes it extremely likely that a fist will become visible to any law-enforcement agents or workers. Having spent so much time with other hoods and criminals, law-enforcement types have an instant suspicion of him being involved in criminal activities - this is reflected in a -2 to ALL reaction rolls with law-enforcement types.

For this reason, a fist must at all times maintain a low profile. If a player disregards this reality, a GM should take necessary measures to remind him. (I.e.: Barkeep notifies his friend Constable Harry about the loudmouthed goon from out of town who visited his bar the previous evening. "He's obviously up to something Harry, could you drop by the tavern tonight and check it out? Thanks!") If too many threatening officials don't wise him up, have him spend a short time in hard labor for something he didn't do!

Kensai

A Kensai is someone who has concentrated on the mastery of a single weapon to the exclusion of almost everything else. He puts all his faith in his skill and not in equipment or magic. Other than his preferred weapon, of course.

Requirements: Any non-chaotic alignment, usually Lawful. Dex and Con 15, Str and Wis 12.

Weapon proficiencies: Bonus: Kenjitsu, Weapon of choice. Required: Specialization in weapon of choice. Recommended: any appropriate style specializations, especially 1 handed style for the AC bonus, also Ambidexterity, unless the weapon of choice may only be used 2 handed. Forbidden: Anything other weapon, and weapon-and-shield style

Non weapon proficiencies: Bonus: 1 slot to activate the appropriate tight group for his weapon of choice to be used with Kenjitsu, Appraisl (weapon of choice only, will recognize weapon as magical, without knowing abilities on a successful role), Weaponsmith (weapon of choice only). Required: Any 2 level 1 Kenjitsu maneuvers. Recommended: Blindfighting, Endurance.

Equipment: A Kensai MUST purchase his weapon of choice. If sufficient funds are available he may purchase A fine weapon for 4 times the cost (+1 to hit *OR* damage), and an exceptional weapon for 20 times the cost (+1 to hit *AND* damage). No armor may be purchased.

Special benefits: Other than the large array of bonus proficiencies, the Kensai's only benefit is the ability to save unspent non-weapon proficiencies to purchase kenjitsu maneuvers at the allowed rate of 2 per level. If a teacher can be found. The teacher does NOT need to be a master of the same weapon unless weapon maneuvers are being learned.

Special Hindrances: A Kensai will not wear armor or use a shield. Nor will a Kensai use any magic to improve skill, or protect as armor. No Bracers of Defense, Rings, etc, of Protection, Magic weapons or the like (Some might use a magic weapon that gives no bonus to hit or damage, simply considering it "blessed").

A Kensai will also not use an item that temporarily modifies stats or level, such as many Ioun stones. The Kensai's life long goal is mastery of self and weapon.

The various Tomes and Manuals are exceptions to this. The Treatises are considered instructional sources. No Kensai objects to learning more about how to train themselves, whether in weapon mastery or self mastery.

Items and spells that cause permanent changes to stats, such as a Wish, are left to the personal interpretation of the individual (and his DM).

Wealth options: Standard, although a weapon of quality is often purchased, leaving little to spend on other equipment.

Races: Any humanoid (to be able to learn kenjitsu) race allowed to be a single classed fighter, who can find a teacher willing to teach the preferred weapon. Normal level limits apply. If, for some reason, a race is not allowed weapon specialization, the race is, obviously, ineligible.

Nonlethal Warrior

This fighter strongly dislikes killing intelligent creatures. Therefore he has adapted his fighting techniques to nonlethal combat. His role is to protect those who cannot protect themselves. He must be of good alignment.

Weapon Proficiencies:

Bonus: Wrestling

Required: Specialization in a weapon that can be used to disarm, or can be used to do temporary damage

Nonweapon Proficiencies:

Required: Healing (for two slots only)

Recommended: Herbalism, Intimidation, Rope Use, Set Snares (usable as by a thief)

Special Benefits:

A nonlethal fighter may spend a weapon slot to specialize in disarming. The first slot removes the +1 on initiative and reduced the penalty from -4 to -3 (for one weapon only). The second slot reduces the penalty from -3 to -2 (also for that weapon only, e.g. longsword).

He may keep a weapon slot from character generation and spend it at second level. This slot may be used for unarmed combat.

Special Hindrances:

He gets only a D8 for hit dice. He may not strike to kill unless in a life and death situation, or if there is no other way to save innocents.

Pit Fighter

Description: Pit Fighters are similar to the Gladiator. Both fight for the entertainment of others, but this is where the comparison ends. Gladiators fight in open arenas for the public or the rich. They usually fight in

such a way as to rouse the crowd, so as to gain popularity. Many a popular Gladiator has gained a position as hero or upper classman because of his deeds in the arena.

Pit Fighters, on the other hand, fight in back alleys, back rooms, tavern basements, and other unwholesome environs. The people they entertain are usually of questionable ethics, or background. They don't desire fame, they just want to collect their money and leave.

Attribute Requirements: Pit Fighter requires scores in Strength, Constitution, and Dexterity of at least 14.

Weapon Proficiencies: Required: Martial Arts Specialized, and Specialization in a pit weapon.

Non-Weapon Proficiencies: Required: Streetwise. Suggested: Disguise, Healing, Acrobatics, and Ambidexterity.

Equipment: Pit Fighters start with a suit of pit armour, any pit weapons they have proficiency in, and 1d4+1x10 in gold.

Special Benefits: A Pit Fighter can gain thief proficiencies without paying the extra slot. They gain a +2 to hit and a -1 to armour class when in an enclosed area. They receive all the bonuses from Two Weapon Style Specialization when using pit weapons. They also learn to defend themselves better when wearing pit armor. This is a function of the Pit Fighters Level, as shown below.

Level	AC in Pit Armour
1	6
3	5
5	4
7	3
9	2
11	1
13	0
15	-1
18	-2

Special Hindrances: Any person, other than shady underworld types, will react at a -4 to the Pit Fighter if they are aware of his profession. Pit Fighters, because of their experience with a certain strict fighting style are hindered by armour heavier than studded leather. This will effect both their armour class and their THACO, as shown.

Hide, Ring Mail, Chain Mail, Scale Mail	-1AC/ -1 THACO
Banded Mail, Bronze Plate Mail, Heavy Scale	-2AC/ -2 THACO
Plate Mail, Field Plate, Full Plate	-2AC/ -3 THACO

In addition, pit fighters are unable to use shields.

Psychadelic Warrior

Description: The Psychedelic Warrior is simply a warrior that has a fascination and addiction for fighting, for psychedelic drugs, and for the dangerous combination of the two. The Psychedelic Warrior has a fascination for exotic experiences and will try almost anything once as long as it is supposed to be thrilling. On the same note, the Psychedelic Warrior loves exotic items and will try to become owner of oddities. The warrior's dwelling is an interesting place to visit. The Psychedelic Warrior uses colorful paints to create strange designs and runes on his face. Face painting is a requirement if he plans on engaging in combat.

Role: The Psychedelic Warrior is loved by few. His mystical nature and bizarre beliefs frighten most people. His warrior skills also frighten most people and are one reason why few people voice their dislike to the

Psychedelic Warrior. Of course, the Psychedelic Warrior seems to find friends wherever he goes. People, especially the young, are curious and the Psychedelic Warrior is a curiosity.

Alignment: The Psychedelic Warrior should be chaotic and/or neutral in alignment, but it isn't a kit requirement.

Weapon Proficiencies: The Psychedelic Warrior must spend at least one proficiency slot on an exotic or odd weapon like the bolas, boomerang, net, pole-arm, rapier, etc..

Non-Weapon Proficiencies: Bonus: Artistic Ability, Fungi Identification
Required: Gaming Recommended: Astrology, Dancing, Musical Instrument, Singing

Equipment: The Psychedelic Warrior can buy any equipment he desires but keep in mind his love for oddities.

Special Benefits: The Psychedelic Warrior gets a +5% to any checks made for finding psionic wild talents. To the Psychedelic Warrior the following is a benefit, to most a hindrance. When the Psychedelic Warrior enters a stressful situation like combat, he has a percent chance equal to his DAP of going into a unnatural psychedelic trip. The trip's effects have different manifestations upon the character and last for differing durations as shown on the table below. Roll 1d20 on the following table to get the effect.

Roll	Effect Name
1	Brain Rush
2	Comatose
3	Hallucination
4	Interplanar Contact
5	Irresistible Song and Dance
6	Major Craving
7	Minor Craving
8	Paranoia
9	Psionic Wild Talent
10	Silent Lucidity

Brain rush: The character gains an additional 1d4 points of intelligence for 1d4+8 hours.

Hallucination: As the name implies, the character sees a hallucination. The character sees a weaving, twisting pattern of subtle colors in the air. Through the bizarre patterns, the character sees a monster. Roll on any encounter table no matter how bizarre to see what monster appears. The monster attacks the character as if real. Although the monster is an illusion, all damage to the character caused by the monster is real. The hallucination is over in 1d10 turns or when the creature is "killed" in the combat with the character.

Comatose: The character goes completely comatose and is not revivable by less than a Limited Wish or equivalent, not even healing spells will help. The character is comatose for 4d6 hours.

Interplanar contact: The character actually has a dual consciousness. The consciousness the character contacts is with a creature on another plane determined at random. Roll 1d10 on the following:

1-6	Prime Material Plane.		
7	Astral Plane.		
8	Ethereal Plane.		
9	Elemental Plane. Roll 1d12.		
	1-2 Air	9	Ice
	3-4 Earth	10	Dust
	5-6 Fire	11	Heat
	7-8 Water	12	Vapor
10	Outer Plane. Roll 1d20.		
	1 Seven Heavens	10	Twin Paradises

2	Elysium	11	Happy Hunting Grounds
3	Olympus	12	Gladsheim
4	Limbo	13	Pandemonium
5	Abyss	14	Tarterus
6	Hades	15	Gehenna
7	Nine Hells	16	Acheron
8	Nirvana	17	Arcadia
9	Concordant Opp.	18-20	Roll Again

Roll on a random encounter table for the appropriate plane to get the creature contacted. The character is aware of his own conscious and his contacted one at all times. He may "control" the contacted creature if desired but relinquishes control of his own consciousness when doing so. Contact lasts 1d6 hours.

Irresistible song and dance: The character's mind is suddenly filled with the sounds of hypnotic music. In response, the character slowly turns in circles while he gives his body up to the rhythm. The effect lasts 1d4 hours.

Major craving: The character needs a fix and needs it NOW! He will stop at nothing to get it, and will kill anything or anyone who gets in his way. This effect lasts until the character gets the fix he so desperately needs.

Minor craving: The character gets a craving for the next fix. Only a serious situation like a battle will keep him from getting the next "hit". Effect lasts until the next "hit" is taken.

Paranoïa: The character believes every entity in the vicinity to be a hostile, attacking enemy, and will attack the closest creature to him or her until "held", unconscious, dead, or otherwise subdued. The paranoia lasts 1d4 turns.

Psionic wild talent: The character gains a wild talent that immediately goes into affect. Roll on Table 12 in The Complete Psionics Handbook, "Wild Devotions" to determine exactly what the power is.

Silent lucidity: The character has complete and total knowledge of the way the universe works, and is completely at peace with all Creation. During this time of "reverie", any enemies will be dealt with severe messages about peace and harmony. The duration is 1d6 turns, unless attacked (first attack is an automatic hit; thereafter AC 10) then the duration is another 1d4 rounds.

Special Hindrances: Three consecutive rolls of Comatose means the character has died due to the long-term effects of drugs on his body. The Psychedelic Warrior receives a -3 reaction adjustment hindrance to respectable people such as nobles, wives, elderly, etc..

Wealth Options: The Psychedelic Warrior gets the starting gold for awarrior, 5d4x10 gold pieces.

Races: The Psychedelic Warrior can be of any race, class, sex,religious persuasion, or sexual orientation.

Street Fighter

Description: This kit is a martial arts kit, which drawn parts from the following video games: Fatal Fury I & II, Mortal Kombat I & II, Street Fighter (all), World Heroes I & II.

Street fighter: the ultimate warrior. Bread to fight, bread to conquer. Perhaps the only character more feared than these awesome warriors are sly ninjas. They are trained in the martial arts from the time that they are old enough to walk. Their whole lives are dedicated to the arts. They are the perfect weapon.

Role: While some characters may stay at home to defend their homeland, the Street Fighter seeks any challenge that he can find. They help insure their homeland a future by not only beating their enemies, but utterly destroying them.

Secondary Skills: Any

Special Benefits: At first level a Street Fighter gets 2 extra weapon proficiencies that he must dedicate to martial arts skills.

Starting at fourth level all Street Fighters gain Additional Martial arts attacks & Damage according to the chart below.

Martial arts bonus

Level	Additional martial attacks	Additional martial damage
4	1/4	—
5	1/4	+1
6	1/2	+2
7	1/2	+2
8	1/2	+1D
9	1/1	+1D+1
10	1/1	+1D+2
11	3/2	+1D+2
12	3/2	+2D
13	3/2	+2D
14	2/1	+2D+1
15	2/1	+3D
16	3/1	+3D+1
17	3/1	+4D

At fifth level a Street Fighter gains a Ki power, which he can use once per day per level of mastery, from the following list: fireball (PHB Pg 149)@, limited flight attack: 1 yard per level@, polymorph self (stretching arms & legs) 1 foot per level & reduce AC by 1 for every foot)\$, shield (PHB Pg 137)^, shocking grasp (PHB Pg 137)\$.

At eighth level a Street Fighter may either choose another Ki power, which he can use once per day per level of mastery, from the first list or from the following list: anti-magic shell lasts one round (PHB Pg 173)*, blink (PHB Pg 147), chill touch (PHB Pg 132)\$, Flame Blade (PHB Pg 205)*, Pass Without Trace (PHB Pg 201)^.

At eleventh level a Street Fighter may either choose another Ki power, which he can use once per day per level of mastery, from the former lists or from the following list: Bigsby's Cruising Hand (lasts 1 round per level) (PHB Pg. 194)*, Call Lightning (PHB Pg.209)#, Flaming Body Part (Damage 1d8 per level of mastery)*\$, Shape Change (PHB Pg. 196)#.

At fourteenth, seventeenth, & twentieth level a Street Fighter can choose another Ki power, which he can use once per day per level, from any list.

- * Fatal Fury
- # Mortal Combat
- \$ Street Fighter
- % World Heroes
- @ All
- ^ My Own

Special Hindrances: Optional: If the DM allows the rule for extra proficiency slots due to intelligence score (PHB page 16, table 4), then all these extra proficiencies must be spent on martial arts skills.

Street Fighters can not wear armor of any type. To lower armor class pick martial arts powers which lower the character's armor class, or obtain rings of protection.

Street Fighters can not be encumbered over moderate while fighting.

Once a Street Fighter completely learns one martial arts school he must find another teacher to learn from. Until he finds another school he may not gain any more experience points.

A Street Fighter CANNOT decline a challenge from another Street Fighter. The battles are until either opponent is knocked out or either opponent gives up. If both opponents agree, they can wait until the next day at noon for the fight.

Equipment: A Street Fighters may wear anything but mostprefer to wear a pair of trousers and a vest with a sash or belt, others wear a loincloth, or a tight fitting robe.

Street Fighters can not wear backpacks because they must always be ready to fight, therefore, they must obtain some type of animal to pack their gear, treasure, and food.

Races: The Street Fighter kit is open to any race. Dwarves, Gnomes, Halflings, Minotaurs & Orcs are not likely to pick this kit, because of their build. If a Winged Elf picks this kit they can not chose and Ki power which uses fire. Humans, Elves & Half-Elves are the most likely races to pick this kit.

Fighter Kit

Weapon Proficiencies:

Bonus: Mental and Physical Training: 1. Meditation (hard/ soft) Required: All Warrior Street Fighters must choose a sword of speed factor 5 or below, buy it and specialize in it.(Requires 2 weapon proficiency slots.) This is his "weapon of choice" this is also the only weapon he can choose a proficiency in, an attack with any other weapon lends a - 4 penalty to the attack. With this "weapon of choice" he can use his number of attacks from his martial arts to attack with.

All other weapon proficiencies must be used for martial arts skills.

Non-Weapon Proficiencies: Bonus: Jumping & Tumbling Recommended: Alertness, Blind-fighting, Endurance & Intimidation.

Special Hindrances: If the character looses his weapon of choice, he must acquire a new one of the exact same type. With this new weapon, he is at a -2 to all actions until he reaches the next level.

The non weapon proficiencies gained at levels 3, 9, 15 & 18 must be used for martial arts skills.

Thief Kit

Weapon Proficiencies: Bonus: Mental and Physical Training: 1. Meditation (hard/ soft) Required: All Rogue Street Fighters must choose a sword of speed factor 5 or below, buy it and become proficient in it.(Requires 1 weapon proficiency slot.) This is his "weapon of choice" this is also the only weapon he can choose a proficiency in, an attack with any other weapon lends a - 6 penalty to the attack.

At level 3 the thief can specialize in his "weapon of choice." After that he gains the same number of attacks per melee as a fighter, but still uses the Rogue THACo.

All other weapon proficiencies must be used for martial arts skills.

Because of the intense training in martial arts the Rogue Street Fighter can use the fighter THACo when using his martial arts skills.

Non-Weapon Proficiencies: Bonus: Jumping & Tumbling Recommended: Alertness, Blind Fighting, Dancing, Endurance & Intimidation

Special Hindrances: If the character loses his weapon of choice, he must acquire a new one of the exact same type. With this new weapon, he is at a -3 to all actions until he reaches the next level.

Because of the time taken to specialize in martial arts, a Rogue Street Fighter has only 40 points to divide between his thief skills and 20 points per level.

The non weapon proficiencies gained at levels 4, 12 & 20 must be used for martial arts skills.

Fighter/Thief Kit

Weapon Proficiencies: Bonus: Mental and Physical Training: 1. Meditation (hard/ soft) Required: All Multi-class Street Fighters must choose a sword of speed factor 5 or below, buy it and specialize in it.(Requires 2 weapon proficiency slots.) This is his "weapon of choice" this is also the only weapon he can choose a proficiency in, an attack with any other weapon lends a - 4 penalty to the attack. With this "weapon of choice" he can use his number of attacks from his martial arts to attack with.

All other weapon proficiencies must be used for martial arts skills.

Non-Weapon Proficiencies: Bonus: Jumping & Tumbling Recommended: Alertness, Blind Fighting, Dancing, Endurance & Intimidation

Special Hindrances: If the character loses his weapon of choice, he must acquire a new one of the exact same type. With this new weapon, he is at a -2 to all actions until he reaches the next level.

Because of the time taken to specialize in martial arts, a Multi-class Street Fighter has only 40 points to divide between his thief skills and 20 points per level.

The non weapon proficiencies gained at levels 3, 9, 15 & 18 must be used for martial arts skills.

Totem Warrior

I'm putting together a world for a campaign. Anyway what I've described below is a totem-warrior. He's a warrior-ranger type based in a Mythos which is kinda based on the North American Indian. Basically, the tribes are called the Skadi. There are two varieties - plain (horse warriors), and forest (foot mobile hunters). They worship Tirawa (Father Sun), Atira (Mother Earth), Shukaru (Sister Sun) and Pah (Brother Moon).

A totem animal is a Skadi warrior's personal protector. It is the spirit he prays to for success in the hunt and for protection in battle. Sometimes, Tirawa and Atira reach down and touch a warrior, embodying his totem animal in him. Such a warrior is the protector of the tribe. He is the preserver of his people.

He is a member of the people's elite - but not always likeable. Indeed, they are usually loners. Such a warrior must have a large Con (13), Str (13), Int (10), Dex (10) and Wis (13).

His prime requisites are Str and Wis.

With 16+ Wis or 16+ Str, he gains +5% experience bonus. With both 16+ he gets a +10% experience bonus. He progresses on the ranger experience table.

Weapon Proficiencies:

(Plains Skadi)

Required: Composite Short/Long Bow

Recommended: Composite Short Bow, Light Lance, Medium Lance, Hand Axe, Dagger

(Forest Skadi)

Required: Composite Short/Long Bow

Recommended: Composite Short Bow, Composite Long Bow, Hand Axe, Dagger, Sabre

Non-Weapon Proficiencies:

(Plains Skadi)

Bonus: Riding (Land)

Required: Hunting Animal Handling.

Recommended: Fire-Building, Animal Lore, Animal Training, Bowyer/Fletcher, Blind Fighting

(Forest Skadi)

Bonus: Endurance

Required: Hunting Running

Recommended: Fire-Building, Mountaineering, Set Snares, Bowyer/Fletcher, Blind Fighting

Proficiency Crossovers: General, Warrior

Equipment

He gets an Exceptional Composite Bow (non-magical +1) free. Plains: Short; Forest: Long or Short (player's choice). He may buy only those weapons in his tribes recommended list. He may buy only non-metallic armor (see restrictions). A plains warrior gets a light war horse.

Special Benefits:

Tracking, Hide in Shadow and Move Silently as per Ranger Table. Totem animal benefits (see below).

Special Hinderances:

To stay in touch with his animal nature, he must wear only non-metallic armor.

Also, he must not stay in any territory which is more than sparsely populated for more than Wisdom+Level days. After that roll below Intelligence to stay (-1 cumulative penalty for every day after that spent in settled territory) every day. Must spend one week in communion with nature (if he goes back before the week is over, he suffers all the penalties, i.e. if a 2nd level player with 13 WIS has spent 14 days in the city, then goes away, but is called back on the 6th day, then the count resumes at 14. So, next day in the city he does not roll (day 15). However, the next day in the city, he must roll below his intelligence to overrule his animal nature). A plains Skadi is -1 to hit and to damage below ground.

Loner as in ranger, but cannot hire until ninth level. He must be and remain good (lawful good, at GM option). Treat him as a ranger, with the following modification: all members of the Skadi treat him as an outcast, and must hinder/kill him whenever possible. He invokes the disfavor of the gods.

Wealth: 3d4x10 only.

Races: Human only.

Totems

Bear	3+3	7	17	12	Yes	3	1-3/1-3/1-6
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Boar	3+3	7	17	15	No	2	2d4/2d4
Bison	4	7	16	15	Yes	2	1-8/1-8
Cougar	3+2	6	17	15	Yes	3	1-3/1-3/1-6
Eagle	3	7	16	3*	Yes	3	1-4/1-4/2-8
Wolf	4+4	6	15	18	No	1	2d4

Bear : 2 paws,bite. If both paws connect hug for 2d4 damage

Boar : both tusks.

Bison : both horns. Special attack: charge. if charge from distance of 40ft or greater 3d6 of impaling and 1d4 of trampling damage. (Note: The size of a bison could be a MAJOR impediment inside a passage)

Cougar : 2 paws, bite. If both paws connect, rends with rear paws for 2 attacks for 1d4+1

Eagle : Fl 36 (Class C).if diving for more than 50ft, +4 to Hit and double claw damage. With this totem,cannot go underground.

Wolf : Nothing special.

Note: a plains skadi can be one of Cougar, Wolf, Eagle or Bison. A forest skadi can be one of Bear, Boar, Cougar or Wolf. This is the GM's choice.

Suggestions: do not give Eagle unless the player is sure he can handle the not-below-ground restriction. Could use the players character/abilities i.e. If CON is high: Boar, Bear or Bison. High STR: Bison or Boar. High DEX: Wolf, Cougar or Eagle.

For each 3 levels above 3 of warrior, add a HD, subtract 1 from THAC0. add 1 to AC. For spirit versions, treat all attacks as +2 magical weapons. Add 2 HD. AC is 2. Can be hit only by magical weapons.

At level 1, a totem warrior can summon one animal per week (as in animal summoning I, but only his totem). For every three levels after the first, he can summon another one over the course of a week.

At level 3, a totem warrior can transform to his totem animal once per day (roll HD at level 3 and every 3rd level above that). If the animal dies, roll for system shock or die. If it survives, deduct 1 from strength or constitution. Automatically goes to form if 1/4 HD are left (if not already transformed that day). On change back, 1d6 of HPs are regenerated. (Note: if forced into animal form by a hit which would have taken the HPs below 1/4 Max (rounded down), on recovery the HPs would be 1/4 Max +1d6). It takes 1 round to transform either way. Can stay in the form for 15+15/lvl min.

At level 7, he may summon a spirit animal 1+1/3 levels above 7th per month. The spirit animal will stay as until it is killed, sent away (it is treated as another plane being for purposes of spells) dismissed by warrior, the combat is over, or it gets bored. This means that if the warrior invokes the spirit and it doesn't find anything to do the GM can send it away. (GMs discretion: should stick around for at least 15mins).

Weapon Master

The Weapon Master is a highly specialized fighter. His weapons are his life. He loves to fight, though towards what end depends on his choice. A Weapon Master will likely be an adventurer or mercenary. He will stay a guard only if there are enough fights. He will normally have a very well cared for, shining weapon.

A Weapon Master may not be multiclassed.

Characters dualclassing to Weapon Master do not get any of the bonus proficiency slots at start. Instead, they have to course through fist and second level without the benefits of this kit in order to get them, and then have their xp reduced to zero once more.

Characters dualclassing away from Weapon Master have to pay a 10% xp penalty each level, or loose one benefit of this kit per level attained in the new class. This represents the time they have to spend training their superior fighting skill.

Abandoning the kit: In order to abandon this kit, the character has to collect enough slots to pay for his bonus proficiencies (whiche he, of course, does not suddenly forget when renouncing this kit). His boni on fighting are lost, however.

Aquiring this kit: If this kit is not takes at character creation, it may be gained if the required and bonus weapon and nonweapon proficiencies are learned. In this case, the kit can obviously renounced whenever the character wishes to.

Weapon Proficiencies:

Bonus: two slots, which must be used to select a broad group (which costs three slots, so one more is to be payed to gain it)

Required: one broad group, one specialization within that group

Recommmended: various fighting style specializations

Nonweapon Proficiencies:

Bonus: Blind fighting

Required: Weapon Smithing

Recommended: Armorer, Dancing

Equipment:

The Weapon Master must purchase his chosen weapon with his starting money

Special Benefits:

The Weapon Master is able to gain one of the following boni to any weapon he chooses from his selected broad group by earning double expercience cost for one level (he may get each bonus once for each weapon): +1 to hit, +1 to damage, +1 to initiative, +1 to AC. For every 5 levels, the Weapon Master gets a +1 on special maneuvers. The bonus may never be more than the penalty for the maneuver. This bonus is only applicable for the specialized weapons chosen from the boad group.

Special Hindrances:

The weapon msater gets a -2 to hit penalty on any weapon that is not from his selected broad group, even if he is profecient with it. (such getting a -4 penalty on totally unfamiliar weapons)

Weapon Specialist

As the name implies, the weapon specialist is someone who has devoted a great deal of of time to practicing with one weapon. (Not one >specific< weapon, just one weapon, such as a long sword.) Because of this special training, the weapon specialist receives bonuses and penalties as seen below-

Requirements: A weapon specialist must have a minimum dexterity of 14, a minimum intelligence of 12, and a minimum strength of 14. Any race that can be a fighter can be a weapon specialist.

Special Abilities:

The weapon specialist first of all receives one additional weapon proficiency slot at first level. This must be used to specialize in his "weapon of choice". His weapon of choice must be a melee weapon, and must be one common to the area. If the GM rules that a katana cannot be found in the desert, then a character cannot become a weapon specialist with the katana. In addition, each time he gains a proficiency slot, he may devote it to increasing his skill with that weapon. Each time be puts a slot into that weapon, beyond the initial specialization, he receives two skill points. Each skill point put into an ability (such as AC, hitroll, damage roll, etc) improves his skill as seen in the chart below.

(Note-He can only get base specialization at first level. He may not increase his skill above base specialization with bonus slots from intelligence. After first level he can put the slots towards his chosen weapon (At 3rd, 6th, 9th...)

# of Skill Points	AC	To Hit	To Dam	# Attk	Special Manuv.
1	+1	+2	+3	+0.5	penalties reduced to -3 or 5% bonus
2	+2	+3	+4	+0	penalties reduced to -2 or 10% bonus
3	+3	+4	+5	+0.5	penalties reduced to -1 or 15% bonus
4	+4	+5	+6	+0	penalties reduced to 0 or 20% bonus
5	+5	+7	+7	+0.5	+1 to hit bonus or 25% bonus

To Hit=Bonus to hit with weapon

AC=AC bonus in combat when using weapon (parrying)

To Dam=Bonus to damage with weapon

Attk=Increased number of attacks per round with weapon

Alright, this is a little (just a little?) confusing, so I'll try and explain the chart a bit. The number of skill points is how many points need to be put in to that specific skill. For instance, Harred the Dwarf is a weapon specialist with battle axe. He has put two slots into battle axe (for proficiency and base specialization), and then at third level devotes on more to battle axe. He chooses to improve his damage and number of attacks. His damage roll increases by one skill level, and his rate of attacks increases by one skill level (SL). He is now at SL 0 in hit roll (+1 to hit [from base specialization]), SL 1 in damage roll (+3), SL 0 in AC (+0), and SL 1 in attacks (2/1 attacks per round until he is 7th level). In addition, depending on your total number of skill points, you will be more skill with special manuevers with that weapon. This increased skill with manuevers gives you a bonus as shown on the above chart.

The bonus is either in the form of a percent bonus (such as entanglement with a whip), or by reducing the hit roll penalty. Note that the hit roll penalty reduction should apply to called shots, parries, disarms, etc. So, to continue the example, if Harred wishes to disarm a goblin with his axe, he has only a -3 penalty to the attack roll, instead of a -4, because he has 2 total skill points. Next time he gains a weapon proficiency, Harred puts it into axe again. This time, he puts skill points into AC and into damage. He now is SL 0 in hitroll, SL 3 in damage, SL 1 in attacks and SL 1 in AC, all only when using the axe. He is also only at -2 when trying to disarm that goblin (he has 4 total skill points, and so is at level two for special manuevers).

NOTE: Notice that not every skill level increase gives an increased number of attacks. However, to attain each level all levels before it must be attained. So to get a total bonus of one attack per round, you must buy skill levels one, two, and three.

In addition, the weapon specialist may determine the quality (excellent, poor, good, etc) of weapon of his chosen type (any long sword, any dagger) merely by examining it for a turn or so. He can also determine the plusses of any weapon of his chosen type once he has used it in combat.

Disadvantages:

The weapon specialist must spend extra time practicing with his weapon of choice. This is equal to his half his level in hours per week (rounded up). If he fails to do this, he loses one level in every category until he can practice again. The major disadvantage of the weapon specialist is that he is so specific in his studies. He receives a minus tohit, ranging from -1 to -4 when using any weapon other than his chosen type (GM's discretion for penalty, depending on how different the weapon is from the character's chosen weapon). If Harred were to use a sling against that ogre chasing him, he'd be at -4 to hit, minus another two since he's not proficient, for a total of -6. If it were a hand axe however, he'd only be at -1 to hit, and he's proficient, so it's still only a -1 to hit. Weapon specialists can use armor of AC 7 or less without penalty.

For every point of AC better than 7, they drop one skill level in *every* category. For instance, if Harred wears armor of AC 6, he would drop to SL 0 in hitroll (can't go any lower), SL 2 in damage roll, SL 0 in AC, and SL 0 in attacks. His skill with special manuevers also decreases by one level for every point of AC better than 7.

Wealth Options:

The weapon specialist starts with 1d10x10 gold, plus his chosen weapon. If his chosen weapon is two handed, he may not ever buy or use a shield. He may also not buy more than one weapon, not counting his chosen one, when he is first created. Later he can buy weapons normally.

Note: Yes, this kit has the potential to be powerful. But, at the least, it should help turn situations like this:

GM: He hits you with his dagger. You take... 3 points of damage.

Player: <doesn't even blink>

into

GM: He hits you with his dagger. You take 10 points of damage, and your long sword flies from your limp fingers.

Player: <gulp>

Section 5 : Wizard Kits

Brewing Witch

Introduction: The green-skinned hag hunched over the cauldron in the shadows of her hut. Dying embers cast an eldritch light on her warty face. She muttered the names of ingredients as she tossed them, one at a time, into the thickly boiling brew:

"Eye of newt.
Toe of cat.
Hair of elf.
Week-dead rat."

Her work done, she scooped up a ladle-full of the grotesque, steaming concoction and drank it down in a greedy gulp. Soon... very soon, she would take the form of a lovely elven maiden. And then, what havoc she would wreak in town!

Description: The Brewing Witch is a wizard who gets her power from the brews she creates, rather than learning spells in the traditional manner. At higher levels, she is capable of creating standard potions as well.

Role: The Brewing Witch is a hermit-like recluse who spends much of her time researching and preparing her vile potions. As such, she begins to take a legendary quality in her home region, for while she is sometimes seen poking about for this or that ingredient, she usually frightens people with her unsightly appearance and filthy habits.

Requirements: First, the Brewing Witch is always a mage, never a specialist. Second, in order to tolerate the many horrifying ingredients she will ingest through her career, the Brewing Witch needs a Constitution of at least 13. Otherwise, she must have the same requirements as any other wizard.

Alignment: The Brewing Witch operates outside the laws of the region where she resides, and therefore cannot be of any Lawful alignment.

Preferred Schools: Because the Brewing Witch may not specialize, there is no preferred school of specialization.

Barred Schools: None. However, the Brewing Witch has only a limited type of spell she can master; see below.

Weapon Proficiencies: The Brewing Witch is permitted to learn only the dagger, knife, or dart. She never gains any slots for weapon skills other than her initial slot.

Non-Weapon Proficiencies: Bonus: Brewing. Required: Herbalism.

Recommended: Cooking, Fire-building, Agriculture.

Equipment: The Brewing Witch has no need for a spellbook, but she will need a way to record her recipes -- normal writing utensils will do. She also must purchase at least 50 gp worth of brewing equipment, ingredients and supplies with her initial funds. In addition, she must spend 50 gp at the start of each experience level she gains in order to be able to continue creating her magical brews.

Special Benefits: The Brewing Witch has several special benefits, as explained below:

- 1) Create Brews: Instead of memorizing spells from a spell book, the Brewing Witch spends her time and talent creating brews which act like spells in most respects. One brew is created for each spell she is permitted to learn; after 24 hours have passed, the brews lose their potency and are worthless. These brews are magical not only due to the strange ingredients they contain, but because the Brewing Witch invests some of her own magical power into them. She therefore can only create a limited number of brews per day (i.e., the number of spells she can learn according to her level).

There are a number of limitations to this method of spellcasting. First, brews can only be created to duplicate spells that have a personal effect -- that is, they effect the drinker of the brew. Change self, comprehend languages, all detection spells, enlarge, feather fall, jump, and all protection magics are examples of spells that clearly have a personal effect. Magic missile, dancing lights, mending, phantasmal force, and Tenser's floating disc are spells that clearly do not have a personal effect. Other spells may fall into an in-between area. The DM must make the final decision as to whether a particular spell can be made into a brew.

The Brewing Witch learns new brew recipes in two ways. One is to discover them while adventuring -- say, a book of recipes from a rival witch. The other is through research. As long as the Brewing Witch has been spending the required time and money (50 gp per level on equipment and supplies; 2-4 hours per day hunting for ingredients and performing experiments), she automatically learns d4+1 new brews per experience level (selected by the DM).

Brews act exactly as the spell they imitate, but because a brew must be drunk to work, the casting time is increased by an initiative modifier of 1 (the same modifier as for drinking a normal potion).

These brews take time to create: one hour of preparation time, plus 15 minutes per level per spell. A Brewing Witch capable of creating 3 1st-level and 2 2nd-level brews will need (1 hour + [3x1x15] + [2x2x15]) 2 hours, 45 minutes to complete her brews.

Brews also require ingredients. As noted, the Brewing Witch must spend 2-4 hours per day hunting for ingredients. These take the place of any stated consumable spell components; the Witch will still need to furnish any non-consumable components normally at the time the brew is swallowed.

Brews created at the Brewing Witch's lab will always work correctly. Brews created away from home have a chance of backfiring. For each brew concocted away from the Witch's lab, the DM should roll an Ability Check vs. the Witch's Intelligence; failure means that the brew will backfire when consumed. The DM should determine the results of the backfire, but such results could include mild poisoning, incapacitating nausea, or a faerie fire-like glowing in the imbiber.

Brews, once created, can be used by characters other than the Witch who created them.

- 2) Create Potions. Starting at 5th level, the Brewing Witch learns the art of concocting more powerful potions. She learns one potion per experience level (starting with 5th) from the tables below (exactly which is determined by the DM or by a random roll). The Brewing Witch must learn all of the potions from Table A before learning any from Table B. The tables themselves can be modified by the individual DM.

d8	Table A: Basic Potions	Table B: Advanced Potions
1	Philter of Love (200 XP)	Clairvoyance (300)
2	Sweet Water (200)	Diminution (300)
3	Ventriloquism (200)	Fire Resistance (250)
4	Healing (200)	Growth (250)
5	Gaseous Form (300)	Invisibility (250)
6	Clairaudience (250)	Philter of Glibness (500)
7	Climbing (300)	Water Breathing (400)
8	Plant Control (250)	Speed (200)

Creating potions is expensive and time consuming -- although less so than for other wizards. Both cost and time are calculated based on the XP values given for potions on Table 89 (DMG p. 135). The cost is a number of gold pieces equal to half the XP value. The time is a number of days equal to the XP value divided by 50. For example, creating a potion of clairaudience (250 XP) costs 125 gp and takes 5 days.

The Brewing Witch can only create one potion of each type she knows per month. Potions must always be created at the Witch's lab, never "on the road." She gains normal experience points for creating them.

Potions created by Brewing Witches are less stable than their standard counterparts. There is a 30% chance, minus 1% for each point of the Witch's Intelligence, that a witch-created potion backfires. These effects are left to the DM, but can include more spectacular effects, such as severe poisoning, severe alteration of the drinker's appearance, explosions, or effects similar to those from the Wild Surge Table (Tome of Magic).

- 3) Spell-like powers. The Brewing Witch gains a number of inherent powers which are activated by force of will (and 1 round of concentration). At 1st level, the Brewing Witch can cast *_find familiar_* once per week until a familiar is secured. Of course, the Witch can only have one familiar at a time. At 5th level, she may identify any potion with complete accuracy, up to 3 times per week. At 9th level, the Brewing Witch can perform *_Alamir's Fundamental Breakdown_* once per day, but only on potions, brews, and non-magical substances.

Special Restrictions: The Brewing Witch operates under a number of restrictions:

- 1) *Witchy Appearance*. At 1st level, the Brewing Witch looks like any other person of her race. As she gains experience levels, however, the witch lifestyle and the consumption of hideous ingredients begins to physically corrupt her. At the beginning of each level after the 1st, the Brewing Witch gains some unsightly characteristic. These could include warts, changes in skin coloration, changes in hair texture, blackening of teeth or fingernails, a forked tongue, foul breath, etc. The player should be in charge of determining these features, with the DM having final approval. These changes make it harder and harder for the Brewing Witch to interact with normal people. As a result, she loses 1 point of Charisma at each of levels 3, 6, 9, 12, 15 and 18. Charisma will never drop below 3 as a result of the witchy appearance, however. Many Brewing Witches learn *_change self_* brews early on in order to help cover up these features.
- 2) *Restrictions on Magical Items*. The Brewing Witch cannot use scroll spells. Neither can she use items reserved exclusively for wizards (these include certain wands, staves, rods, rings, robes and other items created with the standard wizard in mind).
- 3) *Combat Restrictions*. As noted above, the Brewing Witch can learn one and only one weapon.
- 4) *Gathering Ingredients and Performing Experiments*. It is assumed that the Brewing Witch can get most of the ingredients necessary for her brews in any forest. She should be actively looking for such ingredients, or performing experiments, for 2-4 hours each day.

The DM may decide that a particularly powerful spell needs rare ingredients or a difficult, experimental brewing technique. This option can lead to interesting adventure opportunities.

Wealth Options: The Brewing Witch starts out with $(d4+5) \times 10$ gp. As noted, 50 gp must be spent on brewing equipment at the outset.

Races: Any race eligible for the wizard class can become a Brewing Witch.

Notes: It is vital that the DM play up the special aspects of the Brewing Witch, especially the witchy appearance, the limits of what kinds of spells she may select, and the tendency for brews and potions to backfire. These things make the Brewing Witch interesting and fun characters.

Adventure Ideas:

Brewing Witch as NPC: A witch could hire or coerce PCs into helping her secure special ingredients, deliver a brew or potion, or test out a new brew. PCs in need of a specific potion (say, water breathing for an aquatic mission) might be required to seek out a witch to find what they need. An NPC Brewing Witch who is in need of a very unusual ingredient like a dwarf's heart or a halfling's ear may target an appropriate PC as a potential source of such ingredients. Brewing Witch as a PC: Looking for ingredients and testing brews are activities that can generate adventure. A brewing Witch may also desire to seek a hidden or guarded source of new recipes.

Charmer

Basically this is a PC who believes that everybody should be their friend. Of course what this person thinks what a friend should be could be considered a master-slave relationship.

The role of this Enchanter is that of an adventurer who travels around finding interesting or powerful NPCs so that she or he may 'collect' them and add that NPC to her or his group of 'followers'.

This enchanter severely hates (but will never show it) anyone who can resist her/his charms, magical or otherwise, or any other person who is exactly like this enchanter.

This kit can work with:

- any Mage, specifically the Enchanter specialist, who enjoys using Charm Person extensively for their own benefit,
- any Specialty Priest who's god emphasises charm spells and/or grants the Charm/Facinate ability, or
- any Psionicists who routinely use the Telepathic Devotions/Sciences like Domination.

The alignment of the charmer can be any non-Good, as taking possession of people just because the charmer thinks that its their right-by-beauty/power/charisma/etc. is not commonly known as a nice thing to do.

The most workable PC alignments would be True Neutral, Chaotic Neutral, and Lawful Evil.

Anyway, here it is:

- + Bonus Nonweapon Proficiency: Ediquette.
- + Charmer gains the comliness characteristic, which is fully described in the Unearthed Arcana, at base 14. [Or 1d8 + 10, whichever the DM considers more fair]
- Any creature fighting for the Charmer gains (read: sucks) a full share of the party's experience points.

For those of you without Unearthed Arcana, here is a paraphrase:

"Comeliness: Comliness reflects physical attractiveness, social grace and personal beauty of the character. It is used to determine initial reactions to the character, and characters with a high comliness may affect the wills and actions of others. While charisma deals specifically with leadership and interactions between characters, comeliness deals with attractiveness and first impressions."

Charisma and race will affect comelines as follows:

Charisma	Comliness adj	Race adjustments	COM adj
Less than 3	-8	Half-orcs	-3
3	-5	Dwarves, Gnomes	-1
4 or 5	-3	Halflings, Humans	0
6 to 8	-1	Half-elves, sylvan elves	+1
9 to 12	0	Gray elves, high elves	+2
13 to 15	+1		
16 or 17	+2	The racial adjustment only	
18	+3	applies when the character is	
more than 18	+5	dealing with other races.	

Charmer mages will routinely use the Friends spell to boost their charisma so that comliness will also be enhanced.

Quick description of effects: (Read UA for more detail)

14 to 17: +3 on reaction rolls; opposite sex will be Facinated (see below) unless target's wisdom is greater than or equal to half of comliness score.

18 to 21: +5 on reaction rolls; opposite sex will be Fascinated unless target's wisdom is greater than 2/3 of comeliness score; same sex will be Fascinated unless target's wisdom is greater than half of comeliness score. Rejection by the charmer will make the target react very negatively or hostile toward the charmer.

22 to 25: +9 on reaction rolls; any person who's wisdom does not equal or exceed 2/3 of their wisdom will be Fascinated; opposite sex targeted by the Charmer will be Fascinated unless wisdom is 18 or greater. Rejection is as above.

Facination: If the intended target has failed the appropriate wisdom check, he still gets a saving throw vs spell. If he fails that, then he will be captivated by the Charmer, and treat him or her as a trusted friend, mentor, and companion.

Fascinated creatures will follow the orders of the charmer, provided a roll of 3d6 [I'd say a d20 would be more appropriate] does not exceed the comeliness of the character.

Enhancer

Requirements: None

Preferred schools: Alteration, Abjuration

Disliked schools: Evocation

This wizard has learned magic for the purpose of casting spells on himself, or for direct use. He likes to give himself better chances at everything he does by enchanting himself. He also has a very positive view of magic, and rarely uses it to directly harm opponents -- this he will accomplish with the aid of, not by magic. He's active, not staying in his study for very long.

Abandoning the kit: When this kit is abandoned, the Hindrances stay in effect until the character has advanced three levels. The Benefits are dropped immediately, except that already cheaper learned proficiencies are not lost.

Aquiring this kit: This kit can be taken up if the character fulfills the proficiency and weapon proficiency requirements. When taking the kit, the mali take effect immediately. The Benefits take effect as soon as the character advances a level. If the kit is taken at the point of advancing a level, the character has to advance to the next level to gain the benefits.

Weapon Proficiencies:

when filling his 2nd slot, his wizard must have a ranged and a melee weapon.

Nonweapon Proficiencies:

Required: one of the following: Dancing, Endurance, Jumping, Mountaineering, Riding, Running, Swimming, Tightrope Walking, Tumbling.

Bonus: another slot from the same list.

(to represent that he is an active sort)

Equipment:

This wizard will always prefer to carry a travelling spellbook.

Special Benefits:

When trying to learn a spell that affects the caster positively (like fly, invisibility, even armor and vampiric touch, but not unseen servant or fireball), he gets a bonus of +5%. The same bonus also applies to spell research chances.

When learning skills from the list of required skills, he can learn them for the number of slots listed in the players handbook, even though he is no warrior or rouge.

Special Hindrances:

When learning spells that do not positively affect the caster, and that also are no useful spells (useful spells would include Unseen Servant and Phantom Steed), he gets -5% to his chance to learn spell. To spell research chances, a malus of -10% is applied in these cases. At least 1/3 (rounded down) of his spells must be of the self-affecting sort.

Researcher

A researcher has devoted himself to spell research. Most likely he will be found in his library, experimenting with a spell, researching one, or creating potions and items. His driving force is his fascination for creating his own magic. A researcher will, from time to time, go out on adventures -- to gain the necessary money, books and material components, and maybe to test his new spells, too.

Acquiring this kit: This kit must be taken from the start

Abandoning the kit: First, all benefits have to be dropped, then the character must spend almost a full apprenticeship (the second and longer part, which includes learning spells) to learn the standart ways of magic, while he is still able to function normally (that is, cast spells). After that, he must earn 1000 XP to gain the ability to learn spells from a given level. He may, instead of gaining all spell levels, advance, but all new levels must also be payed for with 1000 XP to learn spells. Only when all levels the wizard knows are mastered, this kit is fully abandoned.

Weapon Proficiencies: normal

Preferred: knife, staff

Non-Weapon Proficiencies:

Bonus: Read/Write, 1 slot from suggested

Required: Spellcraft

Suggested: Alchemy, Ancient History, Ancient Language (read), Artistic Ability (Drawing), Bookmaking, Dweomercraft, Herbalism, Languages (+ reading them), Papermaking, Spellcraft (more slots).

Equipment: always carries writing equipment

Special Benefits: When doing spell research, all spells count as one level lower. Also, the researcher may modify his research roll by up to his level in a desired direction. When using an insufficient library, he still can do research, though his chance is lowered: the lv of his spell counts as doubled for every lv that the library is too low. He needs at least one book to do anything at all, but this may be a spellbook, or even one of his own books. If the library is better than required, the Researcher gets another bonus of 1% per level that it is above the needed level. The researcher may also "just experiment" to increase the value of his library. When functioning as an assistant, this bonus equal to his level is adjusted accordingly. (This is for our hose rules only).

A researcher is not required to have a Read Magic spell.

When researching from a scroll or spellbook, he may make slight modifications to the spell.

A Researcher may interrupt a research for a number of days equal to his level, but there is a 50% chance that an interruption would throw the research back by one week. Note that the researcher knows at the morning of the previous day wether a day may be used for interruption.

A Researcher can pot to speed up his research. He can reduce time and cost by up to his level in %, but the same number is also deducted from his research chance. He can make this decision for every week+roll anew.

His chance of success when writing a scroll is improved by 10%, regardless of his level. (Though he still cannot write spells that he cannot cast).

Special Hinderances: A Researcher has a chance to learn spell of zero. He can use a spellbook to research from it like from a scroll, instead of learning spells immediately. He must do some research every year to stay in practice, or loose 2% of his research modifiers every year. (Starting with a loss of 2% exactly the day that is one year after his last research's end). It takes at least a week of research to regain 1% (this week, of course, is as effective as the current chance before the whole research started).

Apprenticeship: This kind of wizard has to research even his very first spell! He is considered level 1 for purpose of this research, though he counts as level one Researcher only after researching it.

If a Researcher is teaching a normal wizard, time of apprenticeship will be about 50% longer than usual.

Wealth Options: $(1D3+2)*10$ gp

Races: Mostly humans, but no restriction

Requirements: none (except to research his first spell)

Schools: any

Note: This kit makes use of the spell research rules from the Complete Wizard's Handbook.

Rogue Wizard

The rogue wizard invests his efforts to copy thief skills with arcane magic. Like a thief, he may not be lawful good. His philosophy is similar to that of a thief. He will usually have a profession except stealing, to avoid funny questions about his living, and tends to keep the interesting part (at least) of his magical talent secret.

Requirements:

Dexterity 9 or more, may not be lawful good.

Preferred Schools: Alteration

Barred Schools: Abjuration, Evocation, Necromancy

Weapon Proficiencies: dagger, dart, hand crossbow, knife, lasso, sling, short sword, staff.

When using a weapon normally not allowed to wizards, he gets a -1 penalty on attack rolls when he is proficient with that weapon.

Nonweapon Proficiencies:

Bonus: Appraising

Required: Tumbling

Recommended: Disguise, Forgery, Jumping, Local History, Reading Lips, Tightrope Walking (Rogue); Running (Warrior)

Special Benefits: A Rogue Wizard can learn rogue nonweapon proficiencies for the prices listed for rogues. He gets a bonus of +20% on the chance to learn spell for the following spells: Change Self, Comprehend Languages, Deepockets, Fly, Invisibility, Knock, Levitate, Sleep, Spider Climb and Unseen Servant.

Special Hindrances: The Rogue Wizard must choose one school which he will be unable to cast. This is in addition to the barred schools for specialists. This school may not be Alteration.

Abandoning the kit: This can only be done if enough slots are available to pay for the proficiencies in a normal manner. The chance to learn spell of the barred school will return at a rate of 10% per level attained thereafter. The weapon proficiencies not allowed to wizards are lost and not replaced.

Acquiring the kit: Spells learned from the barred school will not be forgotten, but cannot be memorized anymore. The character must already be proficient in Tumbling or Appraising (in the latter case, he gets Tumbling as bonus instead).

Solitary Wizard

Preferred Schools : Necromancy, Alteration, Abjuration, Invocation.
Barred Schools : Enchantment, Charm.

Description

The Solitary Wizard has a place he calls ``home" where he stays, or at least regularly returns to study. The seldom exceptions are in search for components for his researchs. The Solitary Wizard always prefers a sole life.

Weapon Proficiencies : Staff, knife, dagger and dart.

Non-weapon Proficiencies :

Bonus: Read/Write, Spellcraft.

Recommended: Herbalism, Direction sense, Fire building, Cooking.

Equipment

The Solitary Wizard has a secret place he call ``home", where he lives and conducts his studies. This place can be in a forest, a cave, in ruins, a tower or something he thinks appropriate. The place will never be in or near crowded places.

Special Benefits :

1. +10% to research spells and to create magical items in familiar surroundings.
2. Identify magical objects like a bard, but based on experience, not legend.
3. Detects the fact that a spell has been cast or is in effect within spell-level^2 yards with a chance of $(\text{int}+\text{wis})/2+\text{level}\%$ always, and $(\text{int}+\text{wis})/2+2*\text{level}\%$ when concentrating for 5 rounds.
4. Can build magical items from 10th level on.

Special Hindrances

1. -5% on chance to learn spell
2. -2 charisma reaction adjustment in an encounter
3. -1 on THAC0 in the first attack on any opponent
4. Difficulties at memorizing when not alone: If a roll on a D20 versus $\text{Wis}+\text{level}$ -- $3x \text{Spell-level}$ with the following modifiers:
 - 1 per well know trusted person present
 - 2 per well known person present
 - 2 per trusted person present
 - 3 per shortly known person present
 - 4 per unknown person present
 - 5 to -8 per distrusted person presentis not rolled, it means that his concentration breaks. Present means the same room, within 15 yards, etc. Concentration breaks after D% of the time. (100% means the spell is learned).
5. Gains only 1 hit point in 10th level.

Sun Runner

Description : This kit is based on the Sunrunners as described in Dragon Prince. (I changed it a lot to suit my own purposes)

In this kit you use your inherent abilities for this type of magic. You're either born with it or not. This ability may skip several generations before reappearing. These people are known for their hate of water and love of light.

This is a kit for magicians but is based on principles normally used for priests. This implies that you advance differently in level than with your normal abilities. People born with this ability may choose not to be trained but can be trained later in life.

Because of the fact that this kit uses innate abilities, you can not abandon this kit.

Role : The historical purpose of this kit was to communicate over large distances between castles of influential people. Because of their important role in the governments of these castles the Sunrunners (SR) had to be present at a large number of official seremonies and learned the ability to use light to create illusions.

Sunrunners are desert based people, therefore there love for light. When peoples from outside the desert attacked the people of the desert the Sunrunners learned to control fire-elementals.

The people that know of Sunrunners are afraid of them because of the Sunrunners contact with influential people. Sunrunners are also a small, tightly knit group of people who normally revenge the unnatural death of one of them. This is an obscure art (science ?) and few people know of it.

Prefered/Barred Schools : Preferably illusion but definitely not necromancy.

Secondary Skills : Can read time and direction from the position of the sun/moon.

Weapon Proficiencies : May only use blunt weapons allowed for mages.

Nonweapon Proficiencies : Bonus : Survival (Desert)
May not have swimming as a proficiency.

Equipment: Must wear plain robes. May wear soft boots but preferably sandals. Simple way of life.

For every SunRunner Level (SRL) the Sunrunner attains he/she must wear a ring, received as a present, for each SRL valued at least at $SRL * 100$ gp. Only one ring on a finger.

Special Benifits: People that know of Sunrunners have -1 to hit on whole group because of their fear of reprisals. Fire-elementals will never attack a group with a Sunrunner except if the Sunrunner is known to have destroyed another fire-elemental. If the Sunrunner has destroyed a fire-elemental, all fire-elementals will attack him/her on sight.

Sunrunners have the ability after attaining SRL 1 to communicate with fire-elementals.

SRL 0 : (Before any training as Sunrunner) The Sunrunner can feel thatother Sunrunners are communication via light and can feel the direction of the other Sunrunners although he/she cannot understand the communication.

SRL 1 : Can communicate by using light 200 miles +10*1d10 miles/level with any other Sunrunner as long as they use the same light source. The Sunrunner must concentrate for the duration of the communication. If the Sunrunner's concentration is broken in any way the communication stops. If the light source of any of the communicating parties is removed (clouds before the sun etc.) all parties must do a INT test (with a SRL bonus) and if this test is failed, go mad.

SRL 2 : Can SRL times a day start a natural fire like the first level spell, except the Sunrunner can only concentrate for a segment and point to where the fire must start.

SRL 3 : Can (SRL - 2) times a day create any illusion with light/fire and hold it until his/her concentration is broken. The size of the illusion is limited by the size of the light source and by what is believable. If the light source used for the illusion is removed (fire dies) the Sunrunner must do a INT test (with a SRL - 2 bonus) and if this test is failed, go mad.

SRL 4 : Roaming sight -This sight has normal vision. Sight can only be used in the same lightsource as what you are using. The sight can move 200 miles/hour. If you're studying the terrain as you move the roaming sight the sight has a movement rate of 6. The sight is totally invisible and undetectable and therefore unattackable. If the light source is removed (blindfold etc.) you must successfully do a System Shock test or die. For every 10 minutes without light you must do a System Shock asof your CON is one point lower/10 minutes until your sight returned.

For example : Your sight is 200 miles away when the Chaotic Evil thief in your party pulls a bag over your head. You do a normal System Shock test. You will need a hour to return your sight to yourself. After 10 minutes you have to do a System Shock asof your CON is one point lower. If you make it you have to repeat this test after another 10 minutes asof your CON is TWO points lower. The fighter at this stage hit the thief and remove the bag. If you're still alive you may continue your roaming sight asof nothing happened. This ability can be used as long as there is light and he/she can concentrate.

SRL 5 : Like the Conjure Fire Elemental (Priest) spell with level = SRL*2. If the light source used for this spell is removed the caster must do a System Shock test. If the caster fails the Fire Elemental is totally destroyed. Can do this once a week.

Special Hinderances : Sunrunners (trained and untrained) don't want to travel across water. They have a (70 - 8*SRL) % chance every round to throw up while traveling across water. They take a round to throw up and a round to recover in which time they can not concentrate or fight.

Loses 1 HP/hour in ABSOLUTE darkness until extremely weak (SRL+1d4 HP left). Loses 1 point CON for every 24 hours in ABSOLUTE darkness. Sunrunners may sleep without light without above mentioned penalties. For every point CON lost in this way the Sunrunner must spend two days in sunlight to recover it. Torches, fires etc. are considered light sources.

Needs light for all the above mentioned abilities (spells). If clouds obscure the light source or the fire used dies or the caster is affected by something that stops him from seeing light, the spells (abilities) backfire as described. If the light source used is very small the Sunrunner may not be able to use some of the higher level abilities and/or the range and duration of the spells may be affected.

Can do NO spells that change/control water/water elementals directly. NO illusion with water as component will work.

-2 on charisma on characters that know about Sunrunners. If the character is highly intelligent or have some other reason to accept the Sunrunners as another mage then this penalty is not used on that character.

SRL*5 % chance on a flash flood if rivers are crossed.

SRL*2 % larger chance on rain every day if the SR is within 500 miles of a large body of water.

Water elementals will attack a Sunrunner and his party on sight.

Water based animals is +1 to hit and +1 damage on Sunrunners.

Wealth options : The normal for mages.

Races : Any race that can live in a desert.

War Wizard

Description : War Wizards are a product of societies where warfare and magic are commonplace. They receive training in magic and weapon use, plus schooling in the strategy, tactics and history of warfare. They're more commonly seen commanding the troops than down in combat itself, but if that situation occurs, they are more than able.

Preferred/ Barred Schools: Other than the schools the War Wizard are not allowed to use spells from (see special hindrances), they are required to be multi-functional, and so are not allowed to be a specialist wizard.

Attribute Requirements: War Wizards are required to have an Intelligence and Charisma of 15, in addition to the standard race and fighter requirements.

Weapon Proficiencies: Unlike most multi-classed warriors, War Wizards can specialize, but only receive two weapon slots at first level. Their specialization grants a +1 to hit and damage, instead of +1/+2.

Non-Weapon Proficiencies:

Bonus: Strategy/ Tactics

Required: Riding, Spellcraft, Read/Write/ History (warfare).

Wealth: War Wizards receive 3d6x10 in gp, and can spend it as they wish.

Special Benefits: War Wizards can wear leather, padded, studded leather, or elven chain and still cast spells, regardless of race.

Special Hindrances: War Wizards can only cast spells from the following Schools: Minor Divination, Alteration, Invocation/ Evocation, Illusion/ Phantasm, Abjuration, Conjunction/ Summoning.

Endnote

Any questions, commentaries, flames,... should be e-mailed to:

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Your suggestions and additions are very welcome. Suggestions will be given full credit to the author. If you happen to notice that I am using information from a source that I do not mention, just tell me and I will add it.

Tome 2 should come soon. If you've created some classe or kit, and you want to share your ideas, please send me them.