

Module #1: Character Creation

Version 3

© Alternative Rules and Supplements for Early Editions

Design Goals and Ideas:

I have not been satisfied with any particular iteration of the World's Most Popular RPG. I have used personal and commercial addons/extensions to change those things I found lacking. Eventually I gave up and went to point buy and universal systems. However, these also failed to provide that mythical "perfect" gaming system.

Finding the OSR and it's DIY ethos has brought me back round to the older ways of playing the game. I am not happy with the current and past presentations of the game. Also, it seems that all editions since the original edition are just somebody else's house rules. I don't worship at the alter of any designer or edition. Although, I do respect many of them. So in the OSR tradition, I combed through past and present versions SRD's. I took what I liked and discarded the rest.

These modules are designed to be drop in replacements for their respective sections in the original source material.

Is there anything new here? No. This is simply OGL content and ideas expressed in public forums that are packaged in a way I find useful.

I have tried to give credit were credit is due. Please contact me if I failed to give credit to an idea you have provided in one of the many forums and discussion groups my notes have drawn from. "If I have seen further, it is because I have stood on the shoulders of giants." I am happy to add credit where credit is due. I am not a designer. I am a rules compiler and modifier. Thanks to any and all who provided inspirations and ideas.

Rule #1: Change anything to make your game more enjoyable, better suited to your table, and to match your world/setting.

Rule #2: Have fun. It's a game.

Section 1: Kindred – I don't like genetically compatible races. So kindred aren't. These are some ideas for having less human non humans.

Section 2: Classes – I like the earlier editions simple chassis. These are how I currently run them.

Section 3: Character Creation – Lots of optional details for aiding in character backstory and development. Note I added a simple 2d6 skill/talent/ability resolution system. This system is throughout the modules. See Module #3 for a detailed explanation.

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Section 1: Kindred

Dwarf

Dwarves are short, stout, and bearded fey creatures. They have become fierce in defense of their halls as Dragons and Giants view them as humans view honey bees. This fierceness has given them a reputation for being angry, ill tempered, and vengeful.

They excel at mining, smithing, and crafting.

Kindred views:

- Elves: Party just a little to much. They need to buckle down.
- Halfling: Happy, friendly fellows who understand hospitality.
- Human: Amazingly feats yet capable of amazing treachery.
- Gnome: Cousins, but I don't understand their preference for hills and glades.

Benefits:

- Keen Senses:
 - Darkvision: With any natural light present, can see in dim to dark illumination clearly in black and white to 60 ft. and dimly to twice that.
 - When searching, dwarves have a +2 chance of detecting traps, false walls, hidden construction, detecting decrepit or unsafe structures above or below ground (walls, floors, ceilings, etc.), knowing current depth underground, knowing direction while underground, or noticing if passages are sloped. Dwarves must be actively searching for these abilities to function.
- +1/+3 2d6/d20 rolls to resist poison, disease, and hostile magic.
- +1 rolls to all crafting, engineering, mining rolls.
- Do not suffer encumbrance penalties for wearing medium or heavy armor.
- Dwarves may improve in one Environment/Culture/Social Class at odd numbered levels.

Penalties:

- Dwarves may not break their sworn word.
- Roll a Wisdom save after second wound in combat or attack until foes are vanquished.
- Due to their short height, dwarves cannot use two handed weapons or longbows. However, they can use any other weapon or armor.

Elf

Elves are plant based (organo-magico) fey life forms. They are human sized with modestly humanoid characteristics. For example they bleed a greenish sap instead of blood. They germinate instead of giving birth. Each elf is tied to it's life tree. Slaying the tree destroys the elf. When an elf dies and decomposes, it leaves behind a shiny crystal. This crystal shard is hung from the life tree's limbs. It will shine until the memories it contains are transcribed into the starry heavens. Its light then flickers out and the crystal crumbles into dust. The elf spirit is then reincarnated through a life tree. Elf scholars study the evening skies for the wisdom of their ancients. Elves typically behave in a cheerful, happy manner. They are prone to singing, dancing, and revelry.

Kindred views:

- Dwarf: Their focus on duty has made them dour, rhymes with sour. It's fun to get them roaring drunk.
- Halfling: Excellent cooks who are fun to party with. A little too domesticated for our tastes.
- Human: Interesting in their variety, but often with a very narrow focus. Be careful, They lie!
- Gnome: Quirky, fun fellows with such interesting gadgets.

Benefits:

- Keen senses
 - Keen vision and hearing: +1/+3 2d6/d20 to vision and hearing rolls.
 - Find secret doors: Passing +2 and searching +4 on 2d6.
- Immune to sleep and paralysis spells and effects.
- Elves gain a +1 ROF with shortbow or longbow attacks at: [Does not stack or combine with fighter class benefits.]
 - 2nd level if they are trained or better with the weapon
 - 4th level if they are skilled or better with the weapon
 - 6th level if they are expert or better with the weapon
- Elves may improve in one Environment/Culture/Social Class at odd numbered levels.

Penalties:

- Elves may not tell lies,
- Cold iron inflicts additional damage by weapon size.
 - Small = d3
 - Medium = d4
 - Large = d6.
- Elven aloofness makes all carousing, reading other kindreds cultures, liaison, rulership, or streetwise checks at least one level of difficulty greater.

Gnome

Gnomes are short bearded fey creatures, who are cousins to dwarves. They have a wide range of appearances but tend to be much more slender, where the dwarves are stout. Gnomes generally dwell in hills, on mountainsides, or forest glades. Gnomes divide their time equally above and below ground. Their habitations often overlap with halflings, and these two races are typically very friendly, if not familial, to each other.

Kindred views:

- Dwarf: Cousins should spend more time in nature.
- Elf: Enjoyable forestland companions.
- Halfling: Gastronomic icons and pub heroes.
- Humans: Fine companions if you can get them out of their cities.

Benefits:

- Keen Senses:
 - Darkvision: With any natural light present, can see in dim to dark illumination clearly in black and white to 60 ft. and dimly to twice that.
 - When searching, gnomes have a +2 chance of detecting traps, false walls, hidden construction, detecting decrepit or unsafe structures above or below ground (walls, floors, ceilings, etc.), knowing current depth underground, knowing direction while underground, or noticing if passages are sloped. gnomes must be actively searching for these abilities to function.
- +1 to all crafting, engineering, mining, and invention rolls.
- +1 to all agriculture and art rolls.
- Gnomes may improve in one Environment/Culture/Social Class at odd numbered levels.

Penalties:

- Gnomes may not use large and two handed weapons or longbows, but may use any other weapon and armor.
- Gnomes may not break their sworn word.
- Cold iron inflicts additional damage by weapon size.
 - Small = d3
 - Medium = d4
 - Large = d6.

Halfling

Halflings are short humanoids that are as diverse in appearance as humans, but have furry feet and curly hair. Halflings have a gentle nature, and value free time, good food, and good drink. They will engage in playful activities when not on an adventure. They love comfort, and will spend their riches on the most extravagant items.

Kindred views:

- Dwarf: Need to lighten up. Fun with a few drinks in them.
- Elf: Parties are epic for their feasting, dancing, and music.
- Human: To often focused on commerce and power.
- Gnome: Pleasant fellow pipe smokers with a sense of humor.

Benefits:

- +1 to saves vs poison, disease, and Dexterity checks. +1 to initiative.
- Halflings have an uncanny ability to disappear.
 - They must be silent, motionless, and in bushes or other outdoor cover, halflings stealth checks only fail if a natural 2 is rolled.
 - Stealth checks are +2 while in underground labyrinths, caverns, or while moving.
- Halflings add +2 to AC when fighting creatures larger than humans.
- Halflings may improve in one Environment/Culture/Social Class at odd numbered levels.

Penalties:

- Halflings may not use large and two handed weapons, heavy crossbows, arbalast, or longbows, but may use any other weapon and armor.
- Save vs Wisdom to avoid opportunities to indulge in excess food or drink.
- Apply penalties to morale, exhaustion, and melee combat unless provisioned at 1 ½ times the human standards.

Human

Humans are a hardy breed, fighting vigorously to expand and guard their civilization in a dangerous world. Many perils lurk beyond the borders of the human lands, but humanity must be ever alert to the possibility of treachery within its own territories and kingdoms: The very individuality that makes humankind so diverse and energetic as a race can also breed those who are dark of mind and willing to cooperate with the forces of evil and chaos.

Kindred views:

- Dwarf: Stout allies but sticklers for the fine print in a contract.
- Elf: Beautiful and charming, but flighty. Powerful in the magic arts but... look shiny. Very distractable.
- Halfling: Enjoyable companions as long as you aren't paying the grocery bill.
- Gnome: Amusing tinkers. Dwarves could learn from them.

Benefits:

- May change one characteristic to 15 at character creation time.
- +20% to all Experience Point awards.
- Humans may improve in one Environment/Culture/Social Class at each level advanced. They may not exceed the rank of master in a Environment/Culture/Social Class by this method.

Penalties: None.

Section 2: Classes

Class Overviews:

Priest: Your devotion to supernatural and faith grants you special powers. Choose one of the following paths:

- Cleric – You are devoted to the divine. Your service grants your powers.
- Druid – Whether you worship primal forces or named deities, you serve nature as your ancestors always have.
- Friar – You express your devotion through your service to your community.

Magic User: Arcane magic touches your soul.

- Bard – Music is your magic.
- Sorcerer – Your innate magic springs forth in a torrent you will master to shape and control.
- Wizard – You lack fear, and possibly wisdom, of the arcane arts. You are willing to risk much for knowledge and power.

Warrior: You have a heart of steel and seek battle as others seek breath.

- Fighter – You are weapon forged for battle.
- Paladin – You seek to emulate the highest virtues of your deity.
- Ranger – Your service to nature is enhanced by the arcano-druidic traditions of the ancestors.

Nefarious: You have learned to survive by your quick wits and fingers. Many will call you a thief, but this sadly under estimates you.

Professional: You are a, choose a vocation, profession, or a job specialty. You show an outstanding talent, ability, or potential. You may one day be the best.

Level Limits:

I typically limit characters to 10th, 12th, or 14th levels. This could be set as low as 6th level for a gritty, harsh campaign. I don't make adding another class a big deal. See Module 6 for level advancement options.

Bard: Your musical artistry is magical. Your spellcasting ability is Charisma. Use the Magic User class from the standard rules with the noted exception below.

Spells:

- The Spells entry is the number of spells that may empower and cast per day.
- See chart below for bonus spells derived from casting attribute.
- Add cantrips to the spells section as follows: A bard may empower a number of cantrips daily at a rate of: casting attribute bonus + twice 1st level spells.
- You have all of your spells memorized. The number of spells you can learn equals $\frac{1}{3}$ your Charisma [round up] + 1 per bard level after 1st level. The spells must be of a level for which you have spell levels. The number of cantrips you may know equals $\frac{1}{2}$ your Charisma. Additionally, when you gain a level in this class, you can choose one of the bard spells you know and replace it with another spell from the bard spell list, which also must be of a level for which you have spell levels.
- You can choose to forget a spell at any time.
- Your sorcery skill starts at basic.

Casting Attribute Bonus Spells:

Charisma	Cantrips	1 st Level Spells	2 nd Level Spells	3 rd Level Spells	4 th Level Spells
13-14	2	1	-	-	-
15-16	3	2	1	-	-
17	3	2	1	1	-
18	4	3	2	1	-
19	4	3	3	2	1
20	5	4	3	2	1
21+	5	4	4	3	2

Bardic Music: A bard may use bardic music per day equal to their bard level + Charisma bonus. A bard can use his song or poetics to produce magical effects on those around him (usually including himself, if desired). While these abilities fall under the category of bardic music and the descriptions discuss singing or playing instruments, they can all be activated by reciting poetry, chanting, singing lyrical songs, singing melodies, whistling, playing an instrument, or playing an instrument in combination with some spoken performance. Starting a bardic music effect is a standard action.

- Countersong: A bard can use his art to counter magical effects that depend on sound (but not spells that simply have verbal components). Each round of the countersong, add Sorcery + Art (Specify Type) being used + Charisma bonus, then subtract the spell or effect level as a situational penalty. All creatures within 30 feet of the bard that are affected by a sonic or language dependent magical attack may apply this bonus to it's saving throw. If a creature within range of the countersong is already under the effect of a noninstantaneous sonic or language dependent magical attack, it gains another saving throw against the effect each round it hears the countersong. Countersong has no effect against effects that don't allow saves. The bard may keep up the countersong for 10 + Bardic level rounds.
- Fascinate: A bard can use his art to cause one or more creatures to become fascinated with him. Each creature to be fascinated must be within 90 feet, able to see and hear the bard, and able to pay attention to him. The bard must also be able to see the creature. The distraction of a nearby combat or other dangers prevents the ability from working. The bard can target two creatures per bard level with a single use of this ability. To use the ability, a bard makes a Art (Musical Instrument) check. On a success, his check result + Charisma bonus is applied as a penalty for each affected creature's Wisdom save roll. Save to end the effect. If a creature's saving throw succeeds, the bard cannot attempt to fascinate that creature again for 24 hours. If it's saving throw fails, the creature sits quietly and listens to the song, taking no other actions, for as long as the bard continues to play and concentrate (up to a maximum of 3 rounds per bard level). While fascinated, a target is disadvantaged on skill checks made as reactions, such as Listen and Spot checks. Any potential threat requires the bard to make another Art (Musical Instrument) check and allows the creature a new saving throw as above. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the target, automatically breaks the effect.
- Inspire Courage: A bard can use song or poetics to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to hear the bard sing. The effect lasts for as long as the ally hears the bard sing and for 5 rounds thereafter. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and as a bonus on attack and weapon damage rolls. This bonus increases to +2 at 3rd, +3 at 5th, +4 at 7th, and +5 at 9th.
- Inspire Competence: A bard can use his music or poetics to help an ally succeed at a task. The ally must be within 30 feet and able to see and hear the bard. The ally gets a +1 competence bonus on skill checks with a particular skill as long as he or she continues to hear the bard's music. Certain uses of this ability are infeasible. The effect lasts as long as the bard concentrates, up to a maximum of 2 minutes. A bard can't inspire competence in himself. Inspire competence is a mind affecting ability.
- Suggestion: A bard of 2nd level or higher can make a suggestion (as the spell) to a creature that he has already fascinated (see above). Using this ability does not break the bard's concentration on the fascinate effect, nor does it allow a second saving throw against the fascinate effect. The creature must roll against their Charisma save. A save negates the effect. This ability affects only a single creature (but see mass suggestion, below).

- Inspire Greatness: A bard of 3rd level can use music or poetics to inspire greatness in himself or a single willing ally within 30 feet, granting him or her extra fighting capability. He can target one ally for every bard level above 2nd level + Charisma bonus with a single use of this ability. To inspire greatness, a bard must sing and an ally must hear him sing. The effect lasts for as long as the ally hears the bard sing and for 5 rounds thereafter. A creature inspired with greatness gains:
 - 2 bonus Hit Dice: The commensurate number of temporary hit points (apply the target's Constitution modifier, if any, to these bonus Hit Dice).
 - +2 bonus on attack and damage rolls.
- Song of Freedom: A bard of 5th level can use music or poetics to create an effect equivalent to the break enchantment spell (caster level equals the character's bard level). Using this ability requires 1 minute of uninterrupted concentration and music, and it functions on a single target within 30 feet. A bard can't use song of freedom on himself.
- Inspire Heroics: A bard of 6th level can use music or poetics to inspire tremendous heroism in himself or a single willing ally within 30 feet. A 7th level bard can target two + Cha bonus in additional allies with a single use of this ability. To inspire heroics, a bard must sing and an ally must hear the bard sing for a full round. A creature so inspired gains:
 - 3 bonus Hit Dice: The commensurate number of temporary hit points (apply the target's Constitution modifier, if any, to these bonus Hit Dice).
 - A +4 bonus on saving throws, as dodge bonus to AC, and on attack and damage rolls.
 - The effect lasts for as long as the ally hears the bard sing and for up to 5 rounds thereafter.
- Mass Suggestion: This ability functions like suggestion, above, except that a bard of 9th level can make the suggestion simultaneously to any number of creatures that he has already fascinated (see above).

You are limited to light or medium one handed weapons or light crossbows in combat. Pick two. You have basic proficiency with them. You may wear non metal armor. You can not use shields. Gain another weapons proficiency on even levels.

Cleric: You are an armored mystic crusader for your deity. Your spell casting ability is Wisdom. Use the Cleric class from the standard rules with the noted exception below.

Spells:

- The Spells entry is the number of spells that you may empower and cast per day.
- Add orisons to the spells section as follows: A cleric may empower a number of orisons daily at a rate of: casting attribute bonus + ½ casting level (Minimum of 1).
- Your sorcery skill starts at basic.
- Choose one clerical domain from your god’s portfolio. Add an additional domain every three levels if they are available.
- See table below for casting attribute spell bonuses.

Casting Attribute Bonus Spells:

Wisdom	Orisons	1 st Level Spells	2 nd Level Spells	3 rd Level Spells	4 th Level Spells
13-14	2	1	-	-	-
15-16	3	2	1	-	-
17	4	3	2	1	-
18	4	3	3	2	1
19	5	4	4	2	1
20	5	4	4	3	2
21+	6	5	4	4	3

Nature clerics function as clerics using the druid spell list without having druid powers.

You are only permitted to wield your deity’s favored weapon(s), clubs, hammers, maces, flails, crossbows and slings. You can use all armors and shields. You start with four weapon proficiencies at a basic ability. You gain another weapon proficiency on even levels.

Druid: Nature pulses through your heart. Your spell casting ability is Wisdom. Use the Cleric class from the standard rules with the noted exception below.

Spells:

- The Spells entry is the number of spells that you may empower and cast per day. Your spell casting level is as a cleric of one level lower.
- Add orisons to the spells section as follows: A druid may empower a number of orisons daily at a rate of: casting attribute bonus + ½ casting level (Minimum of 1).
- May cast the spell animal friendship once per day per two druid levels [round up] for free.
- Your sorcery skill starts at basic.

Druid Special Abilities:

- Track foes in a wilderness environment with a bonus to your roll of +3.
- Turn Undead: You turn undead using the Cleric Turn Undead tables as a cleric two levels lower than your Druid level to a minimum of first level.
- Land's Stride: Starting at 2nd level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell.
- Trackless Step: Starting at 3rd level, a druid leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if so desired.
- Wild Shape: Starting at 3rd level, you can use your action to magically assume the shape of a beast that you have seen before. You can use this feature once per day per ½ druid level [roundup]. You regain expended uses when you finish a nights rest.
 - Your druid level determines the beasts you can transform into, as shown in the Beast Shapes table. At 4th level, for example, you can transform into any beast that has a challenge rating of ¼ or lower that doesn't have a flying or swimming speed.

Beast Shapes:

Level	Max. CR	Limitations	Example
3 rd	1/4	No flying or swimming	Wolf
6 th	1/2	No flying	Crocodile
9 th	1	-	Giant Eagle

- You can stay in a beast shape for a number of hours equal to your ½ druid level [round up]. You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die.

- While you are transformed, the following rules apply:
 - Your physical characteristics are replaced by those of the beast, but you retain your personality, Intelligence, Wisdom, and Charisma scores. You also retain all of your skills and saving throws, in addition to gaining those skills of the creature. If the creature has the same skill as you and it's bonus is higher than yours, use the creature's bonus instead of yours.
 - When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 or less hit points, any excess damage carries over to your normal form.
 - You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell that you've already cast.
 - You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the GM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.
- Natural Recovery: Starting at 5th level, you can regain some of your magical energy by sitting in meditation and communing with nature for an hour. You choose expended spell levels to recover. The spell levels can have a combined total that is equal to or less than half your druid level [rounded down], and none of the levels can be higher than 4th level. You can't use this feature again until you finish a night's rest. For example, when you are a 5th level druid, you can recover up to two levels worth of spells. You can recover either a 2nd level spell or two 1st level spells.
- Nature's Ward: When you reach 6th level, you can't be charmed or frightened by elementals or fey, and you are immune to poison and disease.
- Nature's Sanctuary: When you reach 7th level, creatures of the natural world sense your connection to nature and become hesitant to attack you. When a beast or plant creature attacks you, that creature must succeed on a Charisma save. On a failed save, the creature must choose a different target, or the attack automatically misses. On a successful save, the creature is immune to this effect for 24 hours. The creature is aware of this effect before it makes its attack against you.
- Timeless Body: Starting at 8th level, the primal magic that you wield causes you to age more slowly. For every 10 years that pass, your body ages only 1 year.
- Beast Spells: Beginning at 9th level, you can cast many of your druid spells in any shape you assume using Wild Shape. You can perform the somatic and verbal components of a druid spell while in a beast shape, but you aren't able to provide material components.
- Archdruid: At 10th level, you can use your Wild Shape an unlimited number of times. Additionally, you can ignore the verbal and somatic components of your druid spells, as well as any material

components that lack a cost and aren't consumed by a spell. You gain this benefit in both your normal shape and your beast shape from Wild Shape.

Druid Circles: These are comprised of mystics and sages who safeguard ancient knowledge and rites through a vast oral tradition. These druids meet within sacred circles of trees or standing stones to whisper primal secrets in Druidic. The circle's wisest members preside as the chief priests of communities that hold to the Old Faith and serve as advisors to the rulers of those folk. As a member of a circle, your magic is influenced by the land where you were initiated into the circle's mysterious rites. Choose your circle at 1st level.

Circle Spells: Your mystical connection to the land infuses you with the ability to cast certain spells. At 2nd, 4th, 7th, and 10th level you gain access to circle spells connected to the land where you became a druid. Choose from: arctic, coast, desert, forest, grassland, mountain, or swamp. Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you. When you choose a circle, you learn one additional druid orison of your choice.

Arctic

Druid Level	Circle Spells
2 nd	hold person, spike growth
4 th	sleet storm, slow
7 th	freedom of movement, ice storm
10 th	commune with nature, cone of cold

Coast

Druid Level	Circle Spells
2 nd	blink, mirror image
4 th	water breathing, water walk
7 th	control water, freedom of movement
10 th	Scrying, summon monster VII – Elementals only

Desert

Druid Level	Circle Spells
2 nd	blur, silence
4 th	create food and water, protection from energy
7 th	blight, hallucinatory terrain
10 th	insect plague, wall of stone

Forest

Druid Level	Circle Spells
2 nd	barkskin, spider climb
4 th	call lightning, plant growth
7 th	divination, freedom of movement
10 th	commune with nature, tree stride

Grassland

Druid Level	Circle Spells
2 nd	invisibility, pass without trace
4 th	daylight, haste
7 th	divination, freedom of movement
10 th	dream, insect plague

Mountain

Druid Level	Circle Spells
2 nd	spider climb, spike growth
4 th	lightning bolt, meld into stone
7 th	stone shape, stoneskin
10 th	passwall, wall of stone

Swamp

Druid Level	Circle Spells
2 nd	acid arrow, darkness
4 th	stinking cloud, water walk
7 th	freedom of movement, locate creature
10 th	insect plague, scrying

Your only permitted to wield your deity's favored weapon(s), clubs, daggers, spears, staves, and slings. Druids may not wear metal armor. You have basic proficiency with three of them. You gain another weapon proficiency on odd levels.

Fighter: You are a Knight, a Samurai, a Huscarl or any warrior with extraordinary training, tradition, or ability. Use the Fighter class from the standard rules with the noted exception below.

Fighter Special Abilities:

- You get six levels + Intelligence bonus + Charisma bonus of weapon proficiencies to distribute. Then add two + Intelligence bonus + Charisma bonus weapon proficiencies at each additional fighter level.
- If you take a fighter level after 1st level, you only gain the weapon, armor, shield basic proficiencies and two + Intelligence bonus + Charisma bonus weapon proficiencies. You do not gain the six levels of weapon proficiencies.
- You get a number of melee attacks each round equal to your fighter level against foes of 1 HD or less plus any granted by weapons skill.
- Against foes greater than 1 HD, fighters get 1 melee attack plus any granted by weapons skill. Then add the following:
 - 2nd level +1 melee attack if they are trained or better with the weapon
 - 6th level +2 melee attacks if they are skilled or better with the weapon
 - 9th level +3 melee attacks if they are expert or better with the weapon
- Fighters add + 1 per even fighter level to all melee attack initiative rolls
- Fighters gain a +1 ROF with shortbow or longbow attacks at:
 - 5th level if they are skilled or better with the weapon
 - 8th level if they are expert or better with the weapon
 - Does not stack with elven racial bonus.
- As a fighter you are harder to kill. To your standard defensive bonus add: class defensive bonus and awareness/reflex defensive bonus.

Class Defensive Bonus		Awareness/Reflex Defensive Bonus	
		Wisdom + Dexterity	Defensive Bonus
Level	Defensive Bonus	24-26	+1
1	+1	27-29	+2
3	+2	30-32	+3
5	+3	33-36	+4
7	+4	37-41	+5
10	+5	42+	+6

Friar: Friars are all sorts of wandering preachers and simple parish priests. Their religious ideal is to serve their communities in the name of their faith. Friars are truly devout to the religion. They don't seek enlightenment in isolation nor in the confines of a monastery's library. They do not try to climb the Church's hierarchical ladder through clever politics and scheming. Friars prefer to live their faith in assisting and protecting the more humble and remote communities of followers. Friars do not cast spells, but may call upon their deity in times of need to help themselves or others. They are also fit combatants, yet not from training with weapons, but because faith and grace support their arm in combat. Use the Cleric class from the standard rules with the noted exception below. Friars do not cast spells.

Use the Thief class from the standard rules for HD, EXP level progression, savings throws, and THACO/Attack Table progression.

Level	Prayers	Churchman	Community Ear
1	-	Trained	Trained
2	d3	Trained	Skilled
3	d4	Skilled	Skilled
4	d6	Skilled	Expert
5	d6	Expert	Expert
6	d8	Expert	Expert
7	d10	Expert	Master
8	d12	Master	Master
9	d12	Master	Grandmaster
10	d12 + d3	Grandmaster	Grandmaster

Friar Special Abilities:

- At 1st level: Churchman, Community ear, and Turn Undead. At 2nd level: Prayers At 4th level Minor Divine Intervention. At 8th level: Major divine intervention.
- Churchman: Friars are competent in theological matters and church service (knowledge of the scriptures, liturgy, etc.).
- Community Ear: Friars spend their time in the community, helping others and listening to them, and generally becoming well trusted by all. Friars can roll to gather information, bluff, persuade others, etc. and for checks relating to local community knowledge, such as who does what, customs and traditions, etc. Friars must be part of a community to receive the benefits of Community Ear. Otherwise they are unable or severely penalized when attempting to use this ability.
- Prayers: Divine may be obtained with a full round action. The player rolls their prayer die + Wisdom modifier. Any roll over a 1 succeeds, but each subsequent prayer during the same day, adds a cumulative +1 penalty to the DC. For example, if a friar is praying for the third time that day, the player must roll over a 3 in order to continue receiving aid. A failure indicates that the prayer is

unanswered, and that no more aid will be granted for 1d6 hours. Praying for unjust causes or creatures will incur a penalty to the roll (maximum: -4), but praying for a just and urgent cause may grant a bonus to the roll (maximum: +4). The penalty is reduced by 1 for each hour spent in meditation or eliminated by a night's rest. The various prayers are:

- Blessings. Beneficiary is granted a +3 on a d20 or a+1 on a d6 as a bonus for a single particular task (one die roll), or the next saving throw against a particular threat or creature, within one day.
- Counter Prayer. Cancels sound associated magical effects (such as harpy songs) within 30 feet, so long as the friar loudly prays.
- Dispel Charm. Breaks a Charm spell or effect if the friar rolls 1d20 + level vs. 10 + caster's level (or creature's HD).
- Encouragement. All allies within 30 feet get a bonus to attack rolls and saving throws vs. fear for a duration of 1 round per friar level.
 - 1st level +1
 - 3rd level +2
 - 7th level +3
 - 10th level +4
- Exorcism. Expels a malignant spirit from an unwilling host (use a Turn Undead roll, but after 30 minutes of loud prayers).
- Guidance. Answers a question with a short vision, a few words, a coincidental sign, etc.
- Healing Touch. Cures 2 hp/Friar level, or grants a new save (+Friar's level) to cure a disease.
- Sanctuary. No creature can attack the friar so long as he prays silently during that combat. Common creatures get no save, but supernatural foes get a Charisma save.
- Turn Undead: You turn undead using the Cleric Turn Undead table using your current Friar level.
- Minor Divine Intervention: At 4th level, friars can once per week call upon their deity to bring them opportunities and second chances in times of need. This help may not injure a foe, nor involve magical or impossible things. It just evens the odds or aids in bypassing an obstacle. It does not make the friar more powerful, but help them face foes at full strength. For example, if the friar is lost in the wilderness and grievously wounded, he may find a benevolent hermit willing to help him; or if the friar is pursued by a troll, he could stumble onto a narrow cavern for refuge, and so on.
- Major Divine Intervention: At 8th level, friars can once per month call their deity for aid. It could take many forms depending on the circumstances. For example, the friar could request someone being entirely cured of all ailments and damage instantaneously, or even being brought back to life; implore that a celestial warrior is sent to assist in a desperate battle against the forces of darkness; etc. In any case, the friar is not assured to get any help, which entirely depends on the deity's willingness (i.e. the GM decides). Also, there is always a cost to all divine interventions.

You may only use your deity's favorite weapon, daggers, and staves in combat and have basic proficiency with two of them. You gain another weapon proficiency on even levels. You are not trained to wear armor or use shields, but can learn any.

Nefarious: You are a thief, conman, swindler, forger, smuggler, gambler, etc. What you call yourself is usually different than what others do. Use the Thief class from the standard rules with the noted exception below.

Nefarious Special Abilities:

- Class Defensive Bonus: As long as are wearing light armor and your encumbrance is light or less, your defensive bonus to AC is:
 - 2nd Level: +1
 - 5th Level: +2
 - 7th Level: +3
- Backstab: You may backstab a surprised foe. This gives you a +4 bonus to hit.
 - 1st Level: Increase damage by x1.5.
 - 4th Level: Increase damage by x2.
 - 8th Level: Increase damage by x3.
 - 10th Level: Increase damage by x4.
- Advantaged Damage: Add 1d3 additional damage dice per nefarious level to successful attacks made while the nefarious character has advantage.
- Backstab and Advantage Damage do not add, multiply or combine. Choose which one you will use prior to making any rolls.
- Thieves Cant: During your training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.
- Uncanny Dodge: Starting at 3rd level, when a melee attacker that you can see hits you with an attack, you can halve the attack's damage against you by making a Dexterity save against Breath. At 7th level you can no longer be flanked.
- Evasion: At 6th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw against Breath to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.
- Blindsense: At 7th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

Starting characters select a number of nefarious skills. Add 4+Wisdom bonus+Intelligence bonus+Charisma bonus for their talent levels. Choose from the following list of nefarious skills. Each rating beyond Unskilled costs a talent level. A beginning character may advance to expert in a single talent.

Characters advancing a level in nefarious choose 2+Wisdom bonus+Charisma bonus. No more than two talent levels may be spent per talent selected.

- Assassinate – With a successful surprise attack, an assassination attempt may be made. 50% + 10% talent level over unskilled. Subtract 10% each fighter level greater than nefarious level. All other classes, subtract 5% each level greater than nefarious level.
- Climb sheer surfaces
- Disguise
- Find traps
- Forge art – must have appropriate sample and/or knowledge talent
- Forge documents – must have appropriate sample and/or knowledge talent
- Gamble – choose one game of chance
- Hear sounds
- Loan Shark
- Make/Set/Disarm traps
- Open locks
- Poison
- Sleight of hand: Includes minor making things disappear and pick pocketing.
- Smuggle
- Stealth

You may use any weapon, but can only wear light armor while using nefarious talents and are limited to small and medium shields. You begin with four weapon proficiencies. Gain one weapon proficiency per level for each additional level.

Paladin: Paladins are holy warriors that are expected to live the ideals of their deity. You are a servant of that which you serve. You have been gifted by their blessings. Your spell casting ability is Wisdom. Use the Cleric class from the standard rules for HD, EXP level progression, savings throws, and THAC0/Attack Table progression.

Spells:

- See tables below for spells by level and casting attribute spell bonuses that you may empower and cast per day.
- Choose one clerical domain from your god’s portfolio. Add an additional domain every four levels if they are available.
- Your sorcery skill starts at basic.

Level	1 st Level Spells	2 nd Level Spells	3 rd Level Spells	4 th Level Spells
1	-	-	-	-
2	-	-	-	-
3	1	-	-	-
4	2	-	-	-
5	2	1	-	-
6	2	2	-	-
7	2	2	1	-
8	2	2	1	1
9	3	2	2	1
10	3	3	2	2

Casting Attribute Bonus Spells:

Wisdom	1 st Level Spells	2 nd Level Spells	3 rd Level Spells	4 th Level Spells
13-14	1	-	-	-
15-16	2	1	-	-
17	3	2	1	-
18	3	3	2	1
19	4	4	2	1
20	4	4	3	2
21+	5	4	4	3

Paladin Special Abilities:

- Detect Evil: At will, requiring a round action, a paladin can use detect evil, as the spell.
- Smite Evil: Once per day per paladin level, a paladin may attempt to smite evil with one normal melee attack. She adds twice her Charisma bonus (if any) to her attack roll and deals 2 extra points of damage per paladin level. If the paladin accidentally smites a creature that is not evil, the smite has no effect, but the ability is still used up for that day.
- Divine Grace: At 2nd level, gain a bonus equal to your Charisma bonus +1 on all saving throws.
- Lay on Hands: Beginning at 4th level, a paladin with a Charisma score of 12 or higher can heal wounds (her own or those of others) by touch. Each day she can heal a number of d6's equal to her paladin level + Charisma and Wisdom attribute modifiers. A paladin may choose to divide her healing among multiple recipients, and she doesn't have to use it all at once. Using lay on hands is a standard action. Alternatively, a paladin can use any or all of this healing power to deal damage to undead creatures. Using lay on hands in this way requires a successful melee attack and doesn't provoke an attack of opportunity. The paladin decides how many of her daily allotment of dice to use as damage after successfully touching an undead creature.
- Aura of Courage: Beginning at 6th level, a paladin is immune to fear (magical or otherwise). Each ally within 10 feet of her gains a +4 morale bonus on saving throws against fear effects. This ability functions while the paladin is conscious, but not if she is unconscious or dead.
- Divine Health: At 8th level, a paladin gains immunity to all diseases, including supernatural and magical diseases.
- Turn Undead: When a paladin reaches 4th level, she gains the supernatural ability to turn undead. She may use this ability a number of times per day equal to 3 + her Charisma modifier. She turns undead as a cleric of two levels lower.
- Special Mount: Upon reaching 5th level, a paladin gains the service of an unusually intelligent, strong, and loyal steed to serve her in her crusade.
 - Once per day, as a full round action, a paladin may magically call her mount from the celestial realms in which it resides. The mount immediately appears adjacent to the paladin and remains for 12 hours at 5th level, 16 hours at 6th level, and 24 hours at 7th level. It may be dismissed at any time as a free action.
 - The mount is the same creature each time it is summoned, though the paladin may release a particular mount from service. The paladin's mount is superior to a normal mount of its kind and has special powers, as described below. The standard mount for a Medium paladin is a heavy warhorse, and the standard mount for a Small paladin is a warpony. Another kind of mount, such as a riding dog (for a halfling paladin) or a Large shark (for a paladin in an aquatic campaign) may be allowed as well.
 - A paladin's mount is treated as a magical beast, not an animal, for the purpose of all effects that depend on its type (though it retains an animal's HD, base attack bonus, saves, skill points, and feats). Each time the mount is called, it appears in full health, regardless of any damage it may have taken previously. The mount also appears wearing or carrying any gear it had when it was last dismissed. Calling a mount is a conjuration (calling) effect.

- Should the paladin's mount die, it immediately disappears, leaving behind any equipment it was carrying. The paladin may not summon another mount for thirty days or until she gains a paladin level, whichever comes first, even if the mount is somehow returned from the dead. During this thirty day period, the paladin takes a –3 penalty on attack and weapon damage rolls.
- Remove Disease: At 6th level, a paladin can produce a remove disease effect, as the spell, once + twice Charisma bonus per week . At 9th level, this increases to three + three times Charisma bonus per week .

Code of Conduct: A paladin must follow all stipulations of their order or lose all class abilities. Additionally, a good paladin's code requires that she respect legitimate authority, act with honor (not lying, not cheating, not using poison, and so forth), help those in need (provided they do not use the help for evil or chaotic ends), and punish those who harm or threaten innocents.

Associates: While she may adventure with worshipers of antithetical deities, a paladin will never knowingly associate with these characters, nor will she continue an association with someone who consistently offends her moral code. A paladin may accept only henchmen, followers, or cohorts who are loyal followers of her deity.

Ex-Paladins: A paladin who grossly violates the code of conduct loses all paladin spells and abilities and may not progress any farther as a paladin. She regains her abilities and advancement potential if she atones for her violations , as appropriate.

You begin with four weapon proficiencies. Gain one weapon proficiency per level for each additional level. You are only permitted to wield your deity's favored weapon(s), clubs, daggers, lances, hammers, maces, flails, crossbows and slings.

The Paladin's Mount:

Paladin Level	Bonus HD	AC Bonus	Strength Adjustment	Intelligence	Special
5 th	+4	+2	+1	7	Empathic link, evasion, share spells, share saving throws
7 th	+6	+3	+2	8	Improved speed
10 th	+8	+4	+3	9	Dominate beasts of its kind, Spell resistance

Paladin's Mount Basics:

- Use the base statistics for a creature of the mount's kind, but make changes to take into account the attributes and characteristics summarized on the table and described below.
- Bonus HD: Extra eight sided (d8) Hit Dice, each of which gains a Constitution modifier. Extra Hit Dice improve the mount's base attack and base save bonuses by Bonus HD divided by two.
- AC Bonus: The number on the table is an improvement to the mount's existing natural armor bonus.
- Strength Adjustment : Add this figure to the mount's Strength score.
- Intelligence: The mount's Intelligence score.
- Empathic Link: The paladin has an empathic link with her mount out to a distance of up to 1 mile. The paladin cannot see through the mount's eyes, but they can communicate empathically. Note that even intelligent mounts see the world differently from humans, so misunderstandings are always possible. Because of this empathic link, the paladin has the same connection to an item or place that her mount does, just as with a master and his familiar.
- Evasion: When subjected to an attack that normally allows a Dexterity saving throw for half damage, a mount takes no damage if it makes a successful saving throw and half damage if the saving throw fails.
- Share Spells: At the paladin's option, she may have any spell (but not any spell like ability) she casts on herself also affect her mount. The mount must be within 5 feet at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the mount if it moves farther than 5 feet away and will not affect the mount again even if it returns to the paladin before the duration expires. Additionally, the paladin may cast a spell with a target of "You" on her mount (as a touch range spell) instead of on herself. A paladin and her mount can share spells even if the spells normally do not affect creatures of the mount's type (magical beast).
- Share Saving Throws: For each of its saving throws, the mount uses its own base save bonus or the paladin's, whichever is better. The mount applies its own ability modifiers to saves, and it doesn't share any other bonuses on saves that the master might have.
- Improved Speed: The mount's speed increases by 10 feet.
- Dominate Beast: Once per day per two paladin levels of its master, a mount can use this ability to dominate other any normal animal of approximately the same kind as itself (for warhorses and warponies, this category includes donkeys, mules, and ponies), as long as the target creature has fewer Hit Dice than the mount. This ability functions like the command spell

Professional: You are a ... choose a vocation, profession, or a job specialty. Your job may not be a listed character class or subset of a listed character class. Use the Thief class from the standard rules for level, XP, HD, THAC0, and savings throws. Does not use any other features of the thief class.

You begin play by choosing your primary vocation, profession, or a job specialty at expert. Choose additional vocations, professions, skills or talents from the Skill/Talent/Task table. Use 2+Intelligence bonus+Charisma Bonus. These have a maximum limit of skilled.

At each additional professional class level use 2+Intelligence bonus+Charisma Bonus. One point of this number increases a chosen vocation, profession, or a job specialties by one perk, talent, or ability level, for example the potter vocation, increase skilled to expert.

At 2nd, 4th, and 6th level add +1 bonus to your 1st level selection of primary vocation, profession, or a job specialty for a specific adverse situation.

At 3rd, 5th, and 7th levels pick a vocation, profession, or a job specialty acquired after 1st level and add +1 bonus to it's rolls under a specific adverse situation.

At 8th level your primary vocation, profession, or a job specialty rolls are with advantage.

At 9th level add +1 bonus to all your vocation, profession, or a job specialty success rolls.

At 10th level choose a second vocation, profession, or a job specialty. This vocation, profession, or a job specialty is now rolled with advantage.

You may use any weapon. You are limited to small and medium shields. You begin with four weapon proficiencies. Gain one weapon proficiency per level for each additional level.

Ranger: Rangers are skilled naturalist with an arcano-druidic tradition. You have an mystical connection to the land. Your spell casting ability is Wisdom. Use the Cleric class from the standard rules for HD, EXP level progression, savings throws, and THAC0/Attack Table progression.

Spells:

- See tables below for spells by level and casting attribute spell bonuses that you may empower and cast per day.
- Your sorcery skill starts at basic.

Level	1 st Level Spell	2 nd Level Spell	3 rd Level Spell	4 th Level Spells
1	-	-	-	-
2	-	-	-	-
3	1	-	-	-
4	2	-	-	-
5	2	1	-	-
6	2	2	-	-
7	2	2	1	-
8	2	2	1	1
9	3	2	2	1
10	3	3	2	2

Casting Attribute Bonus Spells:

Wisdom	1 st Level Spells	2 nd Level Spells	3 rd Level Spells	4 th Level Spells
13-14	1	-	-	-
15-16	2	1	-	-
17	3	2	1	-
18	3	3	2	1
19	4	4	2	1
20	4	4	3	2
21+	5	4	4	3

Ranger Special Abilities:

- Roll and keep two HD at 1st level.
- Favored Enemy: Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy.
 - Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as gnolls and orcs) as favored enemies.
 - You have advantage on checks to track your favored enemies, as well as on Lore checks to recall information about them. When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.
 - Add 1d6 damage to all successful melee, thrown and missile attacks due to your superior knowledge of your favored enemy.
 - You choose one additional favored enemy, as well as an associated language, at 5th and 9th level.
- Natural Explorer: You start with track at skilled. You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, or swamp. You have advantage when making checks related to your favored terrain. While traveling for an hour or more in your favored terrain, you gain the following benefits:
 - Difficult terrain doesn't slow your group's travel.
 - Your group can't become lost except by magical means.
 - Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
 - If you are traveling alone, you can move stealthily at a normal pace.
 - When you forage, you find twice as much food as you normally would.
 - While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.
 - You choose additional favored terrain types at 4th and 8th level.
- Land's Stride: Starting at 2nd level, moving through nonmagical difficult terrain costs you no extra movement. You pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. Also, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell.
- Primeval Awareness: Beginning at 3rd level, you can use your action and expend one ranger spell level to focus your awareness on the region around you. You can sense whether the following types of creatures are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This doesn't reveal their location or numbers.
- Hide in Plain Sight: Starting at 3rd level, you can spend 1 minute creating camouflage for yourself. You must have access to fresh mud, dirt, plants, soot, and other naturally occurring materials with which to create your camouflage. You can try to hide by pressing yourself up against a solid surface, such as a tree or wall, that is at least as tall and wide as you are. All checks to perceive you are rolled

with disadvantage as long as you remain there without moving or taking actions. Once you move or take an action or a reaction, you must camouflage yourself again to gain this benefit.

- **Vanish:** Starting at 6th level, you can use the hide in plain sight ability as a bonus action on your turn. And, you can't be tracked by nonmagical means, unless you choose to leave a trail.
- **Feral Senses:** At 7th level, you gain preternatural senses that help you fight creatures you can't see. When you attack a creature you can't see, your inability to see it doesn't impose disadvantage on your attack rolls against it. You are also aware of the location of any invisible creature within 30 feet of you, provided that the creature isn't hidden from you and you aren't blinded or deafened.
- **Foe Slayer:** At 8th level, you become an unparalleled hunter of your enemies. Once on each of your turns, you can add a number of d6's equal to your Wisdom modifier to the attack roll or the damage roll of an attack you make against one of your favored enemies. You can choose to use this feature before or after the roll, but before any effects of the roll are applied.
- **Animal Companion:** At 4th level, a ranger gains an animal companion selected from the following list: badger, camel, dire rat, dog, riding dog, eagle, hawk, horse, owl, pony, snake (Small or Medium viper), or wolf. If the campaign takes place wholly or partly in an aquatic environment, the following creatures may be added to the ranger's list of options: crocodile, porpoise, Medium shark, and squid. This animal is a loyal companion that accompanies the ranger on his adventures as appropriate for its kind.

You begin with four weapon proficiencies and gain one weapon proficiency for each additional ranger level.

Rangers can only wear leather, quilt, studded, scale, boiled leather, and light chain armor. They are limited to small and medium shields.

Sorcerer: You study the arcane art of magic and cast spells through your innate magic. Your spell casting ability is based on Intelligence and Wisdom. Use the Magic User class from the standard rules with the noted exception below.

Spells:

- The Spells entry is the number of spells that you may empower and cast per day.
- Add cantrips to the spells section as follows: A sorcerer may empower a number of cantrips daily at a rate of: Intelligence bonus + ½ casting level [Round up. Minimum of 1.].
- Font of Magic: At 2nd level, you tap into a deep wellspring of magic within yourself. This wellspring is represented by sorcery points, which allow you to create a variety of magical effects.
- Sorcery Points: You gain one sorcery point per sorcerer level. So a sorcerer starts with 2 sorcery points at 2nd level and 4 sorcery points at 4th level, etc. See table below.
- You regain all spent sorcery points when you finish a nights sleep.
- Flexible Casting: You can use your sorcery points to gain additional spell levels, or sacrifice spell levels to gain additional sorcery points. You learn other ways to use your sorcery points as you reach higher levels.
- Creating Spell Levels: You can transform unexpended sorcery points into one spell level as a bonus action on your turn. You can create spell levels no higher in level than 5th. Any spell level you create with this feature vanishes when you finish a nights rest.
- Converting a Spell Level to Sorcery Points: As a bonus action on your turn, you can expend one spell level and gain a number of sorcery points equal to the level.
- You may not cast spells if your encumbrance is greater than light.

Intelligence + Wisdom	Bonus Sorcery Points	Spell Level	Sorcery Point Cost
26-28	3	Cantrips	1
29-32	5	1 st	2
33-34	7	2 nd	3
35-36	9	3 rd	5
37-38	11	4 th	6
39-40	15	5 th	7
41+	20	-	-

- You have all of your spells memorized. You can learn a number of spells equal to ½ your Intelligence and Wisdom [round up] + ½ your sorcerer level [round up]. The maximum number of cantrips equals ¼ your spell number.
- You can choose to forget a spell at any time.
- Your sorcery skill starts at basic.

- **Metamagic:** At 3rd level, you gain the ability to twist your spells to suit your needs. You gain two of the following Metamagic options of your choice. You gain another one at 5th, 7th, and 9th levels. You can use only one Metamagic option on a spell when you cast it, unless otherwise noted.
 - **Careful Spell:** When you cast a spell that forces other creatures to make a saving throw, you can protect some of those creatures from the spell's full force. To do so, you spend 1 sorcery point and choose a number of those creatures up to your Wisdom modifier (minimum of one creature). A chosen creature automatically succeeds on its saving throw against the spell.
 - **Distant Spell:** When you cast a spell that has a range of 5 feet or greater, you can spend 1 sorcery point to double the range of the spell. When you cast a spell that has a range of touch, you can spend 1 sorcery point to make the range of the spell 30 feet.
 - **Empowered Spell:** When you roll damage for a spell, you can spend 1 sorcery point to reroll the damage dice. You must use the new roll. You can use Empowered Spell even if you have already used a different Metamagic option during the casting of the spell.
 - **Extended Spell:** When you cast a spell that has a duration of 1 minute or longer, you can spend 1 sorcery point to double its duration, to a maximum duration of 24 hours.
 - **Heightened Spell:** When you cast a spell that forces a creature to make a saving throw to resist its effects, you can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw made against the spell.
 - **Quickened Spell:** When you cast a spell that has a casting time of 1 action, you can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.
 - **Subtle Spell:** When you cast a spell, you can spend 1 sorcery point to cast it without any somatic or verbal components.
 - **Twinned Spell:** When you cast a spell that targets only one creature and doesn't have a range of self, you can spend a number of sorcery points equal to the spell's level to target a second creature in range with the same spell (1 sorcery point if the spell is a cantrip). To be eligible, a spell must be incapable of targeting more than one creature at the spell's current level. For example, magic missile and scorching ray aren't eligible, but ray of frost and chromatic orb are.

You may only use daggers or staves in combat and have basic proficiency with them. You gain another weapon proficiency at 4th, 8th, and 10th levels. You cannot wear armor or use shields.

Wizard: You study the arcane art of magic and can cast spells. Your spellcasting ability is Intelligence.

Use the Magic User class from the standard rules with the noted exception below.

Spells:

- The Spells entry is the number of spells that you may empower and cast per day.
- See chart below for bonus spells derived from casting attribute.
- Add cantrips to the spells section as follows: A wizard may cast a number of cantrips daily at a rate of: casting attribute bonus + casting level.
- Your sorcery skill starts at basic.

Casting Attribute Bonus Spells:

Intelligence	Cantrips	1 st Level Spells	2 nd Level Spells	3 rd Level Spells	4 th Level Spells
13-14	2	1	-	-	-
15-16	3	2	1	-	-
17	3	3	2	1	-
18	4	3	3	2	1
19	4	4	4	2	1
20	5	4	4	3	2
21+	6	5	4	4	3

Other Abilities:

You may only use daggers or staves in combat and have basic proficiency with them. You gain another weapon proficiency at 4th, 8th, and 10th levels. You cannot wear armor or use shields.

Kindred Classes: Use the original classes from the standard rules if this applies.

Section 3: Character Creation

Attributes:

Roll 3d6 six times. Assign results to attributes. Or roll according to the system the GM is using.

Attribute Value	Modifier
3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18-20	+3
21-23	+4
24+	+5

Strength measures muscle and physical power. Apply modifier to melee hit, melee damage, and forcing doors. Minimum 1 point damage.

Dexterity measures hand eye coordination, agility, reflexes, and balance. Apply modifier to Armor Class, missile hit, and initiative.

Constitution represents a health and stamina. Apply modifier to each time permanent hit points are rolled and to poison/shock saves/rolls.

Intelligence determines how well a character learns, remembers, and reasons.

Score	Additional Languages	Language Proficiency Potential	Minimum/Maximum Number of Arcane Spells that can be Learned per Spell Level
3-5	0	Unable to read or write, broken speech.	2/4
6-8	0	Partial ability to read or write. Impaired speech.	3/5
9-12	0	Basic literacy. Fluent speech.	4/6
13-15	+1	Literate on common topics. Fluent speech.	5/10
16-17	+2	Literate on complex topics. Fluent speech.	7/All
18+	+3	Literate on advanced topics. Fluent speech.	8/All

Wisdom describes a character's willpower, common sense, and intuition. While Intelligence represents one's ability to analyze information, Wisdom represents being in tune with one's surroundings.

Charisma measures force of personality, persuasiveness, personal magnetism, and ability to lead; not physical attractiveness. This ability is important for how other characters or monsters will respond to a character in an encounter, affects the morale of hirelings, and the number of retainers a character may have.

Score	NPC Reactions	Maximum Number of Retainers	Retainer Morale
3-5	-2	1	5
6-8	-1	2	6
9-12	0	4	7
13-15	+1	6	8
16-17	+1	8	9
18+	+2	10	10

Age:

You can choose or randomly generate your character's age. If you choose it, it must be at least the minimum age for the character's kin and class (see Table: Random Starting Ages). Your character's minimum starting age is the adulthood age of his or her race plus the number of dice indicated in the entry corresponding to the character's kin and class on Table: Random Starting Ages.

Random Starting Ages:				
Kindred	Adulthood	Column A	Column B	Column C
Dwarf	20 years	+3d6	+5d6	+7d6
Elf	30 years	+4d6	+6d6	+10d6
Gnome	20 years	+4d6	+6d6	+9d6
Halfling	20 years	+2d4	+3d6	+4d6
Human	15 years	+1d4	+1d6	+2d6
Column A	Nefarious and Professional			
Column B	Bard, Fighter, Friar, and Ranger			
Column C	Cleric, Druid, Paladin, Sorcerer, Wizard			

With age, a character's physical ability scores decrease and his or her mental ability scores increase. The effects of each aging step are cumulative. However, none of a character's ability scores can be reduced below 1 in this way. When a character reaches venerable age, secretly roll his or her maximum age, which is the number from the Venerable column plus the result of the dice roll indicated on the Maximum Age column. A character who reaches his or her maximum age dies of old age at some time during the following year. The maximum ages are for player characters. Most people in the world at large die from pestilence, accidents, infections, or violence before getting to venerable age.

Aging Effects:				
Kin	Middle Age*	Old**	Venerable***	Maximum Age
Dwarf	60 years	85 years	120 years	+2d20 years
Elf	75 years	100 years	150 years	+4d20 years
Gnome	50 years	80 years	110 years	+3d20 years
Halfling	50 years	75 years	100 years	+3d20 years
Human	35 years	55 years	70 years	+2d20 years
* At middle age, -1 to Str, Dex, and Con; +1 to Int, Wis, and Cha.				
** At old age, -1 to Str, Dex, and Con; +1 to Int, Wis, and Cha.				
*** At venerable age, -2 to Str, Dex, and Con; +1 to Int, Wis, and Cha.				

Height and Weight:

Random Height and Weight:				
Kin	Base Height	Height Modifier	Base Weight	Weight Modifier
Dwarf, male	3' 9"	+2d4	130 lb.	× (2d6) lb.
Dwarf, female	3' 7"	+2d4	100 lb.	× (2d6) lb.
Elf, male	4' 5"	+2d6	85 lb.	× (1d6) lb.
Elf, female	4' 5"	+2d6	80 lb.	× (1d6) lb.
Gnome, male	3' 0"	+2d4	40 lb.	× 1 lb.
Gnome, female	2' 10"	+2d4	35 lb.	× 1 lb.
Halfling, male	2' 8"	+2d4	30 lb.	× 1 lb.
Halfling, female	2' 6"	+2d4	25 lb.	× 1 lb.
Human, male	4' 10"	+2d10	120 lb.	× (2d4) lb.
Human, female	4' 5"	+2d10	85 lb.	× (2d4) lb.

Environment, Culture, and Social Class: Adapted from Sean the Stonegiant and Simrion

Pick the environments, cultural backgrounds, and social class a character was raised in, as a reflection of the upbringing the character has had. This provides certain starting skill/talent/task bonuses reflecting this upbringing.

A description of each cultural background follows and includes a view of the culture from the perspective of one of its members. Included in the description is a list of bonuses and skills/talents appropriate to that culture.

Environment:

Desert

Forest

Arctic

Grassland

Mountains

Coastal

Swamp/Marsh

Subterranean

City

Agriculture Countryside

Special (i.e. Fey Forest, Volcano, Chaos Lands, etc.)

Culture:

Civilized

Barbarian

Nomad

Primitive

Social Class:

Noble

Clerical

Crafters

Merchants

Farmers

Example #1: Halfgar the Fighter is created by player A. Player A decides that Halfgar will come from a Mountainous, Coastal region from a Noble, Barbarian culture similar to Earth's Viking Culture.

Example #2: Gallenor the elf Wizard is created by player B. Player B decides that she is raised in a human metropolis to give her some perspective on the human condition. Player B selects Crafter (Mage), Civilized, City, and Special (Fey Forrest). This reflects her experiences of traveling to the great enchanted forests and the lure of the cosmopolitan city life.

Assign Environment/Culture/Social Class starting values.

Dwarves: They must choose subterranean as one of their Environments, they may not choose Nomad or Primitive as their cultural background. Their starting selections are two at trained, one at skilled, and one at expert.

Elves: They must choose Forest Environment as one of their Environments (Fey, Temperate, Boreal, Rain forest, etc.). Elves may only choose Civilized as their cultural background. Their starting selections are two at trained, one at skilled, and one at expert.

Gnomes: They must choose subterranean, mountains, or forest as one of their Environments, they may not choose Nomad or Primitive as their cultural background. Their starting selections are two at trained, one at skilled, and one at expert.

Halflings: They may only choose Environments from the following list- Temperate Forest, Plains, Coastal, River/Lakes, City, & Agriculture countryside. Halflings may only choose Civilized or Nomad for their cultural background. Their starting selections are one at trained, one at skilled, one at expert, and one mastered.

Humans: Choose any appropriate Environment/Culture/Social Class combination.
Their starting selections are one at basic, one at trained, one at skilled, and one at expert.

Example #1: Halfgar starts with Noble-expert, Barbarian-skilled, Coastal-trained, and Mountainous-basic.
Example #2: Gallenor starts with Crafter (Mage)-trained, City-expert, Civilized-trained, and Special (Fey Forrest)-skilled.

Either the player or the GM may think of other "skill" applications during a campaign and they may be added right in without any changes to the character. (I.e. The Nomad character described above encounters a tribe of Centaurs while crossing the Steppes the GM decides that he has heard stories about them before while growing up and decides that this knowledge falls under Noble for him to determine pertinent information [customary greetings, proper etiquette, etc.]).

Apply Cultural Table results to character: Adapted from the Legend SRD.

Barbarian:

Tribal in nature, barbarians tend to shun civilization, viewing those who live in towns and cities as weak and corrupt. They are much closer to nature and live as one with the land, hunting and tending to their farms far out in the wilderness. Most are adept in the use of weaponry as they must face many dangers throughout their lives. Many have extensive boating or animal handling/riding skills.

Skill/Talent/Task Bonuses	All barbarian characters gain the following bonuses: +1 to Athletics, Riding and Stealth. +1 to Strength or Constitution based saves and rolls.
Combat Skills	Choose three Combat Skills from the following, and gain a +2 hit bonus to each: Battle Axe, Great Hammer, Axe, Blowgun, Bow, Dagger, Hammer, Sling, Spear, Staff, Long Sword, Unarmed
Other Skills	Barbarians choose one Skill at +2 from the following: Craft (any), Lore (any), Art (Play Instrument), Track.
Starting Money	Barbarians begin the game with with 3d6x5 Gold Pieces.

Civilized:

Civilized characters hail from an urban culture, which includes a village, town or city that is part of a wider network of similar settlements. In a civilized culture, education is becoming a right, not a privilege and the skills of the civilized character reflect this. However, he may be lacking in some of the skills that characters from other backgrounds will depend upon for survival in a harsh world.

Skill/Talent/Task Bonuses	All civilized characters gain the following bonuses: +1 to Carousing and Liaison.
Combat Skills	Choose one Combat Skill from the following and gain a +2 hit bonus: Spear, Great Sword, Great Hammer, Halberd, Bow, Crossbow, Dagger, Polearm, Short Sword, Long Sword, Pike, Pole Arm
Other Skills	Choose four skills at +2 from the following: Art (any), Craft (any), Language (any), Lore (any), Device, Play Instrument, Streetwise
Starting Money	Civilized characters begin the game with 3d6x10 Gold Pieces.

Nomad:

Nomadic people are constantly on the move, with no home and hearth to call their own. They may move aimlessly about, or they may have several camps they move to and from throughout the year. With no crops and few herd animals of their own, nomads are adept at surviving on what they can quickly and easily scavenge from the land.

Skill/Talent/Task Bonuses	All nomad characters gain the following bonuses: +1 to Constitution based saves and rolls. +1 to Athletics, Drive, Riding, and Stealth.
Combat Skills	Choose two Combat Skills from the following and gain a +2 hit bonus to each: Battle Axe, Great Hammer, Spear, Axe, Blowgun, Bow, Dagger, Hammer, Sling, Long Sword, Short Sword, Scimitar, Unarmed
Other Skills	Survival at +2. In addition, nomad characters choose one from the following at +2: Craft (any), Language (any), Lore (any), Play Instrument, Track, Watercraft (Specify Type).
Starting Money	Nomad characters begin the game with with 3d6x8 Gold Pieces.

Primitive:

People of other cultures commonly dismiss primitive people as little more than animals. While mostly prejudice, it is true that primitive peoples have not mastered the technology that so many other cultures take for granted, as they still rely on flint spears and arrows and they are highly skilled at the basic knowledge needed for survival in the wild.

Skill/Talent/Task Bonuses	All primitive characters gain the following bonuses: +2 to Constitution based saves and rolls. +1 to Athletics, Perception, and Stealth.
Combat Styles	Choose one Combat Skill from the following and gain a +2 hit bonus: Axe, Hammer, Spear, Mace, Blowgun, Bow, Dagger, Sling, Club
Other Skills	Survival and Track at +3
Starting Money	Primitive characters begin the game with with 2d6x5 Gold Pieces of goods.

Professions:

The player picks a profession and adds the table results associated with that profession to the character. If you prefer to randomly generate the results, roll a d30 and count down the listed entries.

Every character starts the game having followed a profession. The profession he chooses may not necessarily be the one he continues to follow as he begins his adventuring life but it is the career he embarked on as part of the transition to adulthood and it further defines his development. The professions available are dependent on the cultural background; in some cultures the list of available professions is quite narrow because the needs of the community are straightforward and cultural traditions will push young adults along a certain path. In others, the list is more diverse, reflecting a more complex community and society with wider needs or cultural traditions that have diversified over the centuries.

Players should therefore examine the list of professions available to them based on the cultural background chosen in the previous stage of Previous Experience. Like the cultural background the profession offers bonuses to Skills/Talents/Tasks. These are applied to the character immediately.

If a profession duplicates a Skill/Talent/Task gained through the cultural background then the character gains a +1 bonus to it.

Profession:	Cultural Availability:	Skill/Talent/Task Bonuses:
Acrobat	Barbarian, Civilized	Athletics +1, Sleight of Hand +1, Art (Acrobatics) +1
Alchemist	Civilized	Healing +1, Alchemy +1, Sorcery (Grimoire)
Animal Trainer	All	Drive +1, Healing +1, Lore (Regional) +2, Riding +1
Bard	All	Lore (Regional) +1, Sing +2, Sleight of Hand +1. Select Two at +1: Language, Lore, Art (Musical Instrument)
Blacksmith	Barbarian, Civilized	Brawn +1, Hammer +1, Craft (Blacksmith) +2
Champion/ Knight/ Noble Warrior	All	Athletics or Brawn or Riding +1. Pick any two Combat Skills +2 . Select Two at +1: Culture (Other), Liaison, Oratory, Art (Specify)
Courtier	Civilized	Lore (Regional) +1, Steward +1, Art (Dance) +1. Select Two at +1: Liaison, Lore (Art), Lore (Heraldry), Lore (Philosophy), Art (Musical Instrument)
Craftsman	All	Craft (Any) +2. Select Two at +1: Craft (Other than primary craft), Lore (Engineering), Device
Diplomat	Civilized	Culture (Own) +1. Select Three at +1: Culture (Other), Language, Liaison, Lore (Any), Art (Musical Instrument)
Explorer	Barbarian, Civilized	Lore (Regional) +2, Select Three at +1: Language, Lore (Astronomy), Lore (Geography), Watercraft (Specific Type), Survival
Farmer	Barbarian, Civilized, Primitive	Athletics, Brawn, Driving, Lore (Regional), Craft (Farming) all at +1
Fisherman	All	Craft (Fisherman) +1, Athletics +1, Lore (Regional) +1, Lore (Swim) +1, Select Two at +1: Watercraft (Specific Type), Survival, Craft (Specify Type)
Herdsmen	Barbarian, Nomad, Primitive	Craft (Herdsmen) +1, Healing +1, Lore (Regional) +1, Sling +2. Survival +1
Hunter	All	Lore (Regional) +1, Stealth +1, Survival +1, Track +1, One missile weapon +2
Mercenary	Barbarian, Civilized, Nomad	Lore (Tactics) +1, Unarmed +1. Pick any two Combat Skills +2. Select Two at +1: Athletics, Driving, Riding
Merchant	Barbarian, Civilized	Lore (Merchant) +1, Drive +1, Lore (Regional) +1, Select Two at +1: Language, Lore (Logistics), Watercraft (Specify Type)

Profession:	Cultural Availability:	Skill/Talent/Task Bonuses:
Miner	Barbarian, Civilized	Athletics +1, Brawn +1, Craft (Any) +1, Hammer +2, Lore (Mineral) +1
Noble	Civilized	Sword +2, Riding +1. Select Two at +1: Culture (Other), Language, Lore (Any), Art (Musical Instrument), Leadership +1
Physician	Civilized	Healing +2, Lore (Regional) +1, Language, Lore (Specify Type) +1
Priest	Barbarian, Civilized, Nomad	Religion +1, Lore, (Regional) +1, Select Three at +1: Lore (Specify Type), Craft (Specify Type), Language, Art (Specify Type)
Sailor	Barbarian, Civilized, Primitive	Athletics +1, Lore, (Regional) +1, Watercraft (Specify Type) +1, Select Two at +1: Culture (Other), Language (Other), Lore (Swim)
Scholar	Civilized	2 x Lore (Any) at +1, Culture (Own) +1, Lore (Regional) +1, Language +1
Shaman	Barbarian, Nomad, Primitive	Religion +1, Healing +1, Lore (Regional) +1, Select One at +1: Lore (Any), Survival
Soldier/Warrior	All	Athletics +1, Brawn +1, Lore (Tactics) +1. Pick any two Combat Skills +2.
Spy	All	Select Two Culture (Other) +1, Disguise +1, Language, Track +1, Lore (Regional) +1, Pick One at +1: Sleight of Hands, Stealth, Liaison
Thief	All	Disguise +1, Device +1, Streetwise +1, Sleight of Hands +1, Stealth +1
Tracker	Barbarian, Nomad, Primitive	Athletics +1, Survival +1, Track +1, Perception +1, One weapon skill at +2
Witch	All	Healing +2, Lore (Regional) +1. Choose from: Religion and Pact (Cult or God) or Sorcery (Grimoire) +2. Select One at +1: Alchemy, Lore (Any), Survival
Sorcerer	Civilized	Sorcery (Grimoire), Language, Lore (Regional), Alchemy – all at +1, Select One at +1: Language, Lore (Any)
Woodsman	Barbarian, Primitive	Athletics +1, Axe +2, Brawn +1, Lore (Regional) +1, Survival +1

Families, Allies, Contacts, Enemies and Rivals: Optional

Family Ties:	Roll d100:	Roll d100:	Roll d100:
	Parents/Guardian:	Siblings:	Family Size
01-19	Both Parents present	None	Self Contained
20-39	No Living Parents	1d4	1d4 Aunts and Uncles on each parent's side
40-59	One birth parent plus step parent	1d6	1d6 Aunts and Uncles on each parent's side
60-79	Single Parent – Father	1d8	1d8 Aunts and Uncles on each parent's side
80-100	Single Parent – Mother	2d6	1d10 Aunts and Uncles on each parent's side

For large families it is recommended that details be left deliberately vague. Part of the fun is introducing that roguish or well connected uncle or cousin at strategic points in a campaign or scenario, and keeping family details at a high level allows for considerable flexibility in developing interesting and intriguing plot twists.

How well is the family connected? Is it important or run of the mill? Is it well liked or does the family name carry with it a stigma? The following tables help decide how well known the family is and what kind of weight it carries at local, regional and national levels.

Family Reputation:	Roll d100:	Roll d100:
	Reputation:	Contacts, Enemies and Rivals:
01-19	Poor reputation	1D3 Enemies or Rivals
20-39	Average reputation but a few skeletons and secrets in the background	1 Enemy or Rival
40-59	Average reputation	None
60-79	Good reputation but a few skeletons and secrets in the background	1 Contact or Ally
80-100	Reputation of excellent standing	1D3 Contacts or Allies

Family Connections:	Roll d100:	Roll d100:
	Connections:	Contacts, Enemies and Rivals:
01-19	No connections worth mentioning	None
20-79	Family has reasonable connections within the community	None
80-89	Family is considered well connected with other families and persons holding local power	1 Contact and 1 Rival
90-94	Family is considered well connected with other families and persons holding local and regional power	2 Contacts, 1 Rival and 1 Enemy
95-100	Family is considered well connected with other families and persons holding local, regional and national power	2 Contacts, 2 Rivals and 2 Enemies

Optionally the character may be married. How happily the character is married is up to the player to decide similarly, children. If the character wants to have children by his spouse then he may roll 1D3-1, giving a result of between 0 and 2 children, about right for characters in these kinds of cultures and starting ages. The age of any children will be, again, 1D3-1, with a result of 0 indicating a new-born.

Allies, Contacts, Enemies and Rivals:

Through both his family and his personal dealings, an character may make acquaintances that will help or hinder him in the future. The Family Reputation and Family Connections tables will have determined if Allies, Contacts, Enemies or Rivals are present in the character's life and, if so, how many are out there.

- Contacts are individuals that the character knows and has had friendly dealings with in the past. They have useful skills or positions and may be willing to aid the character.
- Allies are individuals that the character knows and has had friendly dealings with in the past. Allies will actively go out of their way to provide aid when asked for it.
- Rivals are people who hate or oppose the character and will attempt to interfere or harass him.
- Enemies are even worse than Rivals – a Rival will normally work within the law but an Enemy wants the character dead, imprisoned or otherwise doomed.

Note any Allies, Contacts, Enemies or Rivals on the character sheet along with a little detail on why they have this relationship with the character. Players can give as much detail as they wish, from the sketchy (Rival in the Clan) to the detailed (Tabor of East Mark is my Rival, because I disobeyed his orders while out hunting. He had me embarrassed in front of the clan elders, damn him! I'll have my revenge on him one day!).

Skills/Talents/Abilities:

Free skills: Add 1d8 levels of Skills/Talents/Abilities. Free skill choices may not exceed trained during character creation.

The following list is for inspiration:

- Alchemy: the esoteric art of combining and creating alchemical and chemical substances. Also covers herbalism and poison making. E
- Animals: the care and training of animals. Also covers general agriculture. C
- Artifice: the creation and appraisal magical items. E
- Artillery: the use of siege engines such as ballistae and catapults. In higher-tech settings, this also covers the use of primitive cannons. R & E
- Art (Specify type): the use of artistic talent, from painting, sculpting, singing, acrobatics and dance. The tea ceremony is an art. C, R, & E
- Athletics: the ability to exert oneself physically. Climbing, running, and jumping. C
- Brawn: Pushing, pulling, and lifting. C
- Carousing: the art of mingling in social settings to achieve your goals. C
- Craft (Specify Type): Professional/Occupation class or category. Includes creating, maintaining, repairing, performing, and evaluating. C, R, & E
- Culture (Barbarian), (Civilized), (Nomad), (Primitive): General skill/knowledge/talent known to that category of cultures. C, R, & E
- Device: the ability to maintain, repair, and build mechanical devices of all sorts, from crossbows to cartwheels. Also covers lock picking. C, R, & E
- Drive (Specify Type): Use and maintenance of specified type of transportation. C, R, & E
- Healing: training in the art of healing, from diagnosis to binding wounds to surgery. C, R, & E
- Investigation: this skill combines keen observation, searching, forensics, research, and detailed analysis. R
- Leadership: motivating and directing others, often in times of crisis. R
- Liaison: the art and practice of negotiation and diplomacy in a myriad of social situations. This skill covers diplomatic meetings, haggling with merchants, or diffusing a tense situation before blades start flashing. R
- Make/Set/Disarm traps: R
- Language (Specify): C, R, & E
- Lore (Global), (General or Regional), and (Specific): larger Lore categories are more generalized and vague fields of knowledge. Swimming is a lore. It's application is athletics. C, R, & E
- Melee Weapons (Specify type): fighting hand to hand, either with a weapon or unarmed. See weapons table. C
- Missile Weapons (Specify type): using projectile and thrown weapons such as javelins, throwing knives, bows, and crossbows. In higher-tech settings, this also covers the use of primitive firearms. See weapons table. C

- Nefarious (Specify type): See class description. Select from:
 - Assassinate – With a successful surprise attack, an assassination attempt may be made. 50% + 10% talent level over unskilled. Subtract 10% each fighter level greater than nefarious level. All other classes, subtract 5% each level greater than nefarious level. R
 - Climb sheer surfaces. C
 - Disguise. R
 - Find traps. R
 - Forge art – must have appropriate sample and/or knowledge talent. R & E
 - Forge documents – must have appropriate sample and/or knowledge talent. R & E
 - Gamble – choose one game of chance. C
 - Hear sounds. C
 - Loan Shark. R
 - Make/Set/Disarm traps. R
 - Open locks. R
 - Poison. R & E
 - Sleight of hand: Includes minor making things disappear and pick pocketing. R
 - Smuggle. R
 - Stealth – see below. R
- Religion: knowledge of gods and demons – and the ways to worship them. In some settings, this skill may grant certain supernatural abilities. C, R, & E
- Riding (Specify Type): using animals for transportation. C, R, & E
- Rulership: Administration of realms, bureaucracies, and the law. Also covers forgery. R
- Sing (Specify Type): C
- Sorcery: the dark arts of magic, both arcane and divine, from ritual spells to identifying and creating magical items. R & E
- Stealth: training in being unseen and unheard. R
- Steward: the care and serving of nobility, celebrities and other guests of high status. C, R, & E
- Streetwise: familiarity with underworld society and the ways of working with it. R
- Survival: staying alive in the wilderness, covering “outdoor” skills such as foraging and fishing. R
- Tactics: tactical planning and decision making, whether on the ground or at sea. R
- Tracking: following the tracks/trail of others. R
- Watercraft (Specify Type): controlling and using boats and ships, including navigation. C, R, & E

C = Common R = Rare E = Exotic

Skills/Talents/Abilities are rated by level & bonuses for 2d6:

Unskilled	Disadvantage
Basic	+0
Trained	+1
Skilled	+2
Expert	+3
Master	+4
Grandmaster	Advantage

Apply Kindred choice.

Apply Class choice.

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Version 3 deletes Wizards ability to learn any number of spells. See Intelligence description in characteristics.