

D20 Character Generation and Maintenance

Preliminary user manual

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Introduction

Welcome to the *d20 character generation and maintenance program*. This powerful tool will help you to create character statistics for all d20 game sets, as well as allowing you to make running changes throughout the life of the character. With facilities that allow you to create a new d20 system character from scratch, edit an existing character or create a random character of your choice, the *d20 character generation and maintenance program* makes character creation and maintenance easy!

Role-playing games, also known as RPG's, are paper-based adventure games that take the players on journeys and campaigns filled with monsters, treasure and knowledge, and players must create their own characters to participate in these. Based on the d20 system, players go through a series of steps and rules to create all of the characteristics required to make a character with all of the necessary attributes needed. All of this information will be stored on an appropriate medium, such as a paper character sheet, for future reference. An example of a popular RPG is that of Dungeons and Dragons. This manual will use this d20 rule set within examples and explanations.

Throughout game play with the character, certain aspects of the characters change due to occurring factors such as battles and discoveries. Players must continually update their character sheets to keep up with these changes, which can prove to be difficult at times, especially if a character is 'levelling up'. Many attributes and statistics affect each other, so each change that is made needs to be checked to ensure it will not impact on another. Without the appropriate tools this process can be time-consuming, but unfortunately cannot be avoided and must be completed after each campaign the character participates in. Is there an easier way to do this?

Yes there is! The *d20 character generation and maintenance program* allows you to do all of this quickly and easily, and requires no pen-and-paper work to do it. For those wanting to create a new character, the program conveniently splits character generation into 10 sections for easier working. The program ensures all entered values comply with the rule set of the chosen d20 game, informing you instantly if there is a problem. The *d20 character generation and maintenance program* also allows you to edit saved characters for when changes to characters statistics need to be made. Also with the built-in functionality of random character generation for a quick alternative to character creation, all of your character needs are catered for in this program.

The *d20 character generation and maintenance program* can be used for all of the popular d20 system role-playing games, including Dungeons and Dragons and d20 modern.

PLEASE NOTE: The *d20 character generation and maintenance program* is designed as an aid to anyone wishing to create characters from various d20 system RPGs. It is assumed that all users of this program have at least a minimal knowledge and understanding of their chosen d20 game, as no rules are provided for viewing within this user manual or program help system. Minimal information about certain abilities and statistics can be found within the glossary.

Getting started

The *d20 character generation and maintenance program* main menu allows you to access all three sections of the program with the click of a button. There is also a menu located across the top of the screen that can be accessed at any stage of the program. There are three sections to the program:

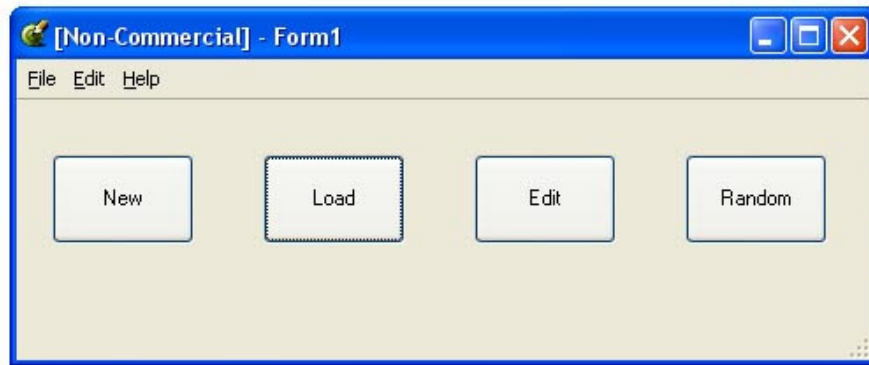


Figure 1.1 The main menu

- o Create a new character,
- o Open and edit an existing character,
- o Create a random character.

For information on how to use these sections of the program, please see the appropriate pages of this user manual.

The Help System

Throughout the program, you have access to two main help systems to guide you through the character creation and maintenance program. The main help system is available through the main help menu at the top of the screen.

Also throughout the character creation process, information about your current tasks and data entry fields will be displayed in a status box at the base of the screen. This will inform you of any necessary information that you may wish to know, including particular rules that may apply to the data for a particular data entry field, or give an explain as to what an item may do.

Creating a new character

So, you want to create a new character – how do you do it? Quickly and easily with *d20 character generation and maintenance*. To create a new character, first select new from the main menu. This will then present you with a prompt screen that will determine what sort of character you wish to create (see figure 2.1). Throughout this section we will be using the example of creating a character for the RPG Dungeons and Dragons from the V3.5 rule set.



Figure 2.1 Creating a new character

Firstly, select which d20 system you wish to create a character for, in this case the Dungeons and Dragons 3.5 system. Once you select your appropriate system, all of the available character classes and races will be displayed in the selection boxes underneath. Select the class and race you wish to use for your character, then click the continue button to proceed to the next screen.

Please note that the program will calculate for you any class or racial bonuses that your selections may entitle you to, and will automatically be added to your players' statistics.

Understanding your screen



Figure 2.2 Main character attributes and statistic sections

There are two main screen areas that you will use within the character statistics screen. Across the top of the screen, you will see 5 selection boxes containing the base values of your new character. These include:

- o *Level* – Current character level/experience eg. 1st,
- o *Class* – Previously chosen character class eg. Bard,
- o *Race* – Previously chosen character race eg. Human,
- o *Gender* – Gender of new character eg. Male,
- o *Alignment* – Alignment of new character eg. Lawful good.

The level, gender and alignment fields will automatically be set to default values. If you wish to change them, enter or select the new value and press enter.

Below this is the main working area, which will display all of the characters information. There are ten tabs that break all statistics into appropriate sections, a brief summary of each follows.

- | | |
|------------------------|--|
| o <i>Abilities</i> | Six base abilities determining characters strengths, |
| o <i>Skills</i> | Special tasks a character is good at performing, |
| o <i>Feats</i> | Special moves and abilities a character is good at, |
| o <i>Purchase</i> | Purchase items for character use, |
| o <i>Equipment</i> | Management / equipping of current items, |
| o <i>Spells</i> | Spells obtained by the character, |
| o <i>Stats</i> | Calculate combat statistics for character, |
| o <i>Character Bio</i> | Physical attributes of the character, |
| o <i>General</i> | Funds, deities and languages possessed, |
| o <i>XP</i> | Experience points determining character playing level. |

Information on all of these sections follows, for information on each please see the corresponding section.

Selecting ability scores

The screenshot shows the 'Abilities' screen in the '[Non-Commercial] - d2o' application. At the top, there are dropdown menus for Level (1st), Class (Bard), Race (Human), Gender (Male), and Alignment (Lawful Good). Below these are tabs for Abilities, Skills, Feats, Purchase, Equipment, Spells, Stats, General, Character Bio, and XP. The 'Stats' tab is selected, displaying a table for ability scores (STR, DEX, CON, INT, WIS, CHA) with columns for Base, Racial, and Misc. modifiers, and a section for Hit Points (HP Total, HP, Base, Misc.) and Earned Abilities.

Figure 2.3 The abilities screen

The ability section is broken up into three sub-sections, stats, hit points and earned abilities. To generate ability scores, firstly select the style of stat allocation from the style drop down box. Once you have selected this, select the type from the type drop down box. There are then several ways that abilities can be generated. To generate the characters hit points, click the roll button to assign the base hit points. Following is a summary of the listed fields:

- **Hit Points** – displays the characters total hit points.
- **Base** – displays the number of hit points that were rolled.
- **Misc** – displays any additional hit points from bonuses, DM , etc.

If you want to add more hit points to the character increase the number in the User section to the number of extra hit points. This will be added to the Misc field in the HP Total section.

The Earned Abilities covers ability bonuses for a character. The earned field shows how many bonus ability points were earned. To assign earned abilities, select the number of points you want to assign, then select the ability you want to assign to from the drop down list. The level is automatically assigned. Then, click the add button. The Change will be displayed in the list on the right. To remove an earned ability, select the entry and click the remove button.

Selecting skills

Skill	Key Ability	Skill Mod.	Ability Mod.	Ranks	Misc. Mod.	Untrained	Type
Appraise	INT	0	0	0	0	Yes	CC

Figure 2.4 The skills screen

The skills screen shows the skill and all of the skills' information - Skill, Key Ability, Skill modifier, Ability modifier, Ranks, Miscellaneous Modifier, Untrained skill and type of skill. The **points** field contains the number of points the character has to use.

To add a skill, click the add button . A window will appear with a list of all available skills. Select the skill you wish to add, then click add. It will now appear within your set of skills. To remove a skill, select the skill you wish to remove and click the remove button.

Selecting feats

Level: 1st Class: Bard Race: Human Gender: Male Alignment: Lawful Good

Abilities Skills **Feats** Purchase Equipment Spells Stats General Character Bio XP

Feats Available

Feat	Type
Alertness General	

Points:

Feats Earned

Feat	Type	Level
Alertness General 1		

Special Abilities

Feat	Type	Level
Alertness General 1		

Requirements:

☐ Feat Prerequisites Enabled

Add Add Bonus Remove

Figure 2.5 The feats screen

On the feats screen the feats available section lists all the available feats. The user can decide to enable or disable Feat Prerequisites by clicking the feat prerequisites enabled tick box on and off. If the feat prerequisites enabled box is ticked each feat pre-requisites will be shown in the Requirements field when it is selected from the feats available list.

The points field shows how many points the character has left to use for feats. The feats earned section, lists the feats that have been added and the special abilities section lists the feats that the character already has from racial and class bonuses.

To add a feat, select the feat from feats available, and then click the add button. If the feat prerequisites enabled feature is running the feat will not add if the character does not have the prerequisites and an error message will appear. The feat should then appear in feats earned. You can also add a bonus feat, normally awarded by the DM – these are additional to the amount of feats a character is allowed to have.

You can only remove a feat from the feats earned list. To do this, select the feat from feats earned then click on the remove button.

Making equipment purchases

The screenshot shows a software window titled "[Non-Commercial] - d20". At the top, there are five fields: "Level" (1st), "Class" (Bard), "Race" (Human), "Gender" (Male), and "Alignment" (Lawful Good). Below these are several tabs: "Abilities", "Skills", "Feats", "Purchase" (highlighted), "Equipment", "Spells", "Stats", "General", "Character Bio", and "XP". The "Purchase" tab is active, displaying a "Buy / Sell" section. This section includes a dropdown menu set to "Weapons", a "Melee" dropdown, a "Masterwork" checkbox, and a "Medium" dropdown. To the right of these is a table with columns: "Name", "Range", "Attack", "Critical", "Increments", "Weight", "Size", and "Type". Below the table are "Buy" and "Sell" buttons, and a "Buy/Sell for Free" checkbox. The "Own" section at the bottom has a "Funds" area with input fields for "PP:", "GP:", "SP:", and "CP:". To the right of the funds is another table with columns: "Name", "Cost", "Weight", and "Size".

Figure 2.6 The purchase screen

To obtain any weapons or items for your character to use throughout their campaigns, you will be required to purchase them from your current funds. To purchase an item, first select the item from the top drop-down menu (i.e. weapon, armour, food). A list of all available items in that section will then be displayed in the top window. Choose the item you wish to purchase, and then click the buy button to complete the transaction. The cost of the item will then be withdrawn from your current funds.

All purchased items will appear in the bottom window. If you no longer require an item, you are able to sell it at half of the cost price. To sell an item, select the item from the list, and click the sell button to complete the transaction. Money made from the sale will then be added to your current funds.

DM'S NOTE: If an item is given to a player by the DM, select the 'Buy/Sell for free' check box BEFORE clicking the buy or sell button for that particular item, which will be added to the characters inventory at no cost.

Managing your purchases / equipment

The screenshot shows a character management interface for a d20 system. The 'Equipment' tab is active, displaying two sections: 'Unequipped' and 'Equipped'. The 'Unequipped' section allows filtering items by category (Weapons, Melee) and lists them with columns for Name, Cost, Weight, and Size. The 'Equipped' section allows reordering items (Move Up, Move Down) and lists them with columns for Name, Range, Attack, Critical, Increments, Weight, Size, and Type. Buttons for 'Equip' and 'Unequip' are located between the two sections.

Figure 2.7 The equipment screen

The unequipped section shows all the items that the character currently owns, but is not currently carrying or using. It is categorised by the two drop-down boxes on the left. To see all of your items select all in the first drop-down box.

To equip your character with an item, select the item from the list in the unequipped section. Once selected, then click the equip button – it will now display in the equipped section at the bottom of the screen. Alternatively, to un-equip an item, select the item from the equipped section. Once selected, then click the un-equip button and it will be removed from the equipped section..

Adding new spells

The screenshot shows a software window titled "[Non-Commercial] - d20". At the top, there are fields for character attributes: Level (1st), Class (Bard), Race (Human), Gender (Male), and Alignment (Lawful Good). Below these are tabs for Abilities, Skills, Feats, Purchase, Equipment, Spells (which is selected), Stats, General, Character Bio, and XP. The main area is divided into two panes. The left pane, titled "Spells", contains a table with columns "Name", "Level", and "Type", which is currently empty. To the right of this table are two dropdown menus, both set to "All", and an "Override" checkbox which is unchecked. At the bottom of the left pane are "Add" and "Remove" buttons. The right pane, titled "Spells Known", also contains a table with columns "Name", "Level", and "Type", which is also empty.

Figure 2.8 The spells screen

Particular players will have the ability to cast spells, and during character creation the player must choose their initial spells. Firstly, select which spells you would like to be displayed in the left information window, for example all spells, or spells specific to a particular class. Select the spell that you wish to add to your character then click the add button. It will then appear within the right window.

All spells have prerequisites that must be met before they are added to your character. However if you are granted /obtain a spell outside your race and class range, click the override checkbox and then click the add button to allow the spell to be added.

If you wish to remove a spell, select the appropriate spell from your current list on the right of the screen, then press remove button to remove it permanently from the list.

Creating character combat statistics

The screenshot shows a character creation interface for a d20 system. The 'Stats' tab is active, displaying various combat statistics. The top section shows character details: Level 1st, Class Bard, Race Human, Gender Male, and Alignment Lawful Good. Below this are tabs for Abilities, Skills, Feats, Purchase, Equipment, Spells, Stats, General, Character Bio, and XP. The 'Stats' tab contains several sections: 'Stats' with AC, TOUCH, and FLAT-FOOTED; 'Melee' and 'Ranged' attack formulas; 'Saves' with FORT, REF, and WILL; 'Initiative' with INIT; and 'Speed'. Each section shows a formula with input boxes for Base, Mod, Size, Misc, and User, followed by a total box and a user control roll box.

Figure 2.8 The statistics screen

This is an information screen displaying your combat statistics, which are determined by your chosen race, class and certain attributes you may have chosen your character to possess. Most values will only be information displays, however if you wish to manually change the total of a statistic, use the associated user control roll box to add or subtract. Following is a brief summary of each statistic.

- o **Basic combat stats**

- *AC* – total hit points of the character,
- *Touch* – attack that connects with opponent without piercing armour,
- *Flat-footed* – vulnerable to attacks at beginning of combat,
- *Melee* – physical combat of characters close to each other,
- *Ranged* – attacks made at a distance with a ranged weapon.

- o **Saves**

- *Fortitude* – ability to withstand damage due to physical stamina,
- *Reflex* – ability withstand damage due to agility and quick reactions,
- *Will* – ability to withstand damage due to mental influence.

- o **Initiative** – count that determines the order of characters participate in.

- o **Speed** – Base speed of the character is able to move.

Adding additional character statistics

The screenshot shows a character creation window titled "[Non-Commercial] - d2o". At the top, there are fields for Level (1st), Class (Bard), Race (Human), Gender (Male), and Alignment (Lawful Good). Below these are tabs for Abilities, Skills, Feats, Purchase, Equipment, Spells, Stats, General (selected), Character Bio, and XP. The General tab contains three main sections: Funds, God, and Language. The Funds section has input boxes for PP, GP, SP, and CP, along with an "Add / Remove" control showing "0" and a "GP" dropdown, and "Add" and "Remove" buttons. The God section has a table for "Gods" with columns "Name" and "Alignment", a "Your God" field with a picture placeholder, and "Add" and "Remove" buttons. The Language section has a "Languages:" table with columns "Name" and "Type", and a "Known" table with columns "Name" and "Type", both with "Add" and "Remove" buttons.

Figure 2.9 The general information screen

There are three main categories within this section, including funds, religions and gods as well as languages.

- o **Funds** – There are four forms of currency that players can use – in order of most valuable they are platinum (pp), gold (GP), silver (SP) and copper (CP) pieces, gold being the most common currency. To add or remove funds, select the appropriate currency from the list, then using the arrow keys select how much to add or remove, then click the appropriate button. For larger values, type the number into the amount box, and then click the appropriate button.
- o **Gods** – All characters are likely to follow the preachings of one god and religion. Note that for a character to choose a god (also known as a deity), the alignment of the character must match that of their chosen god. To set a deity, select one appropriate to your alignment and click the add button. A picture of your chosen deity will appear in the window beside the deity list.
- o **Languages** – Every character will have at least one language, however some may have the ability to use more than one, or be able to gain knowledge in others. To add more language abilities to your character, select the appropriate language from the known languages box and click the add button.

Character bio creation

Figure 2.10 The character bio screen

It is important for every character to have an identity, and within the character bio section is where you choose all of their physical statistics. Some entry fields are self-explanatory, but following is a brief description of some of the more in-depth fields.

<i>Character name:</i>	Selected name of the created character,
<i>Player name:</i>	Name of the creator / player,
<i>Campaign:</i>	If applicable, the campaign the character belongs to,
<i>Deity:</i>	Chosen religion/god,
<i>Size:</i>	Small/medium/large – based on chosen race,
<i>Height/weight:</i>	Physical height and weight of character,
<i>Image:</i>	A selected image representation of the character.

Remember that many of these values will already have been pre-selected in previous sections, therefore will not be able to be changed and will appear for information purposes only.

Dealing with character experience (XP)

The screenshot shows a software window titled "[Non-Commercial] - d20". At the top, there are dropdown menus for "Level" (set to "1st"), "Class" (set to "Bard"), "Race" (set to "Human"), "Gender" (set to "Male"), and "Alignment" (set to "Lawful Good"). Below these are tabs for "Abilities", "Skills", "Feats", "Purchase", "Equipment", "Spells", "Stats", "General", "Character Bio", and "XP". The "XP" tab is selected. On the left, under the "XP" tab, there is a table with columns "Level", "Class", "Hit Points (Roll)", and "Skill Points". The table is currently empty. On the right, there are three sections: 1. "XP" section with an input field and an "Adjust" button. 2. "Level Up" section with an input field labeled "Next Level Up" and a "Level Up" button. 3. "Hit Points" section with a "Reroll HPs" button.

Figure 2.11 The XP screen

The list on the left of the screen contains a history of a character's levels, class, hit point roll (for each level) and the skill points in that level. On the right in the XP section you can adjust your experience points, and also determine at what stage your character will level up

To adjust your XP, enter the XP you want to add in the field next to the adjust button to the character then click the adjust button to make the change. This will add the XP to the current XP field.

Underneath the XP section is the level up section. The next level up field shows the amount of XP needed to be able to level up. If the character's current XP is equal to or higher than the next level up field, click the level up button to increase your current players level.

Creating your character sheet

Once you have completed all of the necessary information for your character, you can then display it in the standard character sheet format. Make sure you have the character you wish to create open, then go to the file menu and select 'Create character sheet'. After a few moments this will generate a new character sheet with all of the current statistics stored about your character.

Just like a character file, the character sheet can be saved for future reference, although it will be produced in Acrobat Reader® format and the contents will not be able to be changed. Follow the same procedure as saving a character file to save the character sheet.

Saving your character file

Once you have completed your character and wish to save the changes, go to the file menu and select the save option. Select the location to save the character file to, name the file and click the save button.

Depending on the rule set the character belongs to, the extension created by the file will allow for easier identification later on. For example, for a Dungeons and Dragons character file the extension would be *.dnd.

Modifying an existing character

If you wish to modify a currently existing character file created with the program, go to the file menu and select open. Locate the file you wish to open and modify, then click the open button. This will then open the file and allow you to see all of the characters information.

To change any statistics, refer to the appropriate sections containing the information. For information or help in completing these changes, please see the *creating a new character* section of the manual.

Random character generation

The process of character creation from start to finish can be a lengthy one. The random character generator provides a quick alternative to the traditional methods, creating a character specific to criteria chosen by the user. To create a random character, select the random option from the start menu. The following screen will then appear.

Figure 2.11 The random character screen

To create a random character, first select the system you wish to create your character for. Once selected, all available classes and races will appear - select the class/race for your new character. Other information that you may specify for your random character include:

- Name (or select random to generate a name)
- Gender
- Height / weight
- Alignment
- God/deity (dependant on alignment)
- Physical attributes (eye, hair colour, skin tone)
- Image representation

Once all of the necessary information is completed, click the generate button to create your new character. All information will then be displayed on screen, allowing you to change or add any information to the character before saving.

About the project



Team d20

Front: Mark Boxall and Michael Tonini

Back: Mark Hellmund, Mavis Shaw and Caleb Avery

Team d20 are a group of third year SITACS (School of Information Technology and Computer Science) students and close friends currently studying at the University of Wollongong. The d20 character generation and maintenance program has been created in association with the major project component of the Computer Science and Information Technology degrees, and must be completed as a core subject.

All members of the team have backgrounds and interests in multiplayer computer gaming and lanning, including RPG games, and also in computer system design, programming and development. With all of these skills, they have combined to produce a user-friendly alternative to current paper-based methods to allow quicker and easier game play for RPG players.

Meet the team

Caleb Avery – Currently studying a Bachelor of Computer Science, Calebs specific assigned group role is of joint systems developer.

Mark Boxall – Currently studying a Bachelor of Computer Science and Bachelor of Arts (majoring in graphic design), Marks specific assigned group role is of project manager.

Mark Hellmund – Currently studying a Bachelor of Computer Science, Marks specific assigned group role is of joint systems developer.

Mavis Shaw –Currently studying a Bachelor of Information and Communications Technology (majoring in Business Information Systems and Software Engineering), Mavis' specific assigned group role is of systems analyst.

Michael Tonini –Currently studying a Bachelor of Information and Communications Technology (majoring in Business Information Systems and Networking), Michaels' specific assigned group role is of business analyst.

Peter Castle – Currently a lecturer of Computer Science subjects at the University of Wollongong, Peter is the group supervisor.

Glossary (taken from the D&D V3.5 Rulebook)

- o **Ability** – One of the six basic character qualities: Strength (Str), Dexterity (Dex), Constitution (Con), Intelligence (Int), Wisdom (Wis) and Charisma (Cha)
- o **Alignment** – One of the nine descriptors of morality for intelligent creatures: lawful good (LG), neutral good (NG), chaotic good (CG), lawful neutral (LN), neutral (N), chaotic neutral (CN), lawful evil (LE), neutral evil (NE), and chaotic evil (CE).
- o **Arcane spell** – Arcane spells involve the direct manipulation of mystic energies. Bards, sorcerers and wizards cast arcane spells.
- o **Armour Class (AC)** – A number representing a creatures ability to avoid being hit in combat. An opponents attack roll must equal or exceed the target creatures Armour Class to hit it.
- o **Barbarian** – A class made up of ferocious warriors who use inborn fury and instinct to bring down foes.
- o **Bard** – A class made up of performers whose music and poetics produce magical effects.
- o **Charisma (cha)** – The ability that measures a characters force of personality, persuasiveness, personal magnetism, ability to lead, and physical attractiveness.
- o **Character** – A fictional individual within the confines of a fantasy game setting.
- o **Class** – One of the eleven player character types – barbarian, bard, cleric, druid, fighter, monk, paladin, ranger, rogue, sorcerer or wizard. Class defines a characters predominant talents and general function within an adventuring party.
- o **Cleric** – A class made up of characters that cast divine spells and are also capable in combat.
- o **Constitution (con)** – The ability that represents a characters health and stamina.
- o **Copper pieces (CP)** – The most prevalent form of currency among beggars and labourers. Ten copper pieces are equivalent to 1 silver piece.
- o **Dexterity (dex)** – The ability that measures a character's hand-eye coordination, agility, reflexes and balance.
- o **Divine spell** – Spells of religious origin powered by faith or by a deity. Clerics, druids, paladins and rangers cast divine spells.
- o **Druid** – A class made up of characters that draw energy from the natural world to cast divine spells and gain special magical powers.
- o **Dungeon Master (DM)** – The player who portrays non-player characters, makes up the story setting for the other players, and serves as a referee.
- o **Experience points (XP)** – A numerical measure of a characters personal achievements and advancement. Characters earn experience points by defeating opponents and overcoming challenges.
- o **Feat** – A special feature that either gives your character a new capability or improves one that he or she already has.
- o **Fighter** – A class made up of characters that have exceptional combat capability and unequalled skill with weapons.
- o **Flat-footed** – Especially vulnerable to attacks at the beginning of a battle. Characters are flat-footed until their first turns in the initiative cycle. A flat-footed creature loses its Dexterity bonus to AC (if any) and cannot make attacks of opportunity.
- o **Fortitude save** – A type of saving throw, related to a characters' ability to withstand damage thanks to his physical stamina.
- o **Gold pieces (GP)** – The primary unit of currency used by adventurers.

- o **Initiative** – A system of determining the order of actions in battle. Before the first round of combat, each combatant makes a single initiative check. Each round, the participants act in order from the highest initiative result to the lowest.
- o **Intelligence (int)** – The ability that determines how well a character learns and reasons.
- o **Level** – A measure of advancement or power applied to several areas of the game.
- o **Masterwork** – Exceptionally well made, generally providing a +1 enhancement bonus on attack rolls (if the item is a weapon or ammunition), reducing the armour check penalty by 1 (if the item is armour or a shield), or adding +2 to relevant skill checks (if the item is a tool).
- o **Melee** – Melee combat consists of physical blows exchanged by opponents close enough to threaten one another's space, as opposed to ranged combat.
- o **Modifier** – Any bonus or penalty applying to a die roll. A positive modifier is a bonus, and a negative modifier is a penalty. Modifiers from the same source do not stack, and modifiers with specific descriptors generally do not stack with other of the same type. If more than one modifier of a type is present, only the best bonus or worst penalty in that grouping applies. Bonuses or penalties that do not have descriptors stack with those that do.
- o **Monk** – A class made up of characters that are masters of the martial arts and have a number of exotic powers.
- o **Paladin** – A class made up of characters that are champions of justice and destroyers of evil, with an array of divine powers.
- o **Platinum pieces (PP)** – A form of currency not in common circulation but occasionally found as treasure. One platinum piece is equivalent to 10 gold pieces.
- o **Ranged attack** – Any attack made at a distance with a ranged weapon, as opposed to a melee attack.
- o **Ranger** – A class made up of characters that are particularly skilled at adventuring in the wilderness.
- o **Reflex saves** – A type of saving throw, related to a character's ability to withstand damage thanks to his agility or quick reactions.
- o **Rogue** – A class made up of characters that primarily rely on stealth rather than brute force or magical ability.
- o **Size** – The physical dimensions and/or weight of a creature or object. The sizes, from smallest to largest, are fine, diminutive, tiny, small, medium, large, huge, gargantuan and colossal.
- o **Silver pieces (SP)** – The most prevalent form of currency among commoners. Ten silver pieces are equivalent to 1 gold piece.
- o **Skill** – A talent that a character acquires and improves through training.
- o **Sorcerer** – A class made up of characters who have inborn magical ability.
- o **Speed** – The number of feet a creature can move when taking a move action.
- o **Spell** – A one-time magical effect. The two primary categories of spells are arcane and divine.
- o **Strength (str)** – The ability that measures a character's muscle and physical power.
- o **Touch attack** – An attack in which the attacker must connect with an opponent but does not need to penetrate armour. May be either melee or ranged.
- o **Will save** – A type of saving throw, related to a character's ability to withstand damage thanks to his mental toughness.
- o **Wisdom (wis)** – The ability that describes a character's will power, common sense, perception and intuition.
- o **Wizard** – A class made up of characters that are schooled in the arcane arts.

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