Tome Reference Document

« For that game we all known and love »

Table of Contents

Table of Contents					Appraise	9
1	Introduction	4			Athletics	9 9
•	1.1 What is a Role-playing Game?	4			Balance	9
	1.2 What You Need To Play	4				9
	1.3 The Core Mechanic	4			Concentration	9
	1.4 Creating a Character	4				9
	1.4 Greating a Gharacter	Т			Decipher Script	9
2	Races	5			Diplomacy	10
_	2.1 Race Basics	5				10
	2.2 Drow	5			Disguise	10
	2.3 Dwarf	5			Escape Artist	10
	2.4 Elf	5			Forgery	10
	2.5 Gnome	5			Handle Animal	10
	2.6 Goblin	5			Heal	10
	2.7 Half-Elf	5			Intimidate	10
	2.8 Halfling	5			Knowledge	10
	2.9 Hobgoblin	5			Perception	10
	2.10 Human	6			Perform	10
	2.11 Kobold	6			Profession	11
	2.12 Orc	6			Ride	11
					Search	11
3	Classes	7			Sense Motive	11
	3.1 Class Basics	7			Sleight of Hand	11
	3.2 Barbarian	7			Speak Language	11
	3.3 Bard	7			Spellcraft	11
	3.4 Cleric	7			Stealth	11
	3.5 Druid	7			Survival	11
	3.6 Fighter	7			Tumble	11
	3.7 Knight	7			Use Magic Device	11
	3.8 Monk	7			8	
	3.9 Paladin	7	5	Feats	s	12
	3.10 Ranger	8		5.1	How Feats Work	12
	3.11 Rogue	8		5.2	General Feats	12
	3.12 Samurai	8		5.3	Combat Feats	12
	3.13 Sorcerer	8		5.4	Skill Feats	12
	3.14 Wizard	8		5.5	Metamagic Feats	12
4	Skills	9	6	Good	ds and Services	13
	4.1 How Skills Work	9		6.1	The Three Economies	13

	6.2 Armor	13 13		10.3 Arcane Spells	18 18
	6.4 Gear	13		10.5 Special Abilities and Spells	18
	6.5 Animals	13		10.6 Spell Lists	18
	6.6 Services	13	11	Magic Items	19
7	Description	14		11.1 Magic Item Basics	19
	7.1 Physical Appearance	14		11.2 Minor Magical Items	19
	7.2 Personality	14		11.3 Moderate Magical Items	19
	7.3 Alignment	14		11.4 Major Magical Items	19
	7.4 Religion	14	12	Running The Game	20
8	Adventuring	15	12	12.1 Writing GM Advice Is Hard	20
U	8.1 Overland Travel	15		12.1 Witting GW / device is flara	20
	8.2 Exploration	15	Αp	pendices	21
	8.3 Traps	15			
	8.4 Encounters	15	Α	Spells	22
				A.1 Spells, A through Z	22
9	Combat	16	В	Prestige Classes	23
	9.1 How Combat Works	16	D	B.1 Prestige Class Basics	23
	9.2 Combat Statistics	16		B.2 ?WhatClasses?	23
	9.3 Initiative and Actions	16		D.2 : WhatGlasses:	20
	9.4 Standard Actions	16	C	Monsters	24
	9.5 Move Actions	16		C.1 Reading a Monster Entry	24
	9.6 Swift and Free Actions	16		C.2 Monsters, A though Z	24
	9.7 Full-Round Actions	16		_	
	9.8 Movement, Position, and Distance.	16	D	NPC Classes	25
	9.9 Injury and Death	16		D.1 Adept	25
	9.10 Combat Modifiers	17		D.2 Aristocrat	25
	9.11 Special Attacks	17		D.3 Commoner	25
	9.12 Special Abilities	17		D.4 Expert	25
	9.13 Conditions	17		D.5 Warrior	25
10	Magic	18	Е	The Open Game License	26
	10.1 Casting Spells	18	_	The Open Came License	_5
	10.2 How To Read A Spell Description .	18	Lis	st of Tables	29

Chapter 1:

Introduction

1.1 What is a Role-playing Game?

foo

1.2 What You Need To Play

foo

1.3 The Core Mechanic

foo

1.4 Creating a Character

Chapter 2:

Races

•	4	-	-	
2.		Race	к	20100
4.	1	nacc	ш	asics

foo

2.2 Drow

foo

2.3 Dwarf

foo

2.4 Elf

foo

2.5 Gnome

foo

2.6 Goblin

foo

2.7 Half-Elf

foo

2.8 Halfling

foo

2.9 Hobgoblin

2.10 Human

foo

2.11 Kobold

foo

2.12 Orc

Chapter 3:

Classes

3.1 Class Basics

foo

3.2 Barbarian

foo

3.3 Bard

foo

3.4 Cleric

foo

3.5 Druid

foo

3.6 Fighter

foo

3.7 Knight

foo

3.8 Monk

foo

3.9 Paladin

3.10 Ranger

foo

3.11 Rogue

foo

3.12 Samurai

foo

3.13 Sorcerer

foo

3.14 Wizard

Chapter 4:

Skills

4.1	How	Skills	Worl	<

foo

4.2 Appraise

foo

4.3 Athletics

foo

4.4 Balance

foo

4.5 Bluff

foo

4.6 Concentration

foo

4.7 Craft

foo

4.8 Decipher Script

foo

4.9 Diplomacy

4.10 Disable Device foo Disguise 4.11 foo **Escape Artist** 4.12 foo Forgery 4.13 foo 4.14 Gather Information foo **Handle Animal** 4.15 foo 4.16 Heal foo 4.17 Intimidate foo Knowledge 4.18 foo 4.19 Perception foo Perform 4.20

4.21 Profession foo 4.22 Ride foo 4.23 Search foo 4.24 Sense Motive foo Sleight of Hand 4.25 foo 4.26 Speak Language foo 4.27 Spellcraft foo 4.28 Stealth foo 4.29 Survival foo **Tumble** 4.30 foo **Use Magic Device** 4.31

Chapter 5:

Feats

5.1 How Feats Work

foo

5.2 General Feats

foo

5.3 Combat Feats

foo

5.4 Skill Feats

foo

5.5 Metamagic Feats

Chapter 6:

Goods and Services

6.1 The Three Economies

foo

6.2 Armor

foo

6.3 Weapons

foo

6.4 Gear

foo

6.5 Animals

foo

6.6 Services

Chapter 7:

Description

7.1 Physical Appearance

foo

7.2 Personality

foo

7.3 Alignment

foo

7.4 Religion

Chapter 8:

Adventuring

8.1 Overland Travel

foo

8.2 Exploration

foo

8.3 Traps

foo

8.4 Encounters

Chapter 9:

Combat

9.1	How Combat Works
foo	
9.2	Combat Statistics
foo	
9.3	Initiative and Actions
foo	
9.4	Standard Actions
foo	
9.5	Move Actions
foo	
9.6	Swift and Free Actions
foo	
0.7	Full-Round Actions
foo	Tun-Round Actions
0.0	Maxament Desition and Distance
9.8 foo	Movement, Position, and Distance
9.9	Injury and Death
foo	

9.10 Combat Modifiers

foo

9.11 Special Attacks

foo

9.12 Special Abilities

foo

9.13 Conditions

Chapter 10:

Magic

10.1 Casting Spells

foo

10.2 How To Read A Spell Description

foo

10.3 Arcane Spells

foo

10.4 Divine Spells

foo

10.5 Special Abilities and Spells

foo

10.6 Spell Lists

Chapter 11:

Magic Items

11.1 Magic Item Basics

Scaling, 8 Item Limit, etc

11.2 Minor Magical Items

foo

11.3 Moderate Magical Items

foo

11.4 Major Magical Items

Chapter 12:

Running The Game

12.1 Writing GM Advice Is Hard

Appendices

Appendix A:

Spells

A.1 Spells, A through Z

Appendix B:

Prestige Classes

- **B.1** Prestige Class Basics
- **B.2** ?WhatClasses?

Appendix C:

Monsters

- C.1 Reading a Monster Entry
- C.2 Monsters, A though Z

Appendix D:

NPC Classes

- D.1 Adept
- D.2 Aristocrat
- D.3 Commoner
- D.4 Expert
- D.5 Warrior

Appendix E:

The Open Game License

The text and tables of this document are Open Game Content as defined in the Open Game License below. The images of this document are Product Identity. You can compare this work to any other work that you like in any way.

Images within this document are not released under the OGL. Instead they are used under a Creative Commons Attribution-ShareAlike license, and come from the following sources:

Cover Image Courtesy of OldBookArt.com

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions:

- (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content:
- (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted;
- (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute;
- (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity.
- (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content;
- (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor
- (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content.
- (h) "You" or "Your" means the licensee in terms of this agreement.

- 2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
- 3. **Offer and Acceptance**: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
- 4. **Grant and Consideration**: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
- 5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
- 6. **Notice of License Copyright**: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
- 7. **Use of Product Identity**: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
- 8. **Identification**: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
- 9. **Updating the License**: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
- 10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
- 11. **Use of Contributor Credits**: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
- 12. **Inability to Comply**: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
- 13. **Termination**: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
- 14. **Reformation**: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Tome of Necromancy Copyright 2006, Frank Trollman and K

Tome of Fiends Copyright 2006, Frank Trollman and K

Dungeonomicon Copyright 2006, Frank Trollman and K

Races of War Copyright 2006, Frank Trollman and K

Book of Gears Copyright 2007, Frank Trollman and K

Tome Reference Document Copyright 2013, Daniel Gee, ExplosiveRunes, SqueeG, and Tarkisflux

END OF LICENSE

List of Tables