

To set a trap, or to reset a previously disabled trap, an assassin must make a successful traps check. If an assassin is resetting a trap that was previously disabled, the assassin gains a +5 bonus to the check. The amount of time required to set or reset a trap depends on the complexity of the trap, typically taking 1d4 rounds.

Locating traps is not affected by the armor worn, however, disabling and setting traps is affected by wearing armor not on the armor list for the assassin.

PRIME ATTRIBUTE: Dexterity

HIT DIE: d6

ALIGNMENT: Any non-good

WEAPONS: Any

ARMOR: Leather armor, leather coat, and padded armor (See special)

ABILITIES: Case target, climb, death attack, disguise, hide, listen, move silently, poisons, sneak attack, traps

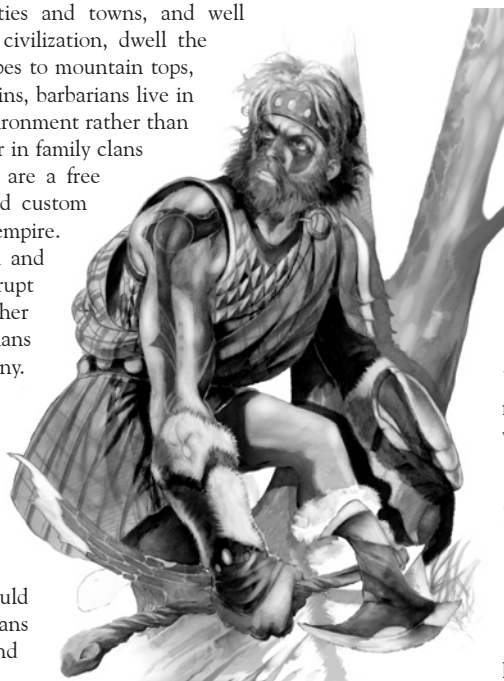
Level	HD	BtH	EPP
1	d6	0	0
2	d6	+1	1,751
3	d6	+1	3,501
4	d6	+1	7,001
5	d6	+2	14,001
6	d6	+2	25,001
7	d6	+2	50,001
8	d6	+3	90,001
9	d6	+3	15,0001
10	d6	+3	200,001
11	+2 HP	+4	350,001
12	+2 HP	+4	500,001
13+ 150,000 per level			

BARBARIAN (Constitution)

Beyond the walls of cities and towns, and well beyond the bounds of civilization, dwell the barbarians. From windy steppes to mountain tops, from deep jungles to arid plains, barbarians live in freedom – a part of their environment rather than a slave to it. Banded together in family clans or tribal nations, barbarians are a free people ruled by strength and custom alone, subject to no state or empire. They judge others by action and deed, not by the more corrupt standards of civilization. Neither ignorant nor savage, barbarians are masters of their own destiny.

Barbarian characters are fearsome tribal warriors. They spend their time making war to protect their people. Renowned for their ability to enter berserk rages and ignore pains and damages that would fell lesser men, barbarians make fearsome opponents and stalwart allies in battle.

Barbarians rely upon their individual skills and instincts to carry them through difficult tasks or demanding ventures, drawing upon primeval instincts and powers to overcome foes. Their cultures are usually uneasy with the supernatural. Barbarians generally distrust the use of magic, whether divine or arcane, and those who employ it – although some barbarians



use blessed weapons, magical droughts and other magical items in dire circumstances.

A barbarian's self-reliance and solitary nature does not, however, lead them to abhor the company of others. They may be insular and suspicious of outsiders, but when a barbarian comes to trust others and call them friends, no stronger ally can be found in all the world.

Barbarians are born and raised in the wilderlands, outside the influences of civilization. They are found in every climate and every terrain, and have an acute knowledge of the environment in which they are raised, possessing a general knowledge of its plants and animals in order to survive the rigors of life in the wilderness.

Living in the wilds and at the whims of uncaring nature takes great fortitude, and barbarians are inured to the physical demands of this life, and suffer its afflictions and its pains with steely determination. Possessed of staggering constitution, they are capable of absorbing damage that would kill their more civilized cousins.

Barbarian adventurers are generally free of the bonds and fetters that tie down most peoples, even the brethren in their own tribal nations. Above all else, barbarians value their independence and often maintain their own codes or beliefs. Many have died from voicing opposition to tribal leaders, but are respected all the more, for they spoke or acted upon their beliefs. This cultural background fosters a wilful nature and temperament that many view as chaotic and ill disciplined.

Utilitarian by nature, most barbarians rarely carry more than necessary and accumulate little in the way of treasures and properties – preferring instead cold steel blades, light armor and items of little bulk.

ABILITIES

COMBAT SENSE: A barbarian has an uncanny sense for the presence of foes when in a threatening environment, which reduces the effectiveness of rear attacks against them. Attacks from the flank receive no bonus to hit against a barbarian, and any bonuses for attacks against a barbarian's back are halved. For example, a rogue may use the back attack ability against a barbarian, but with only a +2 bonus to hit, instead of +4.

PRIMAL FORCE: A barbarian's innate toughness and ability to withstand pain and punishment imparts a +1 bonus to all saving throws versus paralysis, polymorph, petrification and death attacks. The bonus increases to +2 at 3rd level, +3 at 6th level, +4 at 10th level, and +5 at 15th level.

PRIMAL FURY: At 3rd level, the barbarian gains the ability to call upon a reserve of strength and rage. Barbarians can direct this rage and do so with devastating effect in combat. This ability manifests itself differently across barbarian cultures and societies, and bears different names in each culture. It is commonly known as "the fury" or the "berserker rage." The origins of it are unclear, and the different manifestations between tribes are unexplained. Some barbarian cultures believe there is a mystical or divine connection at the root of the primal fury ability, and in certain tribes, barbarians assume near-animalistic shapes when the fury erupts. Other barbarian tribes train their warriors from birth to call upon and control the fury. The Castle Keeper's campaign setting may specify how a barbarian's fury manifests, or the player and Castle Keeper might work together on how this ability will manifest when used. In all cases, a barbarian undergoes a frightening physical transformation while under its effects.

When using this ability, the barbarian enters a state of fury and rage directed at their enemies. The uncontrollable nature of the fury has even led barbarians to attack their own allies before it subsides. It takes 1 round for the barbarian to manifest the primal fury, and it can only be done once per day. The character temporarily gains a +2 bonus to damage die rolls, and a +2 bonus to wisdom saving throws. While in the rage, barbarians suffer a -2 penalty to armor class and a -2 penalty on all intelligence checks. All of these effects cease at the end of the fury.

Primal fury lasts for a number of rounds equal to 1 plus the character's level.

When in a fury, barbarians are berserk and have little control of their faculties. They focus first on their foes, but can mistake friends for enemies when no opponents remain alive. If the barbarian is in a fury and no enemies remain to fight the barbarian turns to the nearest individual to attack. The barbarian must make a successful wisdom saving throw to avoid attacking that individual. This check does receive the +2 bonus mentioned previously.

A barbarian may not prematurely end a fury. While raging, a barbarian cannot use abilities that require patience or concentration, such as determining direction. They cannot, or will not, engage in conversation, limiting their communication to battle cries. Combat sense is unaffected. At the end of a fury, a barbarian is fatigued and suffers a -2 to strength, a -2 to dexterity, a -10 feet to movement, and can't run at full speed for four hours. At 10th level, this ability can be used twice per day and at 17th level it can be used three times per day.

PRIMAL MIGHT: At 5th level, barbarians' endurance, stamina and persistence allows them to fight beyond the point that other characters would fall unconscious or die. A barbarian may continue to fight until reaching -6 hit points. Upon reaching -7 hp or more, a barbarian passes out and immediately suffers 1d8 hp of shock damage and an additional 1 hp per round thereafter. If the barbarian's wounds are tended, the hit point loss will stop. Injured barbarians with the primal might ability do not die until they reach a negative hit point total equal to the character's constitution score, or -10, whichever is greater.

Alternatively, barbarians that have 0 and -6 hp can remain conscious and communicate and can choose to stop fighting in order to extricate themselves from battle. In this case, barbarians can drag themselves to safety or bind their own wounds, but they are unable to take any offensive, defensive or other strenuous action. Further, they heal normally while between 0 and -6 hit points and do not have to have 24 hours of bed rest. Healing spells will also bring them up to above 1 hit point. This ability supersedes any and all healing or damage effects mentioned elsewhere in the rules.

PRIMAL WILL: At 8th level, barbarians gain the ability to shrug off some amount of injury from each blow or attack. Each time a barbarian is struck by a weapon or other physical blow, the damage from that attack is reduced by one hit point. At 12th level, the damage reduction rises to 2 hit points of damage per blow, at 16th level to 3 hit points and at 20th to 4 hit points. Primal will can reduce damage to 1, but never below 1. This ability does not reduce damage taken from spells, spell-like abilities, illusions, magic items, magically enhanced weapons, poisons or other non-physical attacks.

PRIME ATTRIBUTE: Constitution

HIT DIE: d12

ALIGNMENT: Any

WEAPONS: Any

ARMOR: Chain shirt, cuir bouille, hide, laminar leather, leather, leather coat, padded, ring mail, studded leather

ABILITIES: Combat sense, primal force, primal might, primal fury, primal will

Level	HD	BtH	EPP
1	d12	+0	0
2	d12	+1	2,101
3	d12	+2	4,701
4	d12	+3	9,401
5	d12	+4	20,001
6	d12	+5	40,001
7	d12	+6	80,001
8	d12	+7	170,001
9	d12	+8	340,001
10	d12	+9	600,001
11	+5 HP	+10	800,001
12	+5 HP	+11	1,000,001
13+ 200,000 per level			

MONK (Constitution)



Adventuring is fraught with danger, and most heroes gird themselves with weapons and armor. There are those, however, who reject steel and iron when entering the fray. They instead rely primarily upon their bodies and minds for survival in combat, honing themselves into unbreakable weapons of war.

The monk is devoted to the perfection of the body, and the mastery of mind over body. The monk is an expert in unarmed combat, be it wrestling, boxing, kung-fu or any of the other of the myriad martial arts styles. Some monks' dedication to the martial arts flows from a strong spirituality, and they often live by stringent personal or organizational codes of conduct. Others show only disdain for religion, but look to training and personal perfection to bring their lives meaning. While there is no standard that a monk must follow, they are all devoted to the use of the body as the best of weapons on the field, and the mind's control of the body as the best weapon of all.

Monks must attain a perfect balance between physical strength, body mass and mental state. When these are in union, the monk has achieved the perfect, unbeatable weapon; but the path to attain this state is difficult and exhausting, and only those with great stamina and fortitude achieve it.

To achieve a harmonious balance of mind and spirit, the monk must not be susceptible to wild urges, emotions or other distracting mental and physical conditions. A physical and mental harmony must be constantly maintained in order to function at a peak ability. To manage this, they must strictly adhere to their codes, master the routines necessary to train the body and mind to work together and undertake strict physical and mental regimens of purification required to achieve perfect control of the body.

The monk generally prefers to engage only in unarmed combat and prefers to use simple or mundane weapons that appear innocuous, but when mastered become deadly extensions of the body. The choice of weapons reflects a philosophy common to all monks; the desire to take that which is commonly perceived as weak and harmless and mold it into something strong and lethal.

To achieve that control of the body necessary to forge it into a weapon, monks cannot wear bulky and weighty armors or objects that weigh them down and restrict their movement. Instead, they rely upon their speed and skill at predicting a foe's movements and attacks to deflect and avoid blows that may inflict mortal harm.

ABILITIES

MIND OVER BODY: The monk's mental mastery over their body imparts a +1 bonus to all saving throws versus paralysis, polymorph, petrification and death attacks. The bonus increases to +2 at 3rd level, +3 at 6th level, +4 at 10th level and +5 at 15th level.