Super Tome

« For that game we all know and love »

March 20, 2014

Table of Contents

Chapter 1:
Introduction

foo

Chapter 2:
Races

foo

2.1 Aasimar

"My ancestors were more beautiful than you can imagine."

Aasimar get a short stick from just about everyone. They get screwed as PCs by the Level Adjustment rules, and they get no respect from players. Frankly, Celestials just don't have a lot of dramatic tension most of the time. Sure you can have the occasional "Legacy" scenario where you couldn't possibly live up to your awesome ancestors, but generally when it's important that someone has powerful family members it's so that you can introduce evil family members, not additional heroes.

So here's the deal: Aasimar are the great grandchildren of beautiful outsiders. They aren't just for being dudes with Devas as ancestors, the same game stats represent characters who come from Erinyes or Marilith stalk.

- Medium Size
- 30ft movement.
- Outsider Type (Native and Human subtype)
- Darkvision 60ft
- +2 Charisma, +2 Wisdom
- Aasimar with a Charisma of at least 10 may cast *light* as a spell-like ability with a caster level equal to their character level once per day.
- +2 racial bonus to Spot, and Listen checks.
- Favored Classes: Paladin and Sorcerer
- Automatic Languages: Common
- Bonus Languages: Abyssal, Aquan, Auran, Celestial, Formian, Giant Frog, Ignan, Sylvan, Terran.

2.2 Dwarf

- +2 Constitution, -2 Charisma.
- Medium size.
- Dwarf base land speed is 20 feet. However, dwarves do not have their movement speed reduced even if the armor check penalty of their armor or load exceeds their BAB. They suffer the other possible effects of excessive armor and load normally (reduced running rate, inability to run, and staggering).
- Darkvision 60ft
- Stonecunning: This ability grants a dwarf a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. A dwarf who merely comes within 10 feet of unusual stonework can make a Search check as if he were actively searching,

and a dwarf can use the Search skill to find stonework traps as a rogue can. A dwarf can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up.

- Weapon Familiarity: Dwarves may treat dwarven waraxes and dwarven urgroshes as martial weapons, rather than exotic weapons.
- Stability: A dwarf gains a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).
- +2 racial bonus on saving throws against poison.
- +2 racial bonus on saving throws against spells and spell-like effects.
- +1 racial bonus on attack rolls against orcs and goblinoids.
- +4 dodge bonus to Armor Class against monsters of the giant type.
- +2 racial bonus on Appraise checks that are related to stone or metal items.
- +2 racial bonus on Craft checks that are related to stone or metal.
- Automatic Languages: Common and Dwarven.
- Bonus Languages: Giant, Gnome, Goblin, Orc, Terran, and Undercommon.
- Favored Class: Fighter and Knight

2.3   Elf

- +2 Dexterity, -2 Constitution.
- Medium sized.
- 30ft movement
- Immunity to magic sleep effects, and a +2 racial saving throw bonus against enchantment spells or effects.
- Low-Light Vision
- Weapon Proficiency: Elves receive the Martial Weapon Proficiency feats for the longsword, rapier, longbow (including composite longbow), and shortbow (including composite shortbow) as bonus feats.
- +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.
- Automatic Languages: Common and Elven.
- Bonus Languages: Draconic, Gnoll, Gnome, Goblin, Orc, and Sylvan.
- Favored Class: Wizard and Ranger

2.4   Feytouched

"All my life, I have never fit in. Not in town, not in the forest. In some integral fashion I am unlike those around me, and I believe it is my fate to live and die alone."

Now if you're one of the people who wonders why a product of fairies and humans, who both conspicuously lack an immunity to mind affecting magic, would have an immunity to mind affecting magic – you aren't alone. That question comes up about as often as any other with regards to the fey touched. Of course, not all of those born to fey and human stock are immune to mind affecting magic, as you might expect from a group so diverse that some have bug parts and others are simply beautiful humans, while still others look like crazy rock men with teeth sticking out all kinds of places, the powers that a fey-touched is born with are extremely random. The powers of the fairies are more than a little bit chaotic in nature, and no two babes born to these couplings are the same. Unfortunately, these mulish offspring are also interesting both in the general sense and, much more to

their detriment, to other fairies in particular. The unmitigated interest of the fey is hard on a small child, so fey touched who are not immune to compulsion effects are going to find themselves at the bottom of a pond or jumping out of a tall tree long before they reach adulthood. Indeed, feytouched immune to compulsion effects are the only ones that ever reach maturity – the well meaning but deadly interest of the fairy family members simply weeds out any other possible results.

- Fey Type
- 30ft movement
- Low-Light Vision
- +2 Dexterity, +2 Charisma, -2 Constitution. Feytouched are graceful and those which are not beautiful are terrifying, but they are fragile like flowers.
- Immunity to [Compulsion] Effects
- Magic Affinity: Every Feytouched is different, and marked by the signature magics of the fey in a different manner. Every Feytouched has one spell that can be used once per day as a spell-like ability. This spell is chosen at 1st level and cannot be changed. Any 1st level Illusion or Enchantment spell from the Sorcerer/Wizard list is fair game, and the save DC is Charisma-based.
- Favored Class: Bard and Rogue
- Automatic Languages: Common and Sylvan.
- Bonus Languages: Aquan, Auran, Elvish, Draconic, Dwarvish, Druidic, Goblin, Gnoll, Gnome, Halfling.

2.5 Gnome

- +2 Constitution, -2 Strength.
- Small sized.
- 20ft movement.
- Low-Light Vision
- Weapon Familiarity: Gnomes may treat gnome hooked hammers as martial weapons rather than exotic weapons.
- +2 racial bonus on saving throws against Illusions.
- Add +1 to the Difficulty Class for all saving throws against illusion spells cast by gnomes. This adjustment stacks with those from similar effects.
- +1 racial bonus on attack rolls against kobolds and goblinoids.
- +4 dodge bonus to Armor Class against monsters of the giant type.
- +2 racial bonus on Listen checks.
- +2 racial bonus on Craft (alchemy) checks.
- Automatic Languages: Common and Gnome.
- Bonus Languages: Draconic, Dwarven, Elven, Giant, Goblin, and Orc. In addition, a gnome can speak with a burrowing mammal (a badger, fox, rabbit, or the like, see below). This ability is innate to gnomes. See the *speak with animals* spell description.
- Spell-Like Abilities: 1/day– *speak with animals* (burrowing mammal only, duration 1 minute). A gnome with a Charisma score of at least 10 also has the following spell-like abilities: 1/day – *dancing lights, ghost sound, prestidigitation*. Caster level 1st; save DC 10 + gnome's Cha modifier + spell level.
- Favored Class: Bard. A multiclass gnome's bard class does not count when determining whether he takes an experience point penalty.

2.6   Hobgoblin

"That's some tough talk from a man who wears a basket on his head."

Hobgoblins are totally awesome at everything they do. They don't have any telling weaknesses, and their strengths are general enough that they excel at *everything* they put their mind to. And like Humans, this can seem like they are overpowered. But the thing is, each character is made separately. While many of the armies of the world are created of a single race, each player character can be something unique and crazy. So for the Hobgoblin *people* there is a substantial advantage to being good at any class. But a player character probably never sees that. A Hobgoblin [anything] is a viable character, but if you want your mouth to taste like velveeta you'd make your Rogue a Deep Halfling, you'd make your Wizard a Gray Elf, and you'd make your Fighter a Dwarf.

But there's more to being a Hobgoblin than being able to ably fill any party role without overpowering the world. You get to have orange or gray skin, sharp teeth, and depending upon which version of Hobgoblin you're using – either radically more or radically less body hair than a human. So what does that mean? It means that an influential Hobgoblin character in your campaign is going to be played by Robin Williams. But while that means that Hobgoblins *can* be portrayed in a humorous light, chances are that the humor is going to be more like that in *The Big White* or *Death to Smoochy*. These guys have an incredibly baroque system of laws and an interlocking system of fealties that are actually a parody of Feudal Japan.

- Medium Size
- 30ft movement.
- Humanoid Type (Goblinoid subtype)
- Darkvision 60ft
- +2 Dexterity, +2 Constitution
- +4 racial bonus to Move Silently checks.
- Favored Classes: Fighter and Samurai
- Automatic Languages: Common, Goblin
- Bonus Languages: Draconic, Elvish, Dwarvish, Giant, Gnoll, Ignan, Infernal, Orcish.

2.7   Human

- Medium Size
- 30ft movement.
- 1 extra feat at 1st level.
- 4 extra skill points at 1st level and 1 extra skill point at each additional level.
- Automatic Language: Common.
- Bonus Languages: Any (other than secret languages, such as Druidic).
- Favored Class: Any.

2.8   Orc

"Waaarrrggghhhh!"

Orcs get the short end of the stick. They can eat pretty much anything and they have to because their race has lost every major war since. . . well *forever*. Orcs are extremely specialized, and rarely see play as anything except a Barbarian. However, some players will want to diversify the concept into say. . . a Rogue, Assassin, or Fighter build. That works okay, but remember that an Orc always brings "hitting things really hard" to the party. The Orcs other limitations are pretty severe, so

taking a class combination that doesn't accentuate the narrow scope of Orc advantages is probably a mistake in the long run.

- Medium Size
- 30ft movement.
- Humanoid Type (Orc subtype)
- Darkvision 60ft
- +4 Strength, -2 Intelligence, -2 Charisma, -2 Wisdom
- Daylight Sensitivity: While in brightly lit surroundings (such as a *daylight* spell), an Orc suffers the *dazzled* condition and is thus at a -1 penalty to attack rolls and precision-based skill checks.
- +2 racial bonus to saving throws vs. Poison and Disease.
- Immunity to ingested poisons.
- +2 to Jump and Survival checks.
- Favored Classes: Barbarian and Cleric
- Automatic Languages: Orc, Common
- Bonus Languages: Dwarvish, Elvish, Giant, Gnoll, Goblin, Sylvan, Undercommon.

Chapter 3:
Classes

baz

Chapter 4:
Skills

qwop

Chapter 5:
Feats

flop

Chapter 6:

Background and Alignment

aardvark

Chapter 7:

Equipment

There's lots of kinds of sorts of equipment. Armor, Weapons, Tools and Gear, Mounts and Vehicles, and of course Magic Items.

So let's talk about that stuff.

7.1 Armor

Armor Traits

Each type of armor has an Armor Category, Armor Bonus, Maximum Dex, Armor Check Penalty, Armor Stealth Penalty, and Weight.

Armor Category Armors are split into four proficiency groups. Non-armor, Light armor, Medium armor, and Heavy armor.

Armor Bonus This is how much wearing the armor improves your Armor Class by. Naturally, armor provides an Armor bonus to AC, so an armor bonus from another source (such as the Mage Armor spell) won't stack.

Maximum Dex Your dexterity bonus to your armor class is restricted to no more than this value. For example, Full Plate has a Maximum Dex of +1, so a character with a Dexterity bonus of +2 or more would only get 1 of that towards their AC while wearing Full Plate (total of 19, assuming no other bonuses). Maximum Dex does not affect any other use of the Dexterity Bonus, such as Initiative, Reflex Saves, or skill checks.

Armor Check Penalty (ACP) This penalty applies to all Balance, Climb, Escape Artist, Jump, Sleight of Hand, and Tumble checks that you make. This penalty applies double to all Swim checks that you make.

Armor Stealth Penalty (ASP) This applies to all Hide and Move Silently checks that you make.

Weight This is just how much the armor weighs.

Masterwork armor has an Armor Check Penalty that's 1 point better than normal (minimum of 0).

Non-proficiency

If you are not-proficient with the armor that you're wearing then its Armor Check Penalty counts as being 4 points worse than normal.

Just because you're proficient in heavy armor doesn't mean that you're familiar with every piece of heavy armor you encounter. Mechanus Armor is very protective, but chances are slim that a character has actually encountered this equipment before.

In general, when a character runs into some new armor (as they will from time to time), they will continue to be non-proficient with it for about a day as they "break it in". So to make full use of your new Chitin Carapace, you'll need two things: Medium Armor Proficiency, and a day to practice with your new bug exoskeleton.

Effects of High BAB

Highly trained warriors learn about armor as well as weapons, and they can wear it better than others can. For every 2 full points that your BAB exceeds your Armor Check Penalty, reduce your armor's effective Armor Stealth Penalty by 1 and increase it's effective Maximum Dex by 1. When making this comparison, just compare the absolute values (since ACP is almost always negative and BAB is almost always positive).

Example: Fiona is a 10th level Fighter, so her BAB is +10. She's wearing Full Plate, which has an Armor Check Penalty of -6. Since her BAB is 4 points higher than her Armor Check Penalty, she counts her Maximum Dex as 2 points better than normal (total of +3) and her Armor Stealth Penalty as 2 points better than normal (total of -4) when wearing that armor.

Shield Traits

Shields are exactly like armor except with the following differences:

Shield Category Shields only come in two proficiency categories. Normal shields are just "Shields", and over-sized shields are known as "Great Shields".
Shield Bonus Instead of an Armor bonus, shields provide a Shield type bonus to armor class.
Maximum Dex Shields don't limit the amount of dexterity that you can apply to your armor class.

Shields use the same rules for Armor Check Penalty and Armor Stealth Penalty as Armor. If you're wearing armor and also using a shield then combine the ACP and ASP of the two items before comparing it to your BAB. If you're not proficient with both your armor and your shield then you take the non-proficiency penalty for each item (your ACP is a total of 8 points worse than normal).

Armor Check Penalty and Movement

When wearing armor, using a shield, or carrying a Medium or Heavy load, your movement is often affected.

- If your total Armor Check Penalty is equal to or less than your BAB then you can move at your full movement rate. When running, you can move at 4 times your normal speed.
- If it's greater than your BAB, your movement is reduced to 2/3rds normal (rounded to the nearest 5ft). A 30ft movement speed becomes 20ft, a 20ft movement speed becomes 15ft, and so on. Also, you can only move at 3 times your normal speed when running.
- If it's greater than your BAB + 4, then you can't charge or run at all.
- If it's greater than your BAB + 10, then you can only stagger around (only a single move action or standard action each round).

Arcane Spells and Armor

Most arcane spellcasting techniques are not well suited to armor use, this is known as Arcane Spell Failure, or sometimes as simply Spell Failure. By default, for each point of armor check penalty that you have there is a 5% chance that any arcane spell that you cast with Somatic component will fail. Some classes have special class features that allow them to cast arcane spells while wearing their favored category (usually just Light armor).

Doning and Removing Armor

In general, it takes 1 minute per point of armor check penalty to properly don a suit of armor and adjust everything to fit your particular body as closely as possible. This takes a minimum of 1 minute for any multi-part outfits or full-body suits, even if they have an ACP of 0. If it's a single piece of clothing, such as a robe or cloak, then it's just a move action. If the armor check penalty exceeds your BAB then it takes twice as long if you don't have someone assisting you. If it exceeds your BAB+10 then you it takes five times as long without an assistant.

Removing armor is much quicker. It takes 1 round per point of armor check penalty, and you don't need assistants regardless of your ACP compared to BAB. Even if you don't know how to wear it properly, you can just undo straps and wiggle out of it all on your own. Removing your armor provokes an attack of opportunity (each round, similar to a spell with a long casting time). As with equipping an outfit, it takes a minimum of 1 round remove a full-body suit or multi-part outfit, even if the outfit's ACP is 0. Removing a single piece of clothing such as a cloak or robe is a move action that doesn't provoke an attack.

If you're in such an extreme hurry to get the armor off that every round counts (such as suddenly being underwater) then you can usually cut at straps, break ties, or similar, to get the armor off twice as fast. Doing so damages the armor, increasing its armor check penalty by 1, reducing its AC bonus by 1, and negating the armor's special ability, until the armor is repaired. The damage can be repaired with a Craft check, the DC is the same as to construct the armor, and it requires 1% of the armor's base market value in new materials.

It takes only a single Move action to strap a shield to your arm, or remove it. As with drawing a weapon, if your BAB is +1 or more and you're proficient with the shield then you can combine movement and equipping or removing a shield into a single action. If your BAB is +6 or more then you can equip or remove a shield as a Swift action. Equipping or removing a shield doesn't provoke an attack of opportunity.

Non-Standard Armors

The armor costs listed are for Medium Humanoids. Armor and shields for unusually big creatures, unusually little creatures, and nonhumanoid creatures have different costs and weights from those given. Refer to the appropriate line on the table and apply the multipliers to cost and weight for the armor type in question. These cost modifiers do not apply to any magical effects added to the armor or shield, just the base item.

Table 7.1: Non-standard Armor Prices

Size	Humanoid		Non-Humanoid	
	gp	lb	gp	lb
Tiny or smaller[1]	x½	x1/10	x1	x1/10
Small	x1	x½	x1	x½
Medium	x1	x1	x2	x1
Large	x2	x2	x4	x2
Huge	x4	x5	x8	x5
Gargantuan	x8	x8	x16	x8
Colossal	x16	x12	x32	x12
[1]Divide armor bonus by 2.				

15

Fantastic Armors

"I know it's stupid looking, but I get the best possible protection from having this duck sit on my head, so I'm going to let it do that."

People in Fantasy settings wear all kinds of crazy crap and call it protective gear. That's fine; we even encourage that sort of thing. What we don't encourage is people mixing and matching their metaphors. And yet, by having people keep track of separate materials and armor types – that's exactly what happens. We've all seen Lord of the Rings, we know what Mithral Armor is supposed to be like, and what it is not supposed to be like. And making your plate mail out of Mithral isn't what things are supposed to look like – you're supposed to get Mithral Chain.

The fact is that materials naturally lend themselves to certain kinds of armor. Just as braided twigs are always going to make Wicker Armor and cured cow skin is always going to make Leather Armor, there's just a certain way that armoring yourself with Dragon Scales or Cloyster Shells is going to work. For the vast majority of materials, there is a known "right way" to wear it for protection and the only real choice is wearing more of it or less.

Armor Descriptions

Non-Armors

Anything you wear is technically a form of armor, but anything sufficiently light as to not count even as Light Armor can be worn by characters who lack armor proficiency without suffering penalties. Each clothing type listed here has a wide range of possibilities for what you might actually wear while counting as wearing that type of clothing, and there's all sorts of regional and cultural variations, as you might imagine. Most non-adventurers just wear something that counts as functional clothing during their day to day lives.

Table 7.2: Non-Armors

Name	AC	Max Dex	ACP	ASP	Price	Weight
Camouflage Clothes	+0	+8	-0	-0	1 gp	1 lb
Fancy Clothes	+0	+6	-1	-2	30 gp	2 lb
Functional Clothes	+0	--	-0	-0	3 sp	1 lb
Magic Clothes	+2	+9	-0	-0	8,000 gp	1 lb

Camouflage Clothes: These are made with a color scheme intended to blend into a specific kind of area, such as forests, tundra, or deserts, etc. While you're in the appropriate terrain for your particular outfit, you can attempt to hide from any creature that's more than 10ft away from you even while being observed.

Fancy Clothes: This can be any kind of military dress uniform, religious garb, noble finery, or other clothing that looks expensive and official. While wearing fancy clothes, you get a +2 to Diplomacy and Bluff, and you get a +4 to Intimidate checks with peasants.

Functional Clothes: Cheap, basic, and practical, these clothes tend to have at least one useful pocket, pouch, or strap that you can slip an item into, probably more than one. You can retrieve items stored in said pockets as a free action. Unlike other armors, functional clothing has no maximum dexterity bonus at all.

Magic Clothes: Usually a robe, or a vest, or sometimes magic shorts that never rip even when you shapeshift into a huge monster. These clothes have been magically treated so that the cloth provides a simple protection while remaining light enough to be used by those who are unskilled in the arts of armor. They are very rarely found or sold without a magic item property already added (though it is possible). Similar to fancy clothing, magic clothing provides a certain air of authority to the wearer, giving them a +1 on all Charisma checks.

Light Armor

Table 7.3: Light Armors

Name	AC	Max Dex	ACP	ASP	Price	Weight
Brigandine	+5	+3	-4	-3	125 gp	30lb
Chain Shirt	+4	+5	-2	-4	100 gp	25lb
Cord Armor	+2	+4	-1	+0	20 gp	15 lb
Darkleaf Armor	+4	+6	-1	+0	600 gp	15 lb
Gray Armor	+3	+8	+0	+0	1,000 gp	15 lb
Leather Armor	+2	+7	+0	+0	15 gp	15 lb
Mithral Shirt	+5	+6	+0	+0	1,100 gp	15 lb
Padded Armor	+1	+8	+0	+0	10 gp	10 lb
Spiderweb Clothing	+4	+6	-1	-1	300 gp	10 lb
Still Suit	+2	+5	-3	-2	350 gp	15 lb
Studded Leather Armor	+3	+6	-1	-1	25 gp	20 lb
Wicker Armor	+3	+7	-1	-6	15 gp	15 lb
Winter Clothes	+2	+4	-4	-4	30 gp	10 lb

Medium Armor

Table 7.4: Medium Armors

Name	AC	Max Dex	ACP	ASP	Price	Weight
Adamantine Breastplate	+7	+3	-6	-2	5,000 gp	30 lb
Animal Spirit Armor	+4	+3	-3	-3	750 gp	25 lb
Astral Silk Armor	+5	+4	-1	-5	900 gp	20 lb
Bone Armor	+3	+4	-3	-5	450 gp	30 lb
Breastplate	+5	+4	-4	-2	200 gp	30 lb
Chainmail	+5	+3	-3	-5	150 gp	40 lb
Chitin Carapace	+5	+4	-3	-1	500 gp	30 lb
Dragonscale Shirt	+6	+5	-4	-2	1,400 gp	25 lb
Elaborate Gown	+1	+3	-5	-8	300 gp	15 lb
Hide Armor	+3	+4	-3	-4	15 gp	25 lb
Lamellar Armor	+4	+4	-4	-4	190 gp	30 lb
Lobster Mail	+5	+2	-5	-3	350 gp	25 lb
Mithril Suit	+6	+5	-2	-1	5,000 gp	20 lb
Rime Hauberk	+5	+3	-5	-3	150 gp	25 lb
Ringmail	+4	+4	-2	-3	100 gp	40 lb
Scale Mail	+4	+3	-4	-2	50 gp	30 lb

Heavy Armor

Shield Descriptions

Shields

Great Shields

Table 7.5: Heavy Armors

Name	AC	Max Dex	ACP	ASP	Price	Weight
Adamant Carapace	+11	+2	-9	-4	9,000 gp	50 lb
Coral Armor	+5	+2	-3	-6	1,300 gp	45 lb
Demon Armor	+9	+5	-10	-3	10,000 gp	35 lb
Deep Clay Armor	+6	+3	-4	-5	4,000 gp	50 lb
Dragonscale Plate	+9	+4	-5	-2	3,000 gp	45 lb
Full Plate	+8	+1	-6	-6	1,500 gp	50 lb
Great Armor	+7	+2	-7	-5	1,400 gp	50 lb
Half-plate	+7	+2	-5	-7	800 gp	50 lb
Hoplite Armor	+6	+1	-9	-5	500 gp	50 lb
Mechanus Armor	+12	+0	-8	-8	10,000 gp	60 lb
Silk Steel Armor	+7	+3	-4	-1	4,500 gp	45 lb
Stone Plate	+10	+0	-9	-11	1,750 gp	60 lb
Sun Plate	+9	+6	-10	-8	6,000 gp	35 lb

Table 7.6: Shields

Name	AC	ACP	ASP	Price	Weight
Adamantine Shield	+3	-1	+0	2,000gp	6 lb
Buckler	+1	-1	+0	15 gp	5 lb
Dragonscale Shield	+3	-1	-6	350 gp	5 lb
Force Shield	+3	+0	+0	1,800 gp	1 lb
Mithral Shield	+2	-1	+0	1,020 gp	3 lb
Steel Shield	+2	-1	+0	20 gp	6 lb
Vine Shield	+1	-1	+0	45 gp	4 lb
Wooden Shield	+1	-1	+0	15 gp	5 lb

Table 7.7: Great Shields

Name	AC	ACP	ASP	Price	Weight
Bone Wall	+3	-6	-2	150 gp	10 lb
Crystal Aegis	+3	-3	-1	2,000 gp	15 lb
Ice Aegis	+5	-5	-3	1,600 gp	15 lb
Kappa Shell	+3	-8	-5	500 gp	25 lb
Kite Shield	+4	-5	-2	120 gp	15 lb
Tower Shield	+4	-6	-2	100 gp	45 lb

Chapter 8:

Travel and Exploration

star

Chapter 9:
Combat

wheel

Chapter 10:
Magic

book

Chapter 11:
Character Advancement

wind

Chapter 12:
Prestige Classes

hook

Chapter 13:
NPC Classes

13.1 Warrior

"Guards! Get them!"

The worlds have a multitude of powerful champions who slay dragons with their swords and break necromancers over their knees. But while these characters are often the primary focus of the game, the fact remains that the way of the sword is traveled quite frequently by orcs and elves alike, and the vast majority of those who do so are not actually capable of performing such awesome displays of martial prowess. These are the Warriors – the people who wield weapons in a manner that is entirely unlikely to get their names told in lasting song and story.

Warriors in the Game: Warriors aren't playable as PCs. They lack the depth and tactical versatility to be an interesting character and they are not powerful enough to pull their weight in any real adventuring setup. They have a CR equal to half their Warrior level and don't get multiclassed with real classes at all. In order to keep this from being potentially unbalanced, we strongly suggest that warriors show up in groups. So while a 4th level Warrior is nominally a CR 2 opponent, he's not really a good challenge for a 2nd level party. But 2 of them are an appropriate challenge for a 4th level party. And that's really what the Warrior is for – showing up in groups and getting smacked around anyway.

Hit Die: d8

Class Skills: The Warrior's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (Int), Escape Artist (Dex), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Profession (Wis), Ride (Dex), Spot (Wis), Survival (Wis), Swim (Str), and Use Rope (Dex).

Skills/Level: 4 + Intelligence Bonus

Table 13.1: The Warrior

Level	BAB	Fort	Reflex	Will	Special
1st	+0	+0	+0	+0	Replaceable
2nd	+1	+0	+0	+0	Signature Weaponry
3rd	+1	+1	+1	+1	Loyal to Death
4th	+2	+1	+1	+1	Rank
5th	+2	+1	+1	+1	Unshakable Morale

Class Features

All of the following are Class Features of the Warrior class:

Weapon and Armor Proficiency: A Warrior is proficient with all simple and martial weapons, as well as Light and Medium Armor and Shields. In addition, a Warrior is proficient with either Heavy Armor or an Exotic Weapon.

Replaceable: Warriors represent the faceless hordes of grunts, guards, and mooks. They are intended to be easy to use, and very easy to replace. Instead of worrying about the feats that a Warrior has, simply give Warriors +1 to-hit for each feat they would be eligible for.

Signature Weaponry: 2nd level warriors are proficient with all racial and cultural weapons and armor of their people. For example, 2nd level Dwarven Warriors are proficient with the Dwarven Waraxe and Stone Plate armor, while 2nd level Elven Warriors are proficient with Elven Thinblades and Darkleaf Armor.

Loyal to Death: 3rd level Warriors will fight to the death and remain conscious when below 0 hit points (they are still staggered as normal).

Rank: 4th level Warriors are qualified to lead troops, and have a Command Rating equivalent to being a Sergeant.

Unshakable Morale: 5th level Warriors never have to make Morale checks and receive a +2 bonus on saves vs. Fear.

Trading Out Warrior Levels: Warrior levels aren't capable of doing anything good. If for some reason a Warrior became an actual important character, they should become a member of a real character class. That is, simply trade levels of Warrior for levels in a real class that has a full BAB progression.

Chapter 14:
The Planes

shadow

Appendices

Appendix A:
Spells

yak

Appendix B:
Monsters

yuck

Appendix C:

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.

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**

List of Tables

Index