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# Super Tome

« For that game we all known and love »

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March 14, 2014

# Table of Contents

Table of Contents	2	9 Combat	14
1 Introduction	3	10 Magic	15
2 Races	4	11 Character Advancement	16
2.1 Aasimar . . . . .	4	12 Prestige Classes	17
2.2 Dwarf . . . . .	4	13 The Planes	18
2.3 Feytouched . . . . .	5	Appendices	19
2.4 Hobgoblin . . . . .	6	A Spells	20
2.5 Orc . . . . .	6	B Monsters	21
3 Classes	8	C NPC Classes	22
4 Skills	9	D The Open Game License	23
5 Feats	10	List of Tables	26
6 Background and Alignment	11	Index	27
7 Equipment	12		
8 Travel and Exploration	13		

## Chapter 1:

# Introduction

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# Chapter 2:

## Races

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### 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 effects of armor and load normally (reduced running rate from load, and inability to run and possible staggering if the dwarf's worn armor check is too high).
- 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 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.

## 2.4 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.

## 2.5 Orc

*"Waaarrggghhhh!"*

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

flower

## 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:

# The Planes

shadow

# Appendices

# Appendix A:

# Spells

yak

## Appendix B:

# Monsters

yuck

## Appendix C:

# NPC Classes

crab

## Appendix D:

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## List of Tables

# Index

Aasimar, [4](#)

Dwarf, [4](#)

Feytouched, [5](#)

Hobgoblin, [6](#)

Orc, [6](#)

todo

- dwarf needs a racial description, [4](#)