

---

# Super Tome

« For that game we all known and love »

---

*This material is Open Game Content, and is licensed for public use under the terms of the Open Game License v1.0a.*

March 11, 2014

# Table of Contents

Table of Contents	2	10 Magic	13
1 Introduction	3	11 Character Advancement	14
2 Races	4	12 Prestige Classes	15
2.1 Dwarf . . . . .	4	13 The Planes	16
2.2 Hobgoblin . . . . .	4		
3 Classes	6	Appendices	17
4 Skills	7	A Spells	18
5 Feats	8	B Monsters	19
6 Background and Alignment	9	C NPC Classes	20
7 Equipment	10	D The Open Game License	21
8 Travel and Exploration	11	List of Tables	24
9 Combat	12	Index	25

Chapter 1:

# Introduction

foo

# Chapter 2:

## Races

foo

### 2.1 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

### 2.2 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.

## 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:

# 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**

*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

*SuperTome* Copyright 2014, Daniel Gee

END OF LICENSE

# List of Tables



# Index

Dwarf, [4](#)

Hobgoblin, [4](#)

todo

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