

# House Rules & Clarifications for Rules Cyclopedia Dungeons & Dragons v2.0

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## Foreword

Why all the errata and additional rules? Principally, it is for 6 reasons:

1. When Aaron Allston compiled the Rules Cyclopedia, he worked from a non-revised copy of the Expert rulebook. As a freelance writer, he probably wasn't even aware of the revised version. This introduced inconsistencies into some of the charts.
2. Frank freely admits he never play-tested Weapon Mastery, and this fascinating subsystem requires modifications to fit into the rest of the rules.
3. To enjoy Classic D&D, one must appreciate the race-as-class paradigm. I have taken that one step further and introduced the distinction of different magic for each of the magic-capable races, providing a flavor no version of AD&D offers.
4. I've expanded the core game to include lots and lots of options to make sure that even though we are playing with the race classes from the RC, pretty much anything a D&D player is familiar with is here.
5. I've taken demi-human attack ranks to the next logical conclusion to make those classes even more playable at high levels.
6. I took the optional order of combat as specified in the Immortals rulebook and expanded it to create a combat system that allows move-and-act as well as act-and-move.

## Basics

### Ability Scores

1. Intelligence can be used to ask for DM hints. When a player asks for one, the DM makes an intelligence check for that character and if successful, the DM will give a hint that he believes the character would know about. The DM will make sure this ability is not abused (rule of thumb is one per session per character).
2. The maximum retainers column for charisma is also used for how many rumors the player gets both at the start of play and when coming to a new area.
3. All characters have a minimum of 6 constitution; if less is rolled, round up to 6.

### Hit Points

1. All characters receive maximum hit points at 1st level. If a class is granted 2 hit dice at 1<sup>st</sup> level (such as the ranger), only the first hit die is maximized; the second must still be rolled for.
2. After that, the fixed number of hit points the class receives after name level is used as the minimum one can receive for hit points *con penalty included*. For instance, when a dwarf character rolls for hit points for level 2, 1s and 2s are rounded up to 3 because after 9<sup>th</sup> level, dwarves get 3 hit points per level. Likewise an elf with 6 con still won't receive less than 2 hit points per level.

### Saving Throws

1. The optional rule for ability score adjustments for saving throws is in play (pg 266). The con modifier helps with all saves vs. death ray that are non-magical-death effects such as stuns & knockouts.
2. Alternate uses & names for the saving throw categories are as follows:
  - a. Death Ray/Poison (partially modified by Con) – aka Fortitude save, for resisting effects by virtue of physical health (con bonus applies to such cases), such as the disease of a rat bite.
  - b. Magic Wands (modified by Dex) – aka Dodge save, for avoiding harm by twisting, turning, ducking, or balancing.
  - c. Paralysis/Turn to Stone (modified by Str) – aka Knockdown save, for resisting being overborne, tripped, or otherwise moved against one's will.
  - d. Dragon Breath (modified by Dex) – aka Tumble save, for avoiding harm by moving out of the way
  - e. Rod/Staff/SPELL (modified by Wis) – aka Will save, anything requiring willpower to resist
3. When to use saves and when to use checks: As a general rule, saving throws are reactive; the character resists, avoids, or escapes danger. When the character is attempting to do something, usually an ability or skill check is called for instead. For instance, a character attempting to walk across a patch of ice must pass a dexterity check to succeed or use his acrobatics skill, if he has it. However, if ice is magically created underfoot, the character will roll a Dodge save to keep his footing (though if the character has the acrobatics skill, a successful check will add +2 to the save).

### Experience Points

1. We are not using bonuses or penalties for high or low ability scores, nor the special class-based xp awards like bards or rangers get that are intended to offset that. Instead, I will be more generous in giving out experience point rewards for cleverness, good role-playing, and achieving goals.
2. The Rules Cyclopedia incorrectly contradicts the Basic rules in regards to retainer xp; they get half-shares, not full shares. It is easier to think of it as the retainers get full shares and the player characters get double shares for math purposes.

### Energy Drain

Initially, one level of energy drain is treated as a negative level. Each negative level a character carries inflicts:

- –1 penalty to constitution, which may result in hit point loss. Characters reduced to 2 constitution are weakened past the point of combat ability, and 1 constitution characters are too feeble to move.
- –1 to effective level, which can affect class abilities such as how many spells can be memorized, how many dice of damage spells do, whether a fighter gets multiple attacks, what chart attacks and saves are made on, etc. Spells currently

memorized are unaffected, and skills and weapon mastery ratings are unaffected as well. Dual-classed characters experience the penalty to all classes they have.

If a character's effective level is zero because the amount of negative levels equals the character's current level (or highest in the case of dual-classing), the character is slain. Likewise, if a character's constitution is reduced to 0 by the penalty he is slain.

Negative levels can be gotten rid of immediately in the following ways:

- Restoration will restore all negative levels **instead** of restoring one permanently lost level. The usual penalty of 1 level drained until 2-20 days of rest is taken still applies.
- Dispel Evil will restore one negative level, but the cleric is temporarily drained 1 level until he rests for 1-10 days.
- Dying, and being brought back to life. However, the constitution penalty then becomes a permanent loss.

Each day that a character carries at least one negative level, he must make a saving throw vs. death (constitution adjustment applies) for each one. If the creature or item that caused the energy drain is still "alive" or functioning, then failing the save means that the negative level becomes a permanently lost level, though the constitution penalty is lifted. Succeeding on the save merely means that the character has staved off the cruel fate for another day. On the other hand, if the opponent or item that caused the energy drain has been destroyed, then succeeding on the save means that the negative level disappears and failing the save merely puts off the moment of restoration for at least another day.

When one or more negative levels converts to a permanently lost level for a character who up until that point was unaffected by level loss, record the character's experience point total prior to the downgrade; this total is what the character is returned to if *restore* spells are used to bring back all the lost levels. In most cases, losing a level means going to the mid-point experience value of the level before. However, it may not remove as many experience points for higher level characters, in fact it may not cause the character to fully lose a level at all; any given "lost level" can only remove a maximum of 100,000-120,000 experience points (expanding the rule given for demi-humans on pg. 154 to all characters).

At the DM's discretion, characters who perish while carrying negative levels and are not raised might return as an undead creature with their former class abilities at a level equal to the amount of negative levels they died with.

## Classes

There are a wide variety of classes to choose from. In addition to the standard classes as presented in the Rules Cyclopedia, I have a large library of additional material you can choose from. I have also created variants of the standard classes in case you want to play them a little differently.

### Class Choices

Here is the exhaustive list of class choices available for your enjoyment. Many classes have a set of one or more skills that a character is required to take. These skills are part of the character's total skill allotment, unless marked with an asterisk. The rationale I used as to whether a class gets a skill for free or not depends upon whether the skill is primary for the class in question; i.e. if a character of that class cannot perform his functions without it.

<u>Race</u>	<u>Class</u>	<u>Source</u>	<u>Minimum Requirements</u>	<u>Prime Requisites</u>	<u>Max Level</u>	<u>Class Skills</u>
Human	Avenger	Rules Cyclopedia	Fighter 9; Chaotic; alliance with chaotic clerical order	Str	36	-
Human	Bard	Best of Dragon Vol. 1	Str 9, Int 9, Cha 13	Int, Dex	36	Leadership, Music* (stringed instrument), Singing*, Storytelling*, Knowledge (player choice)
Human	Cleric	Rules Cyclopedia	-	Wis	36	Ceremony
Human	Cloistered Cleric	This document	-	Wis	36	Ceremony
Human	Druid	Rules Cyclopedia	Neutral; if entered after character creation Cleric 9	Wis	36	Nature Lore
Human	Fighter	Rules Cyclopedia	-	Str	36	-
Human	Knight	Rules Cyclopedia	Fighter 9; swear fealty to prince, king, or emperor	Str	36	-
Human	Magic-User	Rules Cyclopedia	-	Int	36	Magical Engineering
Human	Mystic	Rules Cyclopedia	Wis 13, Dex 13	Str, Dex	36	Acrobatics*, Mysticism
Human	Paladin	Rules Cyclopedia	Fighter 9; Lawful; swear fealty to lawful clerical order	Str	36	-
Human	Shaman	Gaz 12 (Ethengar Khanate)	Neutral	Wis	36	Spirit Lore
Human	Sorcerer	This document	Int 13	Int	36	Magical Engineering
Human	Swashbuckler	This document	Int 9, Dex 9	Str, Dex	36	Acrobatics
Human	Thief	Rules Cyclopedia	-	Dex	36	-
Human	War Priest	This document	-	Wis	36	Leadership
Human with demonic ancestry	Warlock	Dungeoneer #16	Int 13, Wis 15; Neutral or Chaotic	Int	36	Alternate Magics
Dwarf	Priest	This document (with a few nods to Gaz6)	Wis 9, Con 9; Lawful	Wis	32	Ceremony, Caving
Dwarf	(Fighter)	Rules Cyclopedia	Con 9	Str	32	Caving
Elf	(Fighter/Magic-User)	Rules Cyclopedia/Gaz 5 (Elves of Alfheim)	Int 9	Str, Int	20	Treewalking, Tracking, clan skill
Elf	Minstrel	This document	Dex 9, Int 9, Cha 13	Int, Dex	20	Music* (stringed instrument), Singing*, Storytelling*, Knowledge (player choice), Treewalking, Tracking, clan skill
Gnome	(Fighter, possibly with Shaman and/or Wokan)	PC2 (Top Ballista)	Dex 8, Con 6; Int 13 for wokan, Wis 14 for shaman	Str	28	Engineering
Gnome	Illusionist	Best of Dragon Vol. 1	Int 15, Dex 15	Int, Dex	20	-
Halfling	(Fighter)	Rules Cyclopedia	Dex 9, Con 9	Str, Dex	28	-
Halfling	Burglar	This document	Dex 9, Con 9	Dex	28	-
Superior Human	Ranger	Best of Dragon Vol. 1	Int 12, Wis 12, Con 15	Str	36	Fire-Building, Hunting, Survival (forest/jungle), Healing

The Creature Crucible series (PC1-PC4) contains many other playable races (gremlins, pixies, sky gnomes, mermen, etc.), but are best used in non-standard parties so I'm not making those options available at this time.

The prime requisite column is primarily used at character creation to determine which ability scores can be improved by doing 2 for 1 swaps.

Non-thief characters must also choose a profession skill – some trade they were taught before entering into their class - unless their class grants them one of the following skills: ceremony, mysticism, survival, or an entertainment skill (singing, playing an instrument, storytelling). Clerics can earn a living performing ceremonies, the populace (or church) supports mystics, and rangers survive on their own in the wild. Bards earn a living through the use of their entertainment skills. Thieves who do not take a profession skill are career criminals, and may have wanted posters out for them. Acrobatics *cannot* be used as a profession skill by saying the character grew up with the circus; the character would have been taught an additional trade skill regardless.

## ***Demi-Human Classes Note***

I have extended the playability of the demi-human classes. For dwarves and halflings, I have turned each listed attack rank into a gain of 2 levels. For elves, each attack rank becomes a single level, but they also continue to improve their magical skills as well.

## ***Racial Arcane Magic***

To really embrace racial class distinctions, each of the races with a written form of magic (i.e. not just wokani) employs a different type, usable only by that race. Human magic is very overt and destructive. Combined with the high human birth rate it has allowed humans to dominate the realms despite their shorter life spans. Elf magic is far more subtle but still highly potent, and has druidic crossovers, allowing them to be masters of their forests. Gnome magic specializes in twisting the nature of reality itself. Note that *all* elves are magical, humans only learn it by choice and long hours of study, and gnome illusionists are rare gifted individuals.

## ***Class Errata***

### **Avenger**

1. Avengers do not get bonus spells for high wisdom.

### **Bard**

1. Note that since we are not using ability score bonuses or penalties to experience points, bards do not get bonuses for using their class skills either.
2. Bards at 1<sup>st</sup> level gain the same bonus thieving skill points for high dexterity and intelligence that thieves do. These are the only points available to them at 1<sup>st</sup> level.
3. Like their thieving level, their casting level is at one half their bard level rounded down. Bards do **not** gain bonus spells for high intelligence.
4. Bards may continue on to 36<sup>th</sup> level, but their charm, lore, and spells that can be memorized top out as listed at 25<sup>th</sup> level. Only their thieving abilities continue to increase (along with the standard benefits like hit points, saving throws, etc.).

### **Cleric**

1. As per the Basic DM Rulebook pg. 21, turning lasts for 1-10 rounds. After that time is up, the undead make a reaction roll; on a result of 8 or more, they return. House rule: the cleric's charisma modifier adjusts the target number. For example, a cleric with 18 charisma has turned a wight. After the 1-10 rounds is up, the wight must roll an 11, not an 8, on 2d6 to return.
2. The cleric's holy symbol must be held out to ward off the undead, and they must be able to hear him.
3. Rule import from C&C: Clerics get a bonus 1<sup>st</sup> level spell for wisdom of 13+, a bonus 2<sup>nd</sup> level spell for wisdom of 16+, and a bonus 3<sup>rd</sup> level spell for 18 wisdom. These bonus spells are acquired at the level in which the cleric receives those spells; i.e. a 1<sup>st</sup> level cleric has no spells but a 2<sup>nd</sup> level cleric with a 13 or higher wisdom can memorize 2.

### **Druid**

1. Druids can be started as 1<sup>st</sup> level characters.
2. Druids can cast *animal friendship* as per the AD&D PHB once per week and can be assumed to start play with an animal companion such as a dog if they so choose.
3. Rule import from C&C: Druids get a bonus 1<sup>st</sup> level spell for wisdom of 13+, a bonus 2<sup>nd</sup> level spell for wisdom of 16+, and a bonus 3<sup>rd</sup> level spell for 18 wisdom. These bonus spells are acquired at the level in which the druid receives those spells; i.e. a 1<sup>st</sup> level druid has no spells but a 2<sup>nd</sup> level druid with a 13 or higher wisdom can memorize 2.

### **Dwarf**

1. Dwarves can rise as high as 32<sup>nd</sup> level, using the experience point chart from Appendix C. The chart also lays out their attack capability and when special abilities are gained. Their saving throws improve one more time, at 23<sup>rd</sup> level, when their saves become 1 better each (but not below 2): 2, 2, 3, 3, 2.
2. Due to their small stature, dwarves have an unencumbered movement rate of 90 turn/30 combat. When using the encumbrance chart, simply shift the values down a row, and 1601+ (modified by str) indicates no movement.

## Elf

1. Rule import from C&C: Elves get a bonus 1<sup>st</sup> level spell for intelligence of 13+, a bonus 2<sup>nd</sup> level spell for intelligence of 16+, and a bonus 3<sup>rd</sup> level spell for 18 intelligence. These bonus spells are acquired at the level in which the elf receives those spells.
2. Elves use the 'treekeeper elf' spell list and spell progression from Gaz5, including the spells on the list marked with a T.
3. Elves can reach as high as level 20. The 10 attack ranks listed in the RC are treated as levels (as they are in Gaz5), and in addition to the benefits accrued therein, elves also gain additional spells as per Gaz5. The elves still use the attack ranks, since those numbers are more favorable than their actual character level. Their saving throws still top out at 10<sup>th</sup> level.

## Gnome

1. Due to their small stature, gnomes have an unencumbered movement rate of 90 turn/30 combat. When using the encumbrance chart, simply shift the values down a row, and 1601+ (modified by str) indicates no movement.
2. A gnome with high enough ability scores may choose to become both a wokani and shaman, but as per the RC the level limits are then halved to 6 in each.
3. Gnomes have a level limit of 28, the same as for Halflings, though because their first level is that of "normal monster" the limit is effectively 29.
4. Gnomes attack as a monster of their hit dice up to 3<sup>rd</sup> level/4 hit dice, when they are as powerful as a gnome chieftain. They stay at this level of attack through 6<sup>th</sup> level. At 7<sup>th</sup> level and beyond, they attack as a dwarf of the same level, including weapon mastery choices, fighter combat options, and multiple attacks (see appendix C). Note that because a gnome's first level is actually that of "normal monster", their ability to gain weapon mastery choices and the other combat benefits is effectively one level delayed.
5. Gnomes get the dwarven ability of half damage vs. spells at 20<sup>th</sup> level (the same level that dwarves get it).

## Gnome Illusionist

1. In this game, illusion is the racial magic of gnomes, so only gnomes can take the class. Unlike elves, gnome illusionists cannot wear armor and cast spells.
2. Rule import from C&C: Gnomes get a bonus 1<sup>st</sup> level spell for intelligence of 13+, a bonus 2<sup>nd</sup> level spell for intelligence of 16+, and a bonus 3<sup>rd</sup> level spell for 18 intelligence. These bonus spells are acquired at the level in which the gnome receives those spells.
3. Gnome illusionists attack as magic-users do until level 15, when they start to accelerate a bit (see appendix C), so that a 20<sup>th</sup> level gnome illusionist attacks as well as a 26<sup>th</sup> – 30<sup>th</sup> level magic-user.
4. Gnome illusionists save as dwarves.
5. Like elf minstrels, gnome illusionists do not get a weapon mastery choice at level 16. They otherwise get weapon mastery choices at levels 4, 8, 12, and 20.
6. Gnome illusionists get the dwarven ability of half damage vs. spells at 14<sup>th</sup> level (the same experience point total as with other dwarves and gnomes).

## Halfling

1. Halflings can rise as high as level 28, using the experience point chart from appendix C. Halflings gain 2 hit points per level after 9<sup>th</sup>. Their saving throws improve one more time at 19<sup>th</sup> level by one each (but not below 2) to 2, 2, 3, 4, 3.
2. Due to their small stature, halflings have an unencumbered movement rate of 90 turn/30 combat. When using the encumbrance chart, simply shift the values down a row, and 1601+ (modified by str) indicates no movement.
3. Thanks to their big hairy feet, barefoot halflings reduce opposed listen checks by 1 in 6 (16%) when moving quietly. This bonus is in addition to any granted by the stealth skill, if the halfling has it. Halflings are ordinarily barefoot unless ground conditions require boots (or they happen to have magical boots and prefer wearing them).
4. Halflings can use size M melee weapons in two hands; thus a "two-handed sword" for a halfling is a normal sword. Note that the +1 strength bonus to damage for using two hands still applies, just as it does for humans using two-handed swords.
5. Halflings always get the +1 bonus to initiative, thus usually going before their comrades.

## Magic-User

1. Rule import from C&C: Magic-Users get a bonus 1<sup>st</sup> level spell for intelligence of 13+, a bonus 2<sup>nd</sup> level spell for intelligence of 16+, and a bonus 3<sup>rd</sup> level spell for 18 intelligence. These bonus spells are acquired at the level in which the magic-user receives those spells.
2. Magic-users only start with 1 additional weapon mastery slot because they get dagger and club for free.
3. The RC's spell progression isn't quite correct since it mixes the pre-revised version of the Expert chart with the revised Companion chart; for levels 4-14 we are using the revised Expert chart - see Appendix C.

## Mystic

1. Mystics go up to level 36 using the **magic-user** experience point chart. They continue to attack and save as fighters. Additional mystic abilities gained beyond level 16 are shown in Appendix C.
2. Mystics gain extra points to spread around to their thieving abilities like thieves do (see below).
3. Mystics do not gain multiple attacks with open hands at the listed rate. Instead, they have 2 attacks per round at 1<sup>st</sup> level, 3 attacks per round at 12<sup>th</sup>, 4 attacks per round at 24<sup>th</sup>, and 5 attacks per round at 36<sup>th</sup>. Note that like all multiple attacks, each additional open hand attack is made at one level of weapon mastery less than the previous, but Basic stays Basic. With weapons they have one less attack per round, putting them in synch with fighters of the same level in that regard. (The mystic monster entry lists the master as "Attack: 1 weapon or 2 hands")



4. Mystics do not gain unarmed attack magic weapon equivalency as fast as listed on the chart. They gain silver weapons at level 4, +1 weapons at level 8, +2 weapons at level 12, +3 weapons at level 16, +4 weapons at level 20, and +5 weapons at level 24.
5. Mystics can dodge missiles with a Dodge save, provided that they can see it coming and are not surprised. If the missile is magical, its bonus becomes a penalty to the Dodge save. The spell *magic missile* can be dodged, but the penalty is -6.
6. All mystics have acrobatics; there is no need to take a 20% xp penalty (since we've given them the magic-user xp chart already). A standard skill check is all that is necessary to determine success for acrobatics usages that coincide with the general acrobatics skills. For the more difficult feats of acrobatic prowess exclusive to mystics use the acrobatic formula.
7. Mystics may put slots into weapon mastery for their open hand attacks (which start at Basic). Open hand attacks have a primary target of H. This does not improve the damage, but it does improve the to hit bonus without being halved (so Grand Mastery in open hand attacks grants a +8 to hit vs. H opponents and +6 to hit vs. M opponents). It also gives the defensive benefits of a club (A:-1AC/2 and 1 deflect at Skilled, etc.) and additionally at Basic mastery the mystic gets 1 deflect *if initiative is won*.
8. Mystics may choose to make an unarmed strike in order to get stun and knockout chances. This can be done with each open hand attack. Open hand damage is halved (just like it is when monsters do this) and the stun chance is still limited to only what a blackjack can affect. The attack doesn't have to be with the hand; the mystic can opt to kick instead to forego the lesser knockout chance in favor of a longer stun.
9. The *blankout* effect, as per the Masters Set, also avoids all forms of magical detection, including truesight.
10. The *gentle touch* effect won't affect a character of higher level than the mystic.
11. Ignore the section on fighting to achieve higher experience levels, especially since we are using the m-u xp chart without the benefit of item creation and spell research to speed progression.

## Paladin

1. Paladins do not get bonus spells for high wisdom.

## Ranger

Ranger is actually a race-class, populated by a breed of superior, long-lived men and women. No matter the campaign world, rangers are descendants of some legendary fallen kingdom of old who now live in the wilderness and protect their human cousins from dangers they are better off not knowing of. In a Middle Earth game, rangers hail from the sunken island of Numenor, in a Dark Ages Earth game, rangers are survivors of Atlantis, etc.

1. Since we are not using ability score bonuses or penalties to experience points, rangers do not get the 4:3 xp bonus.
2. Rangers start with 2 hit dice. The first die they receive the maximum of 8 for; the other die must be rolled.
3. Rangers follow the demi-human rules for weapon proficiencies; they start with basic knowledge of all weapons and gain additional slots every 4 levels.
4. Rangers succeed on listen checks 2 in 6.
5. As a sub-class of fighter, rangers get combat maneuvers and multiple attacks at the same levels that fighters do (but since their xp chart is slower, they effectively get them later).
6. Rangers can find, remove (when applicable) and set woodland traps (snares, pits dug into the earth and covered with leaves and branches, etc.) as a thief of the same level.
7. Ranger tracking is a class skill and superior to the general tracking skill (starts at 90%; equivalent to 18 int). Rangers have both a generally superior chance to track outdoors and a capability to track within the dungeon not open to any other class. A ranger's intelligence does not effect his tracking percentages.
8. As a race-class, dual-classing is not an option for either entry into or exit from the class.
9. The clerical spells that rangers get include spells on the druid list, but unlike druids do *not* exclude good or evil spells.
10. Ranger spells are *spell-like abilities* that do not require spellbooks nor memorization and can be cast in armor. Each spell slot that the ranger gets is filled by a spell that can be cast 1/day. For instance, a 13<sup>th</sup> level Ranger Lord has 12 spells known, and each is usable once per day. Ranger casting level is equal to the ranger's class level.

## Thief

1. Another one of those mistakes due to usage of the pre-Revised version of the Expert rules crept into the Rules Cyclopedia regarding the thief experience point chart. Thieves require 5000 xp to reach level 4 and 10000 xp to reach level 5.
2. Each point of dexterity bonus allows a thief to spread a 10% improvement over the following skills: open locks, remove traps, set traps, move silently, hide in shadows, pick pockets, and climb walls (but at a 5:1 rate i.e. 2% improvement).
3. Each point of intelligence bonus allows a thief to spread a 10% improvement over the following skills: find traps, remove traps, set traps, hear noise, and read languages. Note that a thief can put bonus points from both dexterity and intelligence into remove and set traps. Note that read languages is usually only gained at 4th level, but a thief putting extra points in at 1st level can make a check with just his natural talent. For instance, a thief with 13 intelligence puts 10% into read languages. At 1st-3rd level, his chance is 10%. At 4th level, that bumps up to 90%. A thief with an intelligence penalty is not penalized on any of these skills.
4. Thief backstab damage is double damage (see Damage Multipliers) + 1d4 for every 4 levels rounded down (+1d4 at 4-7<sup>th</sup>, +2d4 at 8<sup>th</sup>-11<sup>th</sup>, etc. all the way up to +9d4 at 36<sup>th</sup>). A thief backstab is a precise attack; it can only be done with a single one-handed weapon carefully aimed (eliminating two-weapon and two-handed backstabbing).
5. Thieves are allowed to gain proficiency in one two-handed weapon: the staff (but not to backstab with; see above).
6. At 10<sup>th</sup> level, thieves must decide whether they will learn reading from magic scrolls or sniping. Sniping is a ranged attack at a surprised target within 30 feet (yards outdoors) that gains backstab to hit and damage bonuses. As with backstab, the thief must remain unseen before delivering the attack to gain the benefit. Many npc thieves choose sniping due to the paucity of magic scrolls available.
7. Thieving Abilities are discussed in detail in a later section of this document.

## Variant Classes

All of the variant classes I have created are subclasses; unless otherwise specified, these classes conform to the parent class.

One new mechanic common to some of the variant classes is known as a spell slot. Spell slots do not have to be memorized ahead of time; the caster can choose what he wants to cast when he expends the slot. Exact details on what spells can be chosen for spell slots are given with each class that has the feature.

### Cloistered Cleric (Cleric subclass)

Cloistered clerics have a strong connection to their Immortals, hence their enhanced spell-casting prowess. However, this connection demands a level of concentration that disallows the wearing of armor or shield, like magic-users.

- Unable to wear armor or use a shield
- Casts spells per day at 1 level higher on the chart than normal. A level 36 cloistered cleric has 7 extra spell levels that he can memorize, which can be split up any way he chooses; i.e. one 7<sup>th</sup> level spell, one 5<sup>th</sup> and one 2<sup>nd</sup> etc.
- The first spell of each spell level is an open slot that the cloistered cleric can use to cast any cleric spell of that level. A 1st level cloistered cleric has one open slot for any 1st level spell, and if he has at least a 13 wisdom he gets an additional bonus spell that must be memorized.

### Dwarf Priest (Dwarf/Cleric subclass)

This class is based on the Dwarf Cleric presented in Gaz 6 Dwarves of Rockhome, but in making that class playable I've changed so much that I am calling it my own. They conform to the normal dwarf rules except:

- The prime requisite is wisdom.
- They have d6 hit dice and get 2 hit points per level after 9<sup>th</sup>.
- They cast spells like human clerics, except that they do not have the following spells on their spell list: *purify food and water* (1), *snake charm* (2), *growth of animal* (3), *sticks to snakes* (4), *insect plague* (5), *create normal animals* (6), *wizardry* (7). Instead, they get the following spells:
  - *Magic Stone* (1) – as per *Unearthed Arcana* (Cleric spell level 1)
  - *Spiritual Hammer* (2) – as per *AD&D Players Handbook* (Cleric spell level 2)
  - *Meld Into Stone* (3) – as per *Unearthed Arcana* (Cleric spell level 3)
  - *Stone Shape* (4) – as per *AD&D Players Handbook* (Druid spell level 3)
  - *Stone to Flesh* (5) – as per *Gaz5* (Elf spell level 6)
  - *Stone Tell* (6) – as per *AD&D Players Handbook* (Cleric spell level 6)
  - *Animate Rock* (7) – as per *AD&D Players Handbook* (Druid spell level 7)
- They attack on the cleric chart through level 12, see Appendix C for after that.
- They never gain fighter combat options or multiple attacks.
- They do not gain weapon mastery choices at levels 20 and 28.
- They cannot turn undead, instead they can turn the following types of creatures: constructs, oozes, slimes, molds, fungi, and any creature that burrows into or is made out of rock.

<b>Creature's Hit Dice in relation to Dwarf's Level</b>	<b>Result needed on 2d6</b>
21+ less	D#
11 to 20 less	D+
6 to 10 less	D
4 to 5 less	T
2 to 3 less	5
Between 1 less and 1 more	7
2 to 3 more	9
4 to 5 more	11
6+ more	-

For instance, a dwarf priest of level 13 attempting to turn a 16 hit die earth elemental needs a 9. A "D" result on the chart above for an extra-planar creature like an earth elemental results in a dismissal rather than a destruction.

### Elf Minstrel (Elf/Bard subclass)

Some elven adventurers are more stealthy and more learned than their counterparts. The elven Minstrel is, perhaps, the most completely self-sufficient class offering. Elf minstrels conform to standard elves in all respects except:

- They have d6 hit dice and get 1 hit point per level after 10<sup>th</sup>.
- They have the charm and lore abilities of a bard of the same level, with a +5% bonus to each per the bard description.
- They have bard armor restrictions (see below for the effects on their thieving abilities).
- Like bards, they do not get bonus spells for high intelligence, but otherwise cast as **full** elves.
- They attack on the thief chart through level 10, see appendix C for after that.
- They do not gain a weapon mastery choice at level 16.
- They function as a thief of the same level, with the following adjustments:
  - Their unfamiliarity with doors hinders their ability to Open Locks, giving a –15% penalty, so at 1<sup>st</sup> level without bonus points they do not have this skill.
  - Their keen demi-human senses give a +10% to Hear Noise and a +10% to Find Traps.
  - Due to their natural grace, when wearing chainmail they have no penalties to Climb Walls or Move Silently, unlike human bards. When wearing leather armor, they have the same bonuses that unarmored humans do (+5%

to Hide In Shadows and Pick Pockets, +10% to Move Silently and Climb Walls). Elf minstrels gain no additional bonus from being unarmored.

- They get bonus points for high intelligence and dexterity as thieves do.
- They do not get the thief backstab ability, just as bards don't.
- They do not get followers like a human bard, though it is possible for elf minstrels to follow one.

Essentially, the elf minstrel trades the offensive capability of a fighter for the stealth ability of a thief and some of the additional bard abilities. Although they have full casting and thieving abilities as compared to bards, their slow rate of level gain keeps both class choices competitive. A 25<sup>th</sup> level bard has 1,600,000 experience points which is comparable to a 14<sup>th</sup> level elf minstrel; both would have just gained 7<sup>th</sup> level spells.

### **Halfling Burglar (Halfling/Thief subclass)**

These are halflings who specialize in being sneaky. They conform to the normal halfling rules except:

- The prime requisite is dexterity.
- They have d4 hit dice and get 2 hit points per level after 9<sup>th</sup>.
- They have thief weapon and armor restrictions.
- They attack on the thief chart through level 8, see appendix C for after that.
- They never gain fighter combat options or multiple attacks.
- They do not gain weapon mastery choices at levels 20 and 28.
- They function as a thief of the same level, with the following racial adjustments imported from AD&D:
  - Their keen demi-human senses give a +10% bonus to Hear Noise.
  - Their soft feet give a +10% bonus to Move Silently, provided they are barefoot.
  - Their natural hiding ability allows them to Hide in Shadows as a thief of 8 levels higher (superceding the normal halfling ability to hide in shadows 33%)
  - Their short stature greatly hinders their ability to Climb Walls, giving a -20% penalty.
- They get bonus points for high intelligence and dexterity as thieves do.
- At 10<sup>th</sup> level, they gain the thief ability to snipe (an innately non-magical race, they do not get the option to cast spells from scrolls).

### **Sorcerer (Magic-user subclass)**

Sorcerers are rare people who find that once they learn certain spells, they just know them and do not need to rememorize them daily. They do still need at least 6 hours of sleep though to replenish their spells per day. Sorcerers have no need for spell books.

- Spontaneous casting. All the spells per day allowed are open slots.
- A sorcerer knows a maximum of 1 + their intelligence bonus of spells per level. In addition, all sorcerers know read magic, which is not included in that cap. At 1st level, the player picks two 1st level spells known in addition to read magic. To gain new known spells, a sorcerer must find magical scrolls and use read magic to learn them. This uses up the spell on the scroll. Sorcerers must be very careful to learn the spells they really want, because once a spell is learned it cannot be unlearned, and with a rather tight maximum, this could mean missing out on another spell that they'd prefer.
- This class requires a minimum intelligence of 13.

### **Swashbuckler (Fighter subclass)**

- Swashbucklers are limited to the thief weapon and armor restrictions, including no shields.
- Swashbucklers add (well subtract, actually) their intelligence bonus from their armor class against attacks that they can see coming, in addition to their dexterity bonus if any. They know where to place themselves to avoid damage.
- Swashbucklers can use their dexterity bonus to attack with certain bladed thrusting melee weapons if it is greater than their strength bonus. They still use their strength bonus for damage. Such weapons include the dagger, shortsword, and rapier (see Appendix 1).
- A swashbuckler gets +5% for weapon mastery training with any thrusting weapons that allow them to attack with their dexterity (even if they don't have a dex bonus).
- A swashbuckler's charisma reaction adjustment bonus (if any) modifies opponent morale checks vs. the swashbuckler's weapon mastery despair effect. Charismatic swashbucklers add that little bit of extra flair that can further demoralize foes.
- With a successful tumble save (save vs. dragon breath), a swashbuckler can avoid a parting or advancing blow. However, each one successfully dodged adds a cumulative -2 penalty to the next attempt in the same round. A swashbuckler may be able to weave around one halberd, but getting up close to an entire halberdier formation is quite difficult.
- Swashbucklers can Climb Walls as a thief of the same level.
- Class minimum requirements: int 9, dex 9

### **War Priest (Cleric subclass)**

War priests belong to militaristic clerical orders and often lead troops into battle. They are unable to cast *any* healing or curative spell, even from a scroll, nor even the reverse of such a spell. However, because they are not healers, they are allowed to shed blood and may use any weapon. Note that they still only start play with 2 weapon proficiencies.

## **Dual-Classing**

Rule import from OD&D/AD&D: Humans have the ability to dual-class – switch from one class to another at some point in their career (but at least 2<sup>nd</sup> level) – as per the Advanced D&D Player's Handbook, with the exception that ability score minimums are unnecessary. Extensive training of at least a month to switch classes is generally required.

Once a character's level in his new class has exceeded his level in his old class, he may then revert to putting xp into the old class until it has once again exceeded the other, and switching back and forth like this can be done as often as desired. While the level of the class that the character is putting xp into is equal to or less than the other, xp is only gained for encounters in which the character only uses the abilities of the improving class. Such a character attacks and saves on the most favorable chart of all his classes, but is restricted to the weapon list of the class being improved. Only when the level of the class being improved exceeds the other can abilities from either be used without loss of xp, and is also when the character gains hit points. For instance, Stefan is a 3<sup>rd</sup> level fighter. He switches to magic-user for a while, putting that up to 4<sup>th</sup> level and only gaining experience from encounters in which he doesn't wear armor and only uses weapons on the magic-user list. He now has 3d8 hit points from his fighter levels and 1d4 from magic-user. Then he switches back to fighter until he reaches 5<sup>th</sup> level, gaining an extra 1d8 of hit points when 5<sup>th</sup> is reached, and only gaining experience during fighter levels 3 and 4 from encounters in which he stayed away from his magic. He then chooses to continue as a fighter for a little bit longer, getting himself up to fighter 7. During this time since his fighter level exceeds his magic-user level, he can use his powers from both freely, though he still can't cast spells while wearing armor. Then he decides to return to his studies as a magic-user, and until he reaches magic-user 8, he cannot use his fighter class abilities if he wants to get xp from the encounter.

The following class restrictions remain in effect in order to use that class' abilities: magic-users must not wear armor to cast spells, clerics can only attack with bludgeoning weapons, and thieves can't wear armor heavier than leather to perform most of their abilities.

A character keeps separate totals for weapon choices gained from each class, and only ever has the larger of the two. For instance, a character that starts as a fighter 3 and then duals into thief doesn't gain a new weapon choice until thief 11, unless he reverts back to fighter for a while. Thus, a character wishing to pursue weapon mastery at as fast a rate as possible is not advised to dual-class.

In theory a character could have any number of classes using this mechanic, always only gaining xp from using the skills of the class currently being improved until it exceeds the level of all the others.

# Weapon Mastery

## Starting Slots

All humans have basic weapon proficiency with the following:

- Club
- Dagger
- Tossed object (rock, oil, holy water)
- Striking
- Wrestling

The mastery level for weapons that are restricted for a class cannot be improved; for instance magic-users cannot rise beyond the basic level of mastery in the club. Clerics cannot use a dagger except in either ceremonial or dire circumstances.

Magic-users only start with 1 additional weapon mastery slot due to the above changes.

In addition, the following classes grant basic mastery in the following fighting styles:

Martial classes & the mystic: weapon and shield, two-weapon fighting\*

Cleric classes: weapon and shield

\*only if minimum dexterity requirement is met

## Deflect

1. Deflect is useful against the same type of attacks that Parry is; all melee (both natural monster and hand-held weapon) attacks and thrown missiles. Deflects can be used while Parrying.
2. The defender must declare that he is using up a deflect *before* the attacker rolls to hit.
3. We are using an opposed attack roll instead of the saving throw mechanic. The defender rolls to hit and must hit a higher armor class than his foe (of course it won't matter if the attacker misses anyway). If the defender wins the opposed attack roll (and ties go to the *attacker*), the attack is deflected. Shield deflects succeed on a tie and do not suffer an off-hand penalty to the opposed attack roll. *Example: Johnston the attack rank 1 halfling attempts to deflect a tyrannosaurus rex's bite attack with his shortsword. Johnston is a Grand Master of the shortsword, and he uses a +4 shortsword with his 18 strength. The t-rex rolls a 12 to hit which hits armor class -7 which if not deflected is enough to hit Johnston. Johnston in turn rolls a 6, +3 for grand mastery vs a secondary target +4 magic +3 strength = 16, hitting armor class -9. Johnston has succeeded in the opposed attack roll, and the bite is turned aside.*
4. Like multiple attacks, multiple deflects are made at one level of mastery less each. For example, Johnston in the example above makes his first deflect opposed attack roll with his Grand Master bonus of +3, his second deflect uses the Master bonus of +2, and his third deflect uses the Expert bonus of +1.

## Errata

1. We are halving the 'to hit' bonuses, with the skilled +1 against non-preferred opponents dropping to 0. This does not apply to mystics who put proficiency slots into open hand attacks.
2. The saving throw to overcome a stun effect does not suffer the stun saving throw penalty.
3. Some type A weapons like the staff have secondary damage listed; use the secondary damage against any opponent with an armor class of 0 or better to reflect the limited capability to penetrate such thick defenses.
4. The listed values for cestus master & grand master damage are clearly erroneous. Use this instead:
  - Master: P:2d4+2 S:1d6+2
  - Grand Master: P:2d4+4 S:1d6+4
5. The listed values for the normal sword make it a little *too* good. Here are the toned down values at expert, master, and grand master levels:
  - Expert: 1d12+2
  - Master: P:1d12+6 S:1d10+5
  - Grand Master: P:1d12+8 S:1d10+6
6. The poleaxe does +1 damage at skilled, expert, and master rankings.
7. A thief cannot use the tusked shield weapon, since it is two-handed.

## New Types of Mastery

### Two-Weapon Mastery

Two-weapon fighting can be improved by weapon mastery training, as follows:

Level of Mastery	Requirement	Small-sized off-hand weapon	Medium-sized off-hand weapon
Unskilled		Character can attack with either weapon, but not both. Unless character is ambidextrous, off-hand attack at -2 to hit & -1 level of Mastery (Basic stays Basic)	
Basic*	9 dexterity	Off-hand: attack at -4 and -1 level of mastery (but Basic stays Basic)	Primary: attack at -2 Off-hand: attack at -4 and -1 level of mastery (but Basic stays Basic)
Skilled	11 dexterity	Off-hand attack at -4	Primary: attack at -2 Off-hand: attack at -4

Expert	13 dexterity	Off-hand attack at -2	Off-hand attack at -4
Master	15 dexterity	No off-hand penalty	Off-hand attack at -2
Grand Master	17 dexterity	No off-hand penalty + 1 cumulative benefit**	No off-hand penalty

\* Martial and mystic class characters get Basic for free if they have at least 9 dexterity.

\*\* An example of 1 cumulative benefit is that if a character fights with a normal sword as the primary weapon and a shortsword in the off-hand, both weapons give deflect(3) at GM so the character would have a 4<sup>th</sup> deflect that would be done with the shortsword.

A character training to a higher level of two-weapon mastery gains a +5% bonus to his chance for each point of dexterity above the new level's requirement (but not above 99%). For example, a 16 dexterity character attempting to reach Expert level being instructed by a Master has a 75% chance.

## Weapon and Shield Mastery

The benefits of this fighting style do not extend to shield weapons, similar as they may be.

Level of Mastery	Benefit
Unskilled	-1 bonus to armor class as the character's action for that round
Basic*	-1 bonus to armor class
Skilled	-2 bonus to armor class; Deflect** (1)
Expert	-3 bonus to armor class; Deflect** (2)
Master	-4 bonus to armor class; Deflect** (3)
Grand Master	-5 bonus to armor class; Deflect** (4)

\* Martial and cleric class characters get Basic for free. Other classes may purchase this skill, but not at 1<sup>st</sup> level. Magic-users cannot gain an armor class benefit from a shield while casting or using an item.

\*\* Deflect is not cumulative with a deflect benefit from the character's weapon as with all two-weapon fighting. For the opposed attack roll when deflecting, the shield user gains the standard weapon mastery bonus for his mastery level and the shield's magical bonus, if any, in addition to other adjustments such as from strength. Shield deflects do not suffer off-hand attack penalties and succeed on a tie. Shields are P=A weapons, so deflect opposed attacks gain the primary modifier. Finally, shields can deflect fired missile weapons as well.

## Class Weapon Choice Summary

This chart summarizes how many weapon choices, in total, each class has gained upon reaching the class' maximum, not including the choices available at 1<sup>st</sup> level.

Class	Total Weapon Choices Gained After 1 <sup>st</sup> Level
Fighter	11
Ranger	9
All other human	8
Dwarf (Fighter)	8
Gnome (Fighter)	7
Halfling (Fighter)	7
Dwarf Priest	6
Elf (Fighter)	5
Halfling Burglar	5
Elf Minstrel	4
Gnome Illusionist	4

Weapon mastery choices are not gained after a class' maximum level is reached (ignore the rule about one for each +200,000 xp past the maximum).

# Equipment

## Encumbrance

Strength adjusts how much can be carried by 100 cn per strength bonus or penalty for each encumbrance category. However, the maximum movement rate for a character in metal armor is still 90' (human-sized) or 60' (dwarf/halfling/gnome).

For those races of smaller stature (dwarves, halflings, and gnomes) the encumbrance rating for armor, shields, backpacks, and clothing designed for their size is half the listed value. Note that such characters can still use a shield designed for humans, but they will have to pay the full encumbrance rate for it. This comes up often when magical shields are found.

## Using Non-Skilled Weapons

Players are encouraged to equip their characters with weapons they are not proficient in. A magic-user may find that a magic sword – even at half damage fractions rounded down – is still a potent weapon, and that a longbow may come in handy. Unlike AD&D, there is no rule in Classic for carrying and using a non-skilled weapon, except for the Clerical vow against edged/piercing weapons.

## Weapon Errata

We are not using the rule that states weapons used in two hands always lose initiative. See the note on the Bastard Sword below.

- **Bastard Sword** – Proficiency slots taken in bastard sword **do** give both one-handed and two-handed training with the weapon. This is a direct contradiction of the rule on pg 75. (Thus while the btb advantage that two-handed bastard swords do not lose initiative is irrelevant in this game, this deficit is countered by proficiencies taken in it covering both one and two handed fighting)
- **Bow** – The maximum cover that can be taken while firing a bow is 50%
- **Club** – All characters have basic proficiency with the club, which extends to swinging a torch. Classes without this weapon on their proficiency list – such as magic-users – cannot go beyond basic proficiency.
- **Crossbow** – The maximum cover that can be taken while firing a crossbow is 75%. Crossbows can be fired from a prone position.
- **Dagger** - All characters have proficiency with a dagger, though a lawful cleric's code prevents him from using it.
- **Halberd** – Halberds are a type of polearm.
- **Pikes** - Similar to polearms, but they can only attack targets 10 to 15 feet away and thus are useful from the third rank. Note that if faced with an adjacent foe, using the combat phase 5 foot step to back up still does not allow an attack. See the "pike tactics" section above for a detailed discussion of this very interesting weapon.
- **Polearms** - Polearm is a catch-all name for the category of weapons that includes halberds and poleaxes. We are not using the other optional polearms at this time. Polearms cannot attack adjacent foes; they can only be used against foes 5 to 10 feet away. In general, when a polearm user is faced with an adjacent foe, they must use their 5 foot step combat movement to step back and attack. If they have nowhere to step back to they will generally drop the polearm and pull out a backup weapon. To use a polearm from the 2nd rank when those in the 1st are the same size or larger as the polearm wielder requires those in the 1st rank to be in a "loose order"; leaving a couple of feet between them for the polearm to stick through. A polearm wielder however must have a full 5 feet of free width in order to threaten foes and be eligible to take parting and advancing blows.
- **Poleaxe** – Poleaxes are a type of polearm.
- **Sling** – Characters apply their strength adjustment to damage like with thrown weapons. The maximum cover that can be taken while firing a sling is 50%.
- **Staff** - All character classes may use this weapon as the RC states - except if their size prevents it.

## Spells

Spell casting requires a free hand. A cleric holding a shield in one hand and a mace in the other cannot cast without dropping an item. Putting an item away counts as one's action for the round. A staff is an excellent choice for a spellcaster, as the caster can simply let go with one hand and grasp it as soon as the spell is completed. Using a lanyard (loop around the wrist) to let go of a heavy weapon like a mace doesn't work because the weight on the arm interferes with the complexities of spell casting (though it works well with grasping a holy symbol to turn undead).

Lower level spells can be memorized in higher level spell slots.

Spells that target individuals require the caster to know the exact location of the targets. This is usually done via sight, although other senses may compensate (tremorsense, sonar, etc.). Ordinary walls do not block spells that target an area of effect. For instance, a sleep spell can be centered anywhere within range, even if the caster cannot see the area he is affecting.

## Scrolls

As mentioned in the Classes section, each race capable of casting arcane magic uses a different written form of it. However, when spells are scribed onto scrolls, they are done so in "the original tongue" from which all the magical languages descended. For this reason, any arcane spellcaster can cast any arcane spell from a scroll. For example, an elf can cast a *sleep* spell from a scroll, even though *sleep* is not on the elf spell list. However, an elf could not cast a *cure light wounds* found on a clerical scroll. Thieves who choose the ability to cast spells from scrolls can likewise cast any arcane class' spell, be it magic-user, elf, warlock, or illusionist.

## Spellbooks

Every arcane caster that uses a spellbook (magic-user, bard, elf, illusionist, warlock) has his own magical code in which he writes; this is why *read magic* must be used to read spells from anyone else's spellbook. An arcane caster can only memorize spells from a tome written in his own code. In addition, each personal code is based on the class of the caster, and only captured spellbooks from the caster's class can be used to learn spells from (though *read magic* will still identify the spells). Magic-users and bards use the same style of code so they can learn spells from each other's spellbooks, but they cannot learn spells from say an elf's spellbook. Spells on scrolls are written in a universal magical tongue, so as long as the spell on the scroll is on the caster's class list, he can learn it.

A standard blank spellbook is 24" x 24" x 6", costs 100 gp, and has an encumbrance of 200 gp (which is very generous). It can hold 24 spells. A traveling spellbook is 6" x 6" x 2", costs 50 gp, and has an encumbrance of 50 gp. It can hold 6 spells. A vial of spellbook ink costs 60 gp and is enough for 6 spells; it has an encumbrance of 20 gp. Waterproof covers for normal spellbooks cost 10 gp and have an additional encumbrance of 30 gp. Travelling spellbook waterproof covers cost 3 gp and have an additional encumbrance of 10 gp.

Writing a spell into a spellbook takes about 3 hours. Usually 4 spells is the maximum that can be copied per day. Creating a backup spellbook is an endeavor that is well worth the cost.

## Learning Spells

Spells learned from scrolls are always perfectly understood, as are the one free spell that magic-users, illusionists, elves, warlocks, and bards gain at each new level. All other spells must either be researched from scratch or learned from another spellbook that the spellcaster has managed to get a hold of. The rules for learning a spell through experimentation are detailed in the RC, but learning spells from another spellbook is considerably easier. The initial week is spent 'cracking the code' of the other spell-user, and the success roll for learning the first spell in the spellbook indicates that the code has been deciphered. From that point on, each subsequent spell in the book can be learned at one day per spell level. The cost is only 100 gp per spell level, instead of the usual 1000 gp per spell level for learning from scratch. The chance of success is also improved when learning a spell from another's spellbook; if the character makes a successful *magical engineering* skill check, the spell level penalty goes down by 2 multipliers, so a previously unheard of spell which would normally be -5 x spell level becomes -3 x spell level, and a common spell which without the spell book to learn from would normally be -3 x spell level becomes -1 x spell level (loses the multiplier).

The first failed attempt to learn a spell grants a +10% chance to success on the second attempt and if that fails, a +15% on the third attempt. Subsequent failures do not increase this percentage any further.

A spellcaster who has lost his spellbook and is re-creating one from memory has the same chance to relearn each spell as someone who is studying from a copy with a spell level penalty of no multiplier. If the spellcaster gets a hold of another copy, success is automatic. As with magic item creation, xp is granted for spell research at a 2 gp to 1 xp rate. However, no xp is awarded for learning spells from another's spellbook. In any event, a spellcaster can never memorize spells from someone else's spellbook; they must be copied into his own spellbook first.

## Caster Level Penalties to Saving Throws

As a spellcaster grows in power, his spells become harder to resist, according to the chart below:

Caster Level	Saving Throw Penalty	Caster Level	Saving Throw Penalty
1-12	No additional penalty	25-28	-4
13-16	-1	29-32	-5
17-20	-2	33-36	-6
21-24	-3		

Use these penalties for spell-like abilities and powers activated from magic items as well.



## The 20 Die Limit

While we are still using the basic premise that a spell's damage dice cannot exceed 20, caster level does not translate 1:1 to damage dice (for human casters). Instead, it slows down as the caster gets more powerful. For levels 1 to 10, the damage dice equates to the caster's level. For levels 11 to 20, damage dice is accrued every 2 levels (round up). For levels 21 to 29, it accrues every 3 levels (round up). For levels 30 and beyond, it accrues every 4 levels (round up). Here's a chart that summarizes this:

Caster Level	Damage Dice	Caster Level	Damage Dice	Caster Level	Damage Dice
1 TO 10	1 to 10	17-18	14	27-29	18
11-12	11	19-20	15	30-33	19
13-14	12	21-23	16	34-36	20
15-16	13	24-26	17		

## Magic Item Creation

We are using the optional rule that xp is granted the first time the caster creates an item of a specific type, but at a 2 gp to 1 xp rate. Subsequent creations of an item of the same type might not grant xp, but they are considerably easier to make, granting a +20% chance to success. Failure can be learned from as well when creating an item of a new type, granting a +10% chance to success on the second attempt and if that fails, a +15% on the third attempt. Subsequent failures do not increase this percentage any further.

There are many other changes I'd like make to the item creation section, such as changing the 1000 gp/level spell effect cost to a non-linear scale, but in the end the subject is complicated enough as it is without asking someone to disregard part of what they've read and check this document.

Only spell casters whose caster level equals their class level and who cast actual spells, not spell-like abilities, may create items (leaving out bards, rangers, paladins, and avengers).

### One-use items

One-use magic items that by their nature do not have the option to be recharged (such as potions and most scrolls) do not add the cost of the charges to the initial enchantment cost and do not get the 20% reduction in cost for being non-rechargeable.

Spellcasters can begin to scribe scrolls and brew potions at 6<sup>th</sup> level.

### Spell Effects

When an item is created, its default casting level is either 6 or the minimum level needed to be able to cast the spell effect (for example, 9<sup>th</sup> level is the minimum for a scroll of *passwall*). If the caster is higher level than that, he has the option to increase the item's casting level to as high as his own. For each one level increase in casting level he wants to give the spell effect, the cost is increased by 200 gp. For example, a 21<sup>st</sup> level magic-user wants to make a *fireball* scroll at his full caster level, firing off a 16 die burst. A 6d6 fireball scroll will cost him 3000 gp since it is a 3<sup>rd</sup> level spell effect, but he is increasing its power by 15 levels. 15 x 200 = 3000, for a total cost of 6000 gp. This means the scroll costs him the same as making a 6<sup>th</sup> level spell scroll would.

## Spell Errata

**1<sup>st</sup> Level Magic-User Spells / 2<sup>nd</sup> Level Magic-User Spells** – When memorized, this spell grants the illusionist an open slot to cast any **one** magic-user spell of the appropriate level with. Duration of the open slot is 24 hours.

**Darkness (and Continual Darkness)** – Unlike the reverse of the spell, this is an area of effect spell without a source in the center. Walls do not restrict the darkness radius. A living creature affected by *continual darkness* may make a new saving throw each day, success means that the effect is displaced from the creature and becomes stationary.

**Floating Disc** – If the wizard attempts to jump onto the disc, it will sink slowly to the ground. When it reaches the ground, it will squeeze out from under the mage and return to a waist-height position. In this way, the floating disc can be used as a *feather fall* effect.

**Haste** – This spell grants **one** additional attack to each distinct weapon (or limb for monsters) the recipient has, using the standard multiple attack rules (see Combat Maneuvers). For example, a 24<sup>th</sup> level fighter with Grand Mastery in the normal sword normally makes one attack at Grand Master, one attack at Master, and one attack at Expert. When hasted, he gets an additional attack at Skilled (thus giving him the attacks of a 36<sup>th</sup> level fighter). If the same warrior two-weapon fights (at Basic) with the dagger - in which he is an Expert - then with haste he has two dagger attacks in addition to the four sword attacks, one at Skilled (Basic off-hand drops mastery to one less) and the other at Basic. Since Basic never drops below Basic, the effect on most monsters is to double their attacks.

**Hold Portal** – This spell can *close* an open portal, provided it is not being held open. It can also keep a portal open in the case of portals that swing shut when not held open.

**Light (and Continual Light)** – The spell generates a ball of light similar to the lit end of a torch that is roughly 6 inches in diameter. Creatures larger than medium-sized cannot fully be blinded by one light spell because their eyes are too far apart. Humanoid monsters such as gnolls, bugbears, and ogres can be partially blinded (the light covering about 3/4 of each eye), halving all the listed

penalties (-3 to hit, -2 on saves, -2 on armor class), not requiring hearing to hit, and treating movement rate as if guided by a sighted character. Even larger monsters, such as adult dragons and giants, can only be blinded in one eye (caster must specify) per casting of this spell. Being blinded in one eye reduces the penalties by one third rounded down (-2 to hit, -1 on saves, -1 to armor class) and has no effect on movement rate. A living creature affected by *continual light* may make a new saving throw each day, success means that the effect is displaced from the creature and becomes stationary.

**Magic Missile** - The missile may be released at the time the spell is cast (thus during the Action phase) or saved for up to one turn (the 1 round duration is a typo), in which case firing the missile(s) is a Fast phase action. A magic-user is limited to firing a number of missiles per round equal to either 5 missiles or the number that can be created per casting, whichever is greater, even if more (for instance from subsequent castings) are by his side. Just to be clear, magic missile grants 3 missiles at 5th level, 5 at 10th, 7 at 15th, etc. *Example: Tempus the 15<sup>th</sup> level magic-user casts 5 magic missile spells. He now has 35 missiles hanging by his side. He then can fire 7 per round until they are all used up. Jorgo the 4<sup>th</sup> level magic-user casts 5 magic missile spells. He now has 5 missiles hanging by his side. He can fire all 5 at once, even though he can get only 1 missile per casting.*

**Raise Dead/Raise Dead Fully** - A character's initial constitution score represents the maximum amount of times he or she can be raised from the dead via either of these spells, and the "Resurrections Left" score should be kept track of on the character sheet.

**Restore** - If the restoration does not put the character back at his full original level, then the character goes to the mid-point experience value of the new level. If the character is restored back all the way, he is returned to the experience point value he was at when the level(s) was lost. This spell can even be used to restore the full experience point total of a character who has earned enough experience to return to the level he was at when it was lost, but is still not at the total he was at previously. When used in this fashion, the cleric need only rest for 1-10 days. In either case, during the period of rest, the cleric is down a level, not merely penalized with a negative level.

**Sleep** - Exceptionally loud noises such as a lion's roar will awake sleeping individuals who succeed on a listen check; those without helmets and in close proximity getting a +2 to the roll. Noises loud enough to cause damage, such as from a **horn of blasting**, always wake up the sleeping.

**Slow** - As the flipside of *haste*, this spell removes **one** attack from each weapon or limb the victim has, with a single attack per round dropping to one attack every other round. The 24<sup>th</sup> level fighter mentioned in the *haste* note above, when slowed, has one attack at Grand Master and a second at Master, losing the 3<sup>rd</sup> at Expert. If two-weapon fighting, his dagger - which normally strikes once per round - drops to once every other round. As you can see, slow is much less potent against warriors with multiple attacks than it is against characters of other classes, or monsters.

## New Spells

**Awaken** - This spell is the reverse of *sleep*. It will awaken all sleeping creatures within the area of effect, even those beyond 4 hit dice.

**Reintegrate** - This spell is the reverse of *disintegrate*. It will restore a disintegrated victim or object provided the resulting pile of dust has been fully recovered. It can also be used to restore a 10' section of crumbling wall or similar object back to its original condition, provided that the debris is also within the spell's range.

**Scare** - AD&D import, add to the Elf spell list, level 2.

**Steal Voice** - This spell is the reverse of *ventriloquism*. The victim is granted a saving throw, which can be failed voluntarily. If failed, the ventriloquism effect works against the target, with the caster choosing the location of where the target's voice is heard from instead.

# Combat

## The Combat Round

Because the RC is confusing on this point, let me make it clear that a combatant can move *and* perform an action each round assuming movement is possible. Certain actions do not allow movement before they can be done: spell-casting, using any magic item other than a wand, and performing a readied action.

Each of the 3 phases of combat is first done by the initiative winning side, then by the initiative losing side, unless the winner chooses to delay his action in that phase until after the loser goes. In general, any given combatant is eligible to participate in 2 of the 3 phases.

### Initiative Sequence

The sequence is as follows:

1. DM checks morale (if necessary) for opponents and NPCs (including retainers and hirelings)
2. **Action declarations**, by both players and GM.
3. Roll initiative. A tie represents simultaneous activity.
4. Resolve the **Fast Phase**.
5. Apply ongoing effects, such as damage from lava or acid immersion that a combatant was in at round's start.
6. Resolve the **Action Phase**.
7. Resolve the **End of Round Movement Phase**.
8. Down & dying creatures that started the round in that state have a 10% chance to save or die.
9. Decrement the duration of all effects that were in place at the start of the round.

### Action Declarations

Declaring actions consists of 4 mini-phases:

- (1). DM & players declare spell casting, withdrawals, charges, and passes (which cannot be combined with a charge).
- (2). DM reveals these choices for the NPCs/monsters, if any.
- (3). DM & players declare all other actions (retreats, set spear, melee, parry, etc)
- (4). DM reveals these choices for the NPCs/monsters, if any.

In this way, spell casting, withdrawals, and charges can be reacted to, but other action declarations cannot. For instance, if the DM reveals that the evil priest is casting a spell, a warrior can retreat from some other combatant to go try to disrupt the spell. He cannot withdraw and do that though, since spell casting & withdrawals are declared simultaneously. He could, however, guess that the priest would try to cast a spell and declare a withdrawal to go attack him instead, provided a withdrawal allows him to move far enough.

Combatants with readied actions do not declare a new intention unless they wish to forgo the readied action.

### Fast Phase

A combatant may perform any **one** of the following actions in this phase:

- move (+ attack if charge from horseback), retreat, withdraw, pursue [M]
- take an undeclared retreat or withdrawal as the initiative loser
- retrieve something out of a backpack [M]
- pick item up from the ground (counts as a retreat if threatened) [M]
- load light crossbow, sling, or heavy crossbow if 18 strength [M]
- sheathe weapon
- draw item or weapon (see below)
- set spear vs charge
- stand up from prone
- fire or throw a *single* missile
- use a wand
- perform a special ability (spell-like ability, gaze attack, breath weapon)
- perform the first half of a run
- take a *readied* melee attack

Except for moving (or the equivalent, as marked with an [M]) or a character entitled to multiple attacks with a ranged weapon, performing an action in the Fast phase (other than a reactive action such as a parrying or advancing blow) disqualifies a combatant from acting in the Action phase. Instead, he or she can take End-of-round movement. *Example: a character standing up from prone cannot attack in the Action phase, but can move at the end of the round.*

### Action phase

This phase basically lumps the magic & hand-to-hand phases specified in the RC together, as well as the missile phase if a move or move-equivalent action was taken in the Fast phase. Turning undead occurs in this phase as well. A combatant with multiple attacks with a thrown or fired missile who either moved or took the first throw or shot in the Fast phase takes all remaining shots in this phase. *For example, a 20<sup>th</sup> level elf with 3 attacks can shoot one arrow in the Fast phase and two arrows in the Action phase, or he can move in the Fast phase and shoot all 3 in the Action phase.* Multiple attacks are made in a staggered fashion, so as not to overwhelm any one opponent because he happened to lose initiative. All actions in this phase that are not melee or missile attacks are made at the same time as the first set of attacks. In other words, all combatants on the initiative winning side take their first attack or action, then

those on the losing side take their first attack or action, then those combatants on the winning side take their second attack (all non-attack actions such as using magic having already been made), etc. until all attacks on both sides are finished. Note that this means that only a combatant's first attack ever has a chance of disrupting a spell.

### End of round movement phase

Those combatants who have only acted in one phase may take end of round movement now. Also, runners finish the second half of their run here. Spellcasters frequently use this phase to allow them to cast a spell then move into a better position to cast their next spell. However, movement in this phase can be dangerous. Disengaging from a foe, bending down to pick something up, or sheathing a weapon, however, prompts a free attack (not routine, one single attack). Also, readied Fast phase actions can be used upon foes moving in this phase (see Readied Actions), so for all these reasons it may be wise to wait for the Fast phase of the next round.

Most of the time, a character wishing to only move for the round will choose to do so at running speed. However, a thief moving silently may very well choose to move in both the Fast and end of round movement phases, effectively reaching normal combat speed distance without taking the 25% penalty for dashing silently. Also, a character may wish to move in one phase and perform a move-equivalent action in the other, such as moving in the Fast phase over to a dropped wand and picking it up in the end of round movement phase. Moving in both of these phases is known as a double move.

### Readied Actions

When a combatant is waiting for the right opportunity to perform a declared action, this is called a readied action. Actions are either readied by anyone holding their action from the previous round, or by the initiative winner of the current round choosing to hold his action vs another's action later in the initiative order. For instance, an archer can hold his shot, saying, "Don't move or I'll shoot!"

Readying an action grants 3 privileges:

- +3 bonus to initiative if held from the round before
- an initiative winner can interrupt an opponent's Fast phase action by holding one's own
- regardless of initiative order, any combatant holding an action from the Fast phase can interrupt an opponent's End-of-round movement

Once initiative is won (with or without the +3 bonus), an action can be held until the opponent's Fast phase or End-of-round movement action comes, essentially interrupting it. *Example: Tyrannus is on a hill overlooking a forest with his bow. An attacker approaches, darting from tree to tree to remain under cover. In round 1, Tyrannus loses initiative. He sees the opponent use his Fast phase action to dart from one tree to the next, so that when Tyrannus gets to go, he doesn't have a target to fire at. Tyrannus chooses to not take his action this round, but keeps his arrow nocked and aimed, ready to fire once his foe shows himself again. If his foe moves in the End-of-round movement phase, Tyrannus will get to fire on him without need of an initiative win. His opponent waits until the new round to move again, however. Initiative is rolled, and this time Tyrannus gets a +3. He wins initiative, and waits. His foe goes, once again darting from one tree to the next. This time, Tyrannus gets to fire on him. The opponent's combat movement rate is 40 feet, and the distance he intends to cover is 20 feet, thus his exposure is 50% of the move and he gets a +5 to his armor class (and saves) against Tyrannus' shot.*

### Drawing a weapon or item

If a combatant does not have an item in hand at the start of the round that he intends to use in the Fast phase, then he loses initiative in the Fast phase. If the item is to be used in the Action phase, such as a melee weapon or potion, then the Fast phase is spent drawing the item. If the combatant is engaged in melee during the Fast phase, however, then initiative is lost for the Action phase. This rule does not apply to drawing ammunition as long as the shooting weapon itself is in hand. Note that initiative is used normally when resolving the order of attacks that have lost initiative. Sheathing a weapon and drawing a new weapon to replace it counts as one's action for the round. Dropping a weapon takes no time.

*Example 1:* If a cleric planning to hurl a hammer does not start the round with it in hand, he loses initiative in the Fast phase to those who already have the item they intend to use out, such as an opposing lich holding a wand.

*Example 2:* If a character is moving up to engage a foe, he can draw a weapon or holy symbol in the Fast phase while moving without loss of initiative in the Action phase. Note that a character cannot *run* while drawing a weapon.

*Example 3:* A fighter with 2 attacks decides to throw daggers at a foe. He starts the round holding a dagger. He throws the first dagger with normal initiative rules applying in the Fast phase. He has to draw the second dagger, so he loses initiative automatically in the Action phase.

### Delaying

The initiative winner may choose to delay his Fast phase action until after the initiative loser has gone. A common use of this is to withdraw or retreat without the chance of pursuit. A character doing so has his place in the initiative order restored as soon as the next phase starts.

### Simplified Initiative

When a round occurs in which it is clear that one side will not be eligible to take any Fast phase actions and no combatants are enduring ongoing effects, the Fast and Action phases can be combined so that each combatant does them all at once. For instance, the party wins initiative against an ogre. The fighters declare they are each moving up to attack it. Rather than go around the table twice having players first make their moves then having them make their attacks, allow each character to move and attack at once.

## Combat, General

## Damage Multipliers

Whenever double damage is indicated, this is double weapon damage. Roll the damage for the weapon twice and then add any modifiers. Likewise, whenever half damage is indicated, this is half of the weapon damage only, rounded down (but not less than 1). Other modifiers such as magic or strength are added afterwards. As an example, a thief attempts to backstab with a weapon he is unskilled in. If the backstab hits, he will do normal damage for that weapon because the doubling for backstab and the halving for unskilled use cancel each other out.

## Targets within 5 feet

The RC does not allow someone with a firing weapon to aim at a hostile target within 5 feet, but this implicitly allows him or her to fire at someone else farther away even if threatened in melee. The Masters Players Book, however, disallows this. Note that thrown weapons are not limited in this way, although if the thrower wants to target a different foe than the one threatening him, the threatening opponent may provide the other with cover. Also, the RC is missing the rule from the Basic Player's Guide which states that throwing a weapon at a target within 5 feet is not possible; however all thrown weapons can be used in melee anyway.

## Unconscious

A living creature knocked to 0 hp is unconscious whereas a non-living creature (undead, construct) ceases animation (aka "dies"). After each turn spent at 0 hit points, an unconscious creature saves vs. death ray. If the save is made, the creature awakes to consciousness but is weakened (see Weakened, below) for as long as the creature remains at 0.

## Down & Dying

A living creature knocked to negative hit points must make a saving throw vs. death ray at a penalty equal to the character's current (negative) hit points. **Note: a 20 is not an automatic success on this save.** If the saving throw succeeds, the creature stabilizes to 0 hit points. If the saving throw is failed, there is a 50% chance that the creature dies outright, and a 50% chance that the creature is down & dying. At the end of each succeeding round that a character is down & dying there is a 10% chance that he reaches a critical point and must make another death save with a penalty equal to the character's current hit points. Success on this save indicates that the character has stabilized to 0 hit points. Failure indicates the character passed on. The healing skill or curative magic may be used on a down & dying character. If the healed individual is not outright brought to 0 hit points or higher from the restoration, at least the forthcoming death save will have less of a penalty. Out of combat, the critical point is reached in 1 turn.

*Example: Greg is knocked down to -6 hit points and fails his death save, then rolls a 4 on a d6 to indicate he is down and dying. Fred the wizard and Ginger the cleric rush over to try to heal him during the end of round movement phase. During the next round, Fred uses the healing skill successfully to restore 1 hit point and Ginger casts cure light wounds to restore 4 hit points. Greg is now at -1 hit points. At the end of the round, the 10% chance for the critical point is rolled for. If it occurs, Greg must save at -1. If he saves, he stabilizes to 0 hit points. Had Fred managed to heal 2 hit points instead of 1 from his heal check, Greg would have stabilized to 0 hit points without need of a saving throw. If Greg manages to stabilize, then 1 turn later he will make another save vs. death ray to check if he comes to consciousness.*

Any creature stabilized after having been down and dying is weakened (see Weakened, below) and will remain that way for a week, plus or minus the character's constitution modifier in days. Being revived by a *cureall* negates this condition.

A down and dying creature can be slain in one round as can any unconscious one. Incidental additional damage taken in this state – such as being in the area of effect of a *fireball* – requires a new save vs. death (at a worse penalty than before since hit points are lower). If the creature succeeds, it merely stays in a down & dying state (with a harsher save penalty looming when the critical point is reached). If the creature fails, it is immediately dead.

## Reach

Most combatants can make a melee attack on any foe in their front or flank spaces that is within 5 feet of them. Polearms and poleaxes can reach foes between 5 and 10 feet away, but not closer. Pikes can reach foes between 10 and 15 feet away, but not closer. Large-size monsters can reach foes up to 10 feet away with their natural attacks. Large-size monsters 15 feet or over in height or length can reach foes up to 15 feet or their height (whichever is larger) away with their natural attacks.

## Threatening

To threaten an opponent, the combatant must have the following:

1. A viable melee attack that can reach the opponent
2. Ability to see the opponent (or otherwise know its exact position). An opponent in a rear square is not threatened unless the creature has eyes in the back of its head.
3. An open line to the opponent at least 5 feet wide (note that this requirement may be waved given a sufficient height differential - a dwarf standing between a giant and another giant would not count as an obstruction)

Note that not having either of the latter two does not mean the combatant cannot try to attack such an opponent, just that the opponent is not threatened for the purposes of determining parting and advancing blows (see below). For example, if the party fighter using a pike is standing in the third row, he cannot gain a parting blow on a foe who retreats from the front row because he probably doesn't have an open line to him. Likewise the fighter with the pike will not gain an advancing blow on a foe who closes with him invisibly. In fact most invisible combatants can generally move about a combat without fear of parting or advancing blows at all.

## Partial Exposure

Partial exposure bonuses generally only come into play with readied actions, and are computed for the current phase of movement only using the intent (aka the declared action) of the one moving. Thus if a character with a 30 foot movement rate dashes across a 20

foot hallway opening and is shot at by initiative winners with readied actions, he is exposed for 2/3 of the move, even if he gets hit and never makes it to the other side of the hallway. Exposure time is rounded up to the nearest percent divisible by 10, so 2/3 rounds up to 70% and the character gains a +3 to his armor class and saves.

### **Weakened**

A weakened state is not directly correlated to the character's current hit points; a character can be at full hit points but still be weakened. This state usually occurs after surviving a reduction to 0 or less hit points, or a character can be put into this state due to other factors such as illness, poison, or lack of nourishment. Weakened characters can only act in one phase per round instead of the usual two. Spells cannot be cast, the character cannot run, no more than one attack can be made, and all weapon mastery is reduced to non-proficient. The latter penalty extends to two-weapon and weapon and shield mastery as well. A *cureall* spell negates the condition.

## **Combat Maneuvers**

### **Disarm Combat Maneuver**

Disarm doesn't use a regular attack roll; rather it uses an opposed attack roll like deflect. Ties go to the *defender*. If the defender loses the opposed roll, he must make the dex check as described. If the defender has two hands on his weapon he gets a -5 to the dex check. Only foes of the same size category or smaller can be disarmed. The last sentence in the Disarm weapon mastery section that starts "For every level beyond Basic..." only applies to halberds.

### **Multiple Attacks**

- Ignore the part about multiple attacks only occurring if a 2 or less is needed on the to hit roll. Instead, each subsequent attack is made at one level of mastery less, but Basic stays Basic. For example, a 36<sup>th</sup> level fighter with Grand Mastery in normal sword makes one attack at Grand Master, one attack at Master, one attack at Expert, and one attack at Skilled. Special effects like *stun* or *delay* that either accompany an attack or are made in place of an attack vary with the mastery level, but other effects like *deflect* and the armor class benefit stay at the highest level. Each attack may be made at a different target.
- Multiple attacks may be made with the bow as well, as per the Companion rules pg. 18.
- If making multiple ranged attacks, only the first attack can be made during the Fast phase; all others are made in the Action phase. The character can choose to move in the Fast phase and still throw or shoot all the missiles in the Action phase.
- When throwing, weapons that must be drawn may lose initiative in that phase (see drawing a weapon in the combat section). For example, if a fighter has 2 attacks and opts to throw daggers at a magic-user he knows is casting a spell, the first dagger will be thrown in the Fast phase and have a chance at disrupting the spell, but the second dagger has to be drawn and will get thrown after the spell goes off.

### **Parry**

Rule import from Holmes Basic: A limited ability to parry is available to all characters who do not have the superior Fighter Combat Option version. The general parry ability applies to only one incoming melee attack, and only reduces the attacker's to hit roll by 2. If the attacker still makes his to hit roll, but with exactly the amount needed, the parrying weapon is destroyed (unless magical, in which case it makes a damage check see RC pg.145), but no damage is otherwise inflicted.

### **Smash**

We are not using this maneuver; it is not useful in a weapon mastery game.

### **Striking**

- You may have noticed that the boxed text on pg. 111 says unarmed damage does 0 (+ strength damage), while the Boxing weapon mastery chart says that basic mastery does 1 point. We shall go with the latter.
- Stuns follow the standard weapon mastery effects rules except that the duration is fixed to one round.
- The knockout duration supercedes the stun duration, it is not in addition to it.
- Both stuns and knockouts via striking have the same limitations that a blackjack does regarding who can be affected. Remember that a foe making a listen check will not have his helmet on.
- We are using all the optional striking rules except the haymaker, but note that if a non-fist strike is chosen (usually a kick) and the stun duration exceeds 1 round, then each additional round the victim gets a saving throw to shake off the effect, as with the stun weapon mastery effect.

### **Two-Weapon Fighting**

Two-weapon fighting is a fighting style that requires weapon mastery slots; see the Weapon Mastery section for more details.

Defensive bonuses and special abilities of the weapons being used do not have cumulative effects until high levels of mastery in two-weapon fighting; this includes the defensive bonus of a shield weapon but *not* the defensive bonus of a shield (see weapon-and-shield style). For example, if both weapons grant a deflect(1), then the wielder can choose to deflect with either weapon, but still is only capable of one deflect per round. The off-hand weapon must be of the same size category or less than the primary weapon.

### **Using Two-Hands On A Weapon**

Any time a character wields a weapon with two hands, he or she gets an additional +1 strength bonus to damage (except for bastard swords, since that figure is factored into the weapon damage already). This includes weapons which can normally only be used with two hands anyway. So an 18 strength warrior can opt to use a normal sword in one hand and gain a +3 strength bonus to damage or

use it in two and gain a +4 strength bonus to damage. Likewise he would wield a two-handed sword doing 1d10 +4 for strength. An ogre normally uses a two-handed sword in one hand, in fact, doing 1d10+2. If the ogre uses both hands, the sword will do 1d10+3. With this rule, the battleaxe becomes equivalent to the normal sword used two-handed (at the basic level of mastery).

Note that those classes that only grant proficiency in one-handed weapons do not suffer the non-proficiency penalty of half damage when switching up to using a weapon they are proficient in with two hands.

## Wrestling

As per the Player's Companion pg. 6, initiative is automatically lost when attempting to wrestle an armed opponent, unless that opponent drew their weapon in that round, in which case initiative is normal. Note that two opponents who declared the intention to wrestle each other need not roll initiative.

Use the damage figure on the chart for pinning (Basic is 1 point) instead of the flat 1-6 listed in the text. Attackers with multiple attacks may use each of them to inflict successive pinning damage, but as usual each attack is made at one level of mastery less.

To compute the WR for multiple wrestlers ganging up on one opponent, add the greater of either of the following to the leader's wrestling rating:

- +2 per additional wrestler
- If the group's total WR is greater than the opponent's, half the difference (rounded up)

For instance, Moe (WR 8), Larry (WR 6), and Curly (WR 5) attempt to wrestle Greg (WR 9). Using the first method, the three stooges have WR 8+2+2=12. Using the second method, the three stooges have a total WR of 8+6+5=19, minus Greg's WR of 9 = 10, half of which is 5. 8+5=13, so in this case that works out to more than the 12 gained from just adding 2 per helper.

## Combat Movement

### 5 Foot Steps

In the Action phase, just before making a combat maneuver (not when using a missile weapon), the combatant may adjust his or her position, aka take a 5 foot step, provided no prior movement was taken during the round. This adjustment never provokes a parting or advancing blow.

### Parting Blows

Any move in the Fast phase that exposes one's back to a threatening foe - either by moving past them or by retreat - may grant the foe a Parting Blow provided that foe has attacks left in the round. Note that this is one attack, not an attack sequence. The attack is made following ordinary retreat rules (+2 to hit, no shield or dex applied to ac). The DM will determine the appropriate appendage in the case of a creature with multiple limbs or a two-weapon wielding warrior. If the foe has any attacks left (either due to multiple natural attacks or a high level warrior's multiple attacks), the remaining ones are taken later in the Action phase as normal. Example: let's say the party is fighting a dragon. Eric the Red runs past the dragon, and it reaches out with a claw to slice him. At the same time, Rodrick the Blue gets scared and retreats from fighting the dragon. The dragon claws him as he turns his back as well. Bluster the White, however, performs a withdrawal, so the dragon cannot bite him as he backs away. During the Action phase, the dragon can use its remaining bite attack if it can reach an opponent with it.

Parting blows are strictly optional; there are many strategic reasons to ignore a retreating opponent and save your attack for someone else. Parting blows can only be normal melee attacks, thus excluding options like hook, disarm, or grappling. Once a combatant has used a parting blow, he can take no more actions in the Fast phase except more parting blows if he has any attacks left. Thus an initiative loser who swats a retreating initiative winner with a rear attack cannot then follow him as well. In fact, unless the combatant has more attacks (such as the dragon in the example above), all that he has left is end of round movement.

It also may not be possible for an attacker to take a parting blow because he is too busy dealing with other threats. The chance that an attacker gets a parting blow is relative to how many threatening opponents he is still in combat with. For instance, without any other threatening opponents, the chance is 1 in 1. If one opponent retreats, another passes by, and three others stay and fight, the chance to make a parting blow on the retreator or passer by is 1 in 4.

### Advancing Blows

Similar to a Parting Blow is an Advancing Blow which is a single attack made with a polearm or pike when a threatened foe attempts to move forward and cross into the vulnerable area inside its circle of defense (other than the 5 foot combat adjustment or a pursuit). As opposed to a parting blow, the foe does not expose their back so this is made as a normal attack without retreat bonuses. Other than that, advancing blows follow the rules & restrictions for parting blows. Large-size monsters can stop far enough away to attack a polearm wielding character without incurring an advancing blow. Large-size monsters more than 15 feet tall or long can stop far enough away from a character wielding a pike to avoid the advancing blow. Large-sized monsters using their natural attacks are not eligible to get advancing blows themselves, except in special cases where the creature has a natural piercing attack that sticks out in a fashion similar to a polearm (like a really, really long horn).

Note that a foe that sees a polearm wielder with no place to back up to can move within 10 feet of him in the first round, then take the combat adjustment the next round and attack without incurring the advancing blow. Of course during that first round when the foe stops short the polearm wielder can simply attack this foe normally.

It should be noted that due to the way that pikes & polearms are held out, it is very clear to an oncoming attacker that if they proceed without caution they will get impaled. An advancing blow shouldn't come as a surprise unless the polearm wielder is unseen.

### **Defensive Movement**

Withdrawals and retreats just count as someone's movement, so an action can still be taken in the Action phase. For instance, you can withdraw and attack someone else or drink a potion provided it is already in hand. Just to clarify, the withdrawal movement rate is half the normal combat rate. Retreats are done at the normal combat movement rate. An initiative winner performing a withdrawal or retreat should generally delay his action so that he cannot be pursued or followed by his foe, though circumstances may sometimes dictate otherwise (such as needing to take oneself out of firing range).

### **Pursuit**

In response to a declared withdrawal, an opponent can declare the intent to pursue him. A pursuit is treated as a retreat with regards to any other opponents that the pursuer is in melee with. Pursuit cannot occur if the withdrawing individual wins initiative. A pursuer cannot suffer an advancing blow from the withdrawing opponent they are following.

Note that an initiative winner can follow a retreating foe, but unlike pursuing a withdrawing foe, the follower can be subject to an advancing blow.

### **Undeclared Movement**

Combatants who started the round engaged in melee and declared a combat maneuver but find themselves without a target to strike may move in the Fast phase even though they didn't declare a retreat, withdrawal or pursuit. For instance, if a fighter is engaged in melee with an orc but the orc is killed by a thrown hand-axe by the fighter's ally, the fighter may move to attack another foe.

The initiative loser may also take undeclared movement in response to the initiative winner's action. This comes up often when a creature wins initiative and pops out of hiding to attack and the best response is to run. Retreating works normally; the opponent takes a parting blow and then the character can run away at his full movement rate. A withdrawal can be made too, however despite still only being able to move up to half one's rate, the opponent still gets a parting blow. However, this parting blow is not made at +2 and shield and dex are still in play. When an initiative loser takes undeclared movement in this manner it counts as his action for the round, so he is forced to then skip the Action phase and can continue to retreat further in the End of Round movement phase.

### **Special Combat Movement -- Riding, Flying, Underwater**

If a creature is riding a mount (or cart, or magical device) or flying (or swimming underwater, as this is similar to flying, in that movement is in 3 dimensions), the creature may make a Pass at its opponent instead of following the standard attack routine of Movement then Melee. The creature moves any distance toward its opponent, then strikes and continues moving away. As soon as the opponent is within range, the creature may make its normal melee attack(s) rather than waiting for the Action phase to come up (by which time it will be out of range). A creature with multiple attacks may or may not be able to make all of its attacks against a single opponent while making a Pass (DM's judgment, depending on the creature and just what attacks are being used), but can often attack multiple opponents along its path. Of course, each opponent will usually be able to make a Parting Blow as the creature moves away.

## ***Pike Tactics***

A pike wielder engaged in combat with an adjacent foe equipped without a reach weapon has some very interesting choices for action declarations, assuming there is room to move back at least 10 feet. Most of these same choices apply to someone with a bow or crossbow as well. The following discussions all assume the foe has a one-handed melee weapon.

**Withdraw** - The safest yet perhaps riskiest option is to declare a withdrawal. In all likelihood, the adjacent foe upon hearing that will declare a pursuit if the pikeman does not have allies in place to threaten him with parting blows. The outcome depends entirely upon the initiative roll.

- Pikeman wins initiative – The pikeman withdraws back 10 feet without pursuit. The pikeman can attack without fear of counterattack since the opponent's 5 foot step cannot bring him into melee range.
- Pikeman loses initiative – The opponent pursues and attacks. Note that the pursuer is not subject to an advancing blow. The pikeman cannot attack because the enemy is too close.

**Retreat** - If the pikeman does not want to take the chance of losing his attack, a retreat is the way to go. Of course he will subject himself to a parting blow.

- Pikeman wins initiative - Against a foe with multiple attacks per round, retreating 10 feet can limit him to just the one parting blow. The pikeman on the other hand may take his full allotment of attacks.
- Pikeman loses initiative - In this case, the pikeman can't prevent the opponent from following him. However, unlike a withdrawal, a retreat cannot be countered with a pursuit. This means that the foe would be subject to an advancing blow. Thus if both parties have multiple attacks, it would go: foe's parting blow - pikeman's advancing blow - rest of foe's attacks - rest of pikeman's attacks.

Against a polearm-wielding foe, a pikeman has more difficulty. A polearm wielder can take a 5 foot step forward and attack in the Action phase if the pikeman moves back 10 feet (remember, a 5 foot step cannot be combined with a regular move). The pikeman may opt to retreat and move back farther than 10 feet, then hope that the polearm wielder will move up and incur an advancing blow.



## Skills

Skills are gained via instruction from a teacher. A character without access to instruction cannot fill an available slot, and may do so at the next available opportunity. Skills require a period of training similar to weapon mastery slots, except that success is automatic with time spent.

Attempting a skill that one does not possess may be made at a -8 penalty *if the DM allows it*. Certain skills will lend themselves to untrained use more than others.

### Improving skills

Once a character is past 1<sup>st</sup> level, he can improve an existing skill by spending additional ranks on it. Improving a skill grants the following bonuses to the skill rating:

Current skill value of 12 or less: +4  
Current skill value 13-14: +3  
Current skill value 15-16: +2  
Current skill value 17-18: +1  
Current skill value 19: no further gain possible

The idea behind this system is that those with natural talent in a subject can master it with but one course, whereas others can benefit more from additional study and catch up.

### Skills we are not using

These listed skills really cannot be learned via training, and thus do not fit the definition of a skill.

- **Bravery**
- **Danger Sense** (except for shamans who pick the gerbil spirit guide)

### Errata

- **Alchemy** – If the character has at least one slot in healing, once an illness is diagnosed, the alchemist will generally know what herbs to gather to cure the illness (provides a new saving throw). This skill also provides a +2 to long-term care healing checks (no alchemy check is required to provide this +2).
- **Alertness** - This skill reduces an alert (i.e., on guard duty) character's chance of being surprised by 1 with a successful check after a successful listen check is made.
- **Bargaining** – This skill can also be used with an intelligence check to appraise the value of treasure be it gem, jewelry, or work of art in a well-known marketplace. Note that all characters are generally capable of determining the value of an item that is similar to one they've sold before in the same market without need of this skill. Rare and magical items apply penalties to the skill check. Knowledge of how much an item is worth doesn't directly help in selling it though; however it will tell the character whether to try a different vendor or market if the charisma part of the skill was failed.
- **Blindshooting** - This skill allows targeting of the correct location of the enemy with a successful check and halves the penalty from -4 to -2 to hit. This skill cannot be used against a *blanked-out* mystic.
- **Craft (Locksmith)** - A non-thief who takes this skill gains the open locks ability of a 1<sup>st</sup> level thief, but only if the skill check is made. Each additional purchase of this skill raises the effective thief level by 1 as well as improving the chance to make the skill check. ("Who are you and how did you get in here!" Response: "I'm a locksmith, and I'm a locksmith")
- **Engineering** - A non-thief who takes this skill gains the set traps ability of a 1<sup>st</sup> level thief, but only if the skill check is made. Each additional purchase of this skill raises the effective thief level by 1 as well as improving the chance to make the skill check.
- **Escape** - This skill does not grant lockpicking abilities. Escaping from one's bonds is exceptionally difficult. This check is made with percentile dice at a chance equal to 3 x skill rank. For instance, a thief with a 15 dexterity and 2 slots in Escape has a  $(15+2)*3 = 51\%$  chance.
- **Healing** - Each wound treated requires the use of a bandage (1 sp cost/1 coin enc). This skill can also be used to provide long-term care to speed the natural healing process (see Healing in the Adventuring section). Up to 6 patients can be cared for at one time; each requires a separate heal check per day. This check is made at +5 if but one patient is cared for, +4 if two, +3 if three, +2 if four, +1 if five, and no bonus for a full 6. Possession of the alchemy skill also provides an additional +2 to these checks. If the healer's skill rating plus bonuses add up to 20 or more, no roll is needed. A failed long-term care healing check only indicates that the character's ministrations did not improve that patient's healing rate on that day. Long-term care assumes the proper environment and materials (bandages, water, food, etc).
- **Knowledge of Magic Lore** – This skill, listed in Gaz 5 as the clan skill for the Long Runners, is super-ceded by the standard Magical Engineering skill, so use that instead.
- **Languages** – We are using the optional rules for languages.
- **Law and Justice** – Knowledge of the laws of a given culture are made with an *intelligence* check. Identifying how those laws might actually be applied, or making a judgement based upon them, is a wisdom check. For instance, the law may state that everyone in a certain country receives a fair trial, but a successful wisdom check may allow the character to realize that the country's prejudice against say elves will preclude fairness, or that with a bribe the character can get off the easy way. Both knowledge and application are gained when ranks are taken in this skill.
- **Magical Engineering** – This skill also aids spell research when learning a spell from another's spellbook. See the Spells section for more details.

- **Mountaineering** – If the skill check fails, there is a 50% chance that at some point in the climb the equipment needs to be resecured (and a new check made) and a 50% chance that disaster strikes (with a saving throw) as the equipment becomes stressed. Therefore the DM should roll the skill check in secret.
- **Quickdraw** - Like a readied action, a quickdraw can only be performed without movement first. Quickdraw can be taken as a separate skill for any weapon that normally goes in the Fast phase. A cleric who takes quickdraw in his holy symbol (for turning undead) gets a +3 rather than a +2 to his initiative to reflect the fact that the symbol is generally worn on a chain around the character's neck and doesn't even require pulling out of a sheathe.
- **Spirit Lore** – A successful skill check (made in secret by the DM) allows the character (typically a shaman) to recognize the telltale signs of non-corporeal undead activity. For instance, if the character makes his skill check within a haunted house, not only will the character be able to tell which room is the epicenter of the activity, but will also be aware that the spirit is still haunting this world for a reason and needs to be placated. The character may know the means of such placation if evidence exists to point the way. The character can also tell if the spirit is under the control of another.
- **Stealth** - This skill decreases opposed listen checks to a character's attempt at moving quietly by 1 in 6 (or minus 16% from a thief's hear noise percentage).
- **Tracking** – The Tracking general skill only grants outdoor tracking ability. The modifiers (from Gaz5) are: +1 if the tracks were made within the last hour, -1 if the tracks are between 6 hours and 1 day old, -3 if the tracks are between 1 to 2 days old, and an additional -1 for each day old they are. For instance, 3 day old tracks are a -5 penalty to the skill check score needed. Level and xp do not come into play for the calculation, so ignore those listings in the Gaz5 description. Anyone born or who has lived a long time in the environment where the tracks were made gets a +1 to the needed skill check for knowing the area. Elves raised in Alfheim tracking in Karameikos do not get a bonus! The rules for hiding one's trail are used as is from the Gaz5 description. Rangers have tracking, both outdoors and indoors, as a class skill and follow their own rules.
- **Treewalking** – This skill from Gaz5 can only be performed with leather or no armor worn. The elf cannot run and is at half movement rate.
- **Veterinary Healing** - As with Healing, each wound treated requires the use of a bandage.

### New skills

- **Blindfighting (Dexterity)** - Just like blindshooting, but applies to melee combat. A successful skill check allows targeting of the correct spot, reducing the hit penalty from -4 to -2. This skill cannot be used against a *blanked-out* mystic.
- **Swimming (Strength)** - All characters can do the doggy paddle and cross a gently flowing river, but this skill can allow the unencumbered character who makes a successful skill check to cross a turbulent body of water.

## Thief Abilities

A staple of old-school D&D is the concept that thief abilities represent skills that, when performed successfully, are in some cases nearly ninja-like. When not performed successfully, the thief does not simply fail at the attempt, but rather falls back to the standard resolution mechanic that any non-thief uses when attempting something similar.

In this section, “thief” is generally meant as “a character with the class ability of x can”, as rules pertaining to a particular thief ability apply to all classes that share that ability.

### ***New Abilities/Modifiers***

#### **Set Traps**

Classes with the ability to remove traps also have the ability to set traps, though they are treated as separate skills that share the same progression, so bonus points spent on one do not influence the other. As with failing a remove traps roll, there is a 50/50 chance for either the trap simply not getting set or for the trap exploding in the thief’s face. A thief must have the necessary materials at hand to build a trap.

#### **Unarmored Thieves**

AD&D rule import: The baseline thieving ability scores assume the thief wears leather armor. An unarmored thief gets a 5% bonus to *pick pockets* and *hide in shadows* and a 10% bonus to *move silently* and *climb walls*. Due to the natural gracefulness of elves, elf minstrels in chainmail are akin to human thieves in leather and elf minstrels in leather armor gain the bonuses that unarmed humans do. Elf minstrels do not gain any additional bonuses for being unarmored.

### ***Errata***

#### **Climb Walls**

Climbing for any character is done at 1/4 combat speed.

#### **Hide In Shadows**

When a light radius comes from a point source (such as a torch or an object with *continual light*), the outer half of the radius is considered shadowy. For instance, a torch casts light in a 30-foot radius. Therefore the outer 15 feet of that radius contains shadows to hide in.

#### **Move Silently**

Movement rate is at 1/2 normal speed. A thief who moves silently in both the Fast and End-of-round movement phases must make the ability checks twice.

Generally speaking, moving silently up to a victim’s back grants automatic surprise and a backstab, although circumstances may alter that (the thief has a strong odor, the victim is standing in front of a mirror, etc.)

#### **Open Locks**

As indicated in the chart below, there are different types of locks. Most complexes will be fashioned with the same kind of lock throughout. Different civilizations will tend to use different kinds of locks. Dwarven locks and other locks of “masterwork” grade give a 20% penalty to the open locks roll.

Every failed attempt at picking a lock has a chance of jamming it, thus each subsequent retrieval is made at –5%. Retrieval is impossible once the chance of success reaches 0%, and then a key might not work either (50/50).

#### **Remove Traps**

Removed traps become an excellent source of component parts for a trap the thief later plans to set. Poison needs to be kept in an airtight container so as not to dry out. Note that if a thief is carrying sharp or pointy trap pieces in his backpack, a fall on his back could hurt quite a bit...

## Adjudicating Thief Abilities

Ability	What Only A Thief Can Do	What Other Classes Can Do	Advanced Usages
<b>Open Locks</b>	Only a thief can master the skill of using lockpicks to pick a complicated lock. If the thief succeeds, he or she gains familiarity with locks of this type. When a thief encounters a lock of a type that he or she is familiar with, retrieval is allowed.	Anyone who is a locksmith by trade has some ability to open locks. See <b>Craft (Locksmith)</b> in the Skills section).	<b>Open Locks Without Tools (-60%):</b> A thief can attempt to substitute a twig or other similarly shaped stick for his lock pick tools, provided that he has a sharp edge to whittle it down with.
<b>Find Traps</b>	Only thieves have a chance to detect carefully concealed traps without setting them off first (as do dwarves with respect to stonework traps only and rangers with respect to woodland traps).	Some traps – such as tripwires or concealed pits – can be spotted if looked for. Other traps can only be detected by setting them off under carefully controlled experimentation, such as probing ahead with a 10-foot pole. A non-thief can of course see anything visible to the naked eye, but may fail to understand the significance.	<b>Find Magical Traps (-60%):</b> A thief can detect the minute traces of sigils that usually imply a magical trap is present, though he cannot decipher the glyph to figure out what it does. The roll for finding mechanical and magical traps is combined, so it is possible to find the former without uncovering the latter.
<b>Remove Traps</b>	Only a thief can use his tools to disassemble and remove a small trap (such as a poisoned needle) or disable a larger trap (such as a pressure-sensitive slab). Some traps are simply inaccessible from a certain location and cannot be disabled. Failing to remove a trap has a 50/50 chance of setting it off.	A character of any class can attempt to work around a trap. For instance, a pressure-sensitive slab can be rendered harmless by crossing over it on a board. A hole in the wall where an arrow shoots out can be filled in or blocked.	<b>Disable Trap Temporarily (-30%):</b> Sometimes a thief may find it advantageous to temporarily disable a trap rather than remove it outright, for instance to hinder a pursuer. A thief cannot be sure of the success of this roll.
<b>Set Traps</b>	Only a thief can set a complex trap.	A character of any class can set a simple trap. For instance, a fighter can dig a pit, place a thin easily breakable cover over it (provided the materials are handy), and sprinkle dirt over the cover to conceal it, but likewise any character carefully observing the ground may notice the dirt, brush it off and reveal the pit.  Also, anyone with the <b>Engineering</b> skill has some ability to create complex traps.	<b>Set Auto-Resetting Trap (-60%):</b> This is a trap that doesn't require manual intervention to reset after a set interval and become dangerous again, such as a pit that recluses or a slashing axe that moves back into position for the next unfortunate victim. Failure on this attempt when the roll would otherwise be successful if the thief weren't attempting to make the trap auto-reset does not carry a 50% chance of backfire.
<b>Climb Walls</b>	Only a thief has the skill to climb nearly sheer surfaces with minimal handholds, such as a typical dungeon wall, with only his bare hands. Failing a climb walls check has a 50/50 chance of meaning that either the thief fails to make any progress up the wall from the round before or making it up to the halfway point (or up to 50 feet) before falling off. Anything less than a challenging climb is automatic for thieves.	Provided there are adequate hand and foot holds, a dexterity check allows success. Failure has a 50/50 chance to mean that either no progress was made or the character climbed halfway up (up to 50 ft) before falling. A surface without adequate footholds at ground level also requires a strength check to get the climb started. Metal armor will hinder climbing attempts (penalty varies).  Also, the <b>Mountaineering</b> skill can be used to scale most any surface if time is plentiful and the equipment is at hand.	<b>Climb Overhang/Ceiling (-90%):</b> With sufficient handholds such as stalagmites, this penalty can be mitigated.

<b>Move Silently</b>	Only a thief has the ability to move without making any sound whatsoever. Even a 36 <sup>th</sup> level thief with his over 100% chance to hear noise will not hear a 1 <sup>st</sup> level thief who succeeds at a move silently check, because there is simply nothing to hear. A thief who fails a move silent check is still moving quietly.	Thieves who fail their move silent check and non-thieves attempting stealth use the moving quietly rules (see Adventuring section). The <b>Stealth</b> skill allows a character to improve his or her chances at moving quietly.	<b>Dash Silently (-25%):</b> This is an attempt to move silently at the thief's normal combat speed. A thief who fails to dash silently falls back to moving quietly with opposed listen checks at +16% (1 in 6). <b>Run Silently (-75%):</b> This is an attempt to move at running speed (triple combat) silently. A thief who attempts to run silently and fails falls back to moving quietly with opposed listen checks at +50% (3 in 6).
<b>Hide In Shadows</b>	Only a thief can hide in a shadow. A failed roll means the thief is seen <i>if anyone is looking in that area</i> .	A character of any class can hide behind something or in darkness.	<b>Hide In Shadows While Observed (-50%):</b> Although the observing individual may lose sight of the hiding thief, he still has a pretty good idea of where the thief may be if the area of shadow to hide in is small and self-contained.
<b>Pick Pockets</b>	Only a thief has the ability to pick someone's pocket without him or her noticing.	A character of any class can attempt to steal something, but attempting to steal an attended item will always result in the victim being aware of the theft. What rolls are necessary to see if the theft is successful is left to DM fiat at the time.	<b>Steal Held Item (-50% if held in one hand, -100% if held in two):</b> A thief surprising an opponent can opt to steal something directly from his hand rather than pick his pocket. Standard deductions for level or hit dice of the foe apply. There is no chance to do this without the victim noticing.
<b>Hear Noise</b>	This is one ability that any class can perform, only at high levels a thief can discern faint noises that no one else can.	Non-thieves hear noises 1 in 6 for humans and 2 in 6 for demi-humans. The <b>Alertness</b> skill is useful for thieves and non-thieves alike to successfully hear a noise and decrease their chances of being surprised.	<b>Ventriloquism (-80%):</b> A thief can mimic the effects of the ventriloquism spell at high levels of experience.
<b>Read Languages</b>	Only thieves train in linguistics enough to puzzle out unfamiliar languages or simple coded messages.	With a successful intelligence check, a non-thief may recognize a letter or possibly even word that resembles one in a language they already know.  Of course any character may find a teacher to instruct them in the appropriate <b>Language</b> skill.	<b>Decode Complex Cipher (-60%):</b> A thief can attempt to decipher a complicated encoded message, given enough time. <i>Note that a player is always permitted to decipher a code manually, even if the skill check is failed.</i>

# Adventuring

This section covers general adventuring rules.

## Healing

Consult the chart below to determine hit point recovery of a resting adventurer. Note that the die should be rolled for each hit die, not one die multiplied by the amount of hit dice. Common beds are usually stuffed with straw; nice beds are usually stuffed with feathers.

Amount of Rest	Care Provided	Hit Points Recovered
8 hours rest in common bed	n/a (doesn't help)	1 hp/hit die
1 day's rest in dungeon or wilderness	None	1 hp/hit die
1 day's rest in dungeon or wilderness	Receiving long-term care	1-2 hp/hit die
8 hours rest in nice bed	n/a (doesn't help)	1-2 hp/hit die
1 day's rest in common bed	None	1-2 hp/hit die
1 day's rest in common bed	Receiving long-term care	1-3 hp/hit die
1 day's rest in nice bed	None	1-3 hp/hit die
1 day's rest in nice bed	Receiving long-term care	1-4 hp/hit die

Beyond these rules, common sense should prevail. A gaping wound should be dressed or infection will set in; an unconscious character should be given water (a wet sponge squeezed into the mouth), blankets should be provided, etc.

Common folk don't heal as fast. A townsman who suffers a broken leg (1 hit point out of his total of 4) may need weeks to heal properly.

## Hiding and Spotting

In general, characters have a 1 in 6 chance to spot partially concealed things (such as foes waiting to ambush the party from behind cover but the tip of their arrows can be seen). Elves have a 2 in 6 chance to spot.

## Jumping

How far a being can jump is largely a question of their current movement rate. In general, a creature can make a standing horizontally jump 1/10<sup>th</sup> their combat movement rate, or a running horizontal jump (20 feet required to build up to running speed) of 1/5<sup>th</sup> their combat movement rate, both with a variability of +/- 2 feet (roll a d6, 1=-2 feet, 2=-1 foot, 3-4=no adjustment, 5=+1 foot, 6=+2 feet). For instance, an unencumbered character (120 running/40 normal) making a standing jump will jump 4 feet, +/- 2 feet for a range of 2 feet to 6 feet. The same character getting a running start will jump 8 feet +/- 2 feet for a range of 6 to 10 feet. An unencumbered character attempting to make a running jump across a 10-foot pit can do so on a lucky 6.

## Listen Checks

The standard figures for listen (aka hear noise) checks assume some degree of difficulty in the matter; either there is an intervening doorway muffling sounds, or there is distraction of combat, or the sounds are coming from far away. When this is not the case, such as when foes attempt to stealthily approach a guard, the chance improves by 2 in 6 (33%), thus a non-thief human on guard improves to 3 in 6, a demi-human 4 in 6, and a 9<sup>th</sup> level thief reaches 99%. DM fiat determines what constitutes far away, as placement of walls will effect acoustics, as well as what distance is too far away to negate any chance at being heard at all.

Modifiers: a failed attempt at dashing silently increases listen checks by 1 in 6 (16%), a failed attempt at running silently increases listen checks by 3 in 6 (50%), a successful attempt at using the stealth skill reduces opposed listen checks by 1 in 6 (16%), and the halfling racial ability of walking on their bare feet also reduces them by 1 in 6.

To make a listen check, one must remove his or her helmet, thus leaving one vulnerable to blackjack attacks.

## Moving Quietly/Sneaking

While only those with the thief ability *move silently* have a chance to move without being heard, anybody can try to move quietly provided they are not wearing metallic armor and are not carrying anything especially noisy like pots & pans. Like moving silently, moving quietly is done at 1/2 encounter speed. Thieves who fail their move silent check are still moving quietly.

In general, when trying to sneak up to or past an opponent, that opponent first gets a listen check(s) (see above). A successful listen check generally negates the chance for a backstab because the listener is now aware of the ambusher, though it doesn't negate the chance for surprise (2 in 6 normally). Even if the opponent is surprised, he will generally turn in the direction of the sound, negating a rear attack from that direction. If the opponent has the alertness skill and makes the check, the chance for surprise drops by 1 in 6. If all of the listen checks are failed, surprise is automatic as per move silently and the opponent can be backstabbed (or rear attacked). Note that a listen check is granted for each movement phase that the approacher moves in.

**Example:** John the swashbuckler attempts to stealthily move past a guard whose back is turned to him. John has the stealth city/outdoors skill. He starts out 60 feet away. In John's first movement phase, he moves 20 feet (1/2 regular encounter move of 40) and makes his stealth skill check. Because he starts out behind a wall and on soft ground, the DM determines that the guard will get his regular listen check. Ordinarily the listen check would be 1 out of 6, but because John made his stealth check that drops to 0 out of

6 and the listen check is automatically failed. In John's second movement phase, he gets to within 20 feet of the guard but fails his stealth check. With John close by, the guard can now hear John on a 3 in 6. He rolls a 2 and hears John (so the stealth check wouldn't have mattered). Now surprise is checked for. Ordinarily this check would be rolled at 2 in 6, but because the guard has the alertness skill a successful check reduces that chance to 1 in 6.

### **Searching**

Any character can participate in searching. Carefully hidden or concealed things such as secret doors can be found on a roll of 1 in 6 (2 in 6 for elves). In other cases, the prize can be found if the player says the right thing. For instance, if a character states he is searching the fireplace, a hidden cavity behind a removable brick may be found 1 in 6. An example of the other kind is a gem hidden underneath the bottom of a chair. Lifting the chair up and examining the underside will reveal it. Moreover, a player may decide to be persistent if he just *knows* something is there. In the case of the removable brick in the fireplace, the player could request to test each and every brick for some amount of mobility. This action will find the brick for sure, but of course will take much longer than a normal search and create additional risk of a visit from a wandering monster.

Note that finding a secret door does not necessarily mean finding how to open it.

## Appendix A: Weapons from Voyage of the Princess Ark

### Rapier

Rapier Update Table					
[P = H]	Mastery	Ranges	Damage	Defense	Special
	Basic	-	2d4-1	-	-
	Skilled	-	1d8+1	H: +2 AC/2	Deflect (1* *) Disarm (Save)
	Expert	-	1d8+2	H: +2 AC/3	Deflect (2* *) Disarm (Save +2)
	Master	-10/20	1d8+1*	H: +3 AC/3	Deflect (3* *) Disarm (Save +4)
	Grand Master	-10/20	S:1d10*	H: +4 AC/4	Deflect (3* *) Disarm (Save +6)
		10/20/30	P:1d12 + 1 S:1d10 + 1*		

[P = H] Primary target fights back with either a hand-held or a hand-thrown weapon  
 \* Rapier can be hand-thrown.  
 P: Primary target  
 S: Secondary target (when the rapier is hand-thrown)  
 H: Armor-class bonus to the rapier's user, against attacks from opponents using hand-held or hand-thrown weapons  
 AC/# Number of attacks affected by the armor-class bonus each round  
 \*\* Number of successful attacks the rapier's user can attempt to deflect each game round (save vs. Death Ray for success)

**Note:** Don't forget to apply the Hit Roll bonuses from the table on page 17 of the *Masters Players Book*. Deflect and Disarm abilities are both explained on page 22 of the same book.

The rapier costs 10 gp and has an encumbrance of 60 cn. It is a single-handed medium weapon. The shield conflicts with the "art of fencing" required for the rapier, negating all Defense and Special effects. The rapier is a melee weapon rarely or never thrown. It suffers a -2 to-hit penalty against plate armor.

### War Claws

And for you Wolverine fans...

War Claws Weapon Mastery Table				
[P=M]	Mastery	Damage	Defense	Special
	Basic	1d4	-	No off-hand penalty Double damage* (20)
	Skilled	1d6	M: + 1AC/2	No off-hand penalty Double damage* (19-20)
	Expert	1d8	M: + 2AC/3	No off-hand penalty Double damage* (18-20)
	Master	P: 1d10 + 1 S: 1d8+1	M: + 3AC13	No off-hand penalty Double damage* (17-20)
	Gd Master	P: 1d12+2 S: 1d10+	M: + 4AC14	No off-hand penalty

[P = M]: Primary target is either a monster using natural attacks (claws, bites for example) or an opponent caught with a missile weapon in his hands  
 P: Primary target  
 S: Secondary target (opponents with hand-held weapons like swords and daggers)  
 M: AC bonus to the war claws' user against attacks from monsters or from opponents using missile weapons  
 AC/#: Number of times the AC bonus can be used each round  
 \*: Double damage (with unmodified required hit scores given in parenthesis) only applies to unarmored opponents

**Note:** Don't forget to apply the Hit Roll bonuses from the table on page 76 of the *D&D Rules Cyclopedis*. Double damage and off-hand penalties are both explained on page 80 of the same book. The war claws can neither be used with a shield nor thrown. They usually come in a set of two. Both war claws should be used in order to benefit from all the advantages listed in the weapon mastery table.

War claws cost 12 gp each (120 gp if silvered) and are usually bought in pairs. Encumbrance is 20 cn each.

### Boomerang



**Table 3: Boomerang Statistics**

<b>P=H</b>	<b>Mastery</b>	<b>Ranges</b>	<b>Damage</b>	<b>Defense</b>	<b>Special</b>
	<i>Basic</i>	40/80/160	1d4	–	–
	<i>Skilled</i>	50/90/160	1d6+1	H:+1AC/2	Stun (s/m)
	<i>Expert</i>	60/100/170	1d6+3	H:+2AC/3	Stun (s/m)
	<i>Master</i>	70/110/170	P:1d6 +5 S:1d4+5	H:+3AC/3	Stun (s/m)
	<i>Gd Master</i>	80/120/180	P:1d6+6 S:1d4+6	H:+4AC/4	Stun (s/m)

**P=H:** Primary target uses either a hand-held or a hand-thrown weapon.

**P:** Primary target.

**S:** Secondary target (with missile weapons or natural weaponry).

**H:AC/#** AC bonus to the boomerang's user against attacks from opponents using hand-held or hand-thrown weapons, and the number of time it can be used in a single round.

This is the fabled weapon of the Wallara. It is a curved wooden missile that returns to its owner if it hits neither target nor obstacles. With an encumbrance of 50 cn, a good boomerang can be worth many wallaroo pelts (say 10 gp worth in the game).

Wallara medicine men can enchant boomerangs as +1 weapons. A magical boomerang flies in a figure-eight when it is thrown. If it misses the target and does not hit anything else, the magical boomerang will take a second pass at the target at the end of the round. If the target is unaware of the boomerang's return, the boomerang then gets a +2 attack bonus for a back attack.

If a boomerang does not hit anything during the round, it then returns to the owner. If not distracted (by attacks from foes for example), the owner can catch his returning boomerang automatically. With a successful dexterity check a distracted owner can catch a returning boomerang. Opponents cannot catch an incoming boomerang unless they have a higher mastery level than the boomerang's owner, and they roll a successful dexterity check. This all assumes that either or both the owner of the boomerang and the target remain within the boomerang's flight path during the entire round.

Boomerang users of Expert skill or better can aim at a target hiding behind an obstacle (like a tree). The boomerang may hit that target on the returning segment of its flight only, with a –2 attack penalty (no back attack advantage here).

Boomerangs are made specifically for a user of a given strength and height. If a boomerang is picked up by someone with a different strength score or a different size, attack rolls should be penalized by –2. Finally, a boomerang can be used to light a fire by rubbing its hard edge on a dry log.

Note: Don't forget to apply the hit roll bonuses from the table on page 76 of the D&D Rules Cyclopedia. Stun is explained on page 81 of the same book.

## Appendix B: Monster Errata

Non-intelligent creatures (intelligence 0) do not sleep in the fashion that ordinary creatures do and thus are not affected by *sleep* magic.

### Rat Swarm

The rats must move onto a victim to make their attack; this provokes an advancing blow from any kind of weapon (not just reach ones). If there are still 5 rats left after that attack, the victim must make a knockdown save to stay on his feet. If there are only 5 rats, the save is made at +5, and for each additional rat the save bonus decreases so that with 10 rats, the save is made normally. All warrior classes (fighter, ranger, gnome, elf, dwarf, halfling, swashbuckler) may attack 1 rat per level.

### Troglodyte

A save must be made against each troglodyte present exuding the stench within about 20 feet give or take depending upon ventilation conditions, but the penalty (-2 penalty to attack) is *not* cumulative.

### Vampire, Nosferatu (from Gaz 1)

Once the bite attack hits, the vampire has latched on and starts to drain blood the following round. The blood drain inflicts a negative level each round.

A nosferatu vampire can choose a victim of at least 3<sup>rd</sup> level to become an important minion by using limited blood draining bites over a several day period. Once the bites have begun, the nosferatu can only have one such special victim at a time. A link exists between vampire and victim, such that each knows in approximately what direction the other can be found. Running water, however, breaks this link. Negative levels bestowed in this fashion do not have the daily risk of being converted into full level loss, provided that the vampire does not drain more than one third of the character's levels at a time and makes no more than one bite on the victim per day. After the negative levels amount to one third of the victim's total (usually after the first bite), the victim's alignment shifts from lawful to neutral, or from neutral to chaotic. At the two-thirds mark (usually after the second bite), a neutral alignment will shift to chaotic. After the victim's negative levels total his full character level (usually after the third bite), the victim instantly is transformed into a vampire minion with his full abilities intact. If more than 1-10 days lapse since the last bite (DM roll in secret) and the victim is on bed rest, then one negative level is restored. The 1-10 day clock is reset, and negative levels will continue to come off every 1-10 days unless the vampire is able to bite the victim again.

## Appendix C: Spell & Experience Point Charts

### ***Magic-User***

Here is the correct progression for magic-users up to level 15 using the Revised Expert Set for levels 4 to 14.

Level	Spells/Level								
	1	2	3	4	5	6	7	8	9
1	1								
2	2								
3	2	1							
4	2	2							
5	2	2	1						
6	3	2	2						
7	3	2	2	1					
8	3	3	2	2					
9	3	3	2	2	1				
10	4	3	3	2	2				
11	4	4	4	3	2				
12	4	4	4	3	2	1			
13	5	4	4	3	2	2			
14	5	4	4	4	3	2			
15	5	4	4	4	3	2	1		

### ***Dwarf, Dwarf Priest***

Level	XP Required	Dwarf (and Gnome) Attack Rank	Dwarf (and Gnome) Abilities Gained	Dwarf Priest Attack Rank	Dwarf Priest Abilities Gained
12	660,000	C	Two attacks per round; Fighter combat options; Weapon mastery choice	A	Weapon mastery choice
13	730,000	C	Skill slot	A	Skill slot
14	800,000	D		B	
15	900,000	D		B	
16	1,000,000	E	Weapon mastery choice	C	Weapon mastery choice
17	1,100,000	E	Skill slot	C	Skill slot
18	1,200,000	F		D	
19	1,300,000	F		D	
20	1,400,000	G	Half damage from spells and spell-like effects; Weapon mastery choice	E	Half damage from spells or spell-like effects
21	1,500,000	G	Skill slot	E	Skill slot
22	1,600,000	H		F	
23	1,700,000	H	Saving throws improve to 2, 2, 3, 3, 2	F	Saving throws improve to 2, 2, 3, 3, 2
24	1,800,000	I	Weapon mastery choice	G	Weapon mastery choice
25	1,900,000	I	Skill slot	G	Skill slot
26	2,000,000	J		H	
27	2,100,000	J		H	
28*	2,200,000	K	Three attacks per round; Weapon mastery choice	I	
29	2,300,000	K	Skill slot	I	Skill slot
30	2,400,000	L		J	
31	2,500,000	L		J	
32	2,600,000	M	Weapon mastery choice	K	Weapon mastery choice

\* level limit for gnomes, though note that because their first level is "Normal Monster", in a way this is actually level 29

## Elf, Elf Minstrel

Level	XP Required	Elf Attack Rank	Elf Abilities Gained	Elf Minstrel Attack Rank	Elf Minstrel Abilities Gained	Spells/Level								
						1	2	3	4	5	6	7	8	9
1	0	F1-3		T1-4		1								
2	4,000	F1-3		T1-4		2								
3	8,000	F1-3		T1-4		2	1							
4	16,000	F4-6	Weapon mastery choice	T1-4	Weapon mastery choice; Read languages	2	2							
5	32,000	F4-6	Skill slot	T5-8	Skill slot	2	2	1						
6	64,000	F4-6		T5-8		3	2	2						
7	120,000	F7-9		T5-8		3	3	2	1					
8	250,000	F7-9	Weapon mastery choice	T5-8	Weapon mastery choice	4	3	2	2					
9	400,000	F7-9	Skill slot	T9-12	Skill slot	4	4	3	2					
10	600,000	C		A		5	4	3	2	1				
11	850,000	D	Two attacks per round; Fighter combat options	B		6	5	3	3	2				
12	1,100,000	E	Weapon mastery choice	C	Weapon mastery choice	6	5	4	3	2	1			
13	1,350,000	F	Skill slot	D	Skill slot	7	6	4	4	3	2			
14	1,600,000	G	Half-damage from any breath weapon	E	Half-damage from any breath weapon	7	6	5	4	3	2	1		
15	1,850,000	H		F		8	7	5	5	4	3	2		
16	2,100,000	I	Weapon mastery choice	G		8	7	6	5	4	3	2	1	
17	2,350,000	J	Skill slot	H	Skill slot	8	8	6	6	5	4	3	2	
18	2,600,000	K	Three attacks per round	I		8	8	7	6	5	4	3	2	1
19	2,850,000	L		J		8	8	7	7	6	5	4	3	2
20	3,100,000	M	Weapon mastery choice	K	Weapon mastery choice	8	8	8	7	6	5	4	4	3

## Halfling, Halfling Burglar

Level	XP Required	Halfling Attack Rank	Halfling Abilities Gained	Halfling Burglar Attack Rank	Halfling Burglar Abilities Gained
8	120,000	A	Weapon mastery choice	Level 8 thief	Weapon mastery choice; Backstab +2d4
9	210,000	A	Skill slot	Level 8 thief	Skill slot
10	300,000	B	Half damage from spells and spell-like effects	A	Half damage from spells and spell-like effects; Snipe
11	450,000	B		A	
12	600,000	C	Weapon mastery choice	B	Weapon mastery choice; Backstab/snipe +3d4
13	750,000	C	Skill slot	B	Skill slot
14	900,000	D	Two attacks per round; Fighter combat options	C	
15	1,050,000	D		C	
16	1,200,000	E	Weapon mastery choice	D	Weapon mastery choice; Backstab/snipe +4d4
17	1,350,000	E	Skill slot	D	Skill slot
18	1,500,000	F		E	
19	1,650,000	F	Saving throws improve to 2, 2, 3, 4, 3	E	Saving throws improve to 2, 2, 3, 4, 3
20	1,800,000	G	Weapon mastery choice	F	Backstab/snipe +5d4
21	1,950,000	G	Skill slot	F	Skill slot
22	2,100,000	H	Half-damage from any breath weapon	G	Half-damage from any breath weapon
23	2,250,000	H		G	
24	2,400,000	I	Weapon mastery choice	H	Weapon mastery choice; Backstab/snipe +6d4
25	2,550,000	I	Skill slot	H	Skill slot
26	2,700,000	J		I	
27	2,850,000	J		I	
28	3,000,000	K	Three attacks per round; Weapon mastery choice	J	Backstab/snipe +7d4

## Mystic

Level	Armor Class	Movement Rate	Open Hand Damage	Abilities Gained
17	-6	320'	6d6	Skill slot
18	-6	320'	6d6	Immunity to all diseases
19	-6	320'	6d6	
20	-7	320'	6d6	Unarmed attack +4 weapon equivalency; <b>Step out:</b> <i>dimension door</i> 1/day taking up 40' of combat move
21	-7	330'	6d6	Skill slot
22	-7	330'	6d6+1	Immunity to poison (insinuate and ingestive)
23	-7	330'	6d6+1	Weapon mastery slot
24	-8	330'	6d6+1	Unarmed attack +5 weapon equivalency; 4 attacks per round with open hands; 3 attacks per round with weapons; <b>Hold breath:</b> the mystic can slow breathing and pulse to appear dead, can hold breath in turns instead of rounds, and unless surprised is immune to inhaled poison gas
25	-8	330'	6d6+1	Skill slot
26	-8	340'	7d6	<b>Lightning Move:</b> the mystic can move in the Fast phase, take an action in the Action phase, and move again in the End of Round movement phase
27	-8	340'	7d6	
28	-9	340'	7d6	<b>Step out</b> 2/day (so yes, the mystic can step out during the fast phase, attack in the Action phase, and step out back to safety in end of round movement once per day)
29	-9	340'	7d6	Skill slot
30	-9	340'	7d6	Weapon mastery slot; <b>Lightness of body:</b> fall any distance without penalty and walk on water
31	-9	350'	7d6+1	
32	-9	350'	7d6+1	<b>Timeless body:</b> aging process stops, immunity to magical aging and energy drain
33	-10	350'	7d6+1	Skill slot
34	-10	350'	7d6+1	<b>One with the Universe:</b> the mystic has <i>truesight</i> at all times, the mystic is aware of the presence of any blanked out mystic within 120 feet but not the location
35	-10	350'	8d6	
36	-10	360'	8d6	Weapon mastery slot; 5 attacks per round with open hands; 4 attacks per round with weapons; <b>Enlightenment:</b> the mystic's life force is in tune with cosmic forces, game affect is regenerate 10 hp per round, all conditions affecting mystic allow a new save every round

## Gnome Illusionist

This chart extends the illusionist from Best of Dragon vol. I out to 20<sup>th</sup> level.

Level	XP Required	Attack Rank	Abilities Gained	Spells/Level						
				1	2	3	4	5	6	7
14	1,050,000	A		6	6	5	5	5	3	2
15	1,225,000	B		6	6	6	5	5	4	3
16	1,400,000	C	Half damage from spells and spell-like effects	7	6	6	6	5	5	3
17	1,575,000	D	Skill slot	7	7	6	6	6	5	4
18	1,750,000	E		8	7	7	6	6	6	5
19	1,925,000	F		8	8	7	7	6	6	6
20	2,100,000	G	Weapon mastery choice	9	8	8	7	7	6	6