

The D&D Player's handbook 3.5 is the basis for character creation. We'll be using some Feats, modified Combat, Saving Throws, and Spells. We will not be using Skills from the PHB. The following modifications apply as well...

Ability Score assignment:

Dice rolled with DM. Or see the file 'ability scores.txt'.

Races:

Race attribute modifiers:

Classes allowed

Human - none

All

Dwarf - +2 CON, +1 STR, -1 WIS, -2 CHA

Barbarian, Cleric (Odin), Fighter, Rogue, Samurai, Warlock

Elf - +2 DEX, +1 CHA, -1 STR, -2 CON

All but Barbarian & Samurai, Cleric only
Aphrodite, Obad-Hai, Pelor, or Loki

Half-Demon - +1 INT, -1 WIS

Cleric (Vaboeddiwi, Orcus), Fighter, Rogue, Sorcerer, Wizard, Warlock

Half-Elf - +1 WIS, -1 CON

All but Barbarian

Half-Orc - +2 STR, +1 CON, -3 INT, -3 CHA

Barbarian, Cleric (Vaboeddiwi, Orcus, Q'thulu, Loki), Fighter, Rogue, Shaman, Samurai, Warlock

Abaxhwalile - +2 CHA, +2 WIS, -4 CON

Fighter, Sorcerer, Warlock, Cleric (any non Lawful god), Rogue

Note on Half-Demons: Demons occasionally walk the earth in Hergeulzumeuhr in many different forms. Half-Demons are the offspring of a demon and human. Their only discerning attribute being completely black eyes. They can see in the dark up to 60'. They take -2 dmg / die vs fire damage. They also suffer from depression. If they roll a natural 1 to hit, they cannot attack the next round. They are not flat footed during this depression state. Half-Demons may be any alignment except LG, LN and NG.

Note on Elves: Elves are susceptible to Adamanite poisoning.

Note on Dwarves: Dwarves add +5 GP to starting money.

Note on Abaxhwalile: Pale skinned demon worshippers from the far southern hemisphere. They appear mostly human, with no facial hair, white hair and light grey skin. Eyes are light blue. They appear rarely in the northern hemisphere on trading ships. They often make secret pacts with demons, and are rarely trusted by more knowledgeable folk. No Lawful Alignments.

Allowed Classes:

Barbarian, Cleric, Fighter, Ranger, Rogue*, Sorcerer, Wizard (including specialists), Druid, Shaman, Warlock, Samurai

*Rogues, check this file section Rogue Skills

[http://www.dandwiki.com/wiki/Shaman_\(3.5e_Class\)](http://www.dandwiki.com/wiki/Shaman_(3.5e_Class))

[http://www.dandwiki.com/wiki/Warlock,_Variant_\(3.5e_Class\)](http://www.dandwiki.com/wiki/Warlock,_Variant_(3.5e_Class))

[http://www.dandwiki.com/wiki/Samurai_\(3.5e_Class\)](http://www.dandwiki.com/wiki/Samurai_(3.5e_Class))

Starting Gold:

1d4 Shaman

2d4 Druid

3d4 Sorcerer, Wizard & Warlock

4d4 Barbarian

5d4 Cleric & Rogue

6d4 Fighter, Ranger and Samurai

Gods, Cleric Domains and favored weapon: *zyrous / {lyrasmic} name*

Aphrodite {Krása}	CG	(Chaos, Luck, Good)	Shortbow
Odin {Vasara}	LG	(War, Protection, Strength)	Warhammer
Pelor {Egükia}	NG	(Good, Healing, Strength, Sun)	Mace
Obad-Hai {Kratnik}	N	(Plant, Animal, Fire, Earth, Air)	Quarterstaff
Vaboeddiwi {Smojākura}	LE	(Evil, Magic)	Longsword
Orcus {Kallo}	CE	(Death, Evil, Earth)	Bastard sword
Loki {Brann}	CN	(Chaos, Fire, Trickery)	Black waraxe
Q'thulu {Cefnør}	NE	(Evil, Water, Destruction)	Flail
Athena {Viedan}	LN	(Law, War, Knowledge)	Steel-tip Spear

Clerics may only be one step removed from god's alignment.

Weapon Styles: *(check files **weapons.xls** & **weaponstyles.xls** for further details)*

Weapons are separated into 7 styles. Slashing, Crushing, Stabbing, Cleaving, Piercing, Missile or Two Handed weapons.

Slashing = Swords, excluding shortwords.

Crushing = Maces, morningstars, hammers, flails and clubs

Stabbing = Spears

Cleaving = Axes

Piercing = Shortsword and daggers

Missile = Bows, crossbows and slings

Two Handed = any Two Handed

Class Weapon Style:

At 1st level, Fighters are proficient in any 3 weapon styles. Barbarians are proficient in either **two-handed**, **crushing** or **cleaving** (pick one). Rangers are proficient in **missile** and either **slashing**, **cleaving** or **stabbing**. Samurai are proficient in **slashing** and **missile**.

Thieves are proficient in **piercing** or **missile** weapons. An additional proficiency may be added at 5th level.

Clerics are proficient in **crushing** weapons, staffs and slings, (plus their god's favored weapon).

Mages, Sorcerers and Warlocks are proficient in staff, sling and any **piercing** weapon except shortwords or fangs.

Shamans get staff at 1st level, **piercing** at 4th level and **crushing** at 7th.

Druids weapons per class description.

Elves are always proficient with longwords, longbows and shortbows, in addition to class weapons.

Dwarves are always proficient with all **cleaving** weapons, in addition to class weapons.

Death:

A person may be raised from the dead only if the head is intact with the body. Also anyone raised with missing parts will have that part missing *permanently*. It is common among warring factions to take the heads of the most notable foes.

Rogue Skills:

Rogues have special skills no other class can use. Add your score to a d20 die roll to beat the DC of the attempt.

For Rogues check out the file 'rogue skills.xls'. here - <http://carrington.ez.lv/dnd>

At 1st level you get 20 points to add on, no skill gets more than 7. Every level afterwards gets 10 points, with no skill getting more than 5.

Initiative:

Initiative = dexterity score. All improved initiative feats and magic modifiers still apply.

Skills:

Skills are non combat abilities. There are 6 skills: Ride, Swim, Climb, Languages, Career and Terrain

Ride:

Ride checks are a Wisdom roll, +1 per level. Per PHB 3.5 skill

Swim:

Swim checks are a Constitution roll, +1 per level. Per PHB 3.5 skill

Climb (non thieves):

Non thief climb checks are a Strength roll -10, +1 per level.

Languages:

The number of languages spoken equals 1 + your intelligence modifier. To become literate in a language you must use one of your slots. Elves, Half-Orcs and Dwarves automatically speak their respective race language in addition. Half-Demons speak Abyssal in addition.

Languages: Common, Orc, Dwarf, Elf, Goblin, Sylvan, Abyssal, Draconic.

Restricted Languages: (contact DM) - D'tra, Nafir, Oorlog, Thief's Cant(only thieves), Druidic(only druids), Lyrasmic (dead human language, the language of sorcerers).

Career: Indicates a mundane background career path character was trained in growing up, (usually what the parent taught them). Examples: Sailor, Bricklayer, Farmer, Merchant. Choose one.

Terrain: Indicates the background terrain the character came from. Examples: Mountainous, Swamp, Forest, City, Rural. Dwarves' terrain is automatically mountains and elves' terrain is forests. Choose one.