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Introduction

This is the Dungeons & Dragons® Roleplaying Game, the game that defines the genre and has set the standard for fantasy role- playing for more than 30 years.

D&D® is a game of your imagination in which you participate in thrilling adventures and dangerous quests by taking on the role of a hero—a character you create. Your character might be a strong fighter or a clever rogue, a devout cleric or a powerful wizard. With a few trusted allies at your side, you explore ruins and monster-filled dungeons in search of treasure. The game offers endless possibilities and a multitude of choices—more choices than even the most sophisticated computer game, because you can do whatever you can imagine.

## THE D&D GAME

The D&D game is a fantasy game of your imagination. It’s part acting, part storytelling, part social interaction, part war game, and part dice rolling. You and your friends create characters that develop and grow with each adventure they complete. One player is the Dungeon Master (DM). The DM controls the monsters and ene- mies, narrates the action, referees the game, and sets up the adven- tures. Together, the Dungeon Master and the players make the game come alive.

This *Player’s Handbook* has all the rules players need to create characters, select equipment, and engage in combat with a variety of supernatural and mythical foes.

The *Dungeon Master’s Guide*, available separately, provides the DM with advice, guidelines, and everything he or she needs to create challenges, adventures, and full-fledged D&D campaigns, including sections on prestige classes, magic items, and character rewards.

The *Monster Manual*, available separately, contains material that players and DMs alike will find useful. With hundreds of monsters to populate all levels of dungeons, this tome also includes monster creation rules, information on playing monsters as characters, details on monster tactics, and powered-up versions of standard creatures.

Together, these three volumes comprise the core rules for the

Dungeons & Dragons game.

## THREE DIMENSIONS

The Dungeons & Dragons game is a game of imagination, but it is also a game of tactics and strategy. Miniatures and a battle grid provide the best way to visualize the action. Miniatures, represent- ing characters and monsters in the game, can be purchased from most hobby shops. The *Dungeon Master’s Guide* includes a paper battle grid. More durable versions may be purchased separately.

The game assumes the use of miniatures and a battle grid, and the rules are written from this perspective.

## CHARACTERS

Your characters star in the adventures you play, just like the heroes of a book or movie. As a player, you create a character using the rules in this book. Your character might be a savage barbarian from the frozen wastes or a clever rogue with a quick wit and a quicker blade. You might be a deadly archer trained in survival techniques or a wizard who has mastered the arcane arts. As your character participates in adventures, he or she gains experience and becomes more powerful.

## ADVENTURES

Your character is an adventurer, a hero who sets out on epic quests for fortune and glory. Other characters join your adventuring party to explore dungeons and battle monsters such as the terrible dragon or the carnivorous troll. These quests unfold as stories created by the actions your characters perform and the situations your DM presents.

A Dungeons & Dragons adventure features plenty of action, exciting combat, terrifying monsters, epic challenges, and all kinds of mysteries to uncover. What lies at the heart of the dungeons? What waits around the next corner or behind the next door? Playing the roles of your characters, you and your friends face the dangers and explore a world of medieval fantasy.

One adventure might play out in a single game session; another might stretch across several sessions of play. A session lasts as long as you and your friends want to play, from a couple of hours to an all- day affair. The game can be stopped at any time and picked up wherever you left off when everyone gets back together.

Every adventure is different, every quest unique. Your character

might explore ancient ruins guarded by devious traps or loot the tomb of a long-forgotten wizard. You might sneak into a castle to spy on an enemy or face the life-draining touch of an undead creature. Anything is possible in a Dungeons & Dragons game, and your character can try to do anything you can imagine.

## PLAYING THE GAME

Dungeons & Dragons uses a core mechanic to resolve all actions in the game. This central game rule keeps play fast and intuitive.

**The Core Mechanic:** Whenever you attempt an action that has some chance of failure, you roll a twenty-sided die (d20). To deter- mine if your character succeeds at a task (such as attacking a mon- ster or using a skill), you do this:

#### WHY A REVISION?



INTRODUCTION

The new Dungeons & Dragons game debuted in 2000. In the three years since the d20 Open System energies the RPG industry, we’ve

gathered tons of data on how the game is being played. We consider D& D to be a living game that constantly evolves as it is played.

We’ve gathered feedback from as many people who have played D& D as we could. We’ve talked to you at conventions, examined countless message boards devoted to the game, and collected information from a variety of customer-response outlets including our customer service department. We used all this data to retool the game from the ground up and incorporate everyone’s suggestions. We listened to what you had to say, and we responded enthusiastically to improve the game and this product.

If this is your first experience with D& D, we welcome you to a wonder- ful world of adventure and imagination. If you used the prior version of

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this book, rest assured that this revision is a testament to our dedication to continuous product improvement. We’ve updated errata, clarified rules, and made the game even better than it was. But also rest assured that this is an upgrade of the d20 System, not a new edition of the game. This revision is compatible with all existing products, and those products can be used with the revision with only minor adjustments.

What’s new in the revised *Player’s Handbook*? We’ve increased the

number of feats and spells to choose from, and we’ve added new class features to the barbarian, bard, druid, monk, ranger, and sorcerer. The entire book has been polished and refined, all in response to your feed- back and to reflect the way the game is actually being played. We’ve streamlined some rules, expanded others. We’ve overhauled skills and spells.

Take a look, play the game. We think you’ll like how everything turned out.

* Roll a d20.



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* Add any relevant modifiers.
* Compare the result to a target number.

If the result equals or exceeds the target number (set by the DM or given in the rules), your character succeeds. If the result is lower than the target number, you fail.

### THE RULES

**Important:** You don’t have to memorize this book to play the game. Once you understand the basics, start playing! Use this book as reference during play. When in doubt, stick to the basics, keep playing, and have fun.

One part of the book you may end up referring to frequently, at least for a while, is the glossary that begins on page 304. Here’s where you’ll find definitions of the terms we use in the rules and information on how a character is affected by certain conditions (such as being stunned). If you come across a term you’re not familiar with and you want to know more, look it up in the glossary (and also check the index, of course).

### WHAT YOU NEED TO PLAY

Your group needs these items to play D&D.

* The *Player’s Handbook*, *Dungeon Master’s Guide*, and *Monster Manual* revised core rulebooks. (All players might want to have their own copies of the books.)
* A copy of the character sheet at the back of this book for each player.
* A battle grid. The *Dungeon Master’s Guide* contains one.
* Miniatures to represent each character and the monsters that challenge them.
* A set of dice for each player. A set of dice includes at least one four-sided die (d4), four six-sided dice (d6), one eight-sided die (d8), two ten-sided dice (d10), one twelve-sided die (d12), and one twenty-sided die (d20).
* Pencils, scrap paper, and graph paper to keep notes and to map the locations your characters will explore.

### DICE

We describe dice rolls with expressions such as “3d4+3,” which means “roll three four-sided dice and add 3” (resulting in a number between 6 and 15). The first number tells you how many dice to roll (adding the results together). The number immediately after the “d” tells you the type of dice to use. Any number after that indicates a quantity that is added or subtracted from the result. Some examples include:

**1d8:** One eight-sided die, generating a number from 1 to 8. This is the amount of damage a longsword deals.

**1d8+2:** One eight-sided die plus 2, generating a number from 3 to

10. A character with a +2 Strength bonus deals this amount of damage when using a longsword.

**2d4+2:** Two four-sided dice plus 2, resulting in a number from 4 to 10. This is the amount of damage a 3rd-level wizard deals with a *magic missile* spell.

**d%:** Percentile dice work a little differently. You generate a number between 1 and 100 by rolling two different-colored ten- sided dice. One color (designated before you roll) is the tens digit. The other is the ones digit. A roll of 7 and 1, for example, give you a result of 71. Two 0s represents 100. Some percentile show the tens digit in tens (00, 10, 20, etc.) and the ones digit in ones (0, 1, 2, etc.).

In this case, a roll of 70 and 1 is 71, and 00 and 0 is 100.

**Important!** Not every action requires a die roll. Roll dice in combat and other dramatic situations when success is never a cer- tainty.

The d20 is used to determine whether or not your character suc- ceeds at an action. The other dice are used to determine what hap- pens after you succeed.

Players should roll dice openly so that everyone can see the re-

sults. The DM may make some rolls in secret to build suspense and maintain mystery.

### WHAT CHARACTERS CAN DO

A character can try to do anything you can imagine, just as long as it fits the scene the DM describes. Depending on the situation, your character might want to listen at a door, search an area, bargain with a shopkeeper, talk to an ally, jump across a pit, move, use an item, or attack an opponent.

Characters accomplish tasks by making skill checks, ability checks, or attack rolls, using the core mechanic.

#### Skill Checks

To make a skill check, roll a d20 and add your character’s skill modifier. Compare the result to the Difficulty Class (DC) of the task at hand.

An unopposed skill check’s success depends on your result

compared to a DC set by the DM or the skill’s description (see Chapter 4).

An opposed skill check’s success depends on your result com- pared to the result of the character opposing your action. The opponent’s check might be made using the same skill or a different skill, as set forth in the skill’s description.

#### Ability Checks

Ability checks are used when a character doesn’t have any ranks in a skill and tries to use that skill untrained. (Some skills, however, can’t be used untrained.)

Ability checks are also used to determine success when no skill applies.

To make an ability check, roll a d20 and add your character’s modifier for the appropriate ability.

#### Attack Rolls

To attack an opponent, roll a d20 and add your character’s attack bonus. If the result equals or exceeds the opponent’s Armor Class (AC), the attack succeeds.

On a successful attack, roll the dice indicated for the weapon you used to determine how much damage your attack deals.

Damage reduces hit points (hp). When all of a character’s hit

points are gone, the character falls unconscious and is dying. (See Chapter 8: Combat for details.)

A critical hit deals more damage. If you roll a natural 20 on an attack roll, you threaten a critical hit. Roll again to confirm it. If the second attack roll is successful, then the critical hit is confirmed and you deal more damage (see page 140 for more information).

### THE COMBAT ROUND

Combat is played in round. Each round represents 6 seconds in the game world, regardless of how long it takes to play out the round. Combat starts with initiative checks to determine the order of play for the entire battle. There are three types of actions: standard actions, move actions, and full-round actions. In a round, you can do one of these four things: Take a standard action and then a move action; take a move action and then a standard action; take two move actions; or perform a full-round action. (See Chapter 8: Combat for details.)

### THE PLAYER’S ROLE

As a player, you use this handbook to create and run a character. Your character is an adventurer, part of a team that regularly delves into dungeons and battles monsters. Play wherever everyone feels comfortable and there’s a place to set the battle grid and miniatures, roll the dice, and spread out your books and character sheets.

The DM sets each scene and describes the action. It’s your job to decide what your character is like, how he or she relates to the other adventurers, and act accordingly. You can play a serious paladin or a

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wisecracking rogue, a reckless barbarian or a cautious wizard. With your character in mind, respond to each situation as it comes up. Sometimes combat is called for, but other situation might be solved through magic, negotiation, or judicious skill use.



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Also consider how you respond. Do you narrate your character0s action (“Tordek moves to the doorway and attacks the bugbear”) or speak as your character (“I move to the doorway and take a mighty swing at the monster”)? Either method is fine, and you can even vary your approach to match the situation.

D&D is a social experience as well as an imaginative one. Be creative, be daring, and be true to your character… and most of all, have fun!

## CHARACTER CREATION

Review Chapters 1 through 5, then follow these steps to create a 1st- level character. You need a photocopy of the character sheet, a pencil, scrap paper, and four 6-sided dice.

### CHECK WITH YOUR DUNGEON MASTER

Your DM may have house rules or campaign standards that vary from these rules. You should also find out what the other players have created so that your character fits into the group.

### ROLL ABILITY SCORES

Roll your character’s six ability scores. Determine each one by rolling four six-sided dice, ignoring the lowest die roll, and totaling the other three. Record your six results on scrap paper.

See Chapter 1 (beginning on the next page) for more details.

### CHOOSE YOUR CLASS AND RACE

Choose your class and race at the same time, because some races are better suited to certain classes. The classes, detailed in Chapter 3, are barbarian, bard, cleric, druid, fighter, monk, paladin, ranger, rogue, sorcerer, and wizard. Each class description includes a “Races” section that provides some advice.

The Races, described in Chapter 2, are human, dwarf, elf, gnome, halflings, half-elf, and half-orc.

Write your class and race selections on your character sheet.

### ASSIGN AND ADJUST ABILITY SCORES

Now that you know your character’s class and race, take the ability scores you rolled earlier and assign each to one of the six abilities: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. Adjust these scores up or down, according to your race, as indicated on Table 2–1: Racial Ability Adjustments (page 12).

Put high scores in abilities that support your class selection. Each class description includes an “Abilities” section that provides some advice.

For each ability score, record the character’s modifier, as indicated

on Table 1–1: Ability Modifiers and Bonus Spells (page 8). Ability modifiers adjust many die rolls in the game, including attack rolls, damage rolls, skill checks, and saving throws.

Record your adjusted ability scores and their modifiers on your character sheet.

### REVIEW THE STARTING PACKAGE

There is at least one starting package at the end of each class description. Look at the class’s starting package. It offers a fast way to complete the next several steps of character creation. If you like the feat, skills, and equipment listed there, record this information on your character sheet. Otherwise, use this information as a guide and make your own decisions.

### RECORD RACIAL AND CLASS FEATURES

Your character’s race and class provide certain features. Most of these are automatic, but some involve making choices and thinking

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ahead about upcoming character creation steps. Feel free to look ahead or to backtrack and do something over if you need to.

### SELECT SKILLS

Your character’s class and Intelligence modifier determine how many skill points you have to buy skills (see page 62).

Skills are measured in ranks. Each rank adds +1 to skill checks made using a specific skill.

At 1st level, you can buy as many as 4 ranks in a class skill (a skill on your class’s list of class skills) for 4 skill points, or as many as 2 ranks in a cross-class skill (a skill from another class’s list of class skills) for the same cost. (You get more out of purchasing class skills.)

Buying skills goes faster if you spend 4 skill points (your maxi- mum) on every skill you buy, as we’ve done in the starting packages. Once you’ve selected your skills, determine the skill modifier for each one. To do this, add the skill ranks to the ability modifier

associated with the skill and record it on your character sheet.

Table 4–2: Skills (page 63) lists all the skills in the game and indicates which skills are class skills for which classes.

### SELECT A FEAT

Each 1st-level character starts with a feat. Table 5–1: Feats (page 90) lists all feats, their prerequisites (if any), and a brief description.

### REVIEW DESCRIPTION CHAPTER

Look over Chapter 6: Description. It helps you detail your character. You can this now or wait until later.

### SELECT EQUIPMENT

Use the equipment from your class’s starting package, or randomly determine your starting gold (see page 111) and buy your own gear piece by piece, using the information in Chapter 7: Equipment.

### RECORD COMBAT NUMBERS

Determine these statistics and record them on your character sheet.

**Hit Points:** Your hit points (hp) determine how hard your character is to kill. At 1st level, wizards and sorcerers get 4 hp; rogues and bards get 6 hp; clerics, druids, monks, and rangers get 8 hp; fighters and paladins get 10 hp; and barbarians get 12 hp. To this number, add you character’s Constitution modifier.

**Armor Class:** Your Armor Class (AC) determines how hard your character is to hit. Add the following numbers together to get your AC: 10 + your armor bonus + your shield bonus + your size modifier

+ your Dexterity modifier.

**Initiative:** Your character’s initiative modifier equals your Dexterity modifier. The Improved Initiative feat provides an additional modifier if you select it.

**Attack Bonuses:** Your class determines your base attack bonus. To determine your melee attack bonus for when you get into close- combat fights, add your Strength modifier to your base attack bonus. To determine your ranged attack bonus for when you attack from a distance, add your Dexterity modifier to your base attack bonus.

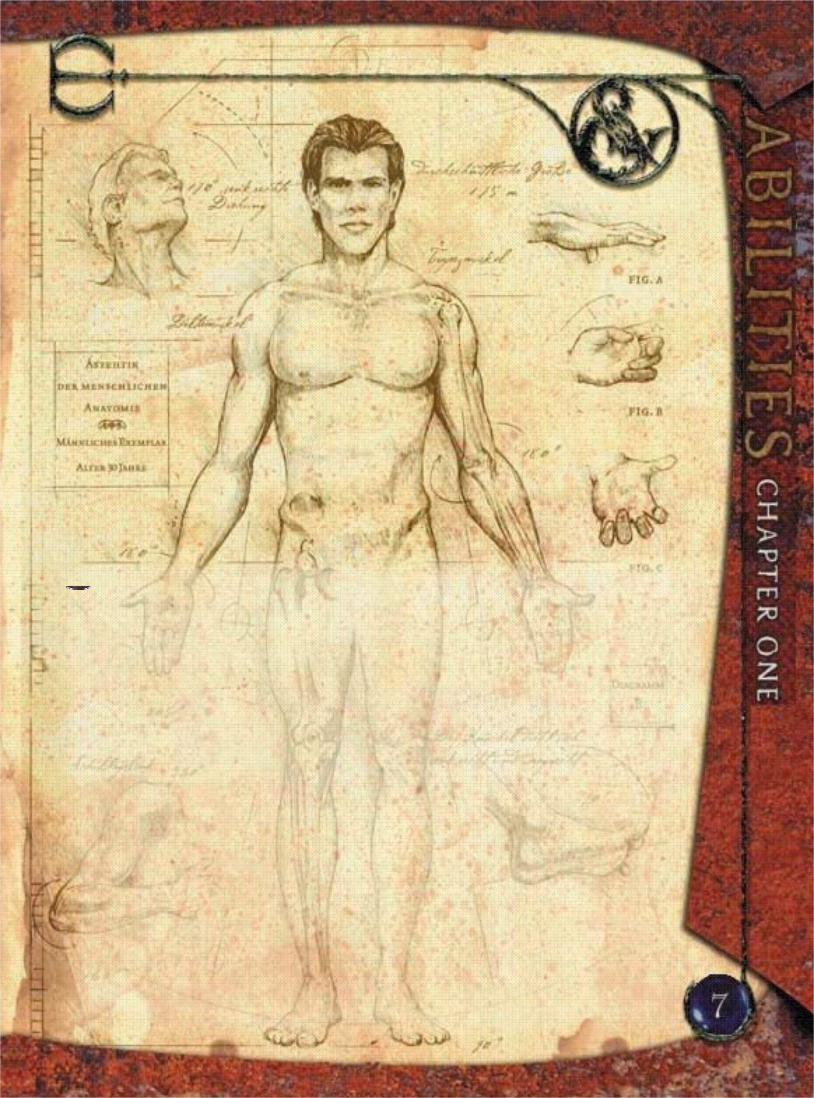
**Saving Throws:** Your class determines your base saving throw bonuses. To these numbers, add your Constitution modifier to get your Fortitude save, your Dexterity modifier to get your Reflex save, and your Wisdom modifier to get your Will save.

### DETAILS, DETAILS, DETAILS

Now choose a name for your character, determine the character’s gender, choose an alignment, decide the character’s age and appearance, and so on. Chapter 6: Description can help with this.

There’s no need to develop your character completely. With your DM’s permission, you can always add or even change details as you play and as get a better feel for your character.

ust about every die roll you make is going to be modified based on your character’s abilities. A tough character has a better chance of surviving a wyvern’s poison sting. A perceptive character is more likely to notice bugbears sneaking up from behind. A stupid character is not as



likely to find a secret door that leads to a hidden treasure chamber. Your ability scores tell you what your modifiers are for rolls such as these.

Your character has six abilities: Strength (abbreviated Str), Dex- terity (Dex), Constitution (Con), Intelligence (Int), Wisdom (Wis), and Charisma (Cha). Each of your character’s above-average abilities gives you a benefit on certain die rolls, and each below-average ability gives you a disadvantage on other die rolls. When creating your character, you roll your scores randomly, assign them to the abilities as you like, and raise and lower them according to the character’s race. Later, you can increase them as your character advances in experience.

## ABILITY SCORES

To create an ability score for your character, roll four six-sided dice (4d6). Disregard the lowest die roll and total the three highest ones. The result is a number between 3 (horrible) and 18 (tremendous). The average ability score for the typical commoner is 10 or 11, but your character is not typical. The most common ability scores for player characters (PCs) are 12 and 13. (That’s right, the average player character is above average.)

Make this roll six times, recording each result on a piece of paper.

Once you have six scores, assign each score to one of the six abilities. At this step, you need to know what kind of person your character is going to be, including his or her race and class, in order to know

how best to distribute the ability scores. Choosing a race other than human or half-elf causes some of these ability scores to change (see Table 2–1: Racial Ability Adjustments, page 12).

### ABILITY MODIFIERS

Each ability, after changes made because of race, has a modifier ranging from –5 to +5. Table 1–1: Ability Modifiers and Bonus Spells (on the next page) shows the modifier for each score. It also shows bonus spells, which you’ll need to know about if your character is a spellcaster.

The modifier is the number you apply to the die roll when

your character tries to do something related to that ability. For instance, you apply your character’s Strength modifier to your roll when he or she tries to hit someone with a sword. You also use the modifier with some numbers that aren’t die rolls—for example, you apply your character’s Dexterity modifier to his or her Armor Class (AC). A positive modifier is called a bonus, and a negative modifier is called

a penalty.

### ABILITIES AND SPELLCASTERS

The ability that governs bonus spells (see Chapter 3: Classes) depends on what type of spellcaster your character is: Intelligence for wizards; Wisdom for clerics, druids, paladins, and rangers; or Charisma for sorcerers and bards. In addition to having a high ability score, a spellcaster must be of high enough class level to be able to cast spells of

a given spell level. (See the class descriptions in Chapter 3 for details.) For instance, the wizard Mialee has an

**TABLE 1–1: ABILITY MODIFIERS AND BONUS SPELLS**

**——————————————————— Bonus Spells (by Spell Level) ——————————————————**

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Score** | **Modifier** | **0 1st 2nd 3rd 4th 5th 6th 7th 8th 9th** | | | | | | | | |
| 1 | –5 | —————————————————— Can’t cast spells tied to this ability —————————————————— | | | | | | | | |
| 2–3 | –4 | —————————————————— Can’t cast spells tied to this ability —————————————————— | | | | | | | | |
| 4–5 | –3 | —————————————————— Can’t cast spells tied to this ability —————————————————— | | | | | | | | |
| 6–7 | –2 | —————————————————— Can’t cast spells tied to this ability —————————————————— | | | | | | | | |
| 8–9 | –1 | —————————————————— Can’t cast spells tied to this ability —————————————————— | | | | | | | | |
| 10–11 | 0 | — — | — | — | — | — | — | — | — | — |
| 12–13 | +1 | — 1 | — | — | — | — | — | — | — | — |
| 14–15 | +2 | — 1 | 1 | — | — | — | — | — | — | — |
| 16–17 | +3 | — 1 | 1 | 1 | — | — | — | — | — | — |
| 18–19 | +4 | — 1 | 1 | 1 | 1 | — | — | — | — | — |
| 20–21 | +5 | — 2 | 1 | 1 | 1 | 1 | — | — | — | — |
| 22–23 | +6 | — 2 | 2 | 1 | 1 | 1 | 1 | — | — | — |
| 24–25 | +7 | — 2 | 2 | 2 | 1 | 1 | 1 | 1 | — | — |
| 26–27 | +8 | — 2 | 2 | 2 | 2 | 1 | 1 | 1 | 1 | — |
| 28–29 | +9 | — 3 | 2 | 2 | 2 | 2 | 1 | 1 | 1 | 1 |
| 30–31 | +10 | — 3 | 3 | 2 | 2 | 2 | 2 | 1 | 1 | 1 |
| 32–33 | +11 | — 3 | 3 | 3 | 2 | 2 | 2 | 2 | 1 | 1 |
| 34–35 | +12 | — 3 | 3 | 3 | 3 | 2 | 2 | 2 | 2 | 1 |
| 36–37 | +13 | — 4 | 3 | 3 | 3 | 3 | 2 | 2 | 2 | 2 |
| 38–39 | +14 | — 4 | 4 | 3 | 3 | 3 | 3 | 2 | 2 | 2 |
| 40–41 | +15 | — 4 | 4 | 4 | 3 | 3 | 3 | 3 | 2 | 2 |
| 42–43 | +16 | — 4 | 4 | 4 | 4 | 3 | 3 | 3 | 3 | 2 |
| 44–45 | +17 | — 5 | 4 | 4 | 4 | 4 | 3 | 3 | 3 | 3 |
| etc. . . . |  |  |  |  |  |  |  |  |  |  |

Intelligence score of 15, so she’s smart enough to get one bonus 1st- level spell and one bonus 2nd-level spell. (She will not actually get the 2nd-level spell until she is 3rd level wizard, since that’s the min- imum level a wizard must be to cast 2nd-level spells.)



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If your character’s ability score is 9 or lower, you can’t cast spells tied to that ability. For example, if Mialee’s Intelligence score dropped to 9 because of a poison that reduces intellect, she would not be able to cast even her simplest spells until cured.

### REROLLING

If your scores are too low, you may scrap them and roll all six scores again. Your scores are considered too low if the sum of your modifiers (before adjustments because of race) is 0 or lower, or if your highest score is 13 or lower.

## THE ABILITIES

Each ability partially describes your character and affects some of his or her actions.

The description of each ability includes a list of races and creatures along with their average scores in that ability. (Not every creature has a score in every ability, as you’ll see when you look at the lists that follow.) These scores are for an average, young adult creature of the indicated race or kind, such as a dwarf tax collector, a halfling merchant, or an unexceptional gnoll. An adventurer—say, a dwarf fighter or a gnoll ranger—probably has better scores, at least in the abilities that matter most to that character, and player characters are above average overall.

### STRENGTH (STR)

Strength measures your character’s muscle and physical power. This ability is especially important for fighters, barbarians, paladins, rangers, and monks because it helps them prevail in combat. Strength also limits the amount of equipment your character can carry (see Chapter 9: Adventuring).

You apply your character’s Strength modifier to:

* Melee attack rolls.
* Damage rolls when using a melee weapon or a thrown weapon (including a sling). (*Exceptions:* Off-hand attacks receive only one

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half the character’s Strength bonus, while two-handed attacks receive one and a half times the Strength bonus. A Strength penalty, but not a bonus, applies to attacks made with a bow that is not a composite bow.)

* Climb, Jump, and Swim checks. These are the skills that have Strength as their key ability.
* Strength checks (for breaking down doors and the like).

|  |  |  |
| --- | --- | --- |
| **Average Strength Scores** | **Average** | **Average** |
| **Example Race or Creature Kind** | **Strength** | **Modifier** |
| Allip, shadow, will-o’-wisp | — | — |
| Lantern archon, bat, toad | 1 | –5 |
| Rat swarm | 2 | –4 |
| Stirge, monkey, Tiny monstrous spider | 3 | –4 |
| Grig, Small monstrous centipede | 4–5 | –3 |
| H awk, cockatrice, pixie | 6–7 | –2 |
| Quasit, badger | 8–9 | –1 |
| H uman, beholder, dire rat | 10–11 | +0 |

M ind flayer, dog, pony, ghoul 12–13 +1 Gnoll, dire badger, baboon, manta ray 14–15 +2 Black pudding, choker, Large shark 16–17 +3 Centaur, displacer beast, minotaur 18–19 +4 Ape, ogre, flesh golem, gorgon 20–21 +5 Fire giant, triceratops, elephant 30–31 +10

Great wyrm gold dragon 46–47 +18

### DEXTERITY (DEX)

Dexterity measures hand-eye coordination, agility, reflexes, and bal- ance. This ability is the most important ability for rogues, but it’s also high on the list for characters who typically wear light or medium armor (rangers and barbarians) or no armor at all (monks, wizards, and sorcerers), and for anyone who wants to be a skilled archer.

You apply your character’s Dexterity modifier to:

* Ranged attack rolls, including those for attacks made with bows, crossbows, throwing axes, and other ranged weapons.
* Armor Class (AC), provided that the character can react to the attack.
* Reflex saving throws, for avoiding fireballs and other attacks that you can escape by moving quickly.

\* Balance, Escape Artist, Hide, Move Silently, Open Lock, Ride, Sleight of Hand, Tumble, and Use Rope checks. These are the

##### Average Intelligence Scores

**Average Average**

skills that have Dexterity as their key ability.

##### Average Dexterity Scores

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | **Average** | **Average** | Tiger, hydra, dog, horse | 2 | –4 |
| **Example Race or Creature Kind** | **Dexterity** | **Modifier** | Gray render, tendriculos, rast | 3 | –4 |
| Shrieker (fungus) | — | — | Otyugh, griffon, displacer beast | 4–5 | –3 |
| Gelatinous cube (ooze) | 1 | –5 | Troll, hell hound, ogre, yrthak | 6–7 | –2 |
| Colossal animated object | 4–5 | –3 | Troglodyte, centaur, gnoll | 8–9 | –1 |
| Purple worm, ogre zombie | 6–7 | –2 | H uman, bugbear, wight, night hag | 10–11 | +0 |
| Ogre, basilisk, fire giant, tendriculos | 8–9 | –1 | Dragon turtle, cloud giant, lamia | 12–13 | +1 |
| H uman, triton, boar, giant fire beetle | 10–11 | +0 | Invisible stalker, wraith, will-o’-wisp | 14–15 | +2 |
| Bugbear, lammasu, hobgoblin | 12–13 | +1 | Beholder, succubus, trumpet archon | 16–17 | +3 |
| Displacer beast, hieracosphinx | 14–15 | +2 | M ind flayer, death slaad, nightwing | 18–19 | +4 |
| Blink dog, wraith, lion, octopus | 16–17 | +3 | Kraken, titan, nightcrawler | 20–21 | +5 |
| Astral deva (angel), ethereal filcher | 18–19 | +4 | Great wyrm gold dragon | 32–33 | +11 |
| Arrowhawk, bone devil | 20–21 | +5 |  |  |  |

**Example Race or Creature Kind Intelligence Modifier**

Zombie, golem, ochre jelly — —

Carrion crawler, purple worm, camel 1 5



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Elder air elemental 32–33 +11

### CONSTITUTION (CON)

Constitution represents your character’s health and stamina. A Constitution bonus increases a character’s hit points, so the ability is important for all classes.

You apply your character’s Constitution modifier to:

* Each roll of a Hit Die (though a penalty can never drop a result below 1—that is, a character always gains at least 1 hit point each time he or she advances in level).
* Fortitude saving throws, for resisting poison and similar threats.
* Concentration checks. This is a skill, important to spellcasters, that has Constitution as its key ability.

If a character’s Constitution score changes enough to alter his or her Constitution modifier, the character’s hit points also increase or decrease accordingly.

##### Average Constitution Scores

**Average Average Example Race or Creature Kind Constitution Modifier** Ghoul, mummy, shadow — —

Centipede swarm, locust swarm 8–9 1

H uman, imp, dire weasel, grick 10–11 +0 Rust monster, medusa, otyugh, nymph 12–13 +1 Light horse, merfolk, troglodyte 14–15 +2 Tiger, chimera, assassin vine 16–17 +3 Polar bear, gargoyle, umber hulk 18–19 +4 Elephant, aboleth, tyrannosaurus 20–21 +5

The tarrasque 35 +12

### INTELLIGENCE (INT)

Intelligence determines how well your character learns and reasons. This ability is important for wizards because it affects how many spells they can cast, how hard their spells are to resist, and how powerful their spells can be. It’s also important for any character who wants to have a wide assortment of skills.

You apply your character’s Intelligence modifier to:

* The number of languages your character knows at the start of the game.
* The number of skill points gained each level. (But your character always gets at least 1 skill point per level.)
* Appraise, Craft, Decipher Script, Disable Device, Forgery, Knowledge, Search, and Spellcraft checks. These are the skills that have Intelligence as their key ability.

A wizard gains bonus spells based on her Intelligence score. The minimum Intelligence score needed to cast a wizard spell is 10 + the spell’s level.

An animal has an Intelligence score of 1 or 2. A creature of hu- manlike intelligence has scores of at least 3.

### WISDOM (WIS)

Wisdom describes a character’s willpower, common sense, per- ception, and intuition. While Intelligence represents one’s ability to analyze information, Wisdom represents being in tune with and aware of one’s surroundings. An “absentminded professor” has low Wisdom and high Intelligence. A simpleton (low Intelligence) might still have great insight (high Wisdom). Wisdom is the most important ability for clerics and druids, and it is also important for paladins and rangers. If you want your character to have acute senses, put a high score in Wisdom. Every creature has a Wisdom score.

You apply your character’s Wisdom modifier to:

* Will saving throws (for negating the effect of charm person and other spells).
* Heal, Listen, Profession, Sense Motive, Spot, and Survival checks. These are the skills that have Wisdom as their key ability.

Clerics, druids, paladins, and rangers get bonus spells based on their Wisdom scores. The minimum Wisdom score needed to cast a cleric, druid, paladin, or ranger spell is 10 + the spell’s level.

##### Average Wisdom Scores

**Average Average Example Race or Creature Kind Wisdom Modifier** Gelatinous cube (ooze), animated object 1 5

Shrieker (fungus) 2 4

Red slaad, githyanki 6–7 2

Purple worm, grimlock, troll 8–9 1

H uman, lizardfolk, phantom fungus 10–11 +0 Owlbear, hyena, shadow, remorhaz 12–13 +1 Wraith, owl, giant praying mantis 14–15 +2 Devourer, lillend, androsphinx 16–17 +3 Couatl, erinyes devil, guardian naga 18–19 +4 Unicorn, storm giant 20–21 +5

Great wyrm gold dragon 32–33 +11

### CHARISMA (CHA)

Charisma measures a character’s force of personality, persuasiveness, personal magnetism, ability to lead, and physical attractiveness. This ability represents actual strength of personality, not merely how one is perceived by others in a social setting. Charisma is most important for paladins, sorcerers, and bards. It is also important for clerics, since it affects their ability to turn undead. Every creature has a Charisma score.

You apply your character’s Charisma modifier to:

* Bluff, Diplomacy, Disguise, Gather Information, Handle Animal, Intimidate, Perform, and Use Magic Device checks. These are the skills that have Charisma as their key ability.
* Checks that represent an attempt to influence others.

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\* Turning checks for clerics and paladins attempting to turn zombies, vampires, and other undead.

Sorcerers and bards get bonus spells based on their Charisma scores. The minimum Charisma score needed to cast a sorcerer or bard spell is 10 + the spell’s level.

##### Average Charisma Scores

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|  |  |  |
| --- | --- | --- |
| **Example Race or Creature Kind** | **Average**  **Wisdom** | **Average**  **Modifier** |
| Zombie, golem, shrieker (fungus) | 1 | –5 |
| Spider, crocodile, lizard, rhinoceros | 2 | –4 |
| Tendriculos, octopus | 3 | –4 |
| Dire rat, weasel, chuul, donkey | 4–5 | –3 |
| Badger, troll, giant fire beetle, bear | 6–7 | –2 |
| Gnoll, dire boar, manticore, gorgon | 8–9 | –1 |
| H uman, wolverine, dretch (demon) | 10–11 | +0 |
| Treant, roper, doppelganger, night hag | 12–13 | +1 |
| Storm giant, barghest, medusa | 14–15 | +2 |
| Ogre mage, pixie, harpy, achaierai | 16–17 | +3 |
| Greater barghest, nixie | 18–19 | +4 |
| Astral deva (angel), kraken | 20–21 | +5 |
| Great wyrm gold dragon | 32–33 | +11 |

EXAMPLE OF GENERATING AND ASSIGNING ABILITY SCORES

Monte wants to create a new character. He rolls four six-sided dice

(4d6) and gets 5, 4, 4, and 1. Ignoring the lowest roll (1), he records the result on scratch paper: 13. He rolls the dice five more times and gets these six scores: 13, 10, 15, 12, 8, and 14. Monte decides to play a strong, tough dwarf fighter. Now he assigns his scores to abilities.

Strength gets the highest score, 15. His character has a +2

Strength bonus that will serve him well in combat.

Constitution gets the next highest score, 14. The dwarf’s +2 racial bonus to Constitution (see Table 2–1: Racial Ability Adjustments, page 12) improves his Constitution score to 16, which gives him a +3 modifier. This bonus gives the character more hit points and better Fortitude saving throws.

Monte puts his lowest score, 8, into Charisma. The dwarf’s –2 racial penalty to Charisma (see Table 2–1) reduces his Charisma score to 6, for a –2 penalty.

Monte has two bonus-range scores left (13 and 12), plus an aver- age score (10). Dexterity gets the 13 (+1 bonus), which helps with ranged weapon attacks and with Reflex saving throws. (Monte’s also thinking ahead. A Dexterity score of 13 qualifies his character for the Dodge feat—see Table 5–1: Feats, page 90).

Wisdom gets the 12 (+1 bonus). The Wisdom bonus helps with perception skills, such as Spot and Listen (see Table 4–2: Skills, page 63), as well as with Will saving throws.

Intelligence gets the 10 (no bonus or penalty). An average Intel- ligence isn’t bad for a fighter.

Monte records his character’s race, class, ability scores, and ability modifiers on his character sheet.

## CHANGING ABILITY SCORES

Over time, the ability scores your character starts with can change. Ability scores can increase with no limit. Points at which ability changes occur include the following:

* Add 1 point to any score upon attaining 4th level and at every fourth level your character attains thereafter (8th, 12th, 16th, and 20th level).
* Many spells and magical effects temporarily increase or decrease ability scores. The *ray of enfeeblement* spell reduces a creature’s Strength, and the *bull’s strength* spell increases it. Sometimes a spell simply hampers a character, reducing his or her ability score. A character trapped by an *entangle* spell, for example, acts as if his or her Dexterity were 4 points lower than it really is.
* Several magic items improve ability scores as long as the character is using them. For example, *gloves of dexterity* improve the wearer’s Dexterity score. (Magic items are described in the *Dungeon Master’s Guide*.) Note that a magic item of this type can’t change an ability score by more than +6.
* Some rare magic items can boost an ability score permanently, as can a *wish* spell. Such an increase is called an inherent bonus. An ability score can’t have an inherent bonus of more than +5.
* Poisons, diseases, and other effects can temporarily harm an ability (ability damage). Ability points lost to damage return on their own at a rate of 1 point per day for each damaged ability.
* Some effects drain abilities, resulting in a permanent loss (ability drain). Points lost this way don’t return on their own, but they can be regained with spells, such as *restoration*.
* As a character ages, some ability scores go up and others go down. See Table 6–5: Aging Effects (page 109).

When an ability score changes, all attributes associated with that score change accordingly. For example, when Mialee becomes a 4th- level wizard, she decides to increase her Intelligence score to 16. That score gives her a 3rd-level bonus spell (which she’ll pick up upon attaining 5th level, when she becomes able to cast 3rd-level spells), and it increases the number of skill points she gets per level from 4 to 5 (2 per level for her class, plus another 3 per level from her Intelligence bonus). As a new 4th-level character, she can get the skill points immediately after raising her Intelligence, so she’ll get 5 points for attaining 4th level in the wizard class. She does not retroactively get additional points for her previous levels (that is, skill points she would have gained if she had had an Intelligence score of 16 starting at 1st level).

#### INTELLIGENCE, WISDOM, AND CHARISMA



You can use your character’s Intelligence, Wisdom, and Charisma scores to guide you in roleplaying your character. H ere is some background (just guidelines) about what these scores can mean.

A smart character (one with high Intelligence) is curious, knowledge- able, and prone to using big words. A character with a high Intelligence but low Wisdom may be smart but absentminded, or knowledgeable but lacking in common sense. A character with a high Intelligence but a low Charisma may be a know-it-all or a reclusive scholar. A smart character lacking in both Wisdom and Charisma may put her foot in her mouth often.

A character with a low Intelligence mispronounces and misuses words, has trouble following directions, or fails to get the joke.

A character with a high Wisdom score may be sensible, serene, “ in tune,” alert, or centered. A character with a high Wisdom but low

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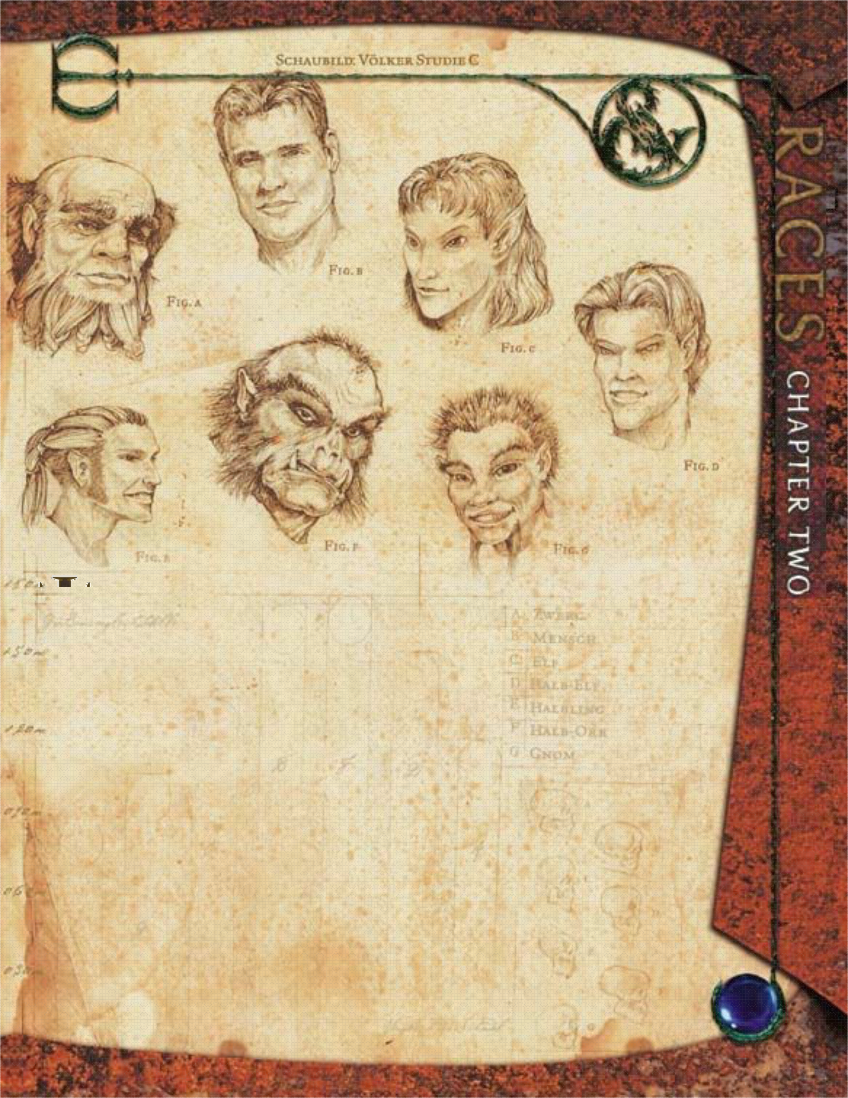
Intelligence may be aware, but simple. A character with high Wisdom but low Charisma knows enough to speak carefully and may become an advisor (or “ power behind the throne” ) rather than a leader. The wise character lacking in both Intelligence and Charisma is uncouth and unso- phisticated.

A character with a low Wisdom score may be rash, imprudent, irre- sponsible, or “ out of it.”

A character with high Charisma may be attractive, striking, personable, and confident. A character with high Charisma but a low Intelligence can usually pass herself off as knowledgeable, until she meets a true expert. A charismatic character lacking in both Intelligence and Wisdom is likely to be shallow and unaware of others’ feelings.

A character with low Charisma may be reserved, gruff, rude, fawning, or simply nondescript.

he elven woods are home to the elves and their allies. Not many dwarves or half-orcs live there. In turn, elves, humans, halflings, and half-orcs are hard to find in underground dwarven cities. And while nonhumans may travel through the human countryside, most country folk



are humans. In the big cities, however, the promise of power and profit brings together people of all the common races: humans, dwarves, elves, gnomes, half-elves, half-orcs, and halflings.

## CHOOSING A RACE

After you roll your ability scores and before you write them on your character sheet, choose your character’s race. At the same time, you should choose a class, since race affects how well a character can do in each class. Once you know your character’s race and class, assign your ability score rolls to particular abilities, alter those abilities according to race, and continue detailing your character.

You can play a character of any race and class combination, but certain races do better pursuing certain careers. Halflings, for example, can be fighters, but their small size and special features make them better as rogues.

Your character’s race gives you plenty of cues as to what sort of person he or she is, how he or she feels about characters of other races, and what his or her motivations might be. Remember, how- ever, that these descriptions apply only to the majority of each race’s members. In each race, some individuals diverge from the norm, and your character could be one of these. Don’t let a description of a race keep you from detailing your character as you like.

## RACIAL CHARACTERISTICS

Your character’s race determines some of his or her qualities.

### ABILITY ADJUSTMENTS

Find your character’s race on Table 2–1: Racial Ability Adjustments (see the next page) and apply the adjustments you see there to your character’s ability scores. If these changes put your score above 18 or below 3, that’s okay, except in the case of Intelligence, which does not go below 3 for characters. (If your half-orc character would have an adjusted Intelligence of 1 or 2, make it 3 instead.)

For example, Lidda, a halfling, gets a +2 racial bonus on her Dexterity score and a –2 racial penalty on her Strength score. Knowing this, her player puts her best score rolled (15) in Dexterity so that it will increase to 17. She doesn’t want a Strength penalty, so she puts an above-average score (12) in Strength. Her Strength score drops to 10, which carries neither a bonus nor a penalty.

### FAVORED CLASS

Each race’s favored class is also given on Table 2–1: Racial Ability Adjustments. A character’s favored class doesn’t count against him or her when determining experience point penalties for multiclassing (see XP for Multiclass Characters, page 60).

For example, as a halfling rogue, Lidda can add a second class later on (becoming a multiclass character) without worrying about an XP penalty, because rogue is favored

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class for halflings.

##### Table 2–1: Racial Ability Adjustments



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*Illus. by T. Lockwood*

**Race Ability Adjustments Favored Class**

H uman None Any

Dwarf +2 Constitution, –2 Charisma Fighter Elf +2 Dexterity, –2 Constitution Wizard Gnome +2 Constitution, –2 Strength Bard

H alf-elf None Any

H alf-orc +2 Strength, –2 Intelligence1, Barbarian

–2 Charisma

H alfling +2 Dexterity, –2 Strength Rogue

1 A half-orc’s starting Intelligence score is always at least 3. If this adjustment would lower the character’s score to 1 or 2, his score is nevertheless 3.

### RACE AND LANGUAGES

In a big city, visitors can hear all manner of languages being spoken. Dwarves haggle over gems in Dwarven, elf sages engage in learned debates in Elven, and preachers call out prayers in Celestial. The language heard most, however, is Common, a tongue shared by all who take part in the culture at large. With all these languages in use, it is easy for people to learn other languages, and adventurers often speak several tongues.

All characters know how to speak Common. A dwarf, elf, gnome, half-elf, half-orc, or halfling also speaks a racial language, as appropriate. A smart character (one who had an Intelligence bonus at 1st level) speaks other languages as well, one extra language per point of Intelligence bonus as a starting character. Select your character’s bonus languages (if any) from the list found in his or her race’s description later in this chapter.

**Literacy:** Any character except a barbarian can read and write all the languages he or she speaks. (A barbarian can become literate by spending skill points, see Illiteracy, page 25.)

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**Class-Related Languages:** Clerics, druids, and wizards can choose certain languages as bonus languages even if they’re not on the lists found in the race descriptions. These class-related languages are as follows:

*Cleric:* Abyssal, Celestial, Infernal.

*Druid:* Sylvan.

*Wizard:* Draconic.

## HUMANS

Most humans are the descendants of pioneers, conquerors, traders, travelers, refugees, and other people on the move. As a result, human lands are home to a mix of people—physically, culturally, religiously, and politically different. Hardy or fine, light-skinned or dark, showy or austere, primitive or civilized, devout or impious, humans run the gamut.

**Personality:** Humans are the most adaptable, flexible, and ambi- tious people among the common races. They are diverse in their tastes, morals, customs, and habits. Others accuse them of having little respect for history, but it’s only natural that humans, with their relatively short life spans and constantly changing cultures, would have a shorter collective memory than dwarves, elves, gnomes, or halflings.

**Physical Description:** Humans typically stand from 5 feet to a little over 6 feet tall and weigh from 125 to 250 pounds, with men noticeably taller and heavier than women. Thanks to their penchant for migration and conquest, and to their short life spans, humans are more physically diverse than other common races. Their skin shades range from nearly black to very pale, their hair from black to blond (curly, kinky, or straight), and their facial hair (for men) from sparse to thick. Plenty of humans have a dash of nonhuman blood, and they may demonstrate hints of elf, orc, or other lineages. Members of this race are often ostentatious or unorthodox in their grooming

and dress, sporting unusual hairstyles, fanciful clothes, tattoos, body piercings, and the like. Humans have short life spans, reaching adulthood at about age 15 and rarely living even a single century.



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**Relations:** Just as readily as they mix with each other, humans mix with members of other races, among which they are known as “everyone’s second-best friends.” Humans serve as ambassadors, diplomats, magistrates, merchants, and functionaries of all kinds.

**Alignment:** Humans tend toward no particular alignment, not even neutrality. The best and the worst are found among them.

**Human Lands:** Human lands are usually in flux, with new ideas, social changes, innovations, and new leaders constantly coming to the fore. Members of longer-lived races find human culture exciting but eventually a little wearying or even bewildering.

Since humans lead such short lives, their leaders are all young compared to the political, religious, and military leaders among the other races. Even where individual humans are conservative traditionalists, human institutions change with the generations, adapting and evolving faster than parallel institutions among the elves, dwarves, gnomes, and halflings. Individually and as a group, humans are adaptable opportunists, and they stay on top of changing political dynamics.

Human lands generally include relatively large numbers of nonhumans (compared, for instance, to the number of non-dwarves who live in dwarven lands).

**Religion:** Unlike members of the other common races, humans do not have a chief racial deity. Pelor, the sun god, is the most commonly worshiped deity in human lands, but he can claim nothing like the central place that the dwarves give Moradin or the elves give Corellon Larethian in their respective pantheons. Some humans are the most ardent and zealous adherents of a given religion, while others are the most impious people around.

**Language:** Humans speak Common. They typically learn other languages as well, including obscure ones, and they are fond of sprinkling their speech with words borrowed from other tongues: Orc curses, Elven musical expressions, Dwarven military phrases, and so on.

**Names:** Human names vary greatly. Without a unifying deity to give them a touchstone for their culture, and with such a fast breeding cycle, humans mutate socially at a fast rate. Human cul- ture, therefore, is more diverse than other cultures, and no human names are truly typical. Some human parents give their children dwarven or elven names (pronounced more or less correctly).

*Illus. by T. Lockwood*

**Adventurers:** Human adventurers are the most audacious, daring, and ambitious members of an audacious, daring, and ambitious race. A human can earn glory in the eyes of her fellows by amassing power, wealth, and fame. Humans, more than other people, champion causes rather than territories or groups.

### HUMAN RACIAL TRAITS

* Medium: As Medium creatures, humans have no special bonuses or penalties due to their size.
* Human base land speed is 30 feet.
* 1 extra feat at 1st level, because humans are quick to master specialized tasks and varied in their talents. See Chapter 5: Feats.
* 4 extra skill points at 1st level and 1 extra skill point at each additional level, since humans are versatile and capable. (The 4 skill points at 1st level are added on as a bonus, not multiplied in; see Chapter 4: Skills.)
* Automatic Language: Common. Bonus Languages: Any (other

than secret languages, such as Druidic). See other racial lists for common languages or the Speak Language skill (page 82) for a more comprehensive list. Humans mingle with all kinds of other folk and thus can learn any language found in an area.

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\* Favored Class: Any. When determining whether a multiclass hu- man takes an experience point penalty, her highest-level class does not count. (See XP for Multiclass Characters, page 60.)



## DWARVES

Dwarves are known for their skill in warfare, their ability to with- stand physical and magical punishment, their knowledge of the earth’s secrets, their hard work, and their capacity for drinking ale. Their mysterious kingdoms, carved out from the insides of moun- tains, are renowned for the marvelous treasures that they produce as gifts or for trade.

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**Personality:** Dwarves are slow to laugh or jest and suspicious of strangers, but they are generous to those few who earn



their trust. Dwarves value gold, gems, jewelry, and art objects made with these precious materials, and they have been known to succumb

to greed. They fight neither recklessly nor timidly, but with a care- ful courage and tenacity.

Their sense of justice is strong, but at its worst it can turn into a thirst for ven- geance. Among gnomes, who get along famously with dwarves, a mild oath is “If I’m lying, may I cross a dwarf.”

**Physical Description:** Dwarves stand only 4 to 4-1/2 feet tall, but they are so broad and compact that they are, on average, almost as heavy as humans. Dwarf men are slightly taller and noticeably heavier than dwarf women.

*Illus. by T. Lockwood*

Dwarves’ skin is typically deep tan or light brown, and their eyes are dark. Their hair is usually black, gray, or brown, and worn long. Dwarf men value their beards highly and groom them very carefully. Dwarves favor simple styles for their hair, beards, and clothes.

Dwarves are considered adults at about age 40, and they can live to be more than 400 years old.

**Relations:** Dwarves get along fine with gnomes, and passably with humans, half-elves, and halflings. Dwarves say, “The difference between an acquaintance and a friend is about a hundred years.” Humans, with their short life spans, have a hard time forging truly strong bonds with dwarves. The best dwarf-human friendships are between a human and a dwarf who liked the human’s parents and grandparents. Dwarves fail to appreciate elves’ subtlety and art, regarding elves as unpredictable, fickle, and flighty. Still, elves and dwarves have, through the ages, found common cause in battles against orcs, goblins, and gnolls. Through many such joint campaigns, the elves have earned the dwarves’ grudging respect. Dwarves mistrust half-orcs in general, and the feeling is mutual. Luckily, dwarves are fair-minded, and they grant individual half-orcs the opportunity to prove themselves.

**Alignment:** Dwarves are usually lawful, and they tend toward good. Adventuring dwarves are less likely to fit the common mold,

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however, since they’re more likely to be those who did not fit perfectly into dwarven society.

**Dwarven Lands:** Dwarven kingdoms usually lie deep beneath the stony faces of mountains, where the dwarves mine gems and precious metals and forge items of wonder. Trustworthy members of other races are welcome in such settlements, though some parts of these lands are off limits even to them. Whatever wealth the dwarves can’t find in their mountains, they gain through trade. Dwarves dislike water travel, so enterprising humans frequently handle trade in dwarven goods when travel is along a water route.

Dwarves in human lands are typically mercenaries, weapon- smiths, armorsmiths, jewelers, and artisans. Dwarf bodyguards are renowned for their courage and loyalty, and they are well rewarded

for their virtues.

**Religion:** The chief deity of the dwarves is Moradin, the Soul Forger. He is the creator of the dwarves, and he expects his followers to work for the betterment of the

dwarf race.

**Language:** Dwarves speak Dwarven, which has its own runic script. Dwarven literature is marked by comprehensive histories of kingdoms and wars through the millennia. The Dwarven alphabet is also used (with minor variations) for the Gnome, Giant, Goblin, Orc, and Terran languages. Dwarves often speak the languages of their friends (humans and gnomes) and enemies. Some also learn Terran, the strange language of earth-based creatures such as

xorn.

**Names:** A dwarf’s name is granted to him by his clan elder, in accordance with tradition. Every proper dwarven name has been used and reused down through the genera- tions. A dwarf’s name is not his own. It belongs to his clan. If he misuses it or brings shame to it, his clan will strip him of it. A dwarf stripped of his name is forbidden by dwarven law to use any dwarven name in its place.

**Male Names:** Barendd, Brottor, Eberk, Einkil, Oskar, Rurik, Taklinn, Torderk, Traubon, Ulfgar, Veit.

**Female Names:** Artin, Audhild, Dagnal, Diesa, Gunnloda, Hlin, Ilde, Liftrasa, Sannl, Torgga.

**Clan Names:** Balderk, Dankil, Gorunn, Holderhek, Loderr, Lutgehr, Rumnaheim, Strakeln, Torunn, Ungart.

**Adventurers:** A dwarven adventurer may be motivated by crusading zeal, a love of excitement, or simple greed. As long as his accomplishments bring honor to his clan, his deeds earn him respect and status. Defeating giants and claiming powerful magic weapons are sure ways for a dwarf to earn the respect of other dwarves.

### DWARF RACIAL TRAITS

+2 Constitution, –2 Charisma: Dwarves are stout and tough but tend to be gruff and reserved.

* Medium: As Medium creatures, dwarves have no special bonuses or penalties due to their size.
* Dwarf base land speed is 20 feet. However, dwarves can move at this speed even when wearing medium or heavy armor or whose speed is reduced in such conditions).
* Darkvision: Dwarves can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and dwarves can function just fine with no light at all.
* Stonecunning: This ability grants a dwarf a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn’t stone but that is disguised as stone also counts as unusual stonework. A dwarf who merely comes within 10 feet of unusual stonework can make a Search check as if he were actively searching, and a dwarf can use the Search skill to find stonework traps as a rogue can. A dwarf can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up. Dwarves have a sixth sense about stonework, an innate ability that they get plenty of opportunity to practice and hone in their underground homes.



* Weapon Familiarity: Dwarves may treat dwarven waraxes and

dwarven urgroshes (see Chapter 7:Equipment) as martial weapons, rather than exotic weapons.

* Stability: Dwarves are exceptionally stable on their feet. A dwarf gains a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).

+2 racial bonus on saving throws against poison: Dwarves are hardy and resistant to toxins.

+2 racial bonus on saving throws against spells and spell-like effects: dwarves have an innate resistance to magic spells.

+1 racial bonus to attack rolls against orcs (including half-orcs) and goblinoids (including goblins, hobgoblins, and bugbears): Dwarves are trained in the special combat techniques that allow them to fight their common enemies more effectively.

+4 dodge bonus to Armor Class against monsters of the giant type (such as ogres, trolls, and hill giants): This bonus represents special training that dwarves undergo, during which they learn tricks that previous generations developed in their battles with giants. Any time a creature loses its Dexterity bonus (if any) to Armor Class, such as when it’s caught flat-footed, it loses its dodge bonus, too. The *Monster Manual* has information on which creatures are of the giant type.

+2 racial bonus on Appraise checks that are related to stone or metal items: Dwarves are familiar with valuable items of all kinds, especially those made of stone or metal.

+2 racial bonus on Craft checks that are related to stone or metal: Dwarves are especially capable with stonework and metalwork.

* Automatic Languages: Common and Dwarven. Bonus Languages: Giant, Gnome, Goblin, Orc, Terran, and Undercommon. Dwarves are familiar with the languages of their enemies and of their subterranean allies.
* Favored Class: Fighter. A multiclass dwarf’s fighter class does not count when determining whether he takes an experience point penalty for multiclassing. (see XP for Multiclass Characters, page 60). Dwarven culture extols the virtues of battle, and the vocation comes easily to dwarves.

## ELVES

Elves mingle freely in human lands, always welcome yet never at home there. They are well known for their poetry, dance, song, lore, and magical arts. Elves favor things of natural and simple beauty. When danger threatens their woodland homes, however, elves reveal a more martial side, demonstrating skill with sword, bow, and battle strategy.

**Personality:** Elves are more often amused than excited, and more likely to be curious than greedy. With such a long life span, they tend to keep a broad perspective on events, remaining aloof and unfazed by petty happenstance. When pursuing a goal, however, whether an adventurous mission or learning a new skill or art, they can be focused and relentless. They are slow to make friends and

enemies, and even slower to forget them. They reply to petty insults with disdain and to serious insults with vengeance.

**Physical Description:** Elves are short and slim, standing about 4-

1/2 to 5-1/2 feet tall and typically weighing 95 to 135 pounds, with elf men the same height as and only marginally heavier than elf women. They are graceful but frail. They tend to be pale-skinned and dark-haired, with deep green eyes. Elves have no facial or body hair. They prefer simple, comfortable clothes, especially in pastel blues and greens, and they enjoy simple yet elegant jewelry. Elves possess unearthly grace and fine features. Many humans and members of other races find them hauntingly beautiful. An elf reaches adulthood at about 110 years of age and can live to be more than 700 years old.

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Elves do not sleep, as members of the other common races do. Instead, an elf meditates in a deep trance for 4 hours a day. An elf resting in this fashion gains the same benefit that a human does from 8 hours of sleep. While meditating, an elf dreams, though these dreams are actually mental exercises that have become reflexive through years of practice. The Common word for an elf’s meditation is “trance,” as in “four hours of trance.”

**Relations:** Elves consider humans rather unrefined, halflings a bit staid, gnomes somewhat trivial, and dwarves not at all fun. They look on half-elves with some degree of pity, and they regard half- orcs with unrelenting suspicion. While haughty, elves are not parti- cular the way halflings and dwarves can be, and they are generally pleasant and gracious even to those who fall short of elven standards (a category that encompasses just about everybody who’s not an elf).

**Alignment:** Since elves love freedom, variety, and self-expres- sion. They lean strongly toward the gentler aspects of chaos. Gen-

erally, they value and protect others’ freedom as well as their own, and they are more often good than not.

**Elven Lands:** Most elves live in woodland clans numbering less than two hundred souls. Their well-hidden villages blend into the trees, doing little harm to the forest. They hunt game, gather food, and grow vegetables, and their skill and magic allowing them to support themselves amply without the need for clearing and plowing land. Their contact with outsiders is usually limited, though some few elves make a good living trading finely worked elven clothes and crafts for the metals that elves have no interest in mining.

Elves encountered in human lands are commonly wandering minstrels, favored artists, or sages. Human nobles compete for the services of elf instructors, who teach swordplay to their children.

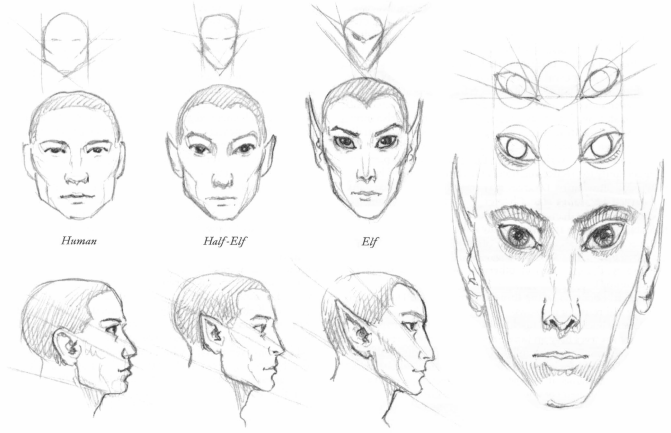
**Religion:** Above all others, elves worship Corellon Larethian, the Protector and Preserver of life. Elven myth holds that it was from his blood, shed in battles with Gruumsh, the god of the orcs, that the elves first arose. Corellon is a patron of magical study, arts, dance, and poetry, as well as a powerful warrior god.

**Language:** Elves speak a fluid language of subtle intonations and intricate grammar. While Elven literature is rich and varied, it is the language’s songs and poems that are most famous. Many bards learn Elven so they can add Elven ballads to their repertoires. Others simply memorize Elven songs by sound. The Elven script, as flowing as the spoken word, also serves as the script for Sylvan, the language of dryads and pixies, for Aquan, the language of water-based creatures, and for Undercommon, the language of the drow and other subterranean creatures.

**Names:** When an elf declares herself an adult, usually some time after her hundredth birthday, she also selects a name. Those who knew her as a youngster may or may not continue to call her by her “child name,” and she may or may not care. An elf’s adult name is a unique creation, though it may reflect the names of those she admires or the names of others in her family. In addition, she bears her family name. Family names are combinations of regular Elven words; and some elves traveling among humans translate their names into Common while others use the Elven version.

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**Male Names:** Aramil, Aust, Enialis, Heian, Himo, Ivellios, Lau- cian, Quarion, Soverliss, Thamior, Tharivol.



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*Illus. by T. Lockwood*

**Female Names:** Anastrianna, Antinua, Drusilia, Felosial, Ielenia, Lia, Mialee, Qillathe, Silaqui, Vadania, Valanthe, Xanaphia.

**Family Names (Common Translations):** Amastacia (Starflower), Amakiir (Gemflower), Galanodel (Moonwhisper), Holimion (Diamonddew), Liadon (Silverfrond), Meliamne (Oak- enheel), Naïlo (Nightbreeze), Siannodel (Moonbrook), Ilphukiir (Gemblossom), Xiloscient (Goldpetal).

**Adventurers:** Elves take up adventuring out of wanderlust. Life among humans moves at a pace that elves dislike: regimented from day to day but changing from decade to decade. Elves among humans, therefore, find careers that allow them to wander freely and set their own pace. Elves also enjoy demonstrating their prowess with the sword and bow or gaining greater magical powers, and adventuring allows them to do so. Good elves may also be rebels or crusaders.

### ELF RACIAL TRAITS

+2 Dexterity, –2 Constitution: Elves are graceful but frail. An elf’s grace makes her naturally better at stealth and archery.

* Medium: As Medium creatures, elves have no special bonuses or penalties due to their size.
* Elf base land speed is 30 feet.
* Immunity to magic sleep effects, and a +2 racial saving throw bonus against enchantment spells or effects.
* Low-light Vision: An elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. She retains the ability to distinguish color and detail under these conditions.
* Weapon Proficiency: Elves receive the Martial Weapon Profi- ciency feats for the longsword, rapier, longbow (including composite longbow), and shortbow (including composite

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shortbow) as bonus feats. Elves esteem the arts of swordplay and archery, so all elves are familiar with these weapons.

+2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it. An elf’s senses are so keen that she practically has a sixth sense about hidden portals.

* Automatic Languages: Common and Elven. Bonus Languages: Draconic, Gnoll, Gnome, Goblin, Orc, and Sylvan. Elves com- monly know the languages of their enemies and of their friends, as well as Draconic, the language commonly found in ancient tomes of secret knowledge.
* Favored Class: Wizard. A multiclass elf’s wizard class does not count when determining whether she takes an experience point penalty for multiclassing (see XP for Multiclass Characters, page 60). Wizardry comes naturally to elves—indeed, they sometimes claim to have invented it, and fighter/wizards are especially common among them.

## GNOMES

Gnomes are welcome everywhere as technicians, alchemists, and inventors. Despite the demand for their skills, most gnomes prefer to remain among their own kind, living in comfortable burrows beneath rolling, wooded hills where animals abound.

**Personality:** Gnomes adore animals, beautiful gems, and jokes of all kinds. Members of this race have a great sense of humor, and while they love puns, jokes, and games, they relish tricks—the more intricate the better. They apply the same dedication to more practical arts, such as engineering, as they do to their pranks.

Gnomes are inquisitive. They love to find things out by personal experience. At times they’re even reckless. Their curiosity makes them skilled engineers, since they are always trying new ways to

build things. Sometimes a gnome pulls a prank just to see how the people involved will react.



**Physical Description:** Gnomes stand about 3 to 3-1/2 feet tall and weigh 40 to 45 pounds. Their skin ranges from dark tan to woody brown, their hair is fair, and their eyes can be any shade of blue. Gnome males prefer short, carefully trimmed beards. Gnomes generally wear leather or earth tones, and they decorate their clothes with intricate stitching or fine jewelry. Gnomes reach adulthood at about age 40, and they live about 350 years, though some can live almost 500 years.

**Relations:** Gnomes get along well with dwarves, who share their love of precious objects, their curiosity about mechanical devices, and their hatred of goblins and giants. They enjoy the company of halflings, especially those who are easygoing enough to put up with pranks and jests. Most gnomes are a little suspicious of the taller races—humans, elves, half-elves, and half-orcs—but they are rarely hostile or malicious.

**Alignment:** Gnomes are most often good. Those who tend toward law are sages, engineers, researchers, scholars, investigators, or consultants. Those who tend toward chaos are minstrels, tricksters, wanderers, or fanciful jewelers. Gnomes are good-hearted, and even the tricksters among them are more playful than vicious. Evil gnomes are as rare as they are frightening.

**Gnome Lands:** Gnomes make their homes in hilly, wooded lands. They live underground but get more fresh air than dwarves do, enjoying the natural, living world on the surface whenever they can. Their homes are well hidden, by both clever construction and illusions. Those who come to visit and are welcome are ushered into the bright, warm burrows. Those who are not welcome never find the burrows in the first place.

Gnomes who settle in human lands are commonly gemcutters, mechanics, sages, or tutors. Some human families retain gnome tutors. During his life, a gnome tutor can teach several generations of a single human family.

**Religion:** The chief gnome god is Garl Glittergold, the Watchful Protector. His clerics teach that gnomes are to cherish and support their communities. Pranks are seen as ways to lighten spirits and to keep gnomes humble, not as ways for pranksters to triumph over those they trick.

**Language:** The Gnome language, which uses the Dwarven script, is renowned for its technical treatises and its catalogs of knowledge about the natural world. Human herbalists, naturalists, and engineers commonly learn Gnome in order to read the best books on their topics of study.

**Names:** Gnomes love names, and most have half a dozen or so. As a gnome grows up, his mother gives him a name, his father gives him a name, his clan elder gives him a name, his aunts and uncles give him names, and he gains nicknames from just about anyone. Gnome names are typically variants on the names of ancestors or distant relatives, though some are purely new inventions. When dealing with humans and others who are rather “stuffy” about names, a gnome learns to act as if he has no more than three names: a personal name, a clan name, and a nickname. When deciding which of his several names to use among humans, a gnome generally chooses the one that’s the most fun to say. Gnome clan names are combinations of common Gnome words, and gnomes almost always translate them into Common when in human lands (or into Elven when in elven lands, and so on).

**Male Names:** Boddynock, Dimble, Fonkin, Gimble, Glim, Gerbo, Jebeddo, Namfoodle, Roondar, Seebo, Zook.

**Female Names:** Bimpnottin, Caramip, Duvamil, Ellywick, Ellyjobell, Loopmottin, Mardnab, Roywyn, Shamil, Waywocket.

**Clan Names:** Beren, Daergel, Folkor, Garrick, Nackle, Murnig, Ningel, Raulnor, Scheppen, Turen.

**Nicknames:** Aleslosh, Ashhearth, Badger, Cloak, Doublelock, Filchbatter, Fnipper, Oneshoe, Sparklegem, Stumbleduck.

**Adventurers:** Gnomes are curious and impulsive. They may take up adventuring as a way to see the world or for the love of exploring. Lawful gnomes may adventure to set things right and to protect the innocent, demonstrating the same sense of duty toward society as a whole that gnomes generally exhibit toward their own enclaves. As lovers of gems and other fine items, some gnomes take to adventuring as a quick, if dangerous, path to wealth. Depending on his relations to his home clan, an adventuring gnome may be seen as a vagabond or even something of a traitor (for abandoning clan responsibilities).

### GNOME RACIAL TRAITS

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+2 Constitution, –2 Strength: Like dwarves, gnomes are tough, but they are small and therefore not as strong as larger humanoids.

* Small: As a Small creature, a gnome gains a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but he uses smaller weapons than humans use, and his lifting and carrying limits are three-quarters of those of a Medium character.
* Gnome base land speed is 20 feet.
* Low-light Vision: A gnome can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.
* Weapon Familiarity: Gnomes may treat gnome hooked hammers

(see page 118) as martial weapons rather than exotic weapons.

+2 racial bonus on saving throws against illusions: Gnomes are innately familiar with illusions of all kinds.

* Add +1 to the Difficulty Class for all saving throws against illusion spells cast by gnomes. Their innate familiarity with these effects make their illusions more difficult to see through. This adjustment stacks with those from similar effects, such as the Spell Focus feat.

+1 racial bonus on attack rolls against kobolds and goblinoids (including goblins, hobgoblins, and bugbears): Gnomes battle these creatures frequently and practice special techniques for fighting them.

+4 dodge bonus to Armor Class against monsters of the giant type

(such as ogres, trolls, and hill giants): This bonus represents special training that gnomes undergo, during which they learn tricks that previous generations developed in their battles with giants. Any time a creature loses its Dexterity bonus (if any) to Armor Class, such as when it’s caught flat-footed, it loses its dodge bonus, too. The *Monster Manual* has information on which creatures are of the giant type.

+2 racial bonus on Listen checks: Gnomes have keen ears.

+2 racial bonus on Craft (alchemy) checks: A gnome’s sensitive nose allows him to monitor alchemical processes by smell.

* Automatic Languages: Common and Gnome. Bonus Languages: Draconic, Dwarven, Elven, Giant, Goblin, and Orc. Gnomes deal more with elves and dwarves than elves and dwarves deal with one another, and they learn the languages of their enemies (kobolds, giants, goblins, and orcs) as well. In addition, a gnome can use speak with a burrowing mammal (a badger, fox, rabbit, or the like, see below). This ability is innate to gnomes. See the *speak with animals* spell description, page 281.
* Spell-Like Abilities: 1/day—*speak with animals* (burrowing mammal only, duration 1 minute). A gnome with a Charisma score of at least 10 also has the following spell-like abilities: 1/day—*dancing lights*, *ghost sound*, *prestidigitation*. Caster level 1st; save DC 10 + gnome’s Cha modifier + spell level. See the spell descriptions on pages 216, 235, and 264, respectively.
* Favored Class: Bard. A multiclass gnome’s bard class does not count when determining whether he takes an experience point penalty (see XP for Multiclass Characters, page 60).

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## HALF-ELVES



Humans and elves sometimes wed, the elf attracted to the human’s energy and the human to the elf’s grace. These marriages end quickly as elves count years because a human’s life is so brief, but they leave an enduring legacy—half-elf children.

The life of a half-elf can be hard. If raised by elves, the half-elf seems to grow with astounding speed, reaching maturity within two decades. The half-elf becomes an adult long before she has had time to learn the intricacies of elven art and culture, or even grammar. She leaves behind her childhood friends, becoming physically an adult but culturally still a child by elven standards. Typically, she leaves her elven home, which is no longer familiar, and finds her way among humans.

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If, on the other hand, she is raised by humans, the half-elf finds herself different from her peers: more aloof, more sensitive, less ambitious, and slower to mature. Some half-elves try to fit in among humans, while others find their identities in their difference. Most find places for themselves in human lands, but some feel like outsiders all their lives.

**Personality:** Most half-elves have the curiosity, inventiveness, and ambition of the human parent, along with the refined senses, love of nature, and artistic tastes of the elf parent.

**Physical Description:** To humans, half-elves look like elves. To elves, they look like humans—indeed, elves call them half-humans. Half-elf height ranges from under 5 feet to about 6 feet tall, and weight usually ranges from 100 to 180 pounds. Half-elf men are taller and heavier than half-elf women, but the difference is less pronounced than that found among humans. Half-elves are paler, fairer, and smoother-skinned than their human parents, but their actual skin tone, hair color, and other details vary just as human features do. Half-elves’ eyes are green, just as are those of their elf parents. A half-elf reaches adulthood at age 20 and can live to be over 180 years old.

Most half-elves are the children of human–elf pairings. Some, however, are the children of parents who themselves are partly human and partly elf. Some of these “second generation” half-elves have humanlike eyes, but most still have green eyes.

**Relations:** Half-elves do well among both elves and humans, and they also get along well with dwarves, gnomes, and halflings. They have elven grace without elven aloofness, human energy without human boorishness. They make excellent ambassadors and go- betweens (except between elves and humans, since each side suspects the half-elf of favoring the other). In human lands where elves are distant or not on friendly terms with other races, however, half-elves are viewed with suspicion.

Some half-elves show a marked disfavor toward half-orcs. Perhaps

the similarities between themselves and half-orcs (a partly human lineage) makes these half-elves uncomfortable.

**Alignment:** Half-elves share the chaotic bent of their elven heritage, but, like humans, they tend toward both good and evil in equal proportion. Like elves, they value personal freedom and cre- ative expression, demonstrating neither love of leaders nor desire for followers. They chafe at rules, resent others’ demands, and sometimes prove unreliable, or at least unpredictable.

**Half-Elven Lands:** Half-elves have no lands of their own, though they are welcome in human cities and elven forests. In large cities, half-elves sometimes form small communities of their own.

**Religion:** Half-elves raised among elves follow elven deities, principally Corellon Larethian (god of the elves). Those raised among humans often follow Ehlonna (goddess of the woodlands).

**Language:** Half-elves speak the languages they are born to, Common and Elven. Half-elves are slightly clumsy with the intricate Elven language, though only elves notice, and even so half- elves do better than nonelves.

**Names:** Half-elves use either human or elven naming conven- tions. Ironically, a half-elf raised among humans is often given an

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elven name in honor of her heritage, just as a half-elf raised among elves often takes a human name.

**Adventurers:** Half-elves find themselves drawn to strange careers and unusual company. Taking up the life of an adventurer comes easily to many of them. Like elves, they are driven by wan- derlust.

### HALF-ELF RACIAL TRAITS

* Medium: As Medium creatures, half-elves have no special bonuses or penalties due to their size.
* Half-elf base land speed is 30 feet.
* Immunity to *sleep* spells and similar magical effects, and a +2 racial bonus on saving throw against enchantment spells or effects.
* Low-light Vision: A half-elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. She retains the ability to distinguish color and detail under these conditions.

+1 racial bonus on Listen, Search, and Spot checks: A half-elf does not have the elf’s ability to notice secret doors simply by passing near them. Half-elves have keen senses, but not as keen as those of an elf.

+2 racial bonus on Diplomacy and Gather Information checks: Half-elves get along naturally with all people.

* Elven Blood: For all effects related to race, a half-elf is considered an elf. Half-elves, for example, are just as vulnerable to special effects that affect elves as their elf ancestors are, and they can use magic items that are only usable by elves. (See the M*onster Manual* for more information about elves, and the *Dungeon Master’s Guide* for more on magic items.)
* Automatic Languages: Common and Elven. Bonus Languages: Any (other than secret languages, such as Druidic). Half-elves have all the versatility and broad (if shallow) experience that humans have.
* Favored Class: Any. When determining whether a multiclass half- elf takes an experience point penalty, her highest-level class does not count (see XP for Multiclass Characters, page 60).

## HALF-ORCS

In the wild frontiers, tribes of human and orc barbarians live in uneasy balance, fighting in times of war and trading in times of peace. Half-orcs who are born in the frontier may live with either human or orc parents, but they are nevertheless exposed to both cultures. Some, for whatever reason, leave their homeland and travel to civilized lands, bringing with them the tenacity, courage, and combat prowess that they developed in the wilds.

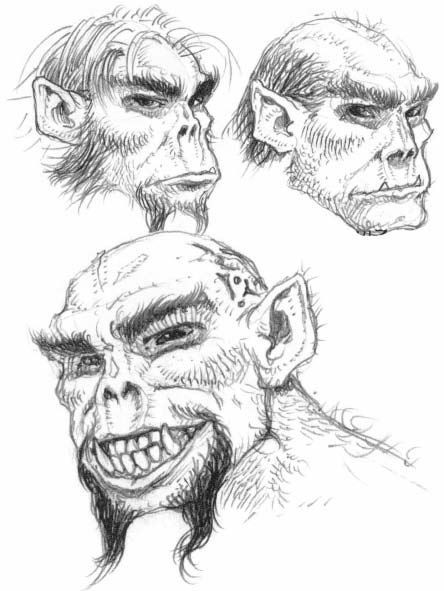
**Personality:** Half-orcs tend to be short-tempered and sullen. They would rather act than ponder and would rather fight than argue. Those who are successful, however, are those with enough self-control to live in a civilized land, not the crazy ones.

Half-orcs love simple pleasures such as feasting, drinking, boasting, singing, wrestling, drumming, and wild dancing. Refined enjoyments such as poetry, courtly dancing, and philosophy are lost on them. At the right sort of party, a half-orc is an asset. At the duchess’s grand ball, he’s a liability.

**Physical Description:** Half-orcs stand between 6 and 7 feet tall and usually weigh between 180 and 250 pounds. A half-orc’s grayish pigmentation, sloping forehead, jutting jaw, prominent teeth, and coarse body hair make his lineage plain for all to see.

Orcs like scars. They regard battle scars as tokens of pride and ornamental scars as things of beauty. Any half-orc who has lived among or near orcs has scars, whether they are marks of shame indicating servitude and identifying the half-orc’s former owner, or marks of pride recounting conquests and high status. Such a half-orc living among humans may either display or hide his scars, depending on his attitude toward them.

Half-orcs mature a little faster than humans and age noticeably faster. They reach adulthood at age 14, and few live longer than 75 years.



**Relations:** Because orcs are the sworn enemies of dwarves and

elves, half-orcs can have a rough time with members of these races. For that matter, orcs aren’t exactly on good terms with humans, halflings, or gnomes, either. Each half-orc finds a way to gain acceptance from those who hate or fear his orc cousins. Some half- orcs are reserved, trying not to draw attention to themselves. A few demonstrate piety and good-heartedness as publicly as they can (whether or not such demonstrations are genuine). Others simply try to be so tough that others have no choice but to accept them.

**Alignment:** Half-orcs inherit a tendency toward chaos from their orc parents, but, like their human parents, they favor good and evil in equal proportions. Half-orcs raised among orcs and willing to live out their lives with them are usually the evil ones.

**Half-Orc Lands:** Half-orcs have no lands of their own, but they most

often live among orcs. Of the other races, humans are the ones most likely to accept

half-orcs, and half-orcs almost always live in human lands when not living among orc tribes.

**Religion:** Like orcs, many half-orcs worship Gruumsh, the chief orc god and archenemy of Corellon Larethian,

god of the elves. While Gruumsh

is evil, half-orc barbarians and fighters may worship him as a war god even if they

are not evil themselves. Worshipers of Gruumsh who are tired of explaining themselves, or who don’t want to give humans a reason to distrust them, simply don’t make their religion

public knowledge. Half-orcs who want to solidify their connect- ion to their human heritage,

on the other hand, follow human gods, and they may be outspoken in their shows of piety.

**Language:** Orc, which has no alphabet of its own, uses Dwarven script on the rare occasions that someone writes something down. Orc writing turns up most frequently in graffiti.

**Names:** A half-orc typically chooses a name that helps him make the impres- sion that he wants to make. If he wants to fit in among humans, he chooses a human name. If he wants to intimidate others, he chooses a guttural orc name. A half-orc who has been raised entirely by humans has a human given name, but he may choose another name once he’s away from his

hometown. Some half-orcs, of course, aren’t quite bright enough to choose a name this carefully.

**Orc Male Names:** Dench, Feng, Gell, Henk, Holg, Imsh, Keth, Krusk, Ront, Shump, Thokk.

**Orc Female Names:** Baggi, Emen, Engong, Myev, Neega, Ovak, Ownka, Shautha, Vola, Volen.

**Adventurers:** Half-orcs living among humans are drawn almost invariably toward violent careers in which they can put their strength to good use. Frequently shunned from polite company, half-orcs often find acceptance and friendship among adventurers, many of whom are fellow wanderers and outsiders.

### HALF-ORC RACIAL TRAITS

+2 Strength, –2 Intelligence, –2 Charisma: Half-orcs are strong, but their orc lineage makes them dull and crude.

* Medium: As Medium- creatures, half-orcs have no special bonuses or penalties due to their size.
* Half-orc base land speed is 30 feet.
* Darkvision: Half-orcs (and orcs) can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and half-orcs can function just fine with no light at all.
* Orc Blood: For all effects related to race, a half-orc is considered an orc. Half-orcs, for example, are just as vulnerable to special effects that affect orcs as their orc ancestors are, and they can use magic items that are only usable by orcs. (See the *Monster Manual* for more information about orcs, and the *Dungeon Master’s Guide* for more on magic items.)

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\* Automatic Languages: Common and Orc. Bonus Languages: Draconic, Giant, Gnoll, Goblin, and Abyssal. Smart half-orcs

(who are rare) may know the languages of their allies or rivals.

\* Favored Class: Barbarian. A multiclass half-orc’s barbarian class does not count when determining whether he takes an expe- rience point penalty (see XP for Multiclass Charact- ers, page 60). Ferocity runs in a half-orc’s veins.

*Illus. by T. Lockwood*

## HALFLINGS

Halflings are clever, capable opportunists. Halfling individuals and clans find room for themselves wherever they can. Often they are strangers and wanderers, and others react to them with suspicion or curiosity. Depending on the clan, halflings might be reliable, hard-working (if clannish) citizens, or they might be thieves just waiting for the opportunity to make a big score and disappear in the dead of night. Regardless, halflings are cunning,

resourceful survivors.

**Personality:** Halflings prefer trouble to boredom. They are notoriously curious. Relying on their ability to survive or escape danger, they demonstrate

a daring that many larger people can’t match. Halflings clans are nomadic, wandering wherever circumstance and curiosity take them. Halflings enjoy wealth

and the pleasure it can bring, and they tend to spend gold as quickly as they acquire it.

Halflings are also famous collectors. While more orthodox halflings may collect weapons, books, or jewelry, some collect such objects as the hides of wild beasts—or even the beasts themselves. Wealthy halflings sometimes commission adventurers to retrieve exotic items to complete their collections.

**Physical Description:** Halflings stand about 3 feet tall and usu- ally weigh between 30 and 35 pounds. Their skin is ruddy, their hair black and straight. They have brown or black eyes. Halfling men often have long sideburns, but beards are rare among them and mustaches almost unseen. They like to wear simple, comfortable, and practical clothes. A halfling reaches adulthood at the age of 20 and generally lives into the middle of her second century.

**Relations:** Halflings try to get along with everyone else. They are adept at fitting into a community of humans, dwarves, elves, or

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gnomes and making themselves valuable and welcome. Since human society changes faster than the societies of the longer-lived races, it is human society that most frequently offers halflings opportunities to exploit, and halflings are most often found in or around human lands.

**Alignment:** Halflings tend to be neutral. While they are com- fortable with change (a chaotic trait), they also tend to rely on intan- gible constants, such as clan ties and personal honor (a lawful trait).

**Halfling Lands:** Halflings have no lands of their own. Instead, they live in the lands of other races, where they can benefit from whatever resources those lands have to offer. Halflings often form tight-knit communities in human or dwarven cities. While they work readily with others, they often make friends only their own kind. Halflings also settle into secluded places where they set up self-reliant villages. Halfling communities, however, are known for picking up and moving en masse to some place that offers a new opportunity, such as a new mine that has just opened, or to a land where a devastating war has made skilled workers hard to find. If these opportunities are temporary, the community may pick up and move again once the opportunity is gone, or once a better one presents itself. Some halfling communities, on the other hand, take to traveling as a way of life, driving wagons or guiding boats from place to place, and maintaining no permanent

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home.

**Religion:** The chief halfling deity is Yondalla, the Blessed One, protector

of the halflings. Yondalla promises blessings and protection to those who heed her guidance, defend their clans, and cherish their families. Halflings also recognize countless small gods, which they say rule over individual villages, forests, rivers, lakes, and so on. They pay homage to these deities to ensure safe journeys as they travel from place to place.

*Illus. by T. Lockwood*

**Language:** Halflings speak their own language, which uses the Common script. They write very little in their own language so, unlike

dwarves, elves, and gnomes, they don’t

have a rich body of written work. The halfling oral tradition, however, is very strong. While the Halfling language isn’t secret, halflings are loath to share it with others. Almost all halflings speak Common, since they use it to deal with the

people in whose land they are living or through which they are traveling.

**Names:** A halfling has a given name, a family name, and possibly a nickname. It would seem

that family names are nothing more than nicknames that stuck so well they have been passed down through the generations.

**Male Names:** Alton, Beau, Cade, Eldon, Garret, Lyle, Milo, Osborn, Roscoe, Wellby.

**Female Names:** Amaryllis,

Charmaine, Cora, Euphemia, Jillian, Lavinia, Lidda, Merla, Portia, Seraphina, Verna.

**Family Names:** Brushgather, Goodbarrel, Greenbottle, Highhill, Hilltopple, Leagallow, Tealeaf, Thorngage, Tosscobble, Underbough. **Adventurers:** Halflings often set out on their own to make their way in the world. Halfling adventurers are typically looking for a way to use their skills to gain wealth or status. The distinction between a halfling adventurer and a halfling out on her own looking for “a big score” can get blurry. For a halfling, adventuring is less of a career than an opportunity. While halfling opportunism can sometimes look like larceny or fraud to others, a halfling adventurer

who learns to trust her fellows is worthy of trust in return.

### HALFLING RACIAL TRAITS

+2 Dexterity, –2 Strength: Halflings are quick, agile, and good with ranged weapons, but they are small and therefore not as strong as other humanoids.

\* Small: As a Small creature, a halfling gains a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but she uses smaller weapons than humans use, and her lifting and carrying limits are three-quarters of those of a Medium character.

\* Halfling base land speed is 20 feet.

+2 racial bonus on Climb, Jump, and Move Silently checks: Halflings are agile, surefooted, and athletic.

+1 racial bonus on all saving throws: Halflings are surprisingly capable of avoiding mishaps.

+2 morale bonus on saving throws against fear. This bonus stacks with the halfling’s

+1 bonus on saving throws in general.

+1 racial bonus on attack rolls with a thrown weapon and slings: Throwing and slinging stones is a universal sport among halflings, and they develop especially good aim.

+2 racial bonus on Listen checks: Halflings have keen ears.

\* Automatic Languages: Common and Halfling. Bonus Languages: Dwarven, Elven, Gnome, Goblin, and Orc. Smart halflings learn the languages of their friends

and enemies.

\* Favored Class: Rogue. A multiclass halfling’s rogue class does not count when determining whether she take an experience point penalty for multiclassing (see XP for

Multiclass Characters, page 60). Halflings have long had to rely on stealth, wit, and skill, and the vocation of rogue comes naturally to them.

#### SMALL CHARACTERS



A Small character gets a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on H ide checks. The bonus on attacks results from the fact that it’s really relative size that matters in determining attack chances. It’s no harder for a halfling to hit another halfling than it is for a human to hit another human, because the attacking halfling’s bonus on attack rolls counteracts the defending halfling’s bonus to Armor Class. Likewise, a halfling has an easy time

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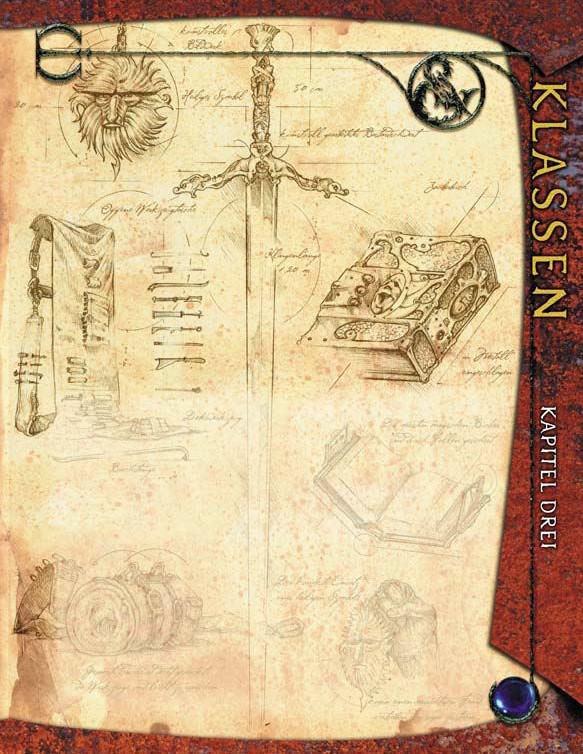
hitting a human, just as a human has an easy time hitting an ogre, and an ogre has an easy time hitting a giant.

A Small character’s carrying capacity is three-quarters of that of a M edium character (see Bigger and Small Creatures, page 162).

A Small character generally moves about two-thirds as fast as a M edium character.

A Small character must use smaller weapons than a M edium char- acter (see Weapon Size, page 113).

dventurers seek gold, glory, justice, fame, power, knowl- edge, or maybe some other goals—perhaps noble or per- haps base. Each chooses a different way to attain those goals, from brutal combat power, to mighty magic, to subtle skills. Some adventurers prevail and grow in expe-



rience, wealth, and power. Others die.

Your character’s class is his or her profession or vocation. It determines what he or she is able to do: combat prowess, magical ability, skills, and more. Class is probably the first choice you make about your character—just ahead of race, or perhaps in conjunction with that decision. The class you choose determines where you should best place your character’s ability scores and suggests which races are best to support that class choice.

## THE CLASSES

The eleven classes, in the order they’re presented in this chapter, are as follows:

**Barbarian:** A ferocious warrior who uses fury and instinct to bring down foes.

**Bard:** A performer whose music works magic—a wanderer, a tale- teller, and a jack-of-all trades.

**Cleric:** A master of divine magic and a capable warrior as well.

**Druid:** One who draws energy from the natural world to cast divine spells and gain strange magical powers.

**Fighter:** A warrior with exceptional combat capability and unequaled skill with weapons.

**Monk:** A martial artist whose unarmed strikes hit fast and hard— a master of exotic powers.

**Paladin:** A champion of justice and destroyer of evil, protected and strengthened by an array of divine powers.

**Ranger:** A cunning, skilled warrior of the wilderness.

**Rogue:** A tricky, skillful scout and spy who wins the battle by stealth rather than brute force.

**Sorcerer:** A spellcaster with inborn magical ability.

**Wizard:** A potent spellcaster schooled in the arcane arts.

**Class Name Abbreviations:** Class names are abbreviated as follows: barbarian Bbn; bard Brd; cleric Clr; druid Drd; fighter Ftr; monk Mnk; paladin Pal; ranger Rgr; rogue Rog; sorcerer Sor; wizard Wiz.

### THE MULTICLASS CHARACTER

As your character advances in level, he or she may add new classes. Adding a new class gives the character a broader range of abilities, but all advancement in the new class is at the expense of advancement in the character’s other class or classes. A wizard, for example, might become a combination wizard/fighter. Adding the fighter class would give her pro- ficiency in more weapons, better Fortitude saving throws, and so on, but it would also mean that she doesn’t gain new wizard abilities when she adds this second class and thus is not as powerful a wizard as she otherwise would have become if she had chosen to continue advancing as a wizard. Rules for creating and advancing multiclass characters can be found at the end of this chapter.

## CLASS AND LEVEL BONUSES

An attack roll, saving throw, or skill check is a combination of three numbers, each representing a different factor: a random factor (the number you roll on a

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d20), a number representing the character’s innate abilities (the ability modifier), and a bonus representing the character’s experience and training. This third factor depends, either directly or indirectly, on the character’s class and level. Table 3–1: Base Save and Base Attack Bonuses (see below) summarizes the figures for this third factor when it applies to base save bonuses and base attack bonuses.



**Base Save Bonus:** The two numbers given in this column on

Table 3–1 apply to saving throws. Whether a character uses the first (good) bonus or the second (poor) bonus depends on his or her class and the type of saving throw being attempted. For example, fighters get the lower bonus on Reflex and Will saves and the higher bonus on Fortitude saves, while rogues get the lower bonus on Fortitude and Will saves and the higher bonus on Reflex saves. Monks are equally good at all three types of saving throws. See each class’s description to find out which bonus applies to which category of saves. If a character has more than one class (see Multiclass Charac- ters, page 59), the base save bonuses for each class are cumulative.

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**Base Attack Bonus:** On an attack roll, apply the bonus from the appropriate column on Table 3–1 according to the class to which the character belongs. Whether a character uses the first (good) base attack bonus, the second (average) base attack bonus, or the third (poor) base attack bonus depends on his or her class. Barbarians, fighters, paladins, and rangers have a good base attack bonus, so they use the first Base Attack Bonus column. Clerics, druids, monks, and rogues have an average base attack bonus, so they use the second column. Sorcerers and wizards have a poor base attack bonus, so they use the third column. Numbers after a slash indicate additional attacks at reduced bonuses: “+12/+7/+2” means three attacks per round, with an attack bonus of +12 for the first attack, +7 for the second, and +2 for the third. Any modifiers on attack rolls apply to all these attacks normally, but bonuses do not grant extra attacks. For example, when Lidda the halfling rogue is 2nd level, she has a base attack bonus of +1. With a thrown weapon, she adds her Dexterity bonus (+3), her size bonus (+1), and a racial bonus (+1) for a total of +6. Even though a +6 base attack bonus would grant an additional attack at +1, raising that number to +6 via ability, racial, size, weapon, or other bonuses doesn’t grant Lidda an additional attack. If a character has more than one class (see Multiclass Characters, page 59), the base attack bonuses for each class are cumulative.

##### Table 3–1: Base Save and Base Attack Bonuses

**Base Base Base Base Base**

**Save Save Attack Attack Attack Class Bonus Bonus Bonus Bonus Bonus Level (Good) (Poor) (Good) (Average) (Poor)**

1st +2 +0 +1 +0 +0

2nd +3 +0 +2 +1 +1

3rd +3 +1 +3 +2 +1

4th +4 +1 +4 +3 +2

5th +4 +1 +5 +3 +2

6th +5 +2 +6/ +1 +4 +3

7th +5 +2 +7/ +2 +5 +3

8th +6 +2 +8/ +3 +6/ +1 +4

9th +6 +3 +9/ +4 +6/ +1 +4

10th +7 +3 +10/ +5 +7/ +2 +5

11th +7 +3 +11/ +6/ +1 +8/ +3 +5

12th +8 +4 +12/ +7/ +2 +9/ +4 +6/ +1

13th +8 +4 +13/ +8/ +3 +9/ +4 +6/ +1

14th +9 +4 +14/ +9/ +4 +10/ +5 +7/ +2

15th +9 +5 +15/ +10/ +5 +11/ +6/ +1 +7/ +2

16th +10 +5 +16/ +11/ +6/ +1 +12/ +7/ +2 +8/ +3

17th +10 +5 +17/ +12/ +7/ +2 +12/ +7/ +2 +8/ +3

18th +11 +6 +18/ +13/ +8/ +3 +13/ +8/ +3 +9/ +4

19th +11 +6 +19/ +14/ +9/ +4 +14/ +9/ +4 +9/ +4

20th +12 +6 +20/ +15/ +10/ +5 +15/ +10/ +5 +10/ +5

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## LEVEL-DEPENDENT BENEFITS

In addition to attack bonuses and saving throw bonuses, all char- acters gain other benefits from advancing in level. Table 3–2: Experience and Level-Dependent Benefits summarizes these addi- tional benefits.

**XP:** This column on Table 3–2 shows the experience point total needed to attain a given character level—that is, the total of all the character’s level in classes. (A character’s level in a class is called his or her class level.) For any character (including a multiclass one), XP determines overall character level, not individual class levels.

**Class Skill Max Ranks:** The maximum number of ranks a

character can have in a class skill is equal to his or her character level

+ 3. A class skill is a skill frequently associated with a particular class—for example, Spellcraft is a class skill for wizards. Class skills are given in each class description in this chapter (see also Table 4–2: Skills, page 63, for more information on skills).

**Cross-Class Skill Max Ranks:** For cross-class skills (skills not associated with a character’s class), the maximum number of ranks a character can have is one-half the maximum for a class skill. For example, at 1st level a wizard could have 2 ranks in Move Silently (typically associated with rogues, and on that class’s list of class skills), but no more. These 2 ranks in a cross-class skill would cost the wizard 4 skill points, whereas the same 4 points would buy 4 ranks in a wizard class skill, such as Spellcraft. The half ranks (1/2) indicated on Table 3–2 don’t improve skill checks. They simply represent partial purchase of the next skill rank and indicate the character is training to improve that skill.

**Feats:** Every character gains one feat at 1st level and another at every level divisible by three (3rd, 6th, 9th, 12th, 15th, and 18th level). These feats are in addition to any bonus feats granted as class features (see the class descriptions later in this chapter) and the bonus feat granted to all humans. See Chapter 5: Feats for more information about feats.

**Ability Increases:** Upon attaining any level divisible by four (4th, 8th, 12th, 16th, and 20th level), a character increases one of his or her ability scores by 1 point. The player chooses which ability score to improve. For example, a sorcerer with a starting Charisma of 16 might increase this to 17 at 4th level. At 8th level, the same character might increase his Charisma score again (from 17 to 18) or could choose to improve some other ability instead. The ability improvement is permanent.

##### Table 3–2: Experience and Level-Dependent Benefits

**Class Cross-Class**

**Character Skill Max Skill Max Ability Score Level XP Ranks Ranks Feats Increases**

1st 0 4 2 1st —

2nd 1,000 5 2-1/ 2 — —

3rd 3,000 6 3 2nd —

4th 6,000 7 3-1/ 2 — 1st

5th 10,000 8 4 — —

6th 15,000 9 4-1/ 2 3rd —

7th 21,000 10 5 — —

8th 28,000 11 5-1/ 2 — 2nd

9th 36,000 12 6 4th —

10th 45,000 13 6-1/ 2 — —

11th 55,000 14 7 — —

12th 66,000 15 7-1/ 2 5th 3rd

13th 78,000 16 8 — —

14th 91,000 17 8-1/ 2 — —

15th 105,000 18 9 6th —

16th 120,000 19 9-1/ 2 — 4th

17th 136,000 20 10 — —

18th 153,000 21 10-1/ 2 7th —

19th 171,000 22 11 — —

20th 190,000 23 11-1/ 2 — 5th

For multiclass characters, feats and ability score increases are gained according to character level, not class level. Thus, a 3rd-level wizard/1st-level fighter is a 4th-level character overall and eligible for her first ability score boost.



## CLASS DESCRIPTIONS

The rest of this chapter, up to the section on multiclass characters, describes the character classes in alphabetical order. Each descrip- tion begins with a general discussion in “game world” terms, the sort of description that characters in the world could understand and the way such a character might describe himself or herself. This information is followed by brief advice on such a character’s typical role in a group of adventurers. These descriptions are general; individual members of a class may differ in their attitudes, outlooks, and other aspects.

### GAME RULE INFORMATION

Following the general class description comes game rule informa- tion. Not all of the following categories apply to every class.

**Abilities:** The Abilities entry tells you which abilities are most important for a character of that class. Players are welcome to “play against type,” but a typical character of that class will have his or her highest ability scores where they’ll do the most good (or, in game world terms, be attracted to the class that most suits his or her talents or for which he or she is best qualified).

**Alignment:** A few classes restrict a character’s possible align- ments. For example, a bard must have a nonlawful alignment. An entry of “Any” means that characters of this class are not restricted in alignment.

**Hit Die:** The type of Hit Die used by characters of the class determines the number of hit points gained per level.

**HD Type Class**

d4 Sorcerer, wizard

d6 Bard, rogue

d8 Cleric, druid, monk, ranger

d10 Fighter, paladin

d12 Barbarian

A character rolls one Hit Die each time he or she gains a new level, then applies any Constitution modifier to the roll, and adds the result to his or her hit point total. Thus, a character has the same number of Hit Dice as levels. For his or her first Hit Die, a 1st-level character gets the maximum

hit points rather than rolling (although Constitution modi- fiers, positive or negative, still apply).

For example, Vadania gets a d8 Hit Die because she’s a druid. At 1st level, she gets 8 hit points instead of rolling. Since she has a Constitution score of 13, she

applies a +1 bonus, raising her hit points to 9. When she reaches 2nd level (and every level thereafter), Vadania’s

player rolls a d8, adds 1 (for her Constitution bonus), and then adds the total to Vadania’s hit points.

If your character has a Constitution penalty and gets a result of 0 or lower after the penalty is applied to the Hit Die roll, ignore the roll and add 1 to your character’s hit point total anyway. It is not

possible to lose hit points (or not receive any) when gaining a level, even for a character with a rotten Constitution score.

**Class Table:** This table details how a character improves as he or

she gains levels in the class. Some of this material is repeated from Table 3–1: Base Save and Base Attack Bonuses, but with more detail on how the numbers apply to that class. Class tables typically include the following:

*Level:* The character’s level in that class.

*Base Attack Bonus:* The character’s base attack bonus and number of attacks.

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*Fort Save:* The base save bonus on Fortitude saving throws. The character’s Constitution modifier also applies.

*Ref Save:* The base save bonus on Reflex saving throws. The char- acter’s Dexterity modifier also applies.

*Will Save:* The base save bonus on Will saving throws. The char- acter’s Wisdom modifier also applies.

*Special:* Level-dependent class abilities, each explained in the Class Features section that follows.

*Spells per Day:* How many spells of each spell level the character can cast each day. If the entry is “—” for a given level of spells, the character may not cast any spells of that level. If the entry is “0,” the character may cast spells of that level only if he or she is entitled to bonus spells because of a high ability score tied to spellcasting. (Bonus spells for wizards are based on Intelligence; bonus spells for clerics, druids, paladins, and rangers are based on Charisma. See Table 1–1: Ability Modifiers and Bonus Spells, page 8.) If the entry is a number other than 0, the character may cast that many spells plus any bonus spells each day.

A character can always choose to prepare a lower-level spell to fill a higher-level slot (see Spell Slots, page 178).

**Class Skills:** This section of a class description gives the class’s list of class skills, the number of skill points the character starts with at 1st level, and the number of skill points gained each level thereafter. A character gets some number of skill points each level, such depending on the class in question, such as 6 for a ranger

or 8 for a rogue. To this number, apply the character’s Intelligence modifier (and 1 bonus point, if the character is human) to determine the total skill points gained each level (but always at least 1 skill point per level, even for a character with an Intelligence penalty). A 1st-level char- acter starts with four times this number of skill points.

Since the maximum ranks in a class skill for a character is the character’s level + 3, at 1st level you can buy as many as 4 ranks in any class skill, at a cost of 1 skill point per rank.

For example, Vadania is a half-elf druid, so she gets 4 skill points per level. She has a +1 Intelligence modi- fier, so that goes up to 5 skill points per

level. At 1st level, she gets four times that amount, or 20 skill points. Her maximum rank for a class skill at

1st level is 4, so she could, for example, divvy up her 20 points among five class skills with 4 ranks each. (It’s more useful to have a higher

score in a few skills than a

lower score in many.)

You can also buy skills from other classes’ skill lists, but each skill point only buys 1/2 rank in these cross-class skills, and you can buy only half the maximum ranks a class skill would have (thus, the maximum rank for a cross-class skill at 1st level is 2).

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**Class Features:** Special characteristics of the class. When appli- cable, this section also mentions restrictions and disadvantages of the class. Class features include some or all of the following.



*Weapon and Armor Proficiency:* This section details which weapons and armor types the character is proficient with. Regardless of training, cumbersome armor interferes with certain skills (such as Climb) and with the casting of most arcane spells. Characters can become proficient with other weapon or armor types by acquiring the appropriate Armor Proficiency (light, medium, heavy), Shield Proficiency, and Weapon Proficiency (exotic, martial or simple) feats. (See Chapter 5: Feats.)

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*Spells:* Wizards, sorcerers, clerics, druids, and bards use spells. Fighters, barbarians, rogues, and monks do not. Paladins and rangers gain the ability to use spells at 4th level.

*Other Features:* Each class has certain unique capabilities. Some, such as the rogue, have few; others, such as the monk, have many.

Some abilities are supernatural or spell-like. Using a spell-like ability is essentially like casting a spell (but without components; see Components, page 174), and it provokes attacks of opportunity. Using a supernatural ability is not like casting a spell. (See Chapter 8: Combat, especially Attacks of Opportunity, page 137, and Use Special Ability, page 142.)

**Ex-Members:** If, for some reason, a character is forced to give up this class, these are the rules for what happens. Unless otherwise noted in the class description, an ex-member of a class retains any weapon and armor proficiencies he or she has gained.

**Starting Package:** This section provides suggested feats, skills, equipment, and other details for a 1st-level character of this class. You can ignore this information and create a character from scratch, or use the package as is for your first character (simply copying the details onto your character sheet), or take some portions of the package (such as equipment) and choose other details (such as skills) yourself. Dungeon Masters can also use these packages to quickly create 1st-level nonplayer characters.

The starting packages assume that you spend 4 skill points on every skill you start with (so as to excel in a few things rather than dabble in many). The skill table in each package presents the skills in order of probable importance to the character.

Each starting package is associated with a race. The packages do

not take into account racial traits, so be sure to note your character’s racial traits (described in Chapter 2: Races), including ability modifiers and bonuses on skill checks. The package also does not list all class features, so note your character’s class features as well.

Gear for a character means adventuring gear, not clothes. Assume that your character owns at least one outfit of normal clothes. Pick any one of the following clothing outfits (see Clothing in Chapter 7: Equipment) for free: artisan’s outfit, entertainer’s outfit, explorer’s outfit, monk’s outfit, peasant’s outfit, scholar’s outfit, or traveler’s outfit.

## BARBARIAN

From the frozen wastes of the north and the hellish jungles of the south come brave, even reckless, warriors. Civilized people call them barbarians or berserkers and suspect them of mayhem, impiety, and atrocities. These “barbarians,” however, have proven their mettle and their value to those who would be their allies. To enemies who underestimated them, they have proved their cunning, resource- fulness, persistence, and mercilessness.

**Adventures:** Adventuring is the best chance barbarians have of finding a place in a civilized society. They’re not well suited to the monotony of guard duty or other mundane tasks. Barbarians also have no trouble with the dangers, the uncertainties, and the wan- dering that adventuring involves. They may adventure to defeat hated enemies. They have a noted distaste for that which they consider unnatural, including undead, demons, and devils.

**Characteristics:** The barbarian is an excellent warrior. Where

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the fighter’s skill in combat comes from training and discipline, however, the barbarian has a powerful rage. While in this berserk fury, he becomes stronger and tougher, better able to defeat his foes and withstand their attacks. These rages leave him winded, and he has the energy for only a few such spectacular displays per day, but those few rages are usually sufficient. He is at home in the wild, and he runs at great speed.

**Alignment:** Barbarians are never lawful. They may be honorable, but at heart they are wild. This wildness is their strength, and it could not live in a lawful soul. At best, barbarians of chaotic alignment are free and expressive. At worst, they are thoughtlessly destructive.

**Religion:** Some barbarians distrust established religions and prefer an intuitive, natural relationship to the cosmos over formal worship. Others devote themselves to powerful deities, such as Kord (god of strength), Obad-Hai (god of nature), or Erythnul (god of slaughter). A barbarian is capable of fierce devotion to his god.

**Background:** Barbarians come from uncivilized lands or from barbaric tribes on the outskirts of civilization. A barbarian adventu- rer may have been lured to the settled lands by the promise of riches, may have escaped after being captured in his homeland and sold into “civilized” slavery, may have been recruited as a soldier, or may have been driven out of his homeland by invaders. Barbarians share no bond with each other unless they come from the same tribe or land. In fact, they think of themselves not as barbarians but as warriors.

**Races:** Human barbarians come from the distant wild lands on the edge of civilization. Most half-orc barbarians lived among orcs before abandoning them for human lands. Dwarf barbarians are rare, usually hailing from dwarven kingdoms that have fallen into barbarism as a result of recurrent war with goblinoids, orcs, and giants. Barbarians of other races are very rare.

Among the brutal humanoids, barbarians are more common than

fighters. Orcs and ogres are especially likely to be barbarians.

**Other Classes:** As people of the wild, barbarians are most com- fortable in the company of rangers, druids, and clerics of nature deities, such as Obad-Hai or Ehlonna. Many barbarians admire the talents and spontaneity of bards, and some are enthusiastic lovers of music. Barbarians don’t trust that which they don’t understand, and that includes wizardry, which they call “book magic.” They find sor- cerers more understandable than wizards, but maybe that’s just because sorcerers tend to be more charismatic. Monks, with their studied, practiced, deliberate approach to combat, sometimes have a hard time seeing eye to eye with barbarians, but members of these classes aren’t necessarily hostile to each other. Barbarians have no special attitudes toward fighters, paladins, clerics, or rogues.

**Role:** A barbarian’s typical primary role in a group of adventurers is as a front-line combat specialist. No other character can match his sheer toughness. He can also serve as a good scout, thanks to his speed, skill selection, and trap sense.

### GAME RULE INFORMATION

Barbarians have the following game statistics.

**Abilities:** Strength is important for barbarians because of its role in combat, and several barbarian class skills are based on Strength. Dexterity is also useful to barbarians, especially those who wear light armor. Wisdom is also important for several of the barbarian’s class skills. A high Constitution score lets a barbarian rage longer (and live longer, because it gives him more hit points).

**Alignment:** Any nonlawful.

**Hit Die:** d12.

#### Class Skills

The barbarian’s class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Ride (Dex), Survival (Wis), and Swim (Str). See Chapter 4: Skills for skill descriptions.

**Skill Points at 1st Level:** (4 + Int modifier) × 4.

**Skill Points at Each Additional Level:** 4 + Int modifier.

#### Class Features

All of the following are class features of the barbarian.

**Weapon and Armor Proficiency:** A barbarian is proficient with all simple and martial weapons, light armor, medium armor, and shields (except tower shields).

**Fast Movement (Ex):** A barbarian’s land speed is faster than the norm for his race by

+10 feet. This benefit applies only when he is wearing no armor, light armor, or medium armor and not carrying a heavy load. Apply this bonus before modifying the barbarian’s speed because of any load carried or

armor worn. For example, a human

The increase in Constitution increases the barbarian’s hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are; see Temporary Hit Points, page 146.) While raging, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and

Ride), the Concentration skill, or any abilities that require patience or concentration, nor can he cast spells or activate magic items that require a command word, a

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spell trigger (such as a wand), or spell comple- tion (such as a scroll) to function. He can use any feat he has except Combat Expertise, item creation feats, and metamagic

barbarian has a speed of 40 feet,

rather than 30 feet, when wearing light or no armor. When wearing medium armor or carrying a medium load, his speed drops to 30 feet. A halfling barbarian has a speed of 30 feet, rather than 20 feet, in light or no armor. When wearing medium armor or carrying a medium load, his speed drops to 20 feet.

**Illiteracy:** Barbarians are the only characters who do not automatically know how to read and write. A barbarian may spend 2

skill points to gain the ability to read and write all languages he is able to speak.

A barbarian who gains a level in any other class automatically gains literacy. Any other character who gains a barbarian level does not lose the literacy he or she already had.

**Rage (Ex):** A barbarian can fly into a screaming blood frenzy a certain number of times per day. In a rage, a barbarian gains phenomenal strength and dura- bility but becomes reckless and less

able to defend himself. He tempo- rarily gains a +4 bonus to Strength, a

*Krusk*

feats. A fit of rage lasts for a number of rounds equal to 3 + the character’s (newly improved) Constitution modifier. A barbarian

may prematurely end his rage. At the end of the rage, the barbarian loses the rage modifiers and restric-

tions and becomes fatigued (–2 penalty to Strength, –2 penalty to Dex- terity, can’t charge or run) for the duration of the current encounter (unless he is a 17th-level barbarian, at which point this limitation no longer

applies; see below).

A barbarian can fly into a rage only once per encounter. At 1st level he can use his rage ability once per day. At 4th level and every four levels there-

after, he can use it one additional time per day (to a maximum of six times per day at

20th level). Entering a rage takes no time itself, but a barbarian can do it only during

+4 bonus to Constitution, and a +2 morale

bonus on Will saves, but he takes a –2 penalty to Armor Class.

##### Table 3–3: The Barbarian

his action (see Initiative, page 136), not in response to some- one else’s action. A barbarian can’t, for example, fly into a rage when



|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Level** | **Base**  **Attack Bonus** | **Fort**  **Save** | **Ref**  **Save** | **Will**  **Save** | **Special** |
| 1st | +1 | +2 | +0 | +0 | Fast movement, illiteracy, rage 1/ day |
| 2nd | +2 | +3 | +0 | +0 | Uncanny dodge |
| 3rd | +3 | +3 | +1 | +1 | Trap sense +1 |
| 4th | +4 | +4 | +1 | +1 | Rage 2/ day |
| 5th | +5 | +4 | +1 | +1 | Improved uncanny dodge |
| 6th | +6 /+1 | +5 | +2 | +2 | Trap sense +2, |
| 7th | +7/ +2 | +5 | +2 | +2 | Damage reduction 1/ — |
| 8th | +8/ +3 | +6 | +2 | +2 | Rage 3/ day |
| 9th | +9/ +4 | +6 | +3 | +3 | Trap sense +3 |
| 10th | +10/ +5 | +7 | +3 | +3 | Damage reduction 2/ — |
| 11th | +11/ +6/ +1 | +7 | +3 | +3 | Greater rage |
| 12th | +12/ +7/ +2 | +8 | +4 | +4 | Rage 4/day, trap sense +4, |
| 13th | +13/ +8/ +3 | +8 | +4 | +4 | Damage reduction 3/ — |
| 14th | +14/ +9/ +4 | +9 | +4 | +4 | Indomitable will |
| 15th | +15/ +10/ +5 | +9 | +5 | +5 | Trap sense +5 |
| 16th | +16/ +11/ +6/ +1 | +10 | +5 | +5 | Damage reduction 4/ —, rage 5/ day |
| 17th | +17/ +12/ +7/ +2 | +10 | +5 | +5 | Tireless rage |
| 18th | +18/ +13/ +8/ +3 | +11 | +6 | +6 | Trap sense +6, |
| 19th | +19/ +14/ +9/ +4 | +11 | +6 | +6 | Damage reduction 5/ — |
| 20th | +20/ +15/ +10/ +5 | +12 | +6 | +6 | M ighty rage, rage 6/ day |

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struck down by an arrow in order to get the extra hit points from the increased Constitution, although the extra hit points would be of benefit if he had gone into a rage earlier in the round, *before* the arrow struck



**Uncanny Dodge (Ex):** At 2nd level, a barbarian gains the ability to react to danger before his senses would normally allow him to do so. He retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

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If a barbarian already has uncanny dodge from a different class (a barbarian with at least four levels of rogue, for example), he automatically gains improved uncanny dodge (see below) instead.

**Trap Sense (Ex):** Starting at 3rd level, a barbarian has an intuitive sense that alerts him to danger from traps, giving him a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise by +1 every three barbarian levels thereafter (6th, 9th, 12th, 15th, and 18th level). Trap sense bonuses gained from multiple classes stack.

**Improved Uncanny Dodge (Ex):** At 5th level and higher, a barbarian can no longer be flanked; he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies a rogue the ability to sneak attack the barbarian by flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels.

If a character already has uncanny dodge (see above) from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum level a rogue must be to flank the character.

**Damage Reduction (Ex):** At 7th level, a barbarian gains the ability to shrug off some amount of injury from each blow or attack. Subtract 1 from the damage the barbarian takes each time he is dealt damage from a weapon or a natural attack. At 10th level, and every three barbarian levels thereafter (13th, 16th, and 19th level), this damage reduction rises by 1 point. Damage reduction can reduce damage to 0 but not below 0.

**Greater Rage (Ex):** At 11th level, a barbarian’s bonuses to Strength and Constitution during his rage each increase to +6, and his morale bonus on Will saves increases to +3. The penalty to AC remains at –2.

**Indomitable Will (Ex):** While in a rage, a barbarian of 14th level or higher gains a +4 bonus on Will saves to resist enchantment spells. This bonus stacks with all other modifiers, including the morale bonus on Will saves he also receives during his rage.

**Tireless Rage (Ex):** At 17th level and higher, a barbarian no longer becomes fatigued at the end of his rage.

**Mighty Rage (Ex):** At 20th level, a barbarian’s bonuses to Strength and Constitution during his rage each increase to +8, and his morale bonus on Will saves increases to +4. The penalty to AC remains at –2.

#### Ex-Barbarians

A barbarian who becomes lawful loses the ability to rage and cannot gain more levels as a barbarian. He retains all the other benefits of the class (damage reduction, fast movement, trap sense, and uncanny dodge).

#### Half-Orc Barbarian Starting Package

**Armor:** Studded leather (+3 AC, armor check penalty –1, speed 40 ft., 20 lb.).

**Weapons:** Greataxe (1d12, crit ×3, 12 lb., two-handed, slashing). Shortbow (1d6, crit ×3, range inc. 60 ft., 2 lb., Piercing).

Dagger (1d4, crit 19–20/×2, range inc. 10 ft., 1 lb., light, piercing).

**Skill Selection:** Pick a number of skills equal to 4 + Int modifier.

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|  |  |  |  |
| --- | --- | --- | --- |
| **Skill** | **Ranks** | **Ability** | **Armor Check Penalty** |
| Climb | 4 | Str | –1 |
| Survival | 4 | Wis | — |
| Listen | 4 | Wis | — |
| Jum p | 4 | Str | –1 |
| Swim | 4 | Str | –2 |
| Ride | 4 | Dex | — |
| Intimidate | 4 | Cha | — |
| Spot (cc) | 2 | Wis | — |

**Feat:** Weapon Focus (greataxe).

**Gear:** Backpack with waterskin, one day’s trail rations, bedroll, sack, and flint and steel. Quiver with 20 arrows.

**Gold:** 2d4 gp.

## BARD

It is said that music has a special magic, and the bard proves that saying true. Wandering across the land, gathering lore, telling sto- ries, working magic with his music, and living on the gratitude of his audience—such is the life of a bard. When chance or opportu- nity draws them into a conflict, bards serve as diplomats, negotia- tors, messengers, scouts, and spies.

A bard’s magic comes from the heart. If his heart is good, a bard brings hope and courage to the downtrodden and uses his tricks, music, and magic to thwart the schemes of evildoers. If the nobles of the land are corrupt, the good bard is an enemy of the state, cunningly evading capture and raising the spirits of the oppressed. But music can spring from an evil heart as well. Evil bards forego blatant violence in favor of manipulation, holding sway over the hearts and minds of others and taking what enraptured audiences “willingly” give.

**Adventures:** Bards see adventures as opportunities to learn. They practice their many skills and abilities, and they especially relish the opportunity to enter a long-forgotten tomb, to discover ancient works of magic, to decipher old tomes, to travel to strange places, to encounter exotic creatures, and to learn new songs and stories. Bards love to accompany heroes (and villains), joining their entourage to witness their deeds firsthand—a bard who can tell a marvelous story from personal experience earns renown among his fellows. Indeed, after telling so many stories about heroes doing mighty deeds, many bards take these themes to heart and assume heroic roles them- selves.

**Characteristics:** A bard brings forth magic from his soul, not from a book. He can cast only a small number of spells, but he can do so without selecting or preparing them in advance. His magic emphasizes charms and illusions over the more dramatic evocation spells that wizards and sorcerers often use.

In addition to spells, a bard works magic with his music and poetry. He can encourage allies, hold his audiences rapt, and counter magical effects that rely on speech or sound.

Bards have some of the skills that rogues have, although bards they are not as focused on skill mastery as rogues are. A bard listens to stories as well as telling them, of course, so he has a vast knowl- edge of local events and noteworthy items.

**Alignment:** Bards are wanderers, guided by whim and intuition rather than by tradition or law. The spontaneous talent, magic, and lifestyle of the bard are incompatible with a lawful alignment.

**Religion:** Bards revere Fharlanghn (god of roads). They some- times camp near his wayside shrines, hoping to earn some coin from the travelers who stop to leave offerings for the god. Many bards, even those who are not elves, worship Corellon Larethian, god of elves and patron of poetry and music. Many good bards are partial to Pelor (god of the sun), believing that he watches over them in their travels. Bards given to chaos and occasional larceny favor Olidammara (god of thieves). Those who have turned to evil ways

are known to worship Erythnul (the god of slaughter), though few will admit to it. In any event, bards spend so much time on the road that, while they may be devoted to a deity, they are rarely devoted to any particular temple.

**Background:** An apprentice bard learns his skills from a single experienced bard, whom he follows and serves until he is

Bards are exceedingly rare among the savage humanoids, except among centaurs. Centaur bards sometimes train the children of

humans or other humanoids.

**Other Classes:** A bard works well with companions of other classes. He often serves as the spokesman of the

ready to strike out on his own. Many bards were once young run- aways or orphans, befriended by wandering bards who became their mentors. Since bards occasionally congregate in informal “colleges,” the apprentice bard may

meet many of the more prominent bards in the area. Still, the bard has no strong allegiance to bards as a whole. In fact, some bards are highly competitive with other bards, jealous of their reputations and defensive about their territories.

**Races:** Bards are commonly human, gnome, elf, or half-elf. Humans take well to the wander- ing life and adapt easily to new lands and customs. Gnomes have a sense of humor and trickery that lends itself to a bardic career. Elves are talented

in music and magic, so the career of the bard comes naturally to them. A bard’s wandering ways suit many half-elves, who often feel like strangers even when at home.

Half-orcs, even those raised among humans, find themselves ill suited to the demands of a bard’s career. There are no bardic

*Gimble*

party, using his social skills for the

party’s benefit. In a party without a wizard or sorcerer, the bard con- tributes his magic. In a party without a rogue, he uses his skills. A bard is curious about the ways of more focused or dedicated adventurers, so he often tries to pick up pointers from fighters, sorcerers, and

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rogues.

**Role:** The bard is perhaps the ultimate generalist. In most adventuring groups, he works best in a supporting role. He can’t usually match the stealth of the ranger or the rogue, the spellcasting power of the cleric or the wizard, or the combat prowess

of the barbarian or the fighter. However, he makes all the other characters better at what they do, and he can often fill in for another character when needed. For a typical group of four characters, the bard is perhaps the most useful fifth character to

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consider adding, and he can make a great team leader.

traditions among dwarves, or halflings, though

occasional individuals of these races find teachers to train them in the ways of the bard.

### GAME RULE INFORMATION

Bards have the following game statistics.

**Abilities:** Charisma determines how powerful a spell a bard can cast, how many spells he can cast per day, and how hard



##### Table 3–4: The Bard

**Base Fort Ref Will ––—— Spells per Day ——–—**

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Level** | **Attack Bonus** | **Save** | **Save** | **Save** | **Special** | **0** | **1st** | **2nd** | **3rd** | **4th** | **5th** | **6th** |  |
| 1st | +0 | +0 | +2 | +2 | Bardic music, bardic knowledge, | 2 | — | — | — | — | — | — |  |
|  |  |  |  |  | countersong, *fascinate*, inspire courage +1 |  |  |  |  |  |  |  |  |
| 2nd | +1 | +0 | +3 | +3 |  | 3 | 0 | — | — | — | — | — |  |
| 3rd | +2 | +1 | +3 | +3 | Inspire competence | 3 | 1 | — | — | — | — | — |  |
| 4th | +3 | +1 | +4 | +4 |  | 3 | 2 | 0 | — | — | — | — |  |
| 5th | +3 | +1 | +4 | +4 |  | 3 | 3 | 1 | — | — | — | — |  |
| 6th | +4 | +2 | +5 | +5 | *Suggestion* | 3 | 3 | 2 | — | — | — | — |  |
| 7th | +5 | +2 | +5 | +5 |  | 3 | 3 | 2 | 0 | — | — | — |  |
| 8th | +6/ +1 | +2 | +6 | +6 | Inspire courage +2 | 3 | 3 | 3 | 1 | — | — | — |  |
| 9th | +6/ +1 | +3 | +6 | +6 | Inspire greatness | 3 | 3 | 3 | 2 | — | — | — |  |
| 10th | +7/ +2 | +3 | +7 | +7 |  | 3 | 3 | 3 | 2 | 0 | — | — |  |
| 11th | +8/ +3 | +3 | +7 | +7 |  | 3 | 3 | 3 | 3 | 1 | — | — |  |
| 12th | +9/ +4 | +4 | +8 | +8 | *Song of freedom* | 3 | 3 | 3 | 3 | 2 | — | — |  |
| 13th | +9/ +4 | +4 | +8 | +8 |  | 3 | 3 | 3 | 3 | 2 | 0 | — |  |
| 14th | +10/ +5 | +4 | +9 | +9 | Inspire courage +3 | 4 | 3 | 3 | 3 | 3 | 1 | — |  |
| 15th | +11/ +6/ +1 | +5 | +9 | +9 | Inspire heroics, | 4 | 4 | 3 | 3 | 3 | 2 | — |  |
| 16th | +12/ +7/ +2 | +5 | +10 | +10 |  | 4 | 4 | 4 | 3 | 3 | 2 | 0 |  |
| 17th | +12/ +7/ +2 | +5 | +10 | +10 |  | 4 | 4 | 4 | 4 | 3 | 3 | 1 |  |
| 18th | +13/ +8/ +3 | +6 | +11 | +11 | *Mass suggestion* | 4 | 4 | 4 | 4 | 4 | 3 | 2 |  |
| 19th | +14/ +9/ +4 | +6 | +11 | +11 |  | 4 | 4 | 4 | 4 | 4 | 4 | 3 |  |
| 20th | +15/ +10/ +5 | +6 | +12 | +12 | Inspire courage +4, | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 27 |

those spells are to resist (see Spells, below). Charisma, Dexterity, and Intelligence are important for many of the bard’s class skills.

**Alignment:** Any nonlawful.

**Hit Die:** d6.

Class Skills

The bard’s class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (all skills, taken individually) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language (n/a), Spellcraft (Int), Swim (Str), Tumble (Dex), and Use Magic Device (Cha). See Chapter 4: Skills for skill descriptions.

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**Skill Points at 1st Level:** (6 + Int modifier) × 4.

**Skill Points at Each Additional Level:** 6 + Int modifier.

#### Class Features

All of the following are class features of the bard.

**Weapon and Armor Proficiency:** A bard is proficient with all simple weapons, plus the longsword, rapier, sap, short sword, shortbow, and whip. Bards are proficient with light armor and shields (except tower shields).

Because the somatic components required for bard spells are relatively simple, a bard can cast bard spells while wearing light armor without incurring the normal arcane spell failure chance. However, like any other arcane spellcaster, a bard wearing medium or heavy armor or using a shield incurs a chance of arcane spell failure if the spell in question has a somatic component (most do). A multiclass bard still incurs the normal arcane spell failure chance for arcane spells received from other classes.

##### Table 3–5: Bard Spells Known

**———————— Spells Known ————————**

level spells, and so forth). The Difficulty Class for a saving throw against a bard’s spell is 10 + the spell level + the bard’s Charisma modifier.

Like other spellcasters, a bard can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table 3–4: The Bard. In addition, he receives bonus spells per day if he has a high Charisma score (see Table 1–1: Ability Modifiers and Bonus Spells, page 8). When Table 3–4 indicates that the bard gets 0 spells per day of a given spell level (for instance, 1st- level spells for a 2nd-level bard), he gains only the bonus spells he would be entitled to based on his Charisma score for that spell level.

The bard’s selection of spells is extremely limited. A bard begins play knowing four 0-level spells (also called cantrips) of your choice. At most new bard levels, he gains one or more new spells, as indicated on Table 3–5: Bard Spells Known. (Unlike spells per day, the number of spells a bard knows is not affected by his Charisma score; the numbers on Table 3–5 are fixed.)

Upon reaching 5th level, and at every third bard level after that

(8th, 11th, and so on), a bard can choose to learn a new spell in place of one he already knows. In effect, the bard “loses” the old spell in exchange for the new one. The new spell’s level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level bard spell the bard can cast. For instance, upon reaching 5th level, a bard could trade a single 0-level spell (two spell levels below the highest-level bard spell he can cast, which is 2nd) for a different 0-level spell. At 8th level, he could trade in a single 0-level or 1st-level spell (since he now can cast 3rd-level bard spells) for a different spell of the same level. A bard may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

As noted above, a bard need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his allotment of spells per day for the spell’s level. For example, at 1st level, Gimble the bard can cast two 0-level spells per

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Level** | **0** | **1st** | **2nd** | **3rd** | **4th** | **5th** | **6th** | day for being 1st level (see Table 3–4: The Bard). However, he knows |
| 1st | 4 | — | — | — | — | — | — | four 0-level spells: *detect magic*, *ghost sound*, *light*, and *read magic* (see |



4th 6 3 21 — — — —

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 2nd 3rd | 5 21 — — — — —  6 3 — — — — — | | | |
|  |  |  | | |
|  |  |  |  |  |
| 5th | 6 | 4 | 3 | — — — — |
| 6th | 6 | 4 | 3 | — — — — |
| 7th | 6 | 4 | 4 | 21 — — — |
| 8th | 6 | 4 | 4 | 3 — — — |
| 9th | 6 | 4 | 4 | 3 — — — |

10th 6 4 4 4 21 — —

11th 6 4 4 4 3 — —

12th 6 4 4 4 3 — —

13th 6 4 4 4 4 21 —

14th 6 4 4 4 4 3 —

15th 6 4 4 4 4 3 —

16th 6 5 4 4 4 4 21

17th 6 5 5 4 4 4 3

18th 6 5 5 5 4 4 3

19th 6 5 5 5 5 4 4

20th 6 5 5 5 5 5 4

1 Provided the bard has a high enough Charisma score to have a bonus spell of this level.

**Spells:** A bard casts arcane spells (the same type of spells available to sorcerers and wizards), which are drawn from the bard spell (page

181) list. He can cast any spell he knows without preparing it ahead of time, the way a wizard or cleric must (see below). Every bard spell has a verbal component (singing, reciting, or music).

To learn or cast a spell, a bard must have a Charisma score equal to at least 10 + the spell level (Cha 10 for 0-level spells, Cha 11 for 1st-

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Table 3–5: Bard Spells Known). Thus, on any given day, he can cast

some combination of those four spells a total of two times. He does not have to decide ahead of time which spells he’ll cast.

**Bardic Knowledge:** A bard picks up a lot of stray knowledge while wandering the land and learning stories from other bards. He may make a special bardic knowledge check with a bonus equal to his bard level + his Intelligence modifier to see whether he knows some relevant information about local notable people, legendary items, or noteworthy places. (If the bard has 5 or more ranks in Knowledge (history), he gains a +2 bonus on this check.)

**DC Type of Knowledge Examples**

10 Common, known by at least A local mayor’s reputation for a substantial minority drinking; common legends

of the local population. about a powerful place of

mystery.

20 Uncommon but available, A local priest’s shady past; known by only a few people legends about a powerful in the area. M agic item.

25 Obscure, known by few, A knight’s family history; hard to come by. legends about a minor place

of mystery or magic item

30 Extremely obscure, known A mighty wizard’s childhood by very few, possibly forgotten nickname; the history of a by most who once knew petty magic item.

it, possibly known only by those who don’t understand

the significance of the knowledge.

A successful bardic knowledge check will not reveal the powers of a magic item but may give a hint as to its general function. A bard may not take 10 or take 20 on this check; this sort of knowledge is essentially random. The DM can determine the Difficulty Class of the check by referring to the table above.



**Bardic Music:** Once per day per bard level, a bard can use his song or poetics to produce magical effects on those around him (usually including himself, if desired). While these abilities fall under the category of bardic music and the descriptions discuss singing or playing instruments, they can all be activated by reciting poetry, chanting, singing lyrical songs, singing melodies (fa-la-la, and so forth), whistling, playing an instrument, or playing an instrument in combination with some spoken performance. Each ability requires both a minimum bard level and a minimum number of ranks in the Perform skill to qualify; if a bard does not have the required number of ranks in at least one Perform skill, he does not gain the bardic music ability until he acquires the needed ranks.

Starting a bardic music effect is a standard action. Some bardic music abilities require concentration, which means the bard must take a standard action each round to maintain the ability. Even while using bardic music that doesn’t require concentration, a bard cannot cast spells, activate magic items by spell completion (such as scrolls), or activate magic items by magic word (such as wands). Just as for casting a spell with a verbal component (see Components, page 174), a deaf bard has a 20% chance to fail when attempting to use bardic music. If he fails, the attempt still counts against his daily limit.

*Countersong (Su):* A bard with 3 or more ranks in a Perform skill can use his music or poetics to counter magical effects that depend on sound (but not spells that simply have verbal components). Each round of the countersong, he makes a Perform check. Any creature within 30 feet of the bard (including the bard himself ) that is affected by a sonic or language-dependent magical attack (such as a *sound burst* or *command* spell) may use the bard’s Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a noninstan- taneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use the bard’s Perform check result for the save. Countersong has no effect against effects that don’t allow saves. The bard may keep up the countersong for 10 rounds.

*Fascinate (Sp):* A bard with 3 or more ranks in a Perform skill can use his music or poetics to cause one or more creatures to become fascinated with him. Each creature to be fascinated must be within 90 feet, able to see and hear the bard, and able to pay attention to him. The bard must also be able to see the creature. The distraction of a nearby combat or other dangers prevents the ability from working. For every three levels a bard attains beyond 1st, he can target one additional creature with a single use of this ability (two at 4th level, three at 7th level, and so on).

To use the ability, a bard makes a Perform check. His check result

is the DC for each affected creature’s Will save against the effect. If a creature’s saving throw succeeds, the bard cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and listens to the song, taking no other actions, for as long as the bard continues to play and concentrate (up to a maximum of 1 round per bard level). While fascinated, a target takes a –4 penalty on skill checks made as reactions, such as Listen and Spot checks. Any potential threat requires the bard to make another Perform check and allows the creature a new saving throw against a DC equal to the new Perform check result. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the target, automatically breaks the effect. *Fascinate* is an enchantment (compulsion), mind-affecting ability.

*Inspire Courage (Su):* A bard with 3 or more ranks in a Perform skill can use song or poetics to inspire courage in his allies (including himself ), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to hear the bard sing. The effect lasts for as long as the ally hears the bard sing and for 5 rounds thereafter. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 morale bonus on attack and weapon damage rolls. At 8th level, and every six bard levels thereafter, this bonus increases by 1 (+2 at 8th, +3 at 14th, and

+4 at 20th). Inspire courage is a mind-affecting ability.

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*Inspire Competence (Su):* A bard of 3rd level or higher with 6 or more ranks in a Perform skill can use his music or poetics to help an ally succeed at a task. The ally must be within 30 feet and able to see and hear the bard. The bard must also be able to see the ally. Depending on the task that the ally has at hand, the bard may use his bardic music to lift the ally’s spirits, to help him or her focus mentally, or in some other way. The ally gets a +2 competence bonus on skill checks with a particular skill as long as he or she continues to hear the bard’s music. The DM may rule that certain uses of this ability are infeasible—chanting to make a rogue move more quietly, for example, is self-defeating. The effect lasts as long as the bard concentrates, up to a maximum of 2 minutes. A bard can’t inspire competence in himself. Inspire competence is a mind-affecting ability.

*Suggestion (Sp):* A bard of 6th level or higher with 9 or more ranks in a Perform skill can make a *suggestion* (as the spell) to a creature that he has already fascinated (see above). Using this ability does not break the bard’s concentration on the *fascinate* effect, nor does it allow a second saving throw against the *fascinate* effect. Making a *suggestion* doesn’t count against a bard’s daily limit on bardic music performances. A Will saving throw (DC 10 + 1/2 bard’s level + bard’s Cha modifier) negates the effect. This ability affects only a single creature (but see *mass suggestion*, below). *Suggestion* is an enchant- ment (compulsion), mind-affecting, language dependent ability.

*Inspire Greatness (Su):* A bard of 9th level or higher with 12 or more ranks in a Perform skill can use music or poetics to inspire greatness in himself or a single willing ally within 30 feet, granting him or her extra fighting capability. For every three levels a bard attains beyond 9th, he can target one additional ally with a single use of this ability (two at 12th level, three at 15th, four at 18th). To inspire greatness, a bard must sing and an ally must hear him sing. The effect lasts for as long as the ally hears the bard sing and for 5 rounds thereafter. A creature inspired with greatness gains 2 bonus Hit Dice (d10s), the commensurate number of temporary hit points (apply the target’s Constitution modifier, if any, to these bonus Hit Dice), a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves. The bonus Hit Dice count as regular Hit Dice for determining the effect of spells such as *sleep*. Inspire greatness is a mind-affecting ability.

*Song of Freedom (Sp):* A bard of 12th level or higher with 15 or more ranks in a Perform skill can use music or poetics to create an effect equivalent to the *break enchantment* spell (caster level equals the character’s bard level). Using this ability requires 1 minute of uninterrupted concentration and music, and it functions on a single target within 30 feet. A bard can’t use *song of freedom* on himself.

*Inspire Heroics (Su):* A bard of 15th level or higher with 18 or more ranks in a Perform skill can use music or poetics to inspire tremendous heroism in himself or a single willing ally within 30 feet, allowing that creature to fight bravely even against over- whelming odds. For every three bard levels the character attains beyond 15th, he can inspire heroics in one additional creature. To inspire heroics, a bard must sing and an ally must hear the bard sing for a full round. A creature so inspired gains a +4 morale bonus on saving throws and a +4 dodge bonus to AC. The effect lasts for as

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long as the ally hears the bard sing and for up to 5 rounds thereafter. Inspire heroics is a mind-affecting ability.



*Mass Suggestion (Sp):* This ability functions like *suggestion*, above,

except that a bard of 18th level or higher with 21 or more ranks in a Perform skill can make the *suggestion* simultaneously to any number of creatures that he has already fascinated (see above). *Mass suggestion* is an enchantment (compulsion), mind-affecting, language-depen- dent ability.

#### Ex-Bards

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A bard who becomes lawful in alignment cannot progress in levels as a bard, though he retains all his bard abilities.

#### Gnome Bard Starting Package

**Armor:** Studded leather (+3 AC, armor check penalty –1, arcane spell failure chance n/a, speed 20 ft., 10 lb.).

**Weapons:** Longsword (1d6, crit 19–20/×2, 2 lb., one-handed, slashing).

Light crossbow (1d6, crit 19–20/×2, range inc. 80 ft., 2 lb., pierc- ing).

**Skill Selection:** Pick a number of skills equal to 6 + Int modifier.

**Skill Ranks Ability Armor Check Penalty**

Perform (string instruments) 4 Cha —

Spellcraft 4 Int —

Use M agic Device 4 Cha —

Gather Information 4 Cha —

Listen 4 Wis —

Decipher Script 4 Int —

Diplomacy 4 Cha —

Knowledge (any one) 4 Int —

Sleight of H and 4 Dex 1

Disguise 4 Cha —

**Feat:** If Dexterity is 13 or higher, Dodge; if Dexterity is 12 or lower, Improved Initiative instead.

**Spells Known:** 0 level—*detect magic*, *ghost sound*, *light*, *read magic*.

**Gear:** Backpack with waterskin, one day’s trail rations, bedroll, sack, and flint and steel. Three torches. Case with 10 crossbow bolts. Lute (common). Spell component pouch.

**Gold:** 2d4 gp.

## CLERIC

The handiwork of the gods is everywhere—in places of natural beauty, in mighty crusades, in soaring temples, and in the hearts of worshipers. Like people, gods run the gamut from benevolent to malicious, reserved to intrusive, simple to inscrutable. The gods, however, work mostly through intermediaries—their clerics. Good clerics heal, protect, and avenge. Evil clerics pillage, destroy, and sabotage. A cleric uses the power of his god to make his god’s will manifest. And if a cleric uses his god’s power to improve his own lot, that’s to be expected, too.

**Adventures:** Ideally, a cleric’s adventures support his god’s causes, at least in a general way. A good cleric, for example, helps those in need. If, through noble acts, he can improve the reputation to his god or temple, that’s even better. An evil cleric seeks to increase his own power and that of his deity, so that others will respect and fear both.

Clerics sometimes receive orders, or at least suggestions, from their ecclesiastical superiors, directing them to undertake missions for the church. The clerics and their companions are compensated fairly for these missions, and the church may be especially generous with the casting of needed spells or divine magic items as payment.

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Of course, clerics are people, too, and they may have any or all the more common motivations for adventuring.

**Characteristics:** Clerics are masters of divine magic, which is especially good at healing. Even an inexperienced cleric can bring people back from the brink of death, and an experienced cleric can bring back people who have crossed over that brink.

As channelers of divine energy, clerics can affect undead crea- tures. A good cleric can turn away or even destroy undead; an evil cleric can bring undead under his control.

Clerics have some combat training. They can use simple weapons, and they are trained in the use of armor, since armor does not interfere with divine spells the way it does with arcane spells.

**Alignment:** Like the gods they serve, clerics can be of any alignment. Because people more readily worship good deities than neutral or evil ones, there are more good than evil clerics. Clerics also tend toward law instead of chaos, since lawful religions tend to be more structured and better able to recruit and train clerics than chaotic ones.

Typically, a cleric is the same alignment as his deity, though some clerics are one step away from their respective deities in alignment. For example, most clerics of Heironeous, the god of valor (who is lawful good) are lawful good, but some are lawful neutral or neutral good. Additionally, a cleric may not be neutral (that is, neutral on both the good–evil axis and the lawful–chaotic axis) unless his deity is neutral.

**Religion:** Every reasonably well-known deity has clerics devoted to him or her, so clerics can be of any religion. The deity most common worshiped by human clerics in civilized lands is Pelor (god of the sun). The majority of nonhuman clerics are devoted to the chief god of the appropriate racial pantheon. Most clerics are officially ordained members of religious organizations, commonly called churches. Each has sworn to uphold the ideals of his church.

Some clerics devote themselves not to a god but to a cause or a source of divine power. These characters wield magic the way clerics devoted to individual gods do, but they are not associated with any religious institution or any particular practice of worship. A cleric devoted to good and law, for example, may be on friendly terms with the clerics of lawful and good deities and may extol the virtues of a good and lawful life, but he is not a functionary in a church hierarchy.

**Background:** Most clerics join their churches as young adults, though some are devoted to a god’s service from a young age, and a few feel the call later in life. While some clerics are tightly bound to their churches’ activities on a daily basis, others have more freedom to conduct their lives as they please, as long as they do so in accordance with their gods’ wishes.

Clerics of a given religion are all supposed to get along, though schisms within a church are often more bitter than conflicts between religions. Clerics who share some basic ideals, such as goodness or lawfulness, may find common cause with each other and see themselves as part of an order or body that supersedes any given religion. Clerics of opposed goals, however, are sworn ene- mies. In civilized lands, open warfare between religions occurs only during civil wars and similar social upheavals, but vicious politicking between opposed churches is common.

**Races:** All the common races are represented in this class, since the need for religion and divine magic is universal. The clerics of most races, however, are too focused on their religious duties to undertake an adventurer’s life. Crusading, adventuring clerics most often come from the human and dwarf races.

Among the savage humanoids, clerics are less common. The exception is troglodytes, who take well to divine magic and are often led by priests, who make a practice of sacrificing and devouring captives.

**Other Classes:** In an adventuring party, the cleric is everybody’s friend and often the glue that holds the party together. As the one

who can channel divine energy, a cleric is a capable healer, and adventurers of every class appreciate being put back together after they’ve taken some hard knocks. Clerics sometimes clash with druids, since druids represent an older, more primal relationship between the mortal and the divine. Mostly, though, the religion of a cleric determines how he gets along with

others. A cleric of Olidammara (god of thieves), gets along fine with rogues and ne’er-do-wells, for example,

while a cleric of Heironeous (god of valor) rankles at such company.

#### Class Skills

The cleric’s class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (religion) (Int), Knowledge (the planes) (Int), Profession (Wis), and

Spellcraft (Int). See Chapter 4: Skills for skill descriptions.

**Domains and Class Skills:** A cleric who chooses the Animal or Plant domain adds Knowledge (nature) (Int) to the cleric class skills listed above. A cleric who chooses the Knowledge domain

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adds all Knowledge (Int) skills to the list.

**Role:** The cleric serves as a typical group’s primary healer, diviner, and defensive specialist. He can hold his own in a fight

but usually isn’t well served by charging to the front of combat. The cleric’s domains and spell selection can greatly affect his role as well.

### GAME RULE INFORMATION

Clerics have the following game statistics.

**Abilities:** Wisdom determines how powerful a spell a cleric can cast, how many spells he can cast per day, and how hard those spells are to resist (see Spells, below). A high Constitution score improves a cleric’s hit points, and a high Charisma score improves his ability to turn undead.

**Alignment:** A cleric’s alignment must be within one step of his deity’s (that is, it may be one step away on either the lawful–chaotic axis or the good–evil axis, but not both). Exceptions are

the clerics of St. Cuthbert (a lawful neutral deity), who may choose only between lawful good and lawful neutral for their alignment. A cleric may not

be neutral unless his deity’s alignment is also neutral.

**Hit Die:** d8.

##### Table 3–6: The Cleric

*Jozan*

A cleric who chooses the Travel domain adds Survival (Wis) to the list. A cleric who chooses the Trickery domain adds Bluff (Cha), Disguise (Cha), and Hide (Dex) to the list. See Deity, Domains, and Domain Spells,

below, for more information.

**Skill Points at 1st Level:** (2 + Int modifier) × 4.

**Skill Points at Each Additional Level:** 2 + Int modifier.

Class Features

All of the following are class features of the cleric.

**Weapon and Armor Proficiency:** Clerics are proficient with all simple weapons, with all types of armor (light, medium, and heavy), and

with shields (except tower shields).

Every deity has a favored weapon (see Deities, page 106), and his or her clerics consider it a point of pride to wield that weapon. A cleric who chooses the War domain receives the

Weapon Focus feat related to that weapon as a bonus feat. He also receives the appropriate Martial Weapon Proficiency feat as a bonus feat, if the weapon falls into that category. See Chapter 5: Feats for details.

**Base Fort Ref Will ———————— Spells per Day1 ——–—————**



|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Level** | **Attack Bonus** | **Save** | **Save** | **Save** | **Special** | **0** | **1st** | **2nd** | **3rd** | **4th** | **5th** | **6th** | **7th** | **8th** | **9th** |
| 1st | +0 | +2 | +0 | +2 | Turn or rebuke undead | 3 | 1+1 | — | — | — | — | — | — | — | — |
| 2nd | +1 | +3 | +0 | +3 |  | 4 | 2+1 | — | — | — | — | — | — | — | — |
| 3rd | +2 | +3 | +1 | +3 |  | 4 | 2+1 | 1+1 | — | — | — | — | — | — | — |
| 4th | +3 | +4 | +1 | +4 |  | 5 | 3+1 | 2+1 | **—** | **—** | **—** | **—** | **—** | **—** | **—** |
| 5th | +3 | +4 | +1 | +4 |  | 5 | 3+1 | 2+1 | 1+1 | — | — | — | — | — | — |
| 6th | +4 | +5 | +2 | +5 |  | 5 | 3+1 | 3+1 | 2+1 | — | — | — | — | — | — |
| 7th | +5 | +5 | +2 | +5 |  | 6 | 4+1 | 3+1 | 2+1 | 1+1 | — | — | — | — | — |
| 8th | +6/+1 | +6 | +2 | +6 |  | 6 | 4+1 | 3+1 | 3+1 | 2+1 | **—** | **—** | **—** | **—** | **—** |
| 9th | +6/ +1 | +6 | +3 | +6 |  | 6 | 4+1 | 4+1 | 3+1 | 2+1 | 1+1 | — | — | — | — |
| 10th | +7/ +2 | +7 | +3 | +7 |  | 6 | 4+1 | 4+1 | 3+1 | 3+1 | 2+1 | — | — | — | — |
| 11th | +8/ +3 | +7 | +3 | +7 |  | 6 | 5+1 | 4+1 | 4+1 | 3+1 | 2+1 | 1+1 | — | — | — |
| 12th | +9/+4 | +8 | +4 | +8 |  | 6 | 5+1 | 4+1 | 4+1 | 3+1 | 3+1 | 2+1 | — | — | — |
| 13th | +9/ +4 | +8 | +4 | +8 |  | 6 | 5+1 | 5+1 | 4+1 | 4+1 | 3+1 | 2+1 | 1+1 | — | — |
| 14th | +10/ +5 | +9 | +4 | +9 |  | 6 | 5+1 | 5+1 | 4+1 | 4+1 | 3+1 | 3+1 | 2+1 | — | — |
| 15th | +11/+6/+1 | +9 | +5 | +9 |  | 6 | 5+1 | 5+1 | 5+1 | 4+1 | 4+1 | 3+1 | 2+1 | 1+1 | — |
| 16th | +12/+7/+2 | +10 | +5 | +10 |  | 6 | 5+1 | 5+1 | 5+1 | 4+1 | 4+1 | 3+1 | 3+1 | 2+1 | — |
| 17th | +12/ +7/ +2 | +10 | +5 | +10 |  | 6 | 5+1 | 5+1 | 5+1 | 5+1 | 4+1 | 4+1 | 3+1 | 2+1 | 1+1 |
| 18th | +13/ +8/ +3 | +11 | +6 | +11 |  | 6 | 5+1 | 5+1 | 5+1 | 5+1 | 4+1 | 4+1 | 3+1 | 3+1 | 2+1 |
| 19th | +14/ +9/ +4 | +11 | +6 | +11 |  | 6 | 5+1 | 5+1 | 5+1 | 5+1 | 5+1 | 4+1 | 4+1 | 3+1 | 3+1 |
| 20th | +15/+10/+5 | +12 | +6 | +12 |  | 6 | 5+1 | 5+1 | 5+1 | 5+1 | 5+1 | 4+1 | 4+1 | 4+1 | 4+1 |

1 In addition to the stated number of spells per day for 1st- through 9th-level spells, a cleric gets a domain spell for each spell level, starting at 1st. The “ +1” in the entries on this table represents that spell. Domain spells are in addition to any bonus spells the cleric may receive for having a high Wisdom score.

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##### Table 3–7: Deities

|  |  |  |  |
| --- | --- | --- | --- |
| **Deity** | **Alignment** | **Domains** | **Typical Worshipers** |
| H eironeous, god of valor | Lawful good | Good, Law, War | Paladins, fighters, monks |
| M oradin, god of the dwarves | Lawful good | Earth, Good, Law, Protection | Dwarves |
| Yondalla, goddess of the halflings | Lawful good | Good, Law, Protection | H alflings |
| Ehlonna, goddess of the woodlands | Neutral good | Animal, Good, Plant, Sun | Elves, gnomes, half-elves, halflings, rangers, druids |
| Garl Glittergold, god of the gnomes | Neutral good | Good, Protection, Trickery | Gnomes |
| Pelor, god of the sun | Neutral good | Good, H ealing, Strength, Sun | Rangers, bards |
| Corellon Larethian, god of the elves | Chaotic good | Chaos, Good, Protection, War | Elves, half-elves, bards |
| Kord, god of Strength | Chaotic good | Chaos, Good, Luck, Strength | Fighters, barbarians, rogues, athletes |
| Wee Jas, goddess of death and magic | Lawful neutral | Death, Law, M agic | Wizards, necromancers, sorcerers |
| St. Cuthbert, god of retribution | Lawful neutral | Destruction, Law, Protection, Strength | Fighters, monks, soldiers |
| Boccob, god of magic | Neutral | Knowledge, M agic, Trickery | Wizards, sorcerers, sages |
| Fharlanghn, god of roads | Neutral | Luck, Protection, Travel | Bards, adventurers, merchants |
| Obad-H ai, god of nature | Neutral | Air, Animal, Earth, Fire, Plant, Water | Druids, barbarians, rangers |
| Olidammara, god of thieves | Chaotic neutral | Chaos, Luck, Trickery | Rogues, bards, thieves |
| H extor, god of tyranny | Lawful evil | Destruction, Evil, Law, War | Evil fighters, monks |
| Nerull, god of death | Neutral evil | Death, Evil, Trickery | Evil necromancers, rogues |
| Vecna, god of secrets | Neutral evil | Evil, Knowledge, M agic | Evil wizards, sorcerers, rogues, spies |
| Erythnul, god of slaughter | Chaotic evil | Chaos, Evil, Trickery, War | Evil fighters, barbarians, rogues |
| Gruumsh, god of the orcs | Chaotic evil | Chaos, Evil, Strength, War | H alf-orcs, orcs |

**Aura (Ex):** A cleric of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity’s alignment (see the *detect evil* spell for details). Clerics who don’t worship a spe- cific deity but choose the Chaotic, Evil, Good, or Lawful domain have a similarly powerful aura of the corresponding alignment.



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**Spells:** A cleric casts divine spells (the same type of spells avail- able to the druid, paladin, and ranger), which are drawn from the cleric spell list (page 183). However, his alignment may restrict him from casting certain spells opposed to his moral or ethical beliefs; see Chaotic, Evil, Good, and Lawful Spells, below. A cleric must choose and prepare his spells in advance (see below).

To prepare or cast a spell, a cleric must have a Wisdom score equal

to at least 10 + the spell level (Wis 10 for 0-level spells, Wis 11 for 1st-level spells, and so forth). The Difficulty Class for a saving throw against a cleric’s spell is 10 + the spell level + the cleric’s Wisdom modifier.

Like other spellcasters, a cleric can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table 3–7: The Cleric. In addition, he receives bonus spells per day if he has a high Wisdom score (see Table 1–1: Ability Modifiers and Bonus Spells, page 8). A cleric also gets one domain spell of each spell level he can cast, starting at 1st level. When a cleric prepares a spell in a domain spell slot, it must come from one of his two domains (see Deities, Domains, and Domain Spells, below).

Clerics do not acquire their spells from books or scrolls, nor do they prepare them through study. Instead, they meditate or pray for their spells, receiving them through their own strength of faith or as divine inspiration. Each cleric must choose a time at which he must spend 1 hour each day in quiet contemplation or supplication to regain his daily allotment of spells. Typically, this hour is at dawn or noon for good clerics and at dusk or midnight for evil ones. Time spent resting has no effect on whether a cleric can prepare spells. A cleric may prepare and cast any spell on the cleric spell list (page 183), provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation.

**Deity, Domains, and Domain Spells:** Choose a deity for your cleric. Sample deities are listed on Table 3–7: Deities and described on page 106–108. The cleric’s deity influences his alignment, what magic he can perform, his values, and how others see him. You may also choose for your cleric to have no deity.

If the typical worshipers of a deity include the members of a race, a cleric must be of the indicated race to choose that deity as his own.

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(The god may have occasional worshipers of other races, but not clerics.)

When you have chosen an alignment and a deity for your cleric, choose two domains from among those given on Table 3–7 for the deity. While the clerics of a particular religion are united in their reverence for their deity, each cleric emphasizes different aspects of the deity’s interests. You can select an alignment domain (Chaos, Evil, Good, or Law) for your cleric only if his alignment matches that domain.

If your cleric is not devoted to a particular deity, you still select two domains to represent his spiritual inclinations and abilities. The restriction on alignment domains still applies.

Each domain gives your cleric access to a domain spell at each spell level he can cast, from 1st on up, as well as a granted power. Your cleric gets the granted powers of both the domains selected. With access to two domain spells at a given spell level, a cleric prepares one or the other each day in his domain spell slot. If a domain spell is not on the cleric spell list (page 183), a cleric can prepare it only in his domain spell slot. Domain spells and granted powers are given in Cleric Domains, pages 185–189.

For example, Jozan is a 1st-level cleric of Pelor. He chooses Good

and Healing (from Pelor’s domain options) as his two domains. He gets the granted powers of both his selected domains. The Good domain allows him to cast all spells with the good descriptor at +1 caster level (as if he were one level higher as a cleric) as a granted power, and it gives him access to *protection from evil* as a 1st-level domain spell. The Healing domain allows him to cast all healing subschool spells of the conjuration school at +1 caster level as a granted power, and it gives him access to *cure light wounds* as a 1st- level domain spell. When Jozan prepares his spells, he gets one 1st- level spell for being a 1st-level cleric, one bonus 1st-level spell for having a high Wisdom score (15), and one domain spell. The domain spell must be one of the two to which he has access, either *protection from evil* or *cure light wounds*.

**Spontaneous Casting:** A good cleric (or a neutral cleric of a good deity) can channel stored spell energy into healing spells that the cleric did not prepare ahead of time. The cleric can “lose” any prepared spell that is not a domain spell in order to cast any *cure* spell of the same spell level or lower (a *cure* spell is any spell with “cure” in its name). For example, a good cleric who has prepared *command* (a 1st-level spell) may lose *command* in order to cast *cure light wounds* (also a 1st-level spell). Clerics of good deities can cast *cure* spells in this way because they are especially proficient at

wielding positive energy.



An evil cleric (or a neutral cleric of an evil deity), on the other hand, can’t convert prepared spells to *cure* spells but can convert them to *inflict* spells (an *inflict* spell is one with “inflict” in its name).

A cleric who is neither good nor evil and whose deity is neither good nor evil can convert spells to either *cure* spells or *inflict* spells (player’s choice), depending on whether the cleric is more proficient at wielding positive or negative energy. Once the player makes this choice, it cannot be reversed. This choice also determines whether the cleric turns or commands undead (see below). *Exceptions:* All lawful neutral clerics of Wee Jas (goddess of death and magic) convert prepared spells to *inflict* spells, not *cure* spells. All clerics of St. Cuthbert (god of retribution) and all nonevil clerics of Obad-Hai (god of nature) convert prepared spells to *cure* spells, not *inflict* spells.

**Chaotic, Evil, Good, and Lawful Spells:** A cleric can’t cast spells of an alignment opposed to his own or his deity’s (if he has one). For example, a good cleric (or a neutral cleric of a good deity) cannot cast evil spells. Spells associated with particular alignments are indicated by the chaos, evil, good, and law descriptors in their spell descriptions (see Chapter 11: Spells).

**Turn or Rebuke Undead (Su):** Any cleric, regardless of align- ment, has the power to affect undead creatures (such as skeletons, zombies, ghosts, and vampires) by channeling the power of his faith through his holy (or unholy) symbol (see Turn or Rebuke Undead, page 159).

A good cleric (or a neutral cleric who worships a good deity) can turn or destroy undead creatures. An evil cleric (or a neutral cleric who worships an evil deity) instead rebukes or commands such creatures., forcing them to cower in awe of his power. If your character is a neutral cleric of a neutral deity, you must choose whether his turning ability functions as that of a good cleric or an evil cleric. Once you make this choice, it cannot be reversed. This decision also determines whether the cleric can cast spontaneous *cure* or *inflict* spells (see above). *Exceptions:* All lawful neutral clerics of Wee Jas (goddess of death and magic) rebuke or command undead. All clerics of St. Cuthbert (god of retribution) and all nonevil clerics of Obad-Hai (god of nature) turn of destroy undead.

A cleric may attempt to turn undead a number of times per day equal to 3 + his Charisma modifier. A cleric with 5 or more ranks in Knowledge (religion) gets a +2 bonus on turning checks against undead.

**Bonus Languages:** A cleric’s bonus language options include Celestial, Abyssal, and Infernal (the languages of good, chaotic evil, and lawful evil outsiders, respectively). These choices are in addition to the bonus languages available to the character because of his race (see Race and Languages, page 12, and the Speak Language skill, page 82).

#### Ex-Clerics

A cleric who grossly violates the code of conduct required by his god (generally by acting in ways opposed to the god’s alignment or purposes) loses all spells and class features, except for armor and shield proficiencies and proficiency with simple weapons. He cannot thereafter gain levels as a cleric of that god until he atones (see the *atonement* spell description, page 201).

#### Human Cleric Starting Package

**Armor:** Scale mail (+4 AC, armor check penalty –4, speed 20 ft., 30 lb.).

Heavy wooden shield (+2 AC, armor check penalty –2, 10 lb.).

**Weapons:** Heavy mace (1d8, crit ×2, 8 lb., one-handed, bludgeon- ing).

Light crossbow (1d8, crit 19–20/×2, range inc. 80 ft., 4 lb., pierc- ing).

**Skill Selection:** Pick a number of skills equal to 3 + Int modifier.

|  |  |  |  |
| --- | --- | --- | --- |
| **Skill** | **Ranks** | **Ability** | **Armor** |
| Spellcraft | 4 | Int | — |
| Concentration | 4 | Con | — |
| H eal | 4 | Wis | — |
| Knowledge (religion) | 4 | Int | — |
| Diplomacy | 4 | Cha | — |
| Gather Information (cc) | 2 | Cha | — |
| Listen (cc) | 2 | Wis | — |

**Feat:** Scribe Scroll.

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**Bonus Feat:** Alertness.

**Deity/Domains:** Pelor/Good and Healing.

**Gear:** Backpack with waterskin, one day’s trail rations, bedroll, sack, and flint and steel. Case with 10 crossbow bolts. Wooden holy symbol (sun disc of Pelor). Three torches.

**Gold:** 1d4 gp.

## DRUID

The fury of a storm, the gentle strength of the morning sun, the cunning of the fox, the power of the bear—all these and more are at the druid’s command. The druid however, claims no mastery over nature. That claim, she says, is the empty boast of a city dweller. The druid gains her power not by ruling nature but by being at one with it. To trespassers in a druid’s sacred grove, and to those who feel her wrath, the distinction is overly fine.

**Adventures:** Druids adventure to gain knowledge (especially about animals and plants unfamiliar to them) and power. Some- times, their superiors call on their services. Druids may also bring their power to bear against those who threaten what they love, which more often includes ancient stands of trees or trackless mountains than people. While druids accept that which is horrific or cruel in nature, they hate that which is unnatural, including aberrations (such as beholders and carrion crawlers) and undead (such as zombies and vampires). Druids sometimes lead raids against such creatures, especially when they encroach on the druids’ territory.

**Characteristics:** Druids cast divine spells much the same way clerics do, though most get their spells from the power of nature rather than from deities. Their spells are oriented toward nature and animals. In addition to spells, druids gain an increasing array of magical powers, including the ability to take the shapes of animals, as they advance in level.

The armor of a druid are restricted by traditional oaths to the

items noted in Weapon and Armor proficiency (below),All other armor is prohibited. Though a druid could learn to wear full plate, putting it on would violate her oath and suppress her druidic powers.

Druids avoid carrying much worked metal with them because it interferes with the pure and primal nature that they attempt to embody.

**Alignment:** Druids, in keeping with nature’s ultimate indiffer- ence, must maintain at least some measure of dispassion. As such, they must be neutral on at least one alignment axis (chaotic–lawful or good–evil), if not both. Just as nature encompasses such dichotomies as life and death, beauty and horror, and peace and violence, so two druids can manifest different or even opposite alignments (neutral good and neutral evil, for instance) and still be part of the druidic tradition.

**Religion:** A druid reveres nature above all. She gains her magical power either from the force of nature itself or from a nature deity. The typical druid pursues a mystic spirituality of transcendent union with nature rather than devoting herself to a divine entity. Still, some druids revere or at least respect either Obad-Hai (god of nature) or Ehlonna (goddess of the woodlands).

**Background:** Though their organization is invisible to most

outsiders, who consider druids to be loners, druids are actually part

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of a society that spans the land, ignoring political borders. A prospective druid is inducted into this society through secret rituals, including tests that not all survive. Only after achieving some level of competence is the druid allowed to strike out on her own.

All druids are nominally members of this druidic society, though some individuals are so isolated that they have never seen any high- ranking members of the society or participated in druidic gatherings. All druids recognize each other as brothers and sisters. Like true creatures of the wilderness, however, druids sometimes compete with or even prey on each other.

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A druid may be expected to perform services for higher-ranking druids, though proper payment is tendered for such assignments. Likewise, a lower-ranking druid may appeal for aid from

The Difficulty Class of a saving throw against a druid’s spell is 10 + the spell’s level + the druid’s Wisdom modifier.

Since a druid wears light or medium armor, a high Dexterity score greatly improves her defensive ability.

**Alignment:** Neutral good, lawful neutral, neutral, chaotic neutral, or neutral evil.

**Hit Die:** d8.

#### Class Skills

The druid’s class skills (and the key ability for each skill) are

Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (nature) (Int), Listen (Wis),

her higher-ranking comrades in exchange for a

fair price in coin or service.

Druids may live in small towns, but they always spend a good portion of their time in wild areas. Even large cities surrounded by cultivated land as far as the eye can see often have druid groves nearby—small, wild refuges where druids live and which they protect fiercely. Near coastal cities, such refuges may be nearby islands, where the druids can find the isolation they need.

**Races:** Elves and gnomes have an affinity for natural lands and often become druids. Humans and half- elves also frequently adopt this path, and druids are particularly common among savage humans. Dwarves, halflings, and half-orcs are rarely druids.

*Illus. by S. Wood*

Few from among the brutal humanoids are inducted into drui-

dic society, though gnolls have a fair contingent of evil druids among them.

Gnoll druids are accepted, though perhaps not

welcomed, by druids of other races.

**Other Classes:** The druid shares with rangers and

*Vadania*

Profession (Wis), Ride (Dex), Spellcraft (Int), Spot (Wis), Survival (Wis), and Swim (Str). See Chapter 4: Skills for skill descriptions.

**Skill Points at 1st Level:** (4 + Int modifier) × 4.

###### Skill Points at Each Additional Level: 4

+ Int modifier.

#### Class Features

All of the following are class features of the druid.

**Weapon and Armor Proficiency:** Druids are proficient with the following weapons: club, dagger, dart, quarterstaff, scimitar, sickle, shortspear, sling, and spear.

They are also proficient with all natural attacks (claw, bite, and so forth)

of any form they assume with wild shape (see below).

Druids are proficient with light and medium armor but are prohibited from wearing metal armor; thus, they may wear only padded, leather, or hide armor. (A druid may also wear wooden armor that has been altered by the *ironwood* spell so that it functions as though it were steel. See the

*ironwood* spell description, page 246) Druids are

many barbarians a reverence for nature and a familiarity with natural lands. She doesn’t much understand the urban mannerism typical of a rogue, and she finds arcane magic disruptive and slightly distasteful. The typical druid also dislikes the paladin’s devotion to abstract ideals instead of “the real world.” Druids, however, are nothing if not accepting of diversity, and they take little offense at other characters, even those very different from them.



**Role:** The druid enjoys extraordinary versatility. Though she lacks the sheer healing power of the cleric, she makes up for it with additional offensive power, thanks to her spell selection and wild shape ability. A druid back up by another secondary healer (such as a paladin) can prove extremely valuable to a group of adventurers. Her animal companion also provides valuable melee combat support.

### GAME RULE INFORMATION

Druids have the following game statistics.

**Abilities:** Wisdom determines how powerful a spell a druid can cast, how many spells she can cast per day, and how hard those spells are to resist. To cast a spell, a druid must have a Wisdom score of 10 + the spell’s level. A druid gets bonus spells based on Wisdom.

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proficient with shields (except tower shields) but must use only

wooden ones.

A druid who wears prohibited armor or carries a prohibited shield is unable to cast druid spells or use any of her supernatural or spell- like class abilities while doing so and for 24 hours thereafter.

**Spells:** A druid casts divine spells (the same type of spells

available to the cleric, paladin, and ranger), which are drawn from the druid spell list (page 189). Her alignment may restrict her from casting certain spells opposed to her moral or ethical beliefs; see Chaotic, Evil, Good, and Lawful Spells, below. A druid must choose and prepare her spells in advance (see below).

To prepare or cast a spell, the druid must have a Wisdom score equal to at least 10 + the spell level (Wis 10 for 0-level spells, Wis 11 for 1st-level spells, and so forth). The Difficulty Class for a saving throw against a druid’s spell is 10 + the spell level + the druid’s Wisdom modifier.

Like other spellcasters, a druid can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table 3–8: The Druid. In addition, she receives bonus spells per day if she has a high Wisdom score (see Table 1–1: Ability Modifiers and Bonus Spells, page8). She does not have access to any domain spells or granted powers, as a cleric does.

##### Table 3–8: The Druid

**Base Fort Ref Will ———————————— Spells per Day ——–—————————**

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|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Level** | **Attack Bonus** | **Save** | **Save** | **Save** | **Special** | **0** | **1st** | **2nd** | **3rd** | **4th** | **5th** | **6th** | **7th** | **8th** | **9th** |
| 1st | +0 | +2 | +0 | +2 | Animal companion, | 3 | 1 | — | — | — | — | — | — | — | — |
| nature sense, wild empathy | | | | | | | | | | | | | | | |
| 2nd | +1 | +3 | +0 | +3 | Woodland stride | 4 | 2 | — | — | — | — | — | — | — | — |
| 3rd | +2 | +3 | +1 | +3 | Trackless step | 4 | 2 | 1 | — | — | — | — | — | — | — |
| 4th | +3 | +4 | +1 | +4 | Resist nature’s lure | 5 | 3 | 2 | — | — | — | — | — | — | — |
| 5th | +3 | +4 | +1 | +4 | Wild shape (1/ day) | 5 | 3 | 2 | 1 | — | — | — | — | — | — |
| 6th | +4 | +5 | +2 | +5 | Wild shape (2/ day) | 5 | 3 | 3 | 2 | — | — | — | — | — | — |
| 7th | +5 | +5 | +2 | +5 | Wild shape (3/ day) | 6 | 4 | 3 | 2 | 1 | — | — | — | — | — |
| 8th | +6/ +1 | +6 | +2 | +6 | Wild shape (Large) | 6 | 4 | 3 | 3 | 2 | — | — | — | — | — |
| 9th | +6/ +1 | +6 | +3 | +6 | Venom immunity | 6 | 4 | 4 | 3 | 2 | 1 | — | — | — | — |
| 10th | +7/ +2 | +7 | +3 | +7 | Wild shape (4/ day) | 6 | 4 | 4 | 3 | 3 | 2 | — | — | — | — |
| 11th | +8/ +3 | +7 | +3 | +7 | Wild shape (Tiny) | 6 | 5 | 4 | 4 | 3 | 2 | 1 | — | — | — |
| 12th | +9/ +4 | +8 | +4 | +8 | Wild shape (plant) | 6 | 5 | 4 | 4 | 3 | 3 | 2 | — | — | — |
| 13th | +9/ +4 | +8 | +4 | +8 | A thousand faces | 6 | 5 | 5 | 4 | 4 | 3 | 2 | 1 | — | — |
| 14th | +10/ +5 | +9 | +4 | +9 | Wild shape (5/ day) | 6 | 5 | 5 | 4 | 4 | 3 | 3 | 2 | — | — |
| 15th | +11/ +6/ +1 | +9 | +5 | +9 | Timeless body, wild shape (H uge) | 6 | 5 | 5 | 5 | 4 | 4 | 3 | 2 | 1 | — |
| 16th | +12/ +7/ +2 | +10 | +5 | +10 | Wild shape  (elemental 1/ day) | 6 | 5 | 5 | 5 | 4 | 4 | 3 | 3 | 2 | — |
| 17th | +12/ +7/ +2 | +10 | +5 | +10 |  | 6 | 5 | 5 | 5 | 5 | 4 | 4 | 3 | 2 | 1 |
| 18th | +13/ +8/ +3 | +11 | +6 | +11 | Wild shape (6/ day,  elemental 2/ day) | 6 | 5 | 5 | 5 | 5 | 4 | 4 | 3 | 3 | 2 |
| 19th | +14/ +9/ +4 | +11 | +6 | +11 |  | 6 | 5 | 5 | 5 | 5 | 5 | 4 | 4 | 3 | 3 |
| 20th | +15/ +10/ +5 | +12 | +6 | +12 | Wild shape (elemental 3/ day, H uge elemental) | 6 | 5 | 5 | 5 | 5 | 5 | 4 | 4 | 4 | 4 |

A druid prepares and casts spells the way a cleric does, though she cannot lose a prepared spell to cast a *cure* spell in its place (but see Spontaneous Casting, below). A druid may prepare and cast any spell on the druid spell list (page 189), provided that she can cast spells of that level, but she must choose which spells to prepare during her daily meditation.



**Spontaneous Casting:** A druid can channel stored spell energy into summoning spells that she hasn’t prepared ahead of time. She can “lose” a prepared spell in order to cast any *summon nature’s ally* spell of the same level or lower. For example, a druid who has prepared *repel vermin* (a 4th-level spell) may lose *repel vermin* in order to cast *summon nature’s ally IV* (also a 4th-level spell).

**Chaotic, Evil, Good, and Lawful Spells:** A druid can’t cast spells of an alignment opposed to her own or her deity’s (if she has one). For example, a neutral good druid cannot cast evil spells. Spells associated with particular alignments are indicated by the chaos, evil, good, and law descriptors in their spell descriptions (see Chapter 11: Spells).

**Bonus Languages:** A druid’s bonus language options include Sylvan, the language of woodland creatures. This choice is in addition to the bonus languages available to the character because of her race (see Race and Languages, page 12, and the Speak Language skill, page 82).

A druid also knows Druidic, a secret language known only to druids, which she learns upon becoming a 1st-level druid. Druidic is a free language for a druid; that is, she knows it in addition to her regular allotment of languages and it doesn’t take up a language slot. Druids are forbidden to teach this language to nondruids. Druidic has its own alphabet.

**Animal Companion (Ex):** A druid may begin play with an animal companion selected from the following list: badger, camel, dire rat, dog, riding dog, eagle, hawk, horse (light or heavy), owl, pony, snake (Small or Medium viper), or wolf. If the DM’s campaign takes place wholly or partly in an aquatic environment, the DM may add the following creatures to the druid’s list of options: crocodile, porpoise, Medium shark, and squid. This animal is a loyal companion that accompanies the druid on her adventures as appropriate for its kind.

A 1st-level druid’s companion is completely typical for its kind except as noted in the sidebar on page 36. As a druid advances in level, the animal’s power increases as shown on the table in the sidebar.

If a druid releases her companion from service, she may gain a new one by performing a ceremony requiring 24 uninterrupted hours of prayer. This ceremony can also replace an animal com- panion that has perished.

A druid of 4th level or higher may select from alternative lists of animals (see the sidebar). Should she select an animal companion from one of these alternative lists, the creature gains abilities as if the character’s druid level were lower than it actually is. Subtract the value indicated in the appropriate list header from the character’s druid level and compare the result with the druid level entry on the table in the sidebar to determine the animal companion’s powers. (If this adjustment would reduce the druid’s effective level to 0 or lower, she can’t have that animal as a companion.) For example, a 6th-level druid could select a leopard as an animal companion. The leopard would have characteristics and special abilities as if the druid were 3rd level (taking into account the –3 adjustment) instead of 6th level.

**Nature Sense (Ex):** A druid gains a +2 bonus on Knowledge (nature) and Survival checks.

**Wild Empathy (Ex):** A druid can use body language, vocaliza- tions, and demeanor to improve the attitude of an animal (such as a bear or a monitor lizard). This ability functions just like a Diplomacy check made to improve the attitude of a person (see Chapter 4: Skills). The druid rolls 1d20 and adds her druid level and her Charisma modifier to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the druid and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time.

A druid can also use this ability to influence a magical beast with an Intelligence score of 1 or 2 (such as a basilisk or a girallon), but she takes a –4 penalty on the check.

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**Woodland Stride (Ex):** Starting at 2nd level, a druid may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and with- out taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that have been magically

manipulated to impede motion still affect her.

**Trackless Step (Ex):** Starting at 3rd level, a druid leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if so desired.

#### THE DRUID’S ANIMAL COMPANION



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A druid’s animal companion is different from a normal animal of its kind in many ways.

It is superior to a normal animal of its kind and has special powers, as described below.

**Class Bonus Natural Str/Dex Bonus**

**Level HD Armor Adj. Adj. Tricks Special**

1st–2nd +0 +0 +0 1 Link, share spells

3rd–5th +2 +2 +1 2 Evasion

6th–8th +4 +4 +2 3 Devotion

9th–11th +6 +6 +3 4 M ultiattack

12th–14th +8 +8 +4 5

15th–17th +10 +10 +5 6 Improved evasion

18th–20th +12 +12 +6 7

**Animal Companion Basics:** Use the base statistics for a creature of the companion’s kind, as given in the *Monster Manual*, but make the following changes.

*Class Level:* The character’s druid level. The druid’s class levels stack with levels of any other classes that are entitled to an animal companion (such as the ranger) such for the purpose of determining the compan- ion’s abilities and the alternative lists available to the character.

*Bonus HD:* Extra eight-sided (d8) H it Dice, each of which gains a

Constitution modifier, as normal. Remember that extra H it Dice improve the animal companion’s base attack and base save bonuses. An animal companion’s base attack bonus is the same as that of a druid of a level equal to the animal’s H D. An animal companion has good Fortitude and Reflex saves (treat it as a character whose level equals the animal’s H D). An animal companion gains additional skill points and feats for bonus H D as normal for advancing a monster’s H it Dice (see the *Monster*

*Manual*).

*Natural Armor Adj.:* The number noted here is an improvement to the animal companion’s existing natural armor bonus.

*Str/Dex Adj.:* Add this value to the animal companion’s Strength and Dexterity scores.

*Bonus Tricks:* The value given in this column is the total number of “ bonus” tricks that the animal knows in addition to any that the druid might choose to teach it (see the H andle Animal skill, page 74). These bonus tricks don’t require any training time or H andle Animal checks, and they don’t count against the normal limit of tricks known by the animal. The druid selects these bonus tricks, and once selected, they can’t be changed.

*Link (Ex):* A druid can handle her animal companion as a free action,

or push it as a move action, even if she doesn’t have any ranks in the H andle Animal skill. The druid gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.

*Share Spells (Ex):* At the druid’s option, she may have any spell (but

not any spell-like ability) she casts upon herself also affect her animal companion. The animal companion must be within 5 feet of her at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the animal companion if the companion moves farther than 5 feet away and will not affect the animal again, even if it returns to the druid before the duration expires. Additionally, the druid may cast a spell with a target of “ You” on her animal companion (as a touch range spell) instead of on herself. A druid

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and her animal companion can share spells even if the spells normally do not affect creatures of the companion’s type (animal).

*Evasion (Ex):* If an animal companion is subjected to an attack that

normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw.

*Devotion (Ex):* An animal companion’s devotion to its master is so

complete that it gains a +4 morale bonus on Will saves against enchantment spells and effects.

*Multiattack:* An animal companion gains M ultiattack as a bonus feat if

it has three or more natural attacks (see the *Monster Manual* for details on this feat) and does not already have that feat. If it does not have the requisite three or more natural attacks, the animal companion instead gains a second attack with its primary natural weapon, albeit at a –5 penalty.

*Improved Evasion (Ex):* When subjected to an attack that normally

allows a Reflex saving throw for half damage, an animal companion takes no damage if it makes a successful saving throw and only half damage if the saving throw fails.

#### ALTERNATIVE ANIMAL COMPANIONS

As explained in the text on page 35, a druid of sufficiently high level can select her animal companion from one of the following lists, applying the indicated adjustment to the druid’s level (in parentheses) for purposes of determining the companion’s characteristics and special abilities.

**4th Level or Higher (Level –3)**

Ape (animal) Dire weasel

Bear, black (animal) Leopard (animal)

Bison (animal) Lizard, monitor (animal)

Boar (animal) Shark, Large1 (animal)

Cheetah (animal) Snake, constrictor (animal)

Crocodile (animal)1 Snake, Large viper (animal)

Dire badger Wolverine (animal) Dire bat

**7th Level or Higher (Level –6)**

Bear, brown (animal) Dire wolverine

Crocodile, giant (animal) Elasmosaurus1 (dinosaur)

Deinonychus (dinosaur) Lion (animal)

Dire ape Rhinoceros (animal)

Dire boar Snake, H uge viper (animal)

Dire wolf Tiger (animal)

**10th Level or Higher (Level –9)**

Bear, polar (animal) Shark, H uge1 (animal)

Dire lion Snake, giant constrictor (animal)

M egaraptor (dinosaur) Whale, orca1 (animal)

**13th Level or Higher (Level –12)**

Dire bear Elephant (animal)

Octopus, giant1 (animal)

**16th Level or Higher (Level –15)**

Dire shark1 Triceratops (dinosaur)

Dire tiger Tyrannosaurus (dinosaur) Squid, giant1 (animal)

1 Available only in an aquatic environment.

**Resist Nature’s Lure (Ex):** Starting at 4th level, a druid gains a

+4 bonus on saving throws against the spell-like abilities of fey (such as dryads, pixies, and sprites).

**Wild Shape (Su):** At 5th level, a druid gains the ability to turn herself into any Small or Medium animal and back again once per day. Her options for new forms include all creatures with the animal type (see the *Monster Manual*). This ability functions like the *alte- rnate* form special ability, See Errata. Effect lasts for 1 hour per druid level, or until she changes back. Changing form (to animal or back) is a standard action and doesn’t provoke an attack of opportunity.

The form chosen must be that of an animal the druid is familiar with. For example, a druid who has never been outside a temperate forest could not become a polar bear.

A druid loses her ability to speak while in animal form because she is limited to the sounds that a normal, untrained animal can make, but she can communicate normally with other animals of the same general grouping as her new form. (The normal sound a wild parrot makes is a squawk, so changing to this form does not permit speech.)

A druid can use this ability more times per day at 6th, 7th, 10th, 14th, and 18th level, as noted on Table 3–8: The Druid. In addition, she gains the ability to take the shape of a Large animal at 8th level, a Tiny animal at 11th level, and a Huge animal at 15th level. The new form’s Hit Dice can’t exceed the character’s druid level. For instance, a druid can’t take the form of a dire bear (a Large creature that always has at least 12 HD) until 12th level, even though she can begin taking Large forms at 8th level.

At 12th level, a druid becomes able to use wild shape to change

including weapon, armor, and shield proficiencies). She cannot thereafter gain levels as a druid until she atones (see the *atonement* spell description, page 201).

#### Half-Elf Druid Starting Package

**Armor:** Hide (+3 AC, armor check penalty –3, speed 20 ft., 25 lb.). Heavy wooden shield (+2 AC, armor check penalty –2, 10 lb.).

**Weapons:** Scimitar (1d6, crit 18–20/×2, 4 lb., one-handed, slashing).

Club (oaken cudgel): (1d6, crit ×2, 10 ft., 3 lb., one-handed,

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bludgeoning).

Sling (1d4, crit ×2, rang inc. 50 ft., 0 lb., Medium, Bludgeoning).

**Skill Selection:** Pick a number of skills equal to 4 + Int modifier.

|  |  |  |  |
| --- | --- | --- | --- |
| **Skill** | **Ranks** | **Ability** | **Armor Check Penalty** |
| Spellcraft | 4 | Int | — |
| Concentration | 4 | Con | — |
| Survival | 4 | Wis | — |

H eal 4 Wis —

H andle Animal 4 Cha —

Knowledge (nature) 4 Int —

Listen 4 Wis —

Spot 4 Wis —

**Feat:** Scribe Scroll.

**Gear:** Backpack with waterskin, one day’s trail rations, bedroll, sack, and flint and steel. Pouch with 10 sling bullets. Holly and

mistletoe. Three torches.

**Animal Companion:** Wolf (see the *Monster*

into a plant creature, such as a shambling mound, with the same size restrictions as for animal forms. (A druid can’t use this ability to take the form of a plant that isn’t a creature, such as a tree or a rose bush.)

At 16th level, a druid becomes able to use wild shape to change into a Small, Medium, or Large elemental

*Tordek*

*Manual* for details).

**Gold:** 1d6 gp.

## FIGHTER

(air, earth, fire, or water) once per day. These elemental forms are in addition to her normal wild shape usage. In addition to the normal effects of wild shape, the druid gains all the elemental’s extraordinary, supernatural, and spell-like abilities. She also gains the elemental’s feats for as long as she maintains the wild shape, but she retains her own creature type (humanoid, in most cases).



At 18th level, a druid becomes able to assume elemental form twice per day, and at 20th level she can do so three times per day. At 20th level, a druid may use this wild shape ability

to change into a Huge elemental.

**Venom Immunity (Ex):** At 9th level, a druid gains immunity to all poisons.

**A Thousand Faces (Su):** At 13th level, a druid gains the ability to change

her appearance at will, as if using the *disguise self* spell, see Errata, but only while in her normal form.

**Timeless Body (Ex):** After attaining 15th level, a druid no longer takes ability score penalties for aging (see Table 6–5: Aging Effects, page 109) and

cannot be magically aged. Any penalties

she may have already incurred, however, remain in place. Bonuses still accrue, and the druid still dies of old age when her time is up.

#### Ex-Druids

A druid who ceases to revere nature, changes to a prohibited alignment, or teaches the Druidic language to a nondruid loses all spells and druid abilities (including her animal companion, but not

The questing knight, the conquering

overlord, the king’s champion, the elite foot soldier, the hardened mercenary, and the bandit king— all are fighters. Fighters can be stalwart defenders of those in need, cruel marauders, or gutsy adventurers. Some are among

the land’s best souls, willing to face death for the greater good. Others are among the worst, with no qualms about killing for private gain, or even for sport. Fighters who are not actively adventuring may be soldiers, guards, bodyguards, champions, or criminal enforcers. An adven-

turing fighter might call himself a warrior, a mercenary, a thug, or simply an adventurer.

**Adventures:** Most fighters see adven- tures, raids, and dangerous missions as their job. Some have patrons who pay them regularly. Others prefer to live like prospectors, taking great risks in

hopes of the big haul. Some fighters are more civic-minded and use their combat skills to protect endangered people who cannot defend themselves. Whatever their initial motivations, however, fighters often wind up living for the thrill of combat and adventure.

**Characteristics:** Of all classes, fighters have the best all-around fighting capabilities (hence the name). Fighters are familiar with all the standard weapons and armors. In addition to general fighting

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prowess, each fighter develops particular specialties of his own. A given fighter may be especially capable with certain weapons, another might be trained to execute specific fancy maneuvers. As fighters gain experience, they get more opportunities to develop their fighting skills. Thanks to their focus on combat maneuvers, they can master the most difficult ones relatively quickly.

**Alignment:** Fighters may be of any alignment. Good fighters are often crusading types who seek out and fight evil. Lawful fighters may be champions who protect the land and its people. Chaotic fighters may be wandering mercenaries. Evil fighters tend to be bullies and petty villains who simply take what they want by brute force.



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**Religion:** Fighters often worship Heironeous (god of valor), Kord (god of strength), St. Cuthbert (god of retribution),

ranged combat can prove very deadly, though without other melee support, they can find themselves in front-line combat more often than they might prefer.

### GAME RULE INFORMATION

Fighters have the following game statistics.

**Abilities:** Strength is especially important for fighters because it improves their melee attack and damage rolls. Constitution is important for giving fighters lots of hit points, which they need in their many battles. Dexterity is important for fighters who want

to be good archers or who want access to certain Dexterity- oriented feats, but the heavy armor that fighters usually wear

reduces the benefit of a

Hextor (god of tyranny), or Erythnul (god of slaughter). A fighter may style himself as a crusader in the service of his god, or he may just want someone to

pray to before putting his life on the line yet another time.

**Background:** Fighters come to their profession in many ways. Most have had formal training in a noble’s army or at

least in the local militia. Some have trained in formal academies. Others are self-taught—unpolished but well tested. A fighter may have taken up the sword as a way to escape

the limits of life on the farm, or he may be

following a proud family tradition. Fighters share no special identity. They do not see themselves as a group or

*Illus. by T. Lockwood*

brotherhood. Those who hail from a particular academy, mercenary com-

*Regdar*

very high Dexterity

score.

**Alignment:** Any.

**Hit Die:** d10.

#### Class Skills

The fighter’s class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Ride (Dex), and Swim (Str). See Chapter 4: Skills for skill

descriptions.

**Skill Points at 1st Level:** (2 + Int modifier) × 4.

**Skill Points at Each Additional Level:** 2 + Int modifier.

#### Class Features

pany, or lord’s regiment, however, share a certain camaraderie.



**Races:** Human fighters are usually veterans of some military service, typically from more mundane parents. Dwarf fighters are commonly former members of the well-trained strike teams that protect the underground dwarven kingdoms. They are typically members of warrior families that can trace their lineages back for millennia, and they may have rivalries or alliances with other dwarf fighters of a different lineage. Elf fighters are typically skilled with the longsword. They are proud of their ability at swordplay and eager to demonstrate or test it. Half-orc fighters are often self-

taught outcasts who have achieved

enough skill to earn recognition and something akin to respect. Gnome and

halfling fighters usually stay in their own communities as part of the area militia rather than adventuring. Half-elves are rarely fighters, but they may take up swordplay in honor of the elven tradition.

Among the brutal humanoids, few can manage the discipline it takes to be a true fighter. The militaristic hobgoblins, however, produce quite a number of strong and skilled fighters.

**Other Classes:** The fighter excels in a straight fight, but he relies on others for magical support, healing, and scouting. On a team, it is his job to man the front lines, protect the other party members, and bring the tough opponents down. Fighters might not understand the arcane ways of wizards or share the faith of clerics, but they recognize the value of teamwork.

**Role:** In most adventuring parties, the fighter serves as a melee combatant, charging into the fray while his comrades support him with spells, ranged attacks, and other effects. Fighters who favor

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All of the following are class features of the

fighter.

**Weapon and Armor Proficiency:** A fighter is proficient with all simple and martial weapons and with all armor (heavy, medium, and light) and shields (including tower

shields).

**Bonus Feats:** At 1st level, a fighter gets a bonus combat-oriented feat in addition to the feat that any 1st-level character gets and the bonus feat granted to a human character. The fighter

gains an additional bonus feat at 2nd level and every two fighter levels thereafter (4th, 6th, 8th, 10th, 12th, 14th, 16th, 18th, and 20th). These bonus feats

must be drawn from the feats noted as fighter bonus

feats on Table 5–1: Feats (page 90). A fighter must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums. (See Chapter 5:

Feats for descriptions of feats and their prerequisites.)

These bonus feats are in addition to the feat that a character of any class gets from advancing levels (see Table 3–2: Experience and Level-Dependent Benefits, page 22). A fighter is not limited to the list of fighter bonus feats when choosing these feats.

#### Dwarf Fighter Starting Package

**Armor:** Scale mail (+4 AC, armor check penalty –4, speed 20 ft., 30 lb.).

Heavy wooden shield (+2 AC, armor check penalty –2, 10 lb.)

**Weapons:** Dwarven waraxe (1d10, crit ×3, 8 lb., one-handed, slashing).

Shortbow (1d6, crit ×3, range inc. 60 ft., 2 lb., piercing).

**Skill Selection:** Pick a number of skills equal to 2 + Int modifier.

##### Table 3–9: The Fighter



**Base Fort Ref Will**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Level** | **Attack Bonus** | **Save** | **Save** | **Save** | **Special** |
| 1st | +1 | +2 | +0 | +0 | Bonus feat |
| 2nd | +2 | +3 | +0 | +0 | Bonus feat |
| 3rd | +3 | +3 | +1 | +1 |  |
| 4th | +4 | +4 | +1 | +1 | Bonus feat |
| 5th | +5 | +4 | +1 | +1 |  |
| 6th | +6/ +1 | +5 | +2 | +2 | Bonus feat |
| 7th | +7/ +2 | +5 | +2 | +2 |  |
| 8th | +8/ +3 | +6 | +2 | +2 | Bonus feat |
| 9th | +9/ +4 | +6 | +3 | +3 |  |
| 10th | +10/ +5 | +7 | +3 | +3 | Bonus feat |
| 11th | +11/ +6/ +1 | +7 | +3 | +3 |  |
| 12th | +12/ +7/ +2 | +8 | +4 | +4 | Bonus feat |
| 13th | +13/ +8/ +3 | +8 | +4 | +4 |  |
| 14th | +14/ +9/ +4 | +9 | +4 | +4 | Bonus feat |
| 15th | +15/ +10/ +5 | +9 | +5 | +5 |  |
| 16th | +16/ +11/ +6/ +1 | +10 | +5 | +5 | Bonus feat |
| 17th | +17/ +12/ +7/ +2 | +10 | +5 | +5 |  |
| 18th | +18/ +13/ +8/ +3 | +11 | +6 | +6 | Bonus feat |
| 19th | +19/ +14/ +9/ +4 | +11 | +6 | +6 |  |
| 20th | +20/ +15/ +10/ +5 | +12 | +6 | +6 | Bonus feat |

|  |  |  |  |
| --- | --- | --- | --- |
| **Skill** | **Ranks** | **Ability** | **Armor Check Penalty** |
| Climb | 4 | Str | –6 |
| Jum p | 4 | Str | –6 |
| Ride | 4 | Dex | — |
| Swim | 4 | Str | –12 |
| Intimidate | 4 | Cha | — |
| Listen (cc) | 2 | Wis | — |
| Search (cc) | 2 | Int | — |
| Spot (cc) | 2 | Wis | — |

**Feat:** Weapon Focus (dwarven waraxe).

**Bonus Feat (Fighter):** If Strength is 13 or higher, Power Attack; if Strength is 12 or lower, Improved Initiative instead.

**Gear:** Backpack with waterskin, one day’s trail rations, bedroll, sack, flint and steel, quiver with 20 arrows.

**Gold:** 4d4 gp.

#### Human Fighter Starting Package

**Armor:** Scale mail (+4 AC, armor check penalty –4, speed 20 ft., 30 lb.).

**Weapons:** Greatsword (2d6, crit 19–20/×2, 8 lb., two-handed, slashing).

Shortbow (1d6, crit ×3, 60 ft., 2 lb., piercing).

**Skill Selection:** Pick a number of skills equal to 3 + Int modifier.

|  |  |  |  |
| --- | --- | --- | --- |
| **Skill** | **Ranks** | **Ability** | **Armor Check Penalty** |
| Climb | 4 | Str | –4 |
| Jum p | 4 | Str | –4 |
| Ride | 4 | Dex | — |
| Swim | 4 | Str | –8 |
| Intimidate | 4 | Cha | — |
| Listen (cc) | 2 | Wis | — |
| Search (cc) | 2 | Int | — |
| Spot (cc) | 2 | Wis | — |

**Feat:** Weapon Focus (greatsword).

**Bonus Feat (Fighter):** If Strength is 13 or higher, Power Attack; if Strength is 12 or lower, Improved Initiative instead.

**Bonus Feat (Human):** Blind-Fight.

**Gear:** Backpack with waterskin, one day’s trail rations, bedroll, sack, flint and steel, quiver with twenty arrows.

**Gold:** 2d4 gp.

## MONK

Dotted across the landscape are monasteries—small, walled cloisters inhabited by monks who pursue personal perfection through action as well as contemplation. They train themselves to be versatile warriors skilled at fighting without weapons or armor. The inhabitants of monasteries headed by good masters serve as protectors of the people. Ready for battle even when barefoot and dressed in peasant clothes, monks can travel unnoticed among the populace, catching bandits, warlords, and corrupt nobles unawares. In contrast, the residents of monasteries headed by evil masters rule the surrounding lands through fear, as an evil warlord and his entourage might. Evil monks make ideal spies, infiltrators, and assassins.

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The individual monk is unlikely to care passionately about championing commoners or amassing wealth. She cares primarily for the perfection of her art and, thereby, her personal perfection. Her goal is to achieve a state that is beyond the mortal realm.

**Adventures:** A monk approaches an adventure as if it were a personal test. While not prone to showing off, monks are willing to try their skills against whatever obstacles confront them. They are not greedy for material wealth, but they eagerly seek that which can help them perfect their art.

**Characteristics:** The key feature of the monk is her ability to fight unarmed and unarmored. Thanks to her rigorous training, she can strike as hard as if she were armed and strike faster than a warrior with a sword.

Though a monk casts no spells, she has a magic of her own. She channels a subtle energy, called *ki*, which allows her to perform amazing feats. The monk’s best-known feat is her ability to stun an opponent with an unarmed blow. A monk also has a preternatural awareness that allows her to dodge an attack even if she is not con- sciously aware of it.

As the monk gains experience and power, her mundane and *ki*- oriented abilities grow, giving her more and more power over her- self and, sometimes, over others.

**Alignment:** A monk’s training requires strict discipline. Only those who are lawful at heart are capable of undertaking it.

**Religion:** A monk’s training is her spiritual path. She is inner-

directed and capable of a private, mystic connection to the spiritual world, so she needs neither clerics nor gods. Certain lawful gods, however, may appeal to monks, who may meditate on the gods’ likenesses and attempt to emulate their deeds. The three most likely candidates for a monk’s devotion are Heironeous (god of valor), St. Cuthbert (god of retribution), and Hextor (god of tyranny).

**Background:** A monk typically trains in a monastery. Most monks were children when they joined the monastery, sent to live there when their parents died, when there wasn’t enough food to support them, or in return for some kindness that the monastery had performed for the family. Life in the monastery is so focused that by the time a monk sets off on her own, she feels little con- nection to her former family or village.

In larger cities, master monks have set up monk schools to teach their arts to those who are interested and worthy. The monks who study at these academies often see their rural cousins from the monasteries as backward.

A monk may feel a deep connection to her monastery or school, to the monk who taught her, to the lineage into which she was trained, or to all of these. Some monks, however, have no sense of connection other than to their own path of personal development.

Monks recognize each other as a select group set apart from the rest of the populace. They may feel kinship, but they also love to compete with each other to see whose *ki* is strongest.

**Races:** Monasteries are found primarily among humans, who have incorporated them into their ever-evolving culture. Thus, many monks are humans, and many are half-orcs and half-elves who live among humans. Elves are capable of single-minded, long-term

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devotion to an interest, art, or discipline, and some of them leave the forests to become monks. The monk tradition is alien to dwarf and gnome culture, and halflings typically have too mobile a lifestyle to commit themselves to a monastery, so dwarves, gnomes, and halflings very rarely become monks.

The savage humanoids do not have the stable social structure that allows monk training, but the occasional orphaned or abandoned child from some humanoid tribe winds up in a civilized monastery or is adopted by a wandering master. The evil subterranean elves known as the drow have a small but successful monk tradition.

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**Other Classes:** Monks sometimes seem distant because they often have neither motivation nor skills in common with members of other classes. Monks do, however, work well with the support of others, and they usually prove themselves reliable companions.

**Role:** The monk functions best as an opportunistic combatant, using her speed to get into and out of combat quickly rather than engaging in prolonged melees. She also makes an excellent scout, particularly if she focuses her skill selection on stealth.

### GAME RULE INFORMATION

Monks have the following game statistics.

**Abilities:** Wisdom powers the monk’s special offensive and defensive capabilities. Dexterity provides the unarmored monk with a better defense and with bonuses to some class skills. Strength helps a monk’s unarmed combat ability.

**Alignment:** Any lawful.

**Hit Die:** d8.

#### Class Skills

The monk’s class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (arcana) (Int), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spot (Wis), Swim (Str), and Tumble (Dex). See Chapter 4: Skills for skill descriptions.

**Skill Points at 1st Level:** (4 + Int modifier) × 4.

**Skill Points at Each Additional Level:** 4 + Int modifier.

##### Table 3–10: The Monk

Class Features

All of the following are class features of the monk.

**Weapon and Armor Proficiency:** Monks are proficient with certain basic peasant weapons and some special weapons that are part of monk training. The weapons with which a monk is proficient are club, crossbow (light or heavy), dagger, handaxe, javelin, kama, nunchaku, quarterstaff, sai, shuriken, siangham, and sling. (See Chapter 7: Equipment for descriptions of these weapons.) Monks are not proficient with any armor or shields—in fact, many of the monk’s special powers require unfettered movement. When wearing armor, using a shield, or carrying a medium or heavy load, a monk loses her AC bonus, as well as her fast movement and flurry of blows abilities.

**AC Bonus (Ex):** A monk is highly trained at dodging blows, and she has a sixth sense that lets her avoid even unanticipated attacks. When unarmored and unencumbered, the monk adds her Wisdom bonus (if any) to her AC. In addition, a monk gains a +1 bonus to AC at 5th level. This bonus increases by 1 for every five monk levels thereafter (+2 at 10th, +3 at 15th, and +4 at 20th level).

These bonuses to AC apply even against touch attacks or when the monk is flat-footed. She loses these bonuses when she is immobilized or helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load.

**Flurry of Blows (Ex):** When unarmored, a monk may strike with a flurry of blows at the expense of accuracy. When doing so, she may make one extra attack in a round at her highest base attack bonus, but this attack takes a –2 penalty, as does each other attack made that round. The resulting modified base attack bonuses are shown in the Flurry of Blows Attack Bonus column on Table 3–10: The Monk. This penalty applies for 1 round, so it also affects attacks of opportunity the monk might make before her next action. When a monk reaches 5th level, the penalty lessens to –1, and at 9th level it disappears. A monk must use a full attack action (see page 143) to strike with a flurry of blows.

When using flurry of blows, a monk may attack only with unarmed strikes or with special monk weapons (kama, nunchaku, quarterstaff, sai, shuriken, and siangham). She may attack with unarmed strikes and special monk weapons interchangeably as

**Base Fort Ref Will Flurry of Blows Unarmed AC Unarmored**



|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Level** | **Attack Bonus** | **Save** | **Save** | **Save** | **Special** | **Attack Bonus** | **Damage1** | **Bonus** | **Speed Bonus** |
| 1st | +0 | +2 | +2 | +2 | Bonus feat, flurry of blows, | –2/ –2 | 1d6 | +0 | +0 ft. |
|  |  |  |  |  | unarmed strike |  |  |  |  |
| 2nd | +1 | +3 | +3 | +3 | Bonus feat, evasion | –1/ –1 | 1d6 | +0 | +0 ft. |
| 3rd | +2 | +3 | +3 | +3 | Still mind | +0/ +0 | 1d6 | +0 | +10 ft. |
| 4th | +3 | +4 | +4 | +4 | *Ki* strike (magic), slow fall 20 ft. | +1/ +1 | 1d8 | +0 | +10 ft. |
| 5th | +3 | +4 | +4 | +4 | Purity of body | +2/ +2 | 1d8 | +1 | +10 ft. |
| 6th | +4 | +5 | +5 | +5 | Bonus feat, slow fall 30 ft. | +3/ +3 | 1d8 | +1 | +20 ft. |
| 7th | +5 | +5 | +5 | +5 | Wholeness of body | +4/ +4 | 1d8 | +1 | +20 ft. |
| 8th | +6/ +1 | +6 | +6 | +6 | Slow fall 40 ft. | +5/ +5/ +0 | 1d10 | +1 | +20 ft. |
| 9th | +6/ +1 | +6 | +6 | +6 | Improved evasion | +6/ +6/ +1 | 1d10 | +1 | +30 ft. |
| 10th | +7/ +2 | +7 | +7 | +7 | *Ki* strike (lawful), slow fall 50 ft. | +7/ +7/ +2 | 1d10 | +2 | +30 ft. |
| 11th | +8/ +3 | +7 | +7 | +7 | Diamond body, greater flurry | +8/ +8/ +8/ +3 | 1d10 | +2 | +30 ft. |
| 12th | +9/ +4 | +8 | +8 | +8 | Abundant step, slow fall 60 ft. | +9/ +9/ +9/ +4 | 2d6 | +2 | +40 ft. |
| 13th | +9/ +4 | +8 | +8 | +8 | Diamond soul | +9/ +9/ +9/ +4 | 2d6 | +2 | +40 ft. |
| 14th | +10/ +5 | +9 | +9 | +9 | Slow fall 70 ft. | +10/ +10/ +10/ +5 | 2d6 | +2 | +40 ft. |
| 15th | +11/ +6/ +1 | +9 | +9 | +9 | Quivering palm | +11/ +11/ +11/ +6/ +1 | 2d6 | +3 | +50 ft. |
| 16th | +12/ +7/ +2 | +10 | +10 | +10 | *Ki* strike (adamantine), slow fall 80 ft. | +12/ +12/ +12/ +7/ +2 | 2d8 | +3 | +50 ft. |
| 17th | +12/ +7/ +2 | +10 | +10 | +10 | Timeless body, | +12/ +12/ +12/ +7/ +2 | 2d8 | +3 | +50 ft. |
|  |  |  |  |  | tongue of the sun and moon |  |  |  |  |
| 18th | +13/ +8/ +3 | +11 | +11 | +11 | Slow fall 90 ft. | +13/ +13/ +13/ +8/ +3 | 2d8 | +3 | +60 ft. |
| 19th | +14/ +9/ +4 | +11 | +11 | +11 | Empty body | +14/ +14/ +14/ +9/ +4 | 2d8 | +3 | +60 ft. |
| 20th | +15/ +10/ +5 | +12 | +12 | +12 | Perfect self, | +15/ +15/ +15/ +10/ +5 | 2d10 | +4 | +60 ft. |
|  |  |  |  |  | slow fall any distance |  |  |  |  |

1 The value shown is for M edium monks. See Table 3–11: Small or Large M onk Unarmed Damage for Small or Large monks.

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desired. For example, at 6th level, the monk Ember could make one attack with her unarmed strike at an attack bonus of +3 and one attack with a special monk weapon at an attack bonus of +3. When using weapons as part of a flurry of blows, a monk applies her Strength bonus (not Str bonus × 1-1/2 or × 1/2) to her damage rolls for all successful attacks, whether she wields a weapon in one or both hands. The monk can’t use any weapon other than a special monk weapon as part of a flurry of blows.

In the case of the quarterstaff, each end counts as a separate

weapon for the purpose of using the flurry of blows ability. Even though the quarterstaff requires two hands to use, a monk may still intersperse unarmed strikes with quarterstaff strikes, assuming

that she has enough attacks in her flurry of blows routine to do so. For example, an 8th-level monk

could make two attacks with the quarterstaff (one with each end) at a +5 attack bonus and one with an

##### Table 3–11: Small or Large Monk Unarmed Damage

**Level Damage (Small Monk) Damage(Large Monk)**

1st–3rd 1d4 1d8

4th–7th 1d6 2d6

8th–11th 1d8 2d8

12th–15th 1d10 3d6

16th–19th 2d6 3d8

20th 2d8 4d8

**Bonus Feat:** At 1st level, a monk may select either Improved Grapple or Stunning Fist as a bonus feat. At 2nd level, she may select either Combat Reflexes or Deflect Arrows as a bonus feat. At 6th level, she may select either Improved Disarm or Improved Trip as a bonus feat. (See Chapter

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5: Feats for descriptions.) A monk need not have any of the prerequisites normally required for these feats to select them.

**Evasion (Ex):** A monk of 2nd level or higher

unarmed strike at a +0 attack

bonus, or she could attack with one end of the quarterstaff and one unarmed strike each at a +5 attack bonus, and with the other end of the quarterstaff at a +0

attack bonus, or she could attack with one end of the quarterstaff and one unarmed strike at a +5 attack bonus each, and with the other end of the quarterstaff at a +0 attack bonus. She cannot, however, wield any other weapon at the same time that she uses a quarterstaff.

When a monk reaches 11th level, her flurry of blows ability improves. In addition to the standard single extra attack she gets from flurry of blows, she gets a second extra attack at her full base attack bonus.

**Unarmed Strike:** Monks are highly trained in fighting unarmed, giving them considerable advantages when doing so. At 1st level, a monk gains Improved Unarmed Strike as a bonus feat. A monk’s attacks may be with either fist interchangeably or even from elbows, knees, and feet. This means that a monk

may even make unarmed strikes with her

*Ember*

can avoid even magical and unusual attacks with

great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save (such as a red dragon’s fiery breath or a *fireball*), she instead takes no damage. Evasion can be used only if a monk is wearing light armor or no armor. A helpless monk (such as one who is unconscious or paralysed) does not gain the

benefit of evasion.

**Fast Movement (Ex):** At 3rd level, a monk gains an enhancement bonus to her speed, as shown on Table 3–10.

A monk in armor (even light

armor) or carrying a medium or heavy load loses this extra speed.

**Still Mind (Ex):** A monk of 3rd level or higher gains a +2 bonus on saving throws against spells and effects from the school of enchantment, since her meditation and training improve her resistance to mind-affecting attacks.

***Ki* Strike (Su):** At 4th level, a monk’s

unarmed attacks are empowered with *ki*. Her unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction (see Damage Reduction, page 291 of the *Dungeon Master’s Guide*). *Ki* strike

hands full. There is no such thing as an off-hand



attack for a monk striking unarmed. A monk may thus apply her full Strength bonus on damage rolls for all her unarmed strikes.

Usually a monk’s unarmed strikes deal lethal damage, but she can

choose to deal nonlethal damage instead with no penalty on her attack roll. She has the same choice to deal lethal or nonlethal damage while grappling.

A monk’s unarmed strike is treated both as a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons (such as the *magic fang* and *magic weapon* spells).

A monk also deals more damage with her unarmed strikes than a normal person would, as shown on Table 3–10: The Monk. The unarmed damage on Table 3–10 is for Medium monks. A Small monk deals less damage than the amount given there with her unarmed attacks, while a Large monk deals more damage; see Table: Small or Large Monk Unarmed Damage.

improves with the character’s monk level. At 10th level, her unarmed attacks are also treated as lawful weapons for the purpose of dealing damage to creatures with damage reduction. At 16th level, her unarmed attacks are treated as adamantine weapons for the purpose of dealing damage to creatures with damage reduction and bypassing hardness (see Smashing an Object, page 165).

**Slow Fall (Ex):** At 4th level or higher, a monk within arm’s reach of a wall can use it to slow her descent. When first using this ability, she takes damage as if the fall were 20 feet shorter than it actually is. The monk’s ability to slow her fall (that is, to reduce the effective distance of the fall when next to a wall) improves with her monk level until at 20th level she can use a nearby wall to slow her descent and fall any distance without harm. See the Special column on Table 3–10 for details.

**Purity of Body (Ex):** At 5th level, a monk gains control over her body’s immune system. She gains immunity to all diseases except for supernatural and magical diseases (such as mummy rot and lycanthropy).

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**Wholeness of Body (Su):** At 7th level or higher, a monk can heal her own wounds. She can heal a number of hit points of damage equal to twice her current monk level each day, and she can spread this healing out among several uses.



**Improved Evasion (Ex):** At 9th level, a monk’s evasion ability improves. She still takes no damage on a successful Reflex saving throw against attacks such as a dragon’s breath weapon or a *fireball*, but henceforth she takes only half damage on a failed save. A help- less monk (such as one who is unconscious or paralysed) does not gain the benefit of improved evasion.

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**Diamond Body (Su):** At 11th level, a monk is in such firm con- trol of her own metabolism that she gains immunity to poisons of all kinds.

**Abundant Step (Su):** At 12th level or higher, a monk can slip magically between spaces, as if using the spell *dimension door*, once per day. Her caster level for this effect is one-half her monk level (rounded down).

**Diamond Soul (Ex):** At 13th level, a monk gains spell resistance equal to her current monk level + 10. In order to affect the monk with a spell, a spellcaster must get a result on a caster level check (1d20 + caster level; see Spell Resistance, page 177) that equals or exceeds the monk’s spell resistance.

**Quivering Palm (Su):** Starting at 15th level, a monk can set up vibrations within the body of another creature that can thereafter be fatal if the monk so desires. She can use this quivering palm attack once a week, and she must announce her intent before making her attack roll. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be affected. Otherwise, if the monk strikes successfully and the target takes damage from the blow, the quivering palm attack succeeds. Thereafter the monk can try to slay the victim at any later time, as long as the attempt is made within a number of days equal to her monk level. To make such an attempt, the monk merely wills the target to die (a free action), and unless the target makes a Fortitude saving throw (DC 10

+ 1/2 the monk’s level + the monk’s Wis modifier), it dies. If the saving throw is successful, the target is no longer in danger from that particular quivering palm attack, but it may still be affected by another one at a later time.

**Timeless Body (Ex):** Upon attaining 17th level, a monk no longer takes penalties to her ability scores for aging and cannot be magically aged. Any such penalties that she has already taken, however, remain in place. Bonuses still accrue, and the monk still dies of old age when her time is up.

**Tongue of the Sun and Moon (Ex):** A monk of 17th level or higher can speak with any living creature.

**Empty Body (Su):** At 19th level, a monk gains the ability to assume an ethereal state for 1 round per monk level per day, as though using the spell *etherealness*. She may go ethereal on a number of different occasions during any single day, as long as the total number of rounds spent in an ethereal state does not exceed her monk level.

**Perfect Self:** At 20th level, a monk has tuned her body with skill and quasi-magical abilities to the point that she becomes a magical creature. She is forevermore treated as an outsider (an extraplanar creature) rather than as a humanoid for the purpose of spells and magical effects. For instance, *charm person* does not affect her. Additionally, the monk gains damage reduction 10/magic, which allows her to ignore the first 10 points of damage from any attack made by a nonmagical weapon or by any natural attack made by a creature that doesn’t have similar damage reduction (see Damage Reduction, page 291 of the *Dungeon Master’s Guide*). Unlike other outsiders, the monk can still be brought back from the dead as if she were a member of her previous creature type.

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#### Ex-Monks

A monk who becomes nonlawful cannot gain new levels as a monk but retains all monk abilities.

Like a member of any other class, a monk may be a multiclass character, but multiclass monks face a special restriction. A monk who gains a new class or (if already multiclass) raises another class by a level may never again raise her monk level, though she retains all her monk abilities.

#### Human Monk Starting Package

**Armor:** None (speed 30 ft).

**Weapons:** Quarterstaff (1d6/1d6, crit ×2, 4 lb., two-handed, bludgeoning).

Sling (1d4, crit ×2, range inc. 50 ft., 0 lb., bludgeoning).

**Skill Selection:** Pick a number of skills equal to 5 + Int modifier.

|  |  |  |  |
| --- | --- | --- | --- |
| **Skill** | **Ranks** | **Ability** | **Armor Check Penalty** |
| Listen | 4 | Wis | — |
| Climb | 4 | Str | 0 |
| M ove Silently | 4 | Dex | 0 |
| Tumble | 4 | Dex | 0 |
| Jum p | 4 | Str | 0 |
| Escape Artist | 4 | Dex | 0 |
| H ide | 4 | Dex | 0 |
| Swim | 4 | Str | 0 |
| Balance | 4 | Dex | 0 |

**Feat:** If Dexterity is 13 or higher, Dodge; if Dexterity is 12 or lower, Improved Initiative instead.

**Bonus Feat:** If Dexterity is 13 or higher, Mobility; if Dexterity is 12 or lower, Blind-Fight instead.

**Gear:** Backpack with waterskin, one day’s trail rations, bedroll, sack, and flint and steel. Three torches. Pouch with 10 sling stones.

**Gold:** 2d4 gp.

## PALADIN

The compassion to pursue good, the will to uphold law, and the power to defeat evil—these are the three weapons of the paladin. Few have the purity and devotion that it takes to walk the paladin’s path, but those few are rewarded with the power to protect, to heal, and to smite. In a land of scheming wizards, unholy priests, bloodthirsty dragons, and infernal fiends, the paladin is the final hope that cannot be extinguished.

**Adventures:** Paladins take their adventures seriously and have a penchant for referring to them as quests. Even a mundane mission is, in the heart of the paladin, a personal test—an opportunity to demonstrate bravery, to develop martial skills, to learn tactics, and to find ways to do good. Still, the paladin really comes into her own when leading a mighty campaign against evil, not when merely looting ruins.

**Characteristics:** Divine power protects the paladin and gives her special powers. It wards off harm, protects her from disease, lets her heal herself, and guards her heart against fear. The paladin can also direct this power to help others, healing their wounds or curing diseases. Finally, the paladin can use this power to destroy evil. Even the least experienced paladin can detect evil, and more experienced paladins can smite evil foes and turn away undead. In addition, this power draws a mighty steed to the paladin and imbues that mount with strength, intelligence, and magical protection.

**Alignment:** Paladins must be lawful good, and they lose their divine powers if they deviate from that alignment. Additionally, paladins swear to follow a code of conduct that is in line with law- fulness and goodness.

**Religion:** Paladins need not devote themselves to a single deity—devotion to righteousness is enough. Those who align themselves with particular religions prefer Heironeous (god of valor) over all others, but some paladins follow Pelor (the sun god). Paladins devoted to a god are scrupulous in observing religious duties and are welcome in every associated temple.

**Background:** No one ever chooses to be a paladin. Becoming a paladin is answering a call, accepting one’s destiny. No one, no matter how diligent, can become a paladin through practice. The nature is either within one or not, and it is not possible to gain the paladin’s nature by any act of will. It is possible, however, to fail

to recognize one’s own potential, or to deny one’s destiny. Occasionally, one who is called to be a paladin denies that call and pursues some other life instead.

Most paladins answer the call and begin training as adolescents. Typically, they become squires or assistants to experienced paladins, train for years, and finally set off on their own to further the causes of good and law. Other paladins, however, find their calling only

later in life, after having pursued some other career. All paladins, regardless of background, recognize in each other an eternal bond that transcends culture, race, and even religion. Any two paladins, even

from opposite sides of the world, consider themselves comrades.

**Races:** Humans, with their ambitious souls, make great paladins. Half-elves, who often have human ambition, may also find themselves called into service as paladins. Dwarves are sometimes paladins, but becoming a paladin may be hard on a dwarf because it means putting the duties of

the paladin’s life before

duties to family, clan, and king. Elf paladins are few, and they tend to follow quests that take them far and wide because their lawful bent puts them out of synch with life among the elves. Members of the other common races rarely hear the

call to become paladins.

Among the savage humanoids, paladins are all but unheard of.

**Other Classes:** Even though paladins are in some ways set apart from others, they eagerly team up with those whose skills and capabilities complement their own.

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They work well with good and lawful clerics, and they appreciate working with those who are brave, honest, and committed to good. While they cannot abide evil acts by their companions, they are otherwise willing to work with a variety of people quite different from themselves. Charismatic, trustworthy, and well respected, the paladin makes a fine leader

for a team.

**Role:** The paladin’s chief role in most groups is as a melee combatant, but she contributes other useful support as well. She makes a good secondary healer, and her high Charisma opens up fine leadership opportu- nities.

### GAME RULE INFORMATION

Paladins have the following game statistics.

**Abilities:** Charisma enhances a paladin’s healing, self-protective capabilities, and undead turning ability. Strength is important for a paladin because of its role in combat. A Wisdom score of

14 or higher is required to get access to the most powerful paladin spells, and a score of 11 or higher is required to cast any

paladin spells at all.

**Alignment:** Lawful good.

**Hit Die:** d10.

##### Table 3–12: The Paladin

*Alhandra*

**Base Fort Ref Will ———— Spells per Day ————**



|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Level** | **Attack Bonus** | **Save** | **Save** | **Save** | **Special** | **1st** | **2nd** | **3rd** | **4th** |
| 1st | +1 | +2 | +0 | +0 | Aura of good, *detect evil*, smite evil 1/ day | — | — | — | — |
| 2nd | +2 | +3 | +0 | +0 | Divine grace, lay on hands | — | — | — | — |
| 3rd | +3 | +3 | +1 | +1 | Aura of courage, divine health | — | — | — | — |
| 4th | +4 | +4 | +1 | +1 | Turn undead | 0 | — | — | — |
| 5th | +5 | +4 | +1 | +1 | Smite evil 2/ day, special mount, | 0 | — | — | — |
| 6th | +6/ +1 | +5 | +2 | +2 | *Remove disease* 1/ week | 1 | — | — | — |
| 7th | +7/ +2 | +5 | +2 | +2 |  | 1 | — | — | — |
| 8th | +8/ +3 | +6 | +2 | +2 |  | 1 | 0 | — | — |
| 9th | +9/ +4 | +6 | +3 | +3 | *Remove disease* 2/ week | 1 | 0 | — | — |
| 10th | +10/ +5 | +7 | +3 | +3 | Smite evil 3/ day, | 1 | 1 | — | — |
| 11th | +11/ +6/ +1 | +7 | +3 | +3 |  | 1 | 1 | 0 | — |
| 12th | +12/ +7/ +2 | +8 | +4 | +4 | *Remove disease* 3/ week | 1 | 1 | 1 | — |
| 13th | +13/ +8/ +3 | +8 | +4 | +4 |  | 1 | 1 | 1 | — |
| 14th | +14/ +9/ +4 | +9 | +4 | +4 |  | 2 | 1 | 1 | 0 |
| 15th | +15/ +10/ +5 | +9 | +5 | +5 | *Remove disease* 4/ week, smite evil 4/ day | 2 | 1 | 1 | 1 |
| 16th | +16/ +11/ +6/ +1 | +10 | +5 | +5 |  | 2 | 2 | 1 | 1 |
| 17th | +17/ +12/ +7/ +2 | +10 | +5 | +5 |  | 2 | 2 | 2 | 1 |
| 18th | +18/ +13/ +8/ +3 | +11 | +6 | +6 | *Remove disease* 5/ week | 3 | 2 | 2 | 1 |
| 19th | +19/ +14/ +9/ +4 | +11 | +6 | +6 |  | 3 | 3 | 3 | 2 |
| 20th | +20/ +15/ +10/ +5 | +12 | +6 | +6 | Smite evil 5/ day | 3 | 3 | 3 | 3 |

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#### Class Skills



The paladin’s class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (nobility and royalty) (Int), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), and Sense Motive (Wis). See Chapter 4: Skills for skill descriptions.

**Skill Points at 1st Level:** (2 + Int modifier) × 4.

**Skill Points at Each Additional Level:** 2 + Int modifier.

#### Class Features

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All of the following are class features of the paladin.

**Weapon and Armor Proficiency:** Paladins are proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light), and with shields (except tower shields).

**Aura of Good (Ex):** The power of a paladin’s aura of good (see the *detect good* spell) is equal to her paladin level, just like the aura of a cleric of a good deity.

***Detect Evil* (Sp):** At will, a paladin can use *detect evil*, as the spell.

**Smite Evil (Su):** Once per day, a paladin may attempt to smite evil with one normal melee attack. She adds her Charisma bonus (if any) to her attack roll and deals 1 extra point of damage per paladin level. For example, a 13th-level paladin armed with a longsword would deal 1d8+13 points of damage, plus any additional bonuses for high Strength or magical affects that would normally apply. If the paladin accidentally smites a creature that is not evil, the smite has no effect, but the ability is still used up for that day.

At 5th level, and at every five levels thereafter, the paladin may smite evil one additional time per day, as indicated on Table 3–12: The Paladin, to a maximum of five times per day at 20th level.

**Divine Grace (Su):** At 2nd level, a paladin gains a bonus equal to her Charisma bonus (if any) on all saving throws.

**Lay on Hands (Su):** Beginning at 2nd level, a paladin with a Charisma score of 12 or higher can heal wounds (her own or those of others) by touch. Each day she can heal a total number of hit points of damage equal to her paladin level × her Charisma bonus. For example, a 7th-level paladin with a 16 Charisma (+3 bonus) can heal 21 points of damage per day. A paladin may choose to divide her healing among multiple recipients, and she doesn’t have to use it all at once. Using lay on hands is a standard action.

Alternatively, a paladin can use any or all of this healing power to deal damage to undead creatures. Using lay on hands in this way requires a successful melee touch attack and doesn’t provoke an attack of opportunity. The paladin decides how many of her daily allotment of points to use as damage after successfully touching an undead creature.

**Aura of Courage (Su):** Beginning at 3rd level, a paladin is immune to fear (magical or otherwise). Each ally within 10 feet of her gains a +4 morale bonus on saving throws against fear effects.

This ability functions while the paladin is conscious, but not if she is unconscious or dead.

**Divine Health (Ex):** At 3rd level, a paladin gains immunity to all diseases, including supernatural and magical diseases (such as mummy rot and lycanthropy).

**Turn Undead (Su):** When a paladin reaches 4th level, she gains the supernatural ability to turn undead. She may use this ability a number of times per day equal to 3 + her Charisma modifier. She turns undead as a cleric of three levels lower would. (See Turn or Rebuke Undead, page 159.)

**Spells:** Beginning at 4th level, a paladin gains the ability to cast a small number of divine spells (the same type of spells available to the cleric, druid, and ranger), which are drawn from the paladin spell list (page 191). A paladin must choose and prepare her spells in advance.

To prepare or cast a spell, a paladin must have a Wisdom score equal to at least 10 + the spell level (Wis 11 for 1st-level spells, Wis

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12 for 2nd-level spells, and so forth). The Difficulty Class for a saving throw against a paladin’s spell is 10 + the spell level + the paladin’s Wisdom modifier.

Like other spellcasters, a paladin can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table 3–12: The Paladin. In addition, she receives bonus spells per day if she has a high Wisdom score (see Table 1–1: Ability Modifiers and Bonus Spells, page 8). When Table 3–12 indicates that the paladin gets 0 spells per day of a given spell level (for instance, 1st-level spells for a 4th-level paladin), she gains only the bonus spells she would be entitled to based on her Wisdom score for that spell level The paladin does not have access to any domain spells or granted powers, as a cleric does.

A paladin prepares and casts spells the way a cleric does, though she cannot lose a prepared spell to spontaneously cast a *cure* spell in its place. A paladin may prepare and cast any spell on the paladin spell list (page 191), provided that she can cast spells of that level, but she must choose which spells to prepare during her daily meditation.

Through 3rd level, a paladin has no caster level. At 4th level and higher, her caster level is one-half her paladin level.

***Special Mount* (Sp):** Upon reaching 5th level, a paladin gains the service of an unusually intelligent, strong, and loyal steed to serve her in her crusade against evil (see the sidebar). This mount is usu- ally a heavy warhorse (for a Medium paladin) or a warpony (for a Small paladin).

Once per day, as a full-round action, a paladin may magically call her mount from the celestial realms in which it resides. The mount immediately appears adjacent to the paladin and remains for 2 hours per paladin level; it may be dismissed at any time as a free action. The mount is the same creature each time it is summoned, though the paladin may release a particular mount from service (if it has grown too old to join her crusade, for instance). Each time the mount is called, it appears in full health, regardless of any damage it may have taken previously. The mount also appears wearing or carrying any gear it had when it was last dismissed )including barding, saddle, saddlebags, and the like). Calling a mount is a conjuration (calling) effect. Equal to a spell level 1/3 the paladin level.

Should the paladin’s mount die, it immediately disappears, leav- ing behind any equipment it was carrying. The paladin may not summon another mount for thirty days or until she gains a paladin level, whichever comes first, even if the mount is somehow returned from the dead. During this thirty-day period, the paladin takes a –1 penalty on attack and weapon damage rolls.

***Remove Disease* (Sp):** At 6th level, a paladin can produce a *remove disease* effect, as the spell, once per week. She can use this ability one additional time per week for every three levels after 6th (twice per week at 9th, three times at 12th, and so forth).

**Code of Conduct:** A paladin must be of lawful good alignment and loses all class abilities if she ever willingly commits an evil act. Additionally, a paladin’s code requires that she respect legitimate authority, act with honor (not lying, not cheating, not using poison, and so forth), help those in need (provided they do not use the help for evil or chaotic ends), and punish those who harm or threaten innocents.

**Associates:** While she may adventure with characters of any good or neutral alignment, a paladin will never knowingly associate with evil characters, nor will she continue an association with someone who consistently offends her moral code. A paladin may accept only henchmen, followers, or cohorts who are lawful good.

#### Ex-Paladins

A paladin who ceases to be lawful good, who willfully commits an evil act, or who grossly violates the code of conduct loses all paladin spells and abilities (including the service of the paladin’s mount, but not weapon, armor, and shield proficiencies). She may not progress

any farther in levels as a paladin. She regains her abilities and advancement potential if she atones for her violations (see the *atonement* spell description, page 201), as appropriate.

Like a member of any other class, a paladin may be a multiclass character, but multiclass paladins face a special restriction. A paladin who gains a level in any class other than paladin may never again raise her paladin level, though she retains all her paladin abilities. The path of the paladin requires a constant heart. If a character adopts this class, she must pursue it to the exclusion of all other careers. Once she has turned off the path, she may never return.

#### Human Paladin Starting Package

**Armor:** Scale mail (+4 AC, armor check penalty –4, speed 20 ft., 30 lb.).

Heavy wooden shield (+2 AC, armor check penalty –2, 10 lb.).

**Weapons:** Longsword (1d8, crit 19–20/×2, 4 lb., one-handed, slashing).

Shortbow (1d6, crit ×3, range inc. 60 ft., 2 lb., piercing).

**Skill Selection:** Pick a number of skills equal to 3 + Int modifier.

#### THE PALADIN’S MOUNT

The paladin’s mount is superior to a normal mount of its kind and has special powers, as described below. The standard mount for a M edium paladin is a heavy warhorse, and the standard mount for a Small paladin is a warpony (see below for statistics). Your DM may work with you to select another kind of mount, such as a riding dog (for a halfling paladin) or a Large shark (for a paladin in an aquatic campaign). A paladin’s mount is treated as a magical beast, not an animal, for the purpose of all effects that depend on its type (though it retains an animal’s H D, base attack bonus, saves, skill points, and feats).

**Paladin Bonus Natural Str**

**Level HD Armor Adj. Adj. Int Special**

5th–7th +2 +4 +1 6 Empathic link, improved

evasion, share spells, share saving throws

8th–10th +4 +6 +2 7 Improved speed

11th–14th +6 +8 +3 8 *Command* creatures of

its kind 15th–20th +8 +10 +4 9 Spell resistance

**Paladin’s Mount Basics:** Use the base statistics for a creature of the mount’s kind, as given in the *Monster Manual*, but make changes to take into account the attributes and characteristics summarized on the table and described below.

*Bonus HD:* Extra eight-sided (d8) H it Dice, each of which gains a Constitution modifier, as normal. Extra H it Dice improve the mount’s base attack and base save bonuses. A special mount’s base attack bonus is equal to that of a cleric of a level equal to the mount’s H D. A mount has good Fortitude and Reflex saves (treat it as a character whose level equals the animal’s H D). The mount gains additional skill points or feats for bonus H D as normal for advancing a monster’s H it Dice (see the *Monster Manual*).

*Natural Armor Adj.:* The number on the table is an improvement to the

mount’s existing natural armor bonus. It represents the preternatural toughness of a paladin’s mount.

*Str Adj.:* Add this figure to the mount’s Strength score.

*Int:* The mount’s Intelligence score.

*Empathic Link (Su):* The paladin has an empathic link with her mount out to a distance of up to 1 mile. The paladin cannot see through the mount’s eyes, but they can communicate empathically. Note that even intelligent mounts see the world differently from humans, so misunderstandings are always possible.

Because of this empathic link, the paladin has the same connection to an item or place that her mount does, just as with a master and his familiar (see Familiars, page 52).

*Improved Evasion (Ex):* When subjected to an attack that normally

allows a Reflex saving throw for half damage, a mount takes no damage if it makes a successful saving throw and half damage if the saving throw fails.

*Share Spells:* At the paladin’s option, she may have any spell (but not

any spell-like ability) she casts on herself also affect her mount. The

mount must be within 5 feet at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the mount if it moves farther than 5 feet away and will not affect the mount again even if it returns to the paladin before the duration expires. Additionally, the paladin may cast a spell with a target of “ You” on her mount (as a touch range spell) instead of on herself. A paladin and her mount can share spells even if the spells normally do not affect creatures of the mount’s type (magical beast).

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*Share Saving Throws:* For each of its saving throws, the mount uses its

own base save bonus or the paladin’s, whichever is higher. The mount applies its own ability modifiers to saves, and it doesn’t share any other bonuses on saves that the master might have (such as from magic items or feats).

*Improved Speed (Ex):* The mount’s speed increases by 10 feet.

*Command (Sp):* Once per day per two paladin levels of its master, a mount can use this ability to command other any normal animal of approximately the same kind as itself (for warhorses and warponies, this category includes donkeys, mules, and ponies), as long as the target creature has fewer H it Dice than the mount. This ability functions like the *command* spell, but the mount must make a DC 21 Concentration check to succeed if it’s being ridden at the time (in combat, for instance). If the check fails, the ability does not work that time, but it still counts against the mount’s daily uses. Each target may attempt a Will save (DC 10 + 1/ 2 paladin’s level + paladin’s Cha modifier) to negate the effect.

*Spell Resistance (Ex):* A mount’s spell resistance equals its master’s

paladin level + 5. To affect the mount with a spell, a spellcaster must get a result on a caster level check (1d20 + caster level; see Spell Resistance, page 177) that equals or exceeds the mount’s spell resistance.

#### SAMPLE PALADIN’S MOUNTS

The statistics below are for normal creatures of the appropriate kinds; they do not include the modifications given on the table above.

**Heavy Warhorse:** CR 2; Large animal; H D 4d8+12; hp 30; Init +1; Spd 50 ft.; AC 14, touch 10, flat-footed 13; Base Atk +3; Grp +11; Atk +6 melee (1d6+4, hoof); Full Atk +6/ +6 melee (1d6+4, 2 hooves) and +1 melee (1d4+2, bite); Space/ Reach 10 ft./ 5 ft.; SQ low-light vision, scent; SV Fort

+7, Ref +5, Will +2; Str 18, Dex 13, Con 17, Int 2, Wis 13, Cha 6.

*Skills and Feats:* Jum p +12, Listen +5, Spot +4; Endurance, Run.

**Warpony:** CR 1/ 3; M edium animal; H D 2d8+4; hp 13; Init +1; Spd 40 ft.; AC 13, touch 11, flat-footed 12; Base Atk +1; Grp +3; Atk +3 melee (1d3+2, hoof); Full Atk +3/ +3 melee (1d3+2, 2 hooves); Space/ Reach 5 ft./ 5 ft.; SQ low-light vision, scent; SV Fort +5, Ref +4, Will +0; Str 15, Dex 13, Con 14, Int 2, Wis 11, Cha 4.

*Skills and Feats:* Jum p +6, Listen +5, Spot +5; Endurance.

See page 85 of the Dungeon M aster’s Guide for more information on how to read a creature’s statistics block.



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**Skill Ranks Ability Armor Check Penalty**

H eal 4 Wis —

Ride 4 Dex —

Diplomacy 4 Cha —

Spot (cc) 2 Wis —

Listen (cc) 2 Wis —

Climb (cc) 2 Str 6

creatures, which makes it easier for him to find and defeat such foes. Finally, an experienced ranger has such a tie to nature that he can actually draw upon natural power to cast divine spells, much as a druid does.

**Alignment:** Rangers can be of any alignment. Most are good, and

such rangers usually function as protectors of the wild areas. In this

role, a ranger seeks out and destroys or

Search (cc) 2 Int —

**Feat:** Weapon Focus (longsword).

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**Bonus Feat:** Improved Initiative.

**Gear:** Backpack with waterskin, one day’s trail rations, bedroll, sack, flint and steel. Hooded lantern, three pints of oil. Quiver with 20 arrows. Wooden holy symbol (fist of Heironeous,

god of valor).

**Gold:** 6d4 gp.

## RANGER

The forests are home to fierce and cunning creatures, such as bloodthirsty owlbears and malicious displacer

beasts. But more cunning and powerful than these monsters is the ranger, a skilled hunter and stalker. He knows the woods as if they were his home (as indeed they are), and he knows his prey in deadly detail.

**Adventures:** A ranger often accepts the role of protector, aiding those who live in or travel through the woods. In addition, a ranger carries grudges against certain types of creatures and looks for opportunities to find and destroy them. He may adventure for all the reasons that a fighter does.

**Characteristics:** A ranger can use a variety of weapons and is quite capable in combat. His skills allow him to survive in the wilderness, to find his prey, and to avoid detection. He also has special knowledge about certain types of

*Soveliss*

drives off evil creatures that threaten the wilderness. Good rangers also protect those who travel through the wilderness, serving sometimes as guides and sometimes as unseen guardians. Most rangers are also

chaotic, preferring to follow the ebb and flow of nature or of their own hearts instead of rigid rules. Evil rangers, though rare, are much to be feared. They revel in nature’s thoughtless cruelty and seek to emulate her most fearsome predators. They gain divine spells just as good rangers do, for nature herself is indifferent to

good and evil.

**Religion:** Though a ranger gains his divine spells from the power of nature, he like anyone else may worship a chosen deity. Ehlonna (goddess of the wood- lands) and Obad-Hai (god of nature) are the most common deities revered by,

though some prefer more martial deities.

**Background:** Some rangers gained their training as part of special military teams, but most learned their skills from solitary masters who accepted them as students and assistants. The rangers of a particular master may count themselves as cohorts, or they may be rivals for the status of best student and thus the rightful heir to their master’s fame.

**Races:** Elves often choose the ranger’s path. They are at home in the woods, and they have the grace to move stealthily. Half-elves who feel their elf parents’ connection to the woods are also likely to adopt this class. Humans are



##### Table 3–13: The Ranger

**Base Fort Ref Will ———— Spells per Day ————**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Level** | **Attack Bonus** | **Save** | **Save** | **Save** | **Special** | **1st** | **2nd** | **3rd** | **4th** |
| 1st | +1 | +2 | +2 | +0 | 1st favored enemy, Track, wild empathy | — | — | — | — |
| 2nd | +2 | +3 | +3 | +0 | Combat style | — | — | — | — |
| 3rd | +3 | +3 | +3 | +1 | Endurance | — | — | — | — |
| 4th | +4 | +4 | +4 | +1 | Animal companion | 0 | — | — | — |
| 5th | +5 | +4 | +4 | +1 | 2nd favored enemy | 0 | — | — | — |
| 6th | +6/ +1 | +5 | +5 | +2 | Improved combat style | 1 | — | — | — |
| 7th | +7/ +2 | +5 | +5 | +2 | Woodland stride | 1 | — | — | — |
| 8th | +8/ +3 | +6 | +6 | +2 | Swift tracker | 1 | 0 | — | — |
| 9th | +9/ +4 | +6 | +6 | +3 | Evasion | 1 | 0 | — | — |
| 10th | +10/ +5 | +7 | +7 | +3 | 3rd favored enemy, | 1 | 1 | — | — |
| 11th | +11/ +6/ +1 | +7 | +7 | +3 | Combat style mastery | 1 | 1 | 0 | — |
| 12th | +12/ +7/ +2 | +8 | +8 | +4 |  | 1 | 1 | 1 | — |
| 13th | +13/ +8/ +3 | +8 | +8 | +4 | Camouflage | 1 | 1 | 1 | — |
| 14th | +14/ +9/ +4 | +9 | +9 | +4 |  | 2 | 1 | 1 | 0 |
| 15th | +15/ +10/ +5 | +9 | +9 | +5 | 4th favored enemy, | 2 | 1 | 1 | 1 |
| 16th | +16/ +11/ +6/ +1 | +10 | +10 | +5 |  | 2 | 2 | 1 | 1 |
| 17th | +17/ +12/ +7/ +2 | +10 | +10 | +5 | H ide in plain sight | 2 | 2 | 2 | 1 |
| 18th | +18/ +13/ +8/ +3 | +11 | +11 | +6 |  | 3 | 2 | 2 | 1 |
| 19th | +19/ +14/ +9/ +4 | +11 | +11 | +6 |  | 3 | 3 | 3 | 2 |
| 20th | +20/ +15/ +10/ +5 | +12 | +12 | +6 | 5th favored enemy | 3 | 3 | 3 | 3 |

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often rangers as well, being adaptable enough to learn their way around the woods even if it doesn’t come naturally to them. Half- orcs may find the life of a ranger more comfortable than life among cruel and taunting humans (or orcs). Gnome rangers are more common than gnome fighters, but still they tend to remain in their own lands rather than adventure among “the big people.” Dwarf rangers are rare, but they can be quite effective. Instead of living in the surface wilderness, they are at home in the endless caverns beneath the earth. Here they hunt down and destroy the enemies of dwarvenkind with the relentless precision for which dwarves are known. Dwarf rangers are often known as cavers. Halfling rangers are highly respected for their ability to help communities of halflings prosper as they pursue their nomadic lifestyle.



Among the savage humanoids, only gnolls are commonly rangers, using their skills to slyly stalk their prey.

**Classes:** Rangers get along well with druids and to some extent with barbarians. They are known to bicker with paladins, mostly because they often share goals but differ in style, tactics, approach, philosophy, and esthetics. Since rangers don’t often look to other people for support or friendship, they find it easy to tolerate people who are quite different from themselves, such as bookish wizards and preachy clerics. They just don’t care enough to get upset about others’ differences.

**Role:** The ranger’s best role is that of a scout and secondary combatant. Without the heavy armor of the fighter or the staying power of the barbarian, the ranger should focus on opportunistic and ranged attacks. Most rangers user their animal companions as sentries, scouts, or to assist them in melee combat.

### GAME RULE INFORMATION

Rangers have the following game statistics.

**Abilities:** Dexterity is important for a ranger both because he tends to wear light armor and because several ranger skills are based on that ability. Strength is important because rangers frequently get involved in combat. Several ranger skills are based on Wisdom, and a Wisdom score of 14 or higher is required to get access to the most powerful ranger spells. A Wisdom score of 11 or higher is required to cast any ranger spells at all. One of the ranger’s trademark skills, his ability to track foes, is based on Wisdom.

**Alignment:** Any.

**Hit Die:** d8.

#### Class Skills

The ranger’s class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (dungeoneering) (Int), Knowledge (geography) (Int), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Survival (Wis), Swim (Str), and Use Rope (Dex). See Chapter 4: Skills for skill descriptions.

**Skill Points at 1st Level:** (6 + Int modifier) × 4.

**Skill Points at Each Additional Level:** 6 + Int modifier.

#### Class Features

All of the following are class features of the ranger.

**Weapon and Armor Proficiency:** A ranger is proficient with all simple and martial weapons, and with light armor and shields (except tower shields).

**Favored Enemy (Ex):** At 1st level, a ranger may select a type of creature from among those given on Table 3–14: Ranger Favored Enemies. Due to his extensive study on his chosen type of foe and training in the proper techniques for combating such creatures, the ranger gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against creatures of this type. Likewise, he gets a +2 bonus on weapon damage rolls against such creatures.

At 5th level and every five levels thereafter (10th, 15th, and 20th level), the ranger may select an additional favored enemy from those given on the table. In addition, at each such interval, the bonus against any one favored enemy (including the one just selected, if so desired) increases by 2. For example, a 5th-level ranger has two favored enemies; against one he gains a +4 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks and weapon damage rolls, and against the other he has a +2 bonus. At 10th level, he has three favored enemies, and he gains an additional +2 bonus, which he can allocate to the bonus against any one of his three favored enemies. Thus, his bonuses could be either +4, +4, +2 or +6, +2, +2.

If the ranger chooses humanoids or outsiders as a favored enemy, he must also choose an associated subtype, as indicated on the table. If a specific creature falls into more than one category of favored enemy (for instance, devils are both evil outsiders and lawful outsiders), the ranger’s bonuses do not stack; he simply uses whichever bonus is higher. See the *Monster Manual* for more infor- mation on types of creatures.

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##### Table 3–14: Ranger Favored Enemies

**Type (Subtype) Examples**

Aberration beholder

Animal bear

Construct golem

Dragon black dragon

Elemental invisible stalker

Fey dryad

Giant ogre

H umanoid (aquatic) merfolk

H umanoid (dwarf) dwarf

H umanoid (elf) elf

H umanoid (goblinoid) hobgoblin H umanoid (gnoll) gnoll

H umanoid (gnome) gnome

Humanoid (halfling) halfling

H umanoid (human) human

H umanoid (orc) orc

H umanoid (reptilian) kobold

M agical beast displacer beast

M onstrous humanoid minotaur

Ooze gelatinous cube

Outsider (air) arrowhawk

Outsider (chaotic) demon

Outsider (earth) xorn

Outsider (evil) devil

Outsider (fire) salamander

Outsider (good) angel

Outsider (lawful) formian

Outsider (native) tiefling

Outsider (water) tojanida

Plant shambling mound

Undead zombie

Vermin monstrous spider

**Track:** A ranger gains Track (see page 101) as a bonus feat.

**Wild Empathy (Ex):** A ranger can use body language, vocaliza- tions, and demeanor to improve the attitude of an animal (such as a bear or a monitor lizard). This ability functions just like a Diplomacy check to improve the attitude of a person (see page 72). The ranger rolls 1d20 and adds his ranger level and his Charisma bonus to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the ranger and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal visibility conditions. Generally,

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influencing an animal in this way takes 1 minute, but, as with influencing people, it might take more or less time.



The ranger can also use this ability to influence a magical beast with an Intelligence score of 1 or 2 (such as a basilisk or a girallon), but he takes a –4 penalty on the check.

**Combat Style (Ex):** At 2nd level, a ranger must select one of two combat styles to pursue: archery or two-weapon combat. This choice affects the character’s class features but does not restrict his selection of feats or special abilities in any way.

If the ranger selects archery, he is treated as having the Rapid Shot feat, even if he does not have the normal prerequisites for that feat.

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If the ranger selects two-weapon combat, he is treated as having the Two-Weapon Fighting feat, even if he does not have the normal prerequisites for that feat.

The benefits of the ranger’s chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

**Endurance:** A ranger gains Endurance (see page 93) as a bonus feat at 3rd level.

**Animal Companion (Ex):** At 4th level, a ranger gains an animal companion selected from the following list: badger, camel, dire rat, dog, riding dog, eagle, hawk, horse (light or heavy), owl, pony, snake (Small or Medium viper), or wolf. If the DM’s campaign takes place wholly or partly in an aquatic environment, the DM may add the following creatures to the ranger’s list of options: crocodile, porpoise, Medium shark, and squid. This animal is a loyal companion that accompanies the ranger on his adventures as appropriate for its kind. (For instance, an aquatic creature can’t adventure with a ranger on land and shouldn’t be selected by a nonaquatic character without extenuating circumstances). In most cases, the animal companion functions as a mount, sentry, scout, or hunting animal, rather than as a protector.

This ability functions like the druid ability of the same name (see page 35), except that the ranger’s effective druid level is one-half his ranger level. For example, the animal companion of a 4th-level ranger would be the equivalent of a 2nd-level druid’s animal companion. A ranger may select from the alternative lists of animal companions just as a druid can, though again his effective druid level is half his ranger level. Thus, he must be at least an 8th-level ranger to select from the druid’s list of 4th-level animal companions, and if he chooses one of those animals, his effective druid level would be reduced by 3, to 1st level. Like a druid, a ranger cannot select an alternative animal if the choice would reduce his effective druid level below 1st.

**Spells:** Beginning at 4th level, a ranger gains the ability to cast a small number of divine spells (the same type of spells available to the cleric, druid, and paladin), which are drawn from the ranger spell list (page 191). A ranger must choose and prepare his spells in advance (see below).

To prepare or cast a spell, a ranger must have a Wisdom score equal to at least 10 + the spell level (Wis 11 for 1st-level spells, Wis 12 for 2nd-level spells, and so forth). The Difficulty Class for a saving throw against a ranger’s spell is 10 + the spell level + the ranger’s Wisdom modifier.

Like other spellcasters, a ranger can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table 3–13: The Ranger. In addition, he receives bonus spells per day if he has a high Wisdom score (see Table 1–1: Ability Modifiers and Bonus Spells, page 8). When Table 3–13 indicates that the ranger gets 0 spells per day of a given spell level (for instance, 1st-level spells for a 4th-level ranger), he gains only the bonus spells he would be entitled to based on his Wisdom score for that spell level. The ranger does not have access to any domain spells or granted powers, as a cleric does.

A ranger prepares and casts spells the way a cleric does, though he cannot lose a prepared spell to cast a *cure* spell in its place. A ranger may prepare and cast any spell on the ranger spell list, provided that

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he can cast spells of that level, but he must choose which spells to prepare during his daily meditation.

Through 3rd level, a ranger has no caster level. At 4th level and higher, his caster level is one-half his ranger level.

**Improved Combat Style (Ex):** At 6th level, a ranger’s aptitude in his chosen combat style (archery or two-weapon combat) improves. If he selected archery at 2nd level, he is treated as having the Manyshot feat (page 97), even if he does not have the normal prerequisites for that feat.

If the ranger selected two-weapon combat at 2nd level, he is treated as having the Improved Two-Weapon Fighting feat (page 96), even if he does not have the normal prerequisites for that feat.

As before, the benefits of the ranger’s chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

**Woodland Stride (Ex):** Starting at 7th level, a ranger may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect him.

**Swift Tracker (Ex):** Beginning at 8th level, a ranger can move at his normal speed while following tracks without taking the normal

–5 penalty. He takes only a –10 penalty (instead of the normal –20) when moving at up to twice normal speed while tracking.

**Evasion (Ex):** At 9th level, a ranger can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save (such as a red dragon’s fiery breath or a *fireball*), he instead takes no damage. Evasion can be used only if the ranger is wearing light armor or no armor. A helpless ranger (such as one who is unconscious or paralysed) does not gain the benefit of evasion.

**Combat Style Mastery (Ex):** At 11th level, a ranger’s aptitude in his chosen combat style (archery or two-weapon combat) improves again. If he selected archery at 2nd level, he is treated as having the Improved Precise Shot feat (page 96), even if he does not have the normal prerequisites for that feat.

If the ranger selected two-weapon combat at 2nd level, he is treated as having the Greater Two-Weapon Fighting feat (page 95), even if he does not have the normal prerequisites for that feat.

As before, the benefits of the ranger’s chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

**Camouflage (Ex):** A ranger of 13th level or higher can use the Hide skill in any sort of natural terrain, even if the terrain doesn’t grant cover or concealment.

**Hide in Plain Sight (Ex):** While in any sort of natural terrain, a ranger of 17th level or higher can use the Hide skill even while being observed.

#### Elf Ranger Starting Package

**Armor:** Studded leather (+3 AC, armor check penalty –1, speed 30 ft., 20 lb.).

**Weapons:** Longsword (1d8, crit 19–20/×2, 4 lb., one-handed, slashing).

Short sword, off hand (1d6, crit 19–20/×2, 2 lb., light, piercing).

*Note:* When striking with both swords, the ranger takes a –4 penalty with his longsword and a –8 penalty with his short sword. If he has a Strength bonus, add only one-half of it to his damage roll with the short sword, which is in his off hand, but add the full Strength bonus to his damage roll with the longsword.

Longbow (1d8, crit ×3, range inc. 100 ft., 3 lb., piercing).

**Skill Selection:** Pick a number of skills equal to 6 + Int modifier.

**Skill Ranks Ability Armor Check Penalty**

Survival 4 Wis —

H ide 4 Dex 1

M ove Silently 4 Dex 1

Listen 4 Wis —

Spot 4 Wis —

Knowledge (nature) 4 Int —

Climb 4 Str 1

H eal 4 Wis —

Swim 4 Str 2

Search 4 Int —

**Feat:** Point Blank Shot.

**Favored Enemy:** Magical beast.

**Gear:** Backpack with waterskin, one day’s trail rations, bedroll, sack, and flint and steel. Three torches. Quiver with 20 arrows.

**Gold:** 2d4 gp.

## ROGUE

Rogues share little in common with each other. Some are stealthy thieves. Others are silver-tongued tricksters. Still others are scouts, infiltrators, spies, diplomats, or thugs. What they share is versatility, adaptability, and resourcefulness. In general, rogues are skilled at getting what others don’t want them to get: entrance into a locked treasure vault, safe passage past a deadly trap, secret battle plans, a guard’s trust, or some random person’s pocket money.

**Adventures:** Rogues adventure for the same reason they do most things: to get what they can get. Some are after loot; others want experience. Some crave fame; others seek infamy. Quite a few also enjoy a challenge. Figuring out how to thwart a trap or avoid an alarm is great fun for many rogues.

**Characteristics:** Rogues are highly skilled, and they can con- centrate on developing any of several categories of skills. While not equal to members of many other classes in combat, a rogue knows how to hit where it hurts, and she can dish out a lot of damage with a sneak attack.

Rogues have a sixth sense when it comes to avoiding danger. Experienced rogues develop mystical powers and skills as they master the arts of stealth, evasion, and sneak attacks. In addition, while not capable of casting spells on their own, rogues can “fake it” well enough to cast spells from scrolls, activate wands, and use just about any other magic item.

**Alignment:** Rogues follow opportunity, not ideals. They are more likely to be chaotic than lawful, they are a diverse bunch, so they may be of any alignment.

**Religion:** Although they are not renowned for their piety, most rogues revere Olidammara (god of thieves). Evil rogues might secretly worship Nerull (god of death), or Erythnul (god of slaugh- ter). Since rogues are so diverse, however, many of them worship other deities, or none at all.

**Background:** Some rogues are officially inducted into an organized fellowship of rogues or “guild of thieves.” Some are self- taught; others learned their skills from independent mentors. Often, an experienced rogue needs an assistant for scams, second-story jobs, or just for watching her back. She recruits a likely youngster, who then learns the skills of the trade on the job. Eventually, the trainee is ready to move on, perhaps because the mentor has run afoul of the law, or perhaps because the trainee has double-crossed her mentor and needs some “space.”

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Rogues do not see each other as fellows unless they happen to be members of the same guild or students of the same mentor. In fact, rogues trust other rogues less than they trust anyone else. They’re no fools.

**Races:** Adaptable and often unprincipled, humans take to the rogue’s life with ease. Halflings, elves, and half-elves also find themselves well suited to the demands of the career. Dwarf and gnome rogues, while less common, are renowned as experts with locks and traps. Half-orc rogues tend toward thuggery.

Rogues are common among brutal humanoids, especially goblins and bugbears. Rogues who learn their arts in savage lands, however, generally don’t have much experience with complex mechanisms such as traps and locks.

**Other Classes:** Rogues love and hate working with members of other classes. They excel when protected by warriors and supported by spellcasters. There are plenty of times, however, that they wish everyone else was as quiet, guileful, and patient as they. Rogues are particularly wary of paladins, so they endeavor to prove themselves useful when contact with paladins is unavoidable.

**Role:** The rogue’s role in a group can vary dramatically based on her skill selection—from charismatic con artist to cunning burglar to agile combatant—but most rogues share certain aspects. They aren’t capable of prolonged melee combat, so they focus on opportunistic sneak attacks or ranged attacks. The rogue’s stealth and her trapfinding ability make her one of the best scouts in the game.



##### Table 3–15: The Rogue

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Level** | **Base**  **Attack Bonus** | **Fort**  **Save** | **Ref**  **Save** | **Will**  **Save** | **Special** |
| 1st | +0 | +0 | +2 | +0 | Sneak attack +1d6, trapfinding |
| 2nd | +1 | +0 | +3 | +0 | Evasion |
| 3rd | +2 | +1 | +3 | +1 | Sneak attack +2d6, trap sense +1 |
| 4th | +3 | +1 | +4 | +1 | Uncanny dodge |
| 5th | +3 | +1 | +4 | +1 | Sneak attack +3d6 |
| 6th | +4 | +2 | +5 | +2 | Trap sense +2 |
| 7th | +5 | +2 | +5 | +2 | Sneak attack +4d6 |
| 8th | +6/ +1 | +2 | +6 | +2 | Improved uncanny dodge |
| 9th | +6/ +1 | +3 | +6 | +3 | Sneak attack +5d6, trap sense +3 |
| 10th | +7/ +2 | +3 | +7 | +3 | Special ability |
| 11th | +8/ +3 | +3 | +7 | +3 | Sneak attack +6d6 |
| 12th | +9/ +4 | +4 | +8 | +4 | Trap sense +4 |
| 13th | +9/ +4 | +4 | +8 | +4 | Sneak attack +7d6, special ability |
| 14th | +10/ +5 | +4 | +9 | +4 | — |
| 15th | +11/ +6/ +1 | +5 | +9 | +5 | Sneak attack +8d6, trap sense +5 |
| 16th | +12/ +7/ +2 | +5 | +10 | +5 | Special ability |
| 17th | +12/ +7/ +2 | +5 | +10 | +5 | Sneak attack +9d6 |
| 18th | +13/ +8/ +3 | +6 | +11 | +6 | Trap sense +6 |
| 19th | +14/ +9/ +4 | +6 | +11 | +6 | Sneak attack +10d6, special ability |
| 20th | +15/ +10/ +5 | +6 | +12 | +6 | — |

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GAME RULE INFORMATION

Rogues have the following game statistics.

**Abilities:** Dexterity provides extra protection for the lightly armored rogue. Dexterity, Intelligence and Wisdom are important for many of the rogue’s skills. A high Intelligence score also gives the rogue extra skill points, which can be used to expand her repertoire.

**Alignment:** Any.

**Hit Die:** d6.

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#### Class Skills

The rogue’s class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate

(Cha), Jump (Str), Knowledge (local) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Profession (Wis), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha), and

Use Rope (Dex). See Chapter 4: Skills for skill descriptions.

**Skill Points at 1st Level:** (8 + Int modifier) × 4.

**Skill Points at Each Addi- tional Level:** 8 + Int modifier.

#### Class Features

All of the following are class features of the rogue.

*Illus. by J. Foster*

###### Weapon and Armor Proficiency: Rogues

are proficient with all simple weapons, plus the hand cross- bow, rapier, sap, shortbow, and short sword. Rogues are proficient with light armor, but not with shields.

**Sneak Attack:** If a rogue can catch an opponent when he is unable to defend himself effectively from her attack,

able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A rogue cannot sneak attack while striking a creature with concealment (see page 152) or striking the limbs of a creature whose vitals are beyond reach.

**Trapfinding:** Rogues (and only rogues) can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it.

Rogues (and only rogues) can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level

of the spell used to create it.

A rogue who beats a trap’s DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

**Evasion (Ex):** At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on

a successful save (such as a red dragon’s fiery breath or a *fireball*), she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue (such as one who is unconscious or paralysed) does not gain the benefit of evasion.

**Trap Sense (Ex):** At 3rd level, a rogue gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to

AC against attacks made by traps. These bonuses rise to +2 when the rogue reaches 6th level, to +3 when she reaches 9th level, to +4 when she reaches 12th level, to +5 at 15th, and to +6 at 18th level.

Trap sense bonuses gained from

she can strike a vital spot for extra damage. Basically,

the rogue’s attack deals extra damage any time her target

*Lidda*

multiple classes stack.

**Uncanny Dodge (Ex):** Starting at 4th level, a

would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks her target. This extra damage is 1d6 at 1st level, and it increases by 1d6 every two rogue levels thereafter. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied. (See Table 8–5: Attack Roll Modifiers and Table 8–6: Armor Class Modifiers, page 151, for combat situations in which the rogue flanks an opponent or the opponent loses his Dexterity bonus to AC.)



Ranged attacks can count as sneak attacks only if the target is within 30 feet. A rogue can’t strike with deadly accuracy from beyond that range.

With a sap (blackjack) or an unarmed strike, a rogue can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual –4 penalty, because she must make optimal use of her weapon in order to execute a sneak attack. (See Nonlethal Damage, page 146.)

A rogue can sneak attack only living creatures with discernible

anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. The rogue must be

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rogue can react to danger before her senses would

normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

If a rogue already has uncanny dodge from a different class (a rogue with at least two levels of barbarian, for example), she auto- matically gains improved uncanny dodge (see below) instead.

**Improved Uncanny Dodge (Ex):** A rogue of 8th level or higher can no longer be flanked; she can react to opponents on opposite sides of her as easily as she can react to a single attacker. This defense denies another rogue the ability to sneak attack the character by flanking her, unless the attacker has at least four more rogue levels than the target does.

If a character already has uncanny dodge (see above) from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

**Special Abilities:** On attaining 10th level, and at every three levels thereafter (13th, 16th, and 19th), a rogue gains a special ability