

CHOOSING A CLASS

What man calls free will is but the options remaining after destiny and the gods have made their plays. If your character survives to 1st level, you can choose a class. Your free will is constrained by the fatalism of the dice; pick a class that suits your randomly determined strengths and weaknesses. The demi-human classes of dwarf, elf, and halfling may only be selected by characters whose 0-level occupation was of that race.

The following terminology is introduced in the class descriptions:

Hit points: Each class uses a certain die to determine hit points. Note that all characters receive 1d4 hit points at 0 level, and their class hit points are *in addition* to the 1d4 hit points from 0 level. For example, a cleric has 1d8 hit points per level, so a 1st-level cleric actually rolls 1d4+1d8 to determine hit points. When that cleric achieves 2nd level, the player rolls another 1d8 hit points and adds it to the prior total.

Weapon training: Each class is trained in a certain list of weapons. Characters use their normal class action die when attacking with these weapons. When using other weapons, they roll a lower die (according to the dice chain).

Action dice: Action dice are used to make attacks, cast spells, and use skills. The most common use of an action die is to attack; most characters roll 1d20 for their attack rolls because they have a 1d20 action die. As characters ad-



vance in level, they may gain additional action dice. Typically, these start as additional dice of lower facings (i.e., a d14 instead of d20) to reflect that the character's secondary attacks are not as effective as his primary attacks. Character classes with spellcasting ability, or specialized skill uses, may be able to use action dice to cast additional spells or use additional skills rather than make attacks, as described in the class descriptions.

Title: Titles are included for characters of levels one through five. These titles reflect the most common terms for characters of that power level. In some cases, these titles are tied to formal orders; in other cases, they are generic terms. Formal orders (such as those noted in the thief and warrior descriptions) may have different titles. Characters of 6th level and above are extremely rare, so much so that no generic titles exist. Players are encouraged to develop their own titles for such levels using Appendix T for inspiration as needed.





CLERIC



here are rules that govern the multiverse, some deciphered by man and some opaque. The oldest rules are the Void, which no man or god understands, only Cthulhu and the Old Ones. Then the Old Ones established Law and Chaos, which created and divided the gods. From the gods came divine rules for the behaviors of mortal man, and if man lives by these rules, his gods reward him in this life or the next.

That is what your god tells you, and as his cleric, you will persuade, convert, or destroy those who speak otherwise. You adventure to find gold or holy relics, destroy abominations and enemies, and convert heathens to the truth. You'll be rewarded – even if you have to die to receive that reward.

An adventuring cleric is a militant servant of a god, often part of a larger order of brothers. He wields the weapons of his faith: physical, spiritual, and magical. Physically, he is a skilled fighter when using his god's chosen weapons. Spiritually, he is a vessel for the expression of his god's ideals, able to channel holy powers that harm his god's enemies. Magically, he is able to call upon his god to perform amazing feats.

Both clerics and wizards may gain powers from gods, but in different ways. A cleric worships a greater power and is rewarded for his service. A wizard unlocks the hidden mysteries of the universe in order to dominate powers both known and unknowable.

Hit points: A cleric gains 1d8 hit points at each level.

Choosing a god: At 1st level, a cleric selects a god to worship, and in doing so chooses one side of the eternal struggle. Clerics who worship demons and devils, monsters, fiends, Chaos Lords, and Set and the other dark gods of the naga are servants of Chaos. Clerics who worship lawful gods, nascent demi-gods, principles of good, immortals, celestials, guardians, and the prehistoric gods of the sphinxes are servants of Law. Clerics who stand at the balancing point, placing faith in the eternal struggle itself rather than the factions arrayed about it, are neutral in alignment. These "neutral" clerics may still be good, evil, or truly neutral, and as such are either druids, Cthulhu cultists, or guardians of balance.

All clerics pray to join their god in a never-ending afterlife. While still clothed in mortal form, clerics find a place among others with similar beliefs. The weak follow their order, the strong lead their order, and the

mighty are living avatars of their gods. As a cleric progresses in level, he moves through these ranks.

A cleric's choice of god must match his alignment, and determines weapon groups, holy powers, and magical spells. Clerics may choose from the gods shown on page 32.

Weapon training: A cleric is trained in the weapons used by faithful followers of his god, as shown on page 32. Clerics may wear any armor and their spell checks are not hindered by its use.

Alignment: A cleric's alignment must match his god's. Clerics of chaotic alignments belong to secret cults and strange sects. They travel the world to recruit new cultists and undermine their enemies.

Clerics of lawful alignments belong to organized religious groups. They may lead a rural congregation, adventure on great crusades to convert heathens, or defend holy relics as a militant arm of the church.

Neutral clerics tend toward philosophical affiliations. They may be druids who worship the oneness of nature or dark theosophists who research the dead gods that originally created the universe.

A cleric who changes alignment loses the support of his god. He loses access to all spells and powers from cleric levels earned under his old alignment.

Caster level: Caster level is a measurement of a cleric's power in channeling his god's energy. A cleric's caster level is usually his level as a cleric but may be modified under certain circumstances. Many clerics adventure in search of holy relics that bring them closer to their gods and thus increase caster level.

Magic: A cleric can call upon the favor of his god. This form of magic is known as idol magic. Its successful use allows a cleric to channel his god's power as a magical spell. A cleric has access to the spells of his god as noted on table 1-5.

To cast a spell, a cleric makes a spell check (see page 106). The spell check is made like any other check: roll 1d20 + Personality modifier + caster level. If the cleric succeeds, his god attends to his request – not always predictably, but with generally positive results.

If the cleric fails he risks disapproval. His god is preoccupied, annoyed, or facing its own battle – or questions the cleric's use of its power. Some of the most powerful gods are in turn the most fickle.



These rules apply to cleric magic:

- **Natural 1 means disapproval.** On a natural 1 during a spell check, a cleric discovers that he has somehow gained the disapproval of his deity. The spell check automatically fails, and the cleric must roll on the Disapproval Table (see page 122).
- **Each failed spell check increases the chance of disapproval.** After his first spell check fails in a day, a cleric's range of disapproval increases to a natural roll of 1 or 2. Thereafter, on any natural roll of 1 or 2, the spell automatically fails, and the cleric must roll on the Disapproval Table. After a second spell check fails, a cleric's range of disapproval increases to a natural roll of 1 through 3. And so on. The range continues increasing, and any natural roll within that range automatically fails. This means that a cleric could potentially reach a point where normally successful rolls automatically fail because they are in the disapproval range. For example, a cleric who fails 12 spell checks in a day would automatically fail any future spell check on a roll of 1 through 13, even though a roll of 13 would normally mean success on 1st-level spells. When the cleric regains spells on the following day, his disapproval range is reset to a natural 1. Probably. Clerics who test their gods may find they are not always forgiving.
- **Penalties can be offset by sacrifices.** Once a cleric's range of disapproval increases beyond a natural 1, he can reduce that range by offering sacrifices to his deity. See below for more information.
- **Sinful use of divine power.** A cleric may be capable of using his powers in ways that displease his deity. Doing so is a sin against his beliefs. Sinful activities include anything that is not in accordance with the character's or deity's alignment; anything that is not appropriate to the deity's core beliefs (e.g., being merciful to a foe while worshipping the god of war); healing a character of an opposed alignment or healing or aiding a character of an opposed belief or deity (even if of the same alignment); failing to support followers of the same beliefs when they are in need; calling on the deity's aid in a frivolous manner; and so on. When a cleric commits a sinful act, he may incur an additional increase in his disapproval range. This could amount to an increase of +1 for minor infractions all the way up to +10 for significant transgressions. These



additional penalties are always at the judge's discretion, and may manifest accompanied by thunder and lightning, plagues of locusts, water running uphill, and other signs of divine displeasure.

Sacrifices: A cleric may make sacrifices to his deity in order to regain favor. Sacrifices vary according to the nature of the deity, but, in general, any offering of material wealth counts. Other acts may count as well, at the discretion of the judge.

Sacrificing wealth means the items must be burned, melted down, donated to the needy, contributed to a temple, or otherwise relieved from the character's possession. They may be donated as part of a special rite or simply added to a temple's coffers. This is not a rapid combat action; it requires a minimum time of at least one turn and the cleric's full concentration.

For every 50 gp of sacrificed goods, a cleric "cancels" one point of normal disapproval range. For example, a disapproval range of 1 through 4 can be reduced to 1 through 3. A natural 1 still counts as automatic failure and disapproval.

A great deed, quest, or service to a deity may also count as a sacrifice, at the judge's discretion.

Turn unholiness: A cleric wields his holy symbol to turn away abominations. At any time, a cleric may utilize a spell check to deter unholy creatures. An unholy creature is any being that the cleric's scriptures declare unholy. Typically this includes un-dead, demons, and devils. For more information on turning unholy, see page 96. As with all spell checks, the turn unholy spell check is made as follows: $1d20 + \text{Personality modifier} + \text{caster level} + \text{Luck modifier}$. Failure increases disapproval range, as noted above.

Lay on hands: Clerics heal the faithful. By making a spell check, a cleric may lay on hands to heal damage to any living creature. The cleric may not heal un-dead, animated objects (e.g., living statues), extraplanar creatures (e.g., demons, devils, elementals, etc.), or constructs (e.g., golems) in this manner. The cleric must physically touch the wounds of the faithful and concentrate for 1 action. The spell check is made as any other: roll $1d20 + \text{Personality modifier} + \text{caster level}$. Failure increases disapproval range, as noted above.

The damage healed varies according to several factors.

- It is always a *number of dice*, with the type of dice determined by the hit die of the creature to be healed. For example, a warrior uses a d12 hit die, so a warrior would be healed with d12 dice.



- The number of dice healed *cannot exceed the target's hit dice or class level*. For example, a cleric healing a 1st-level character cannot heal with more than 1 die, even if he rolls well on his check.

- Finally, *before rolling his spell check*, the cleric may elect to heal a specific condition instead of hit points. Healed dice translate to conditions as noted below. In this case, the target's hit dice or class level do not act as a ceiling. If the cleric heals the indicated dice, the damaging condition is alleviated. "Overflow" hit dice do not become normal healing, and if the healed dice are too low, there is no effect.

- Broken limbs: 1 die
- Organ damage: 2 dice
- Disease: 2 dice
- Paralysis: 3 dice
- Poison: 3 dice
- Blindness or deafness: 4 dice

The cleric's alignment further influences the results, as follows:

- If cleric and subject are the same alignment, they count as "same" on the table below.
- If cleric and subject differ in alignment by one step (e.g., one is neutral and the other is lawful or chaotic), or have different but not antithetical gods, they count as "adjacent" on the table below. Such a healing action *may* constitute sin if not done in service of the faith.
- If cleric and subject are of opposed alignment (e.g., one

is lawful and one is chaotic), or have rival gods, they count as "opposed" on the table below. Such a healing almost always counts as a sin unless it is an extraordinary event in the service of the deity.

Then have the cleric make a spell check and reference the table below.

Spell check	Same	Adjacent	Opposed
1-11	Failure	Failure	Failure
12-13	2 dice	1 die	1 die
14-19	3 dice	2 dice	1 die
20-21	4 dice	3 dice	2 dice
22+	5 dice	4 dice	3 dice

Here is the same table presented slightly differently to match the format of the character sheet. The player should record the names of his party allies in the boxes for "same" (same alignment) or "adjacent" or "opposed" (based on alignment steps, as noted above). Then, the appropriate column shows the healing by check.

PC Names	12	14	20	22+
(same)	2	3	4	5
(adjacent)	1	2	3	4
(opposed)	1	1	2	3

Divine aid: As a devout worshipper, a cleric is entitled to beseech his deity for divine aid. Beneficent followers are already rewarded with spells and the ability to turn the unholy, so it must be recognized that requesting direct intervention is an extraordinary act. To request divine aid, the cleric makes a spell check at the same modifier that would apply were he casting a spell. This extraordinary act imparts a cumulative +10 penalty to future disapproval range. Based on the result of the spell check, the judge will describe the result. Simple requests (e.g., light a candle) are DC 10 and extraordinary requests (e.g., summon and control a living column of flame) are DC 18 or higher.

Luck: A cleric's Luck modifier applies to all spell checks to turn unholy creatures.

Action dice: A cleric can use his action dice for attack rolls or spell checks.

TABLE 1-5: CLERIC

Level	Attack	Crit Die/ Table	Action Dice	Ref	Fort	Will	Spells Known by Level				
							1	2	3	4	5
1	+0	1d8/III	1d20	+0	+1	+1	4	-	-	-	-
2	+1	1d8/III	1d20	+0	+1	+1	5	-	-	-	-
3	+2	1d10/III	1d20	+1	+1	+2	5	3	-	-	-
4	+2	1d10/III	1d20	+1	+2	+2	6	4	-	-	-
5	+3	1d12/III	1d20	+1	+2	+3	6	5	2	-	-
6	+4	1d12/III	1d20+1d14	+2	+2	+4	7	5	3	-	-
7	+5	1d14/III	1d20+1d16	+2	+3	+4	7	6	4	1	-
8	+5	1d14/III	1d20+1d20	+2	+3	+5	8	6	5	2	-
9	+6	1d16/III	1d20+1d20	+3	+3	+5	8	7	5	3	1
10	+7	1d16/III	1d20+1d20	+3	+4	+6	9	7	6	4	2

TABLE 1-6: CLERIC TITLES

Level	Title by Alignment		
	Law	Chaos	Neutral
1	Acolyte	Zealot	Witness
2	Heathen-slayer	Convert	Pupil
3	Brother	Cultist	Chronicler
4	Curate	Apostle	Judge
5	Father	High priest	Druid



GODS OF THE ETERNAL STRUGGLE

The eternal struggle between Law and Chaos continues on a vast scale measured in the life and death of stars. In a man's brief time on earth, he chooses one antipode, and in doing so plays his tiny part in the eternal struggle. As such, a 1st-level cleric is either a cleric of Law, Chaos, or the balance. Within that scope, he chooses a god. The cleric displays the vestments of his god, preaches the god's good word, and carries the weapons considered holy by that god. The cleric's alignment further determines the creatures considered unholy for his turning ability.

Alignment	Gods	Weapons	Unholy Creatures
Law	Shul, god of the moon Klazath, god of war Ulesh, god of peace Choranus, the Seer Father, lord of creation Daenthalar, the Mountain Lord, greater god of earth and industry Gorhan, the Helmed Vengeance, god of valor and chivalry Justicia, goddess of justice and mercy Aristemis, the Insightful One, demigoddess of true seeing and strategy	Club, mace, sling, staff, warhammer	Un-dead, demons, devils, chaotic extraplanar creatures, monsters (e.g., basilisk or medusa), Chaos Primes, chaotic humanoids (e.g., orcs), chaotic dragons
Neutral	Amun Tor, god of mysteries and riddles Ildavir, goddess of nature Pelagia, goddess of the sea Cthulhu, priest of the Old Ones	Dagger, mace, sling, staff, sword (any)	Mundane animals, un-dead, demons, devils, monsters (e.g., basilisk or medusa), lycanthropes, perversions of nature (e.g., otyughs and slimes)
Chaos	Ahriman, god of death and disease Hidden Lord, god of secrets Azi Dahaka, demon prince of storms and waste Bobugubilz, demon lord of evil amphibians Cadixtat, chaos titan Nimlurun, the unclean one, lord of filth and pollution Malotoch, the carrion crow god	Axe (any), bow (any), dagger, dart, flail	Angels, paladins, lawful dragons, Lords of Law, Lawful Primes, and Law-aligned humanoids (e.g., goblins)





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THIEF

Lou are a hulking, skulking thug waiting for your next victim, a dexterous wall-climber cozening treasures from ostensibly impenetrable vaults, a fleet-footed cutpurse outrunning shouting pursuers through a crowded market, or a brooding killer stalking a difficult target.

Thieves can be big or small, fast or slow, tall or thin, but they all have one thing in common: they survive not by sword or spell, but by stealth and cunning.

Hit points: A thief gains 1d6 hit points at each level.

Weapon training: A thief is trained in these weapons: blackjack, blowgun, crossbow, dagger, dart, garrote, longsword, short sword, sling, and staff. Thieves are careful in their choice of armor, as it affects the use of their skills.

Alignment: Although thieves have little regard for the laws of civilization, they are not necessarily chaotic.

Lawful thieves are ubiquitous, and they belong to institutions of organized crime: guilds of beggars who feign illness to fleece the generous, pirate gangs that hijack innocent travelers, or organized brigands who charge "protection fees" for certain routes. They are fences who dispose of stolen goods, enforcers who maintain the pecking order of the underworld, and petty burglars who work their way up to become mob bosses.

Chaotic thieves operate as independent agents. They are assassins and con artists, swindlers and sociopaths, or outright murderers and killers. They acknowledge no master aside from the glint of gold.

Neutral thieves are double agents: the kindly housekeeper who filches valuable baubles while the master sleeps, the "inside man" who leaves the vault unlocked one night, or the urban spy who sells secrets to his court's enemies.

Thieves' Cant: Thieves speak a secret language called the cant known only to members of their

class. This is a spoken language with no written alphabet. Teaching the cant to a non-thief is punishable by death. Certain double-entendre phrases in Common have an alternate meaning in the cant and are used by thieves to identify their brethren covertly.

Thieving skills: A thief learns certain skills that aid his illicit pursuits. A thief can pick locks, find and disable traps, sneak silently, hide in shadows, climb sheer surfaces, forge documents, pick pockets, handle poison, and read languages.

The thief's alignment determines his interests, and those interests determine his rate of advancement in the various thieving skills. The thief receives a bonus to his skills based on level and alignment, as shown on table 1-9.

To use a thief skill, the player rolls d20 and adds his modifier. He must beat a DC assigned to the task at hand. An easy task is DC 5, while an extremely difficult task is DC 20 - for example, picking an extraordinarily well crafted lock, or picking the pocket of an alert guard. In some cases, the judge may make the roll for the character, and the result will not be known until some trigger event occurs (e.g., a forged document may not be truly tested until presented to the king's commissary).

A thief needs tools to pick locks, find and disable traps, climb sheer surfaces, forge documents, and handle poisons. A 1st-level thief must purchase a set of thieves' tools that allows him to use these skills.

Success when using a thief's skill means the following:

Backstab: The most successful thieves kill without their victims ever being aware of the threat. When attacking a target from behind or when the target is otherwise unaware, the thief receives the indicated attack bonus to his attack roll. In addition, if he hits, the thief automatically achieves a critical hit, rolling on the crit table as per his level (see page 37). Typically, backstabs are combined with checks to sneak silently or hide in shadows, such that a thief at-



tacks with surprise and is able to backstab. Certain weapons are particularly effective with backstab attempts and do additional damage, as noted in the equipment list. Backstab attempts can only be made against creatures with clear anatomical vulnerabilities.

Sneak silently: A thief never makes an opposed check to sneak silently; that is, the check is never made against the target's attempt to listen. The thief rolls against a hard DC, as noted below, and success means the thief did indeed sneak silently. With the exception of demi-gods and extraordinary magic, the thief's movement cannot be heard. This skill is often used to sneak up on unsuspecting guards and make a backstab attempt. The base DC for moving across stone surfaces is DC 10. Cushioned surfaces, such as grass or carpet are DC 5; moderately noisy surfaces, such as creaking wooden boards are DC 15; and extremely noisy surfaces, like crackling leaves, still water, or crunchy gravel are DC 20.

Hide in shadows: A successful hide in shadows check means the thief cannot be seen. As with sneaking silently, this check is never opposed, and is often used before a backstab attempt. The thief can attempt to hide in broad daylight should he be so bold! The base DC for sneaking down a hallway with moderate cover (chairs, bookcases, crevasses, nooks and crannies, alcoves, etc.) is DC 10. Hiding at night or in a shaded or dimly lit area is DC 5; hiding under a full moon is DC 10; hiding in daylight but in a dark shadow or behind a solid object is DC 15; and hiding in broad daylight with minimal obstruction is DC 20.

Pick pocket: The thief surreptitiously takes an object off a target's person. This skill also includes other feats of legerdemain such as card tricks, minor magic tricks, and so on. Stealing from an unaware target with a loose pocket and an unsecured coin pouch is DC 5; picking the pocket of a target that is actively watching and monitoring his or her belongings is DC 20; and the varying degrees of watchfulness in between define other check thresholds.

Climb sheer surfaces: As one would expect. DC 20 is a perfectly smooth surface with no visible handholds. A normal stone wall is DC 10.

Pick lock: A mundane lock is DC 10. An extremely well crafted lock is DC 20. Some locks of legendary manufacture and notable difficult are DC 25 or higher.



Find trap and disable trap: A large, bulky trap is DC 10. This would include traps like a pit in the floor, a spring-loaded axe, or a dropped portcullis. More subtle traps are DC 15, DC 20, or even higher. A natural 1 on a disable trap check triggers the trap.

Forge document: The DC varies with the complexity and originality of the source document, ranging from DC 5 to DC 20.

Disguise self: The degree of change determines the DC. The thief can transform himself to resemble someone of the same basic race and physical dimensions with a DC 5 check. Changing significant facial features requires a DC 10 check. Changing physical traits, like mannerisms and height, requires a DC 15 check. Fooling someone close to the target (such as a parent or spouse) requires a minimum DC 20 check.

Read languages: Interpreting simple meaning requires a DC 10 check. Interpreting anything more detailed is DC 15.

Handle poison: Any time a thief uses poison he must make a DC 10 safety check. On a failure, he accidentally poisons himself! This check is made each time poison is applied to a blade or other surface. Additionally, on a natural 1 on any attack roll with a poisoned blade, the thief automatically poisons himself, in addition to any fumble results.

Cast spell from scroll: Provided a spell is written on a scroll, a thief can attempt to read the scroll and cast the magical spell. The spell check DC is as standard, but the thief rolls

the indicated type of die to attempt to beat that DC. The thief may not attempt spellburn.

Luck and Wits: Thieves survive on their luck and their wits, and the most successful thieves live a life of fortune on guts and intuition. A thief gains additional bonuses when expending Luck, as follows.

First, the thief rolls a luck die when he expends Luck. The luck die is indicated on Table 1-7: Thief. For each point of Luck expended, he rolls one die and applies that modifier to his roll. For example, a 2nd-level thief who burns 2 points of Luck adds +2d4 to a d20 roll.

Second, unlike other classes, the thief recovers lost Luck to a limited extent. The thief's Luck score is restored each night by a number of points equal to his level. This process cannot take his Luck score past its natural maximum. For example, a 1st-level thief with starting Luck score of 11 attempts to disable a trap and fails by 2 on his check. He burns 2 points of Luck to add 2d3 to his result, allowing him to succeed. His Luck is now 9. Because the thief is 1st level, his Luck score will be restored by 1 point on the following morning, bringing it back up to 10. Then, 1 additional point will be restored on the following morning, bringing it back to 11. The thief's Luck score cannot increase past 11.

Action dice: A thief uses his action dice for any normal activity, including attacks and skill checks.

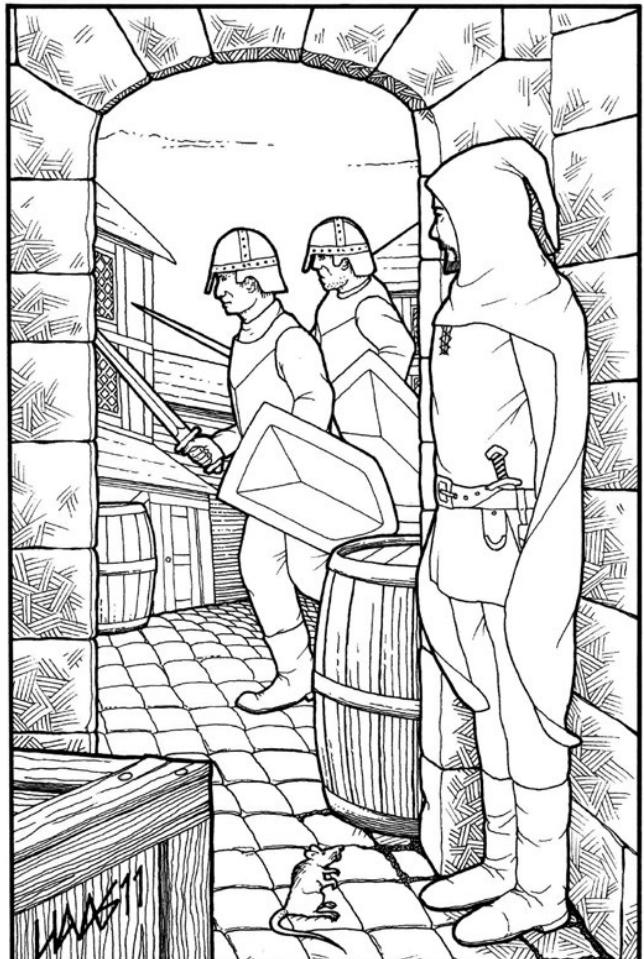


TABLE 1-7: THIEF

Level	Attack	Crit Die/Table	Action Dice	Luck Die	Ref	Fort	Will
1	+0	1d10/II	1d20	d3	+1	+1	+0
2	+1	1d12/II	1d20	d4	+1	+1	+0
3	+2	1d14/II	1d20	d5	+2	+1	+1
4	+2	1d16/II	1d20	d6	+2	+2	+1
5	+3	1d20/II	1d20	d7	+3	+2	+1
6	+4	1d24/II	1d20+1d14	d8	+4	+2	+2
7	+5	1d30/II	1d20+1d16	d10	+4	+3	+2
8	+5	1d30+2/II	1d20+1d20	d12	+5	+3	+2
9	+6	1d30+4/II	1d20+1d20	d14	+5	+3	+3
10	+7	1d30+6/II	1d20+1d20	d16	+6	+4	+3

TABLE 1-8: THIEF TITLES

Level	Title by Alignment		
	Lawful	Chaotic	Neutral
1	Bravo	Thug	Beggar
2	Apprentice	Murderer	Cutpurse
3	Rogue	Cutthroat	Burglar
4	Capo	Executioner	Robber
5	Boss	Assassin	Swindler



"Yes, well, you can't expect me to detect ALL the traps ALL the time..."

TABLE 1-9: THIEF SKILLS BY LEVEL AND ALIGNMENT

Skill	Bonus for LAWFUL Thieves (Path of the Boss)									
	1	2	3	4	5	6	7	8	9	10
Backstab	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Sneak silently*	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Hide in shadows*	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Pick pocket*	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Climb sheer surfaces*	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Pick lock*	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Find trap†	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Disable trap*	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Forge document*	+0	+0	+1	+2	+3	+4	+5	+6	+7	+8
Disguise self‡	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
Read languages†	+0	+0	+1	+2	+3	+4	+5	+6	+7	+8
Handle poison	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
Cast spell from scroll†	d10	d10	d12	d12	d14	d14	d16	d16	d20	d20
Skill	Bonus for CHAOTIC Thieves (Path of the Assassin)									
	1	2	3	4	5	6	7	8	9	10
Backstab	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Sneak silently*	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Hide in shadows*	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Pick pocket*	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
Climb sheer surfaces*	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Pick lock*	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Find trap†	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Disable trap*	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
Forge document*	+0	+0	+1	+2	+3	+4	+5	+6	+7	+8
Disguise self‡	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Read languages†	+0	+0	+1	+2	+3	+4	+5	+6	+7	+8
Handle poison	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Cast spell from scroll†	d10	d10	d12	d12	d14	d14	d16	d16	d20	d20
Skill	Bonus for NEUTRAL Thieves (Path of the Swindler)									
	1	2	3	4	5	6	7	8	9	10
Backstab	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
Sneak silently*	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Hide in shadows*	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Pick pocket*	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Climb sheer surfaces*	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Pick lock*	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Find trap†	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Disable trap*	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Forge document*	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Disguise self‡	+0	+0	+1	+2	+3	+4	+5	+6	+7	+8
Read languages†	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
Handle poison	+0	+0	+1	+2	+3	+4	+5	+6	+7	+8
Cast spell from scroll†	d12	d12	d14	d14	d16	d16	d20	d20	d20	d20

* The thief's Agility modifier, if any, also modifies checks for these skills.

† The thief's Intelligence modifier, if any, also modifies checks for these skills.

‡ The thief's Personality modifier, if any, also modifies checks for these skills.



A Man Among Men, A Thief Among Thieves

Career apogee for a thief is to be heralded for the most elegant of heists. To be a thief among thieves means stealing a famous treasure from a fabled tomb, a wizard's tower, or a king's treasury. But while a warlord rules over the city he sacks, a mage commands the demon he masters, and a cleric proselytizes his flock, a great thief steals his prize and then slinks away, unseen and unknown, to enjoy his accomplishment alone.

In the rare circumstances where thieves do share their secrets, it is through business with trusted confederates: for example, by fencing a stolen jewel. The relationships that make these transactions possible – sometimes through trust, sometimes through leverage – are the social networks that form thieves' guilds and, in turn, gild a thief's reputation.

These are some examples of thieves' guilds. Your character may be part of such a guild.



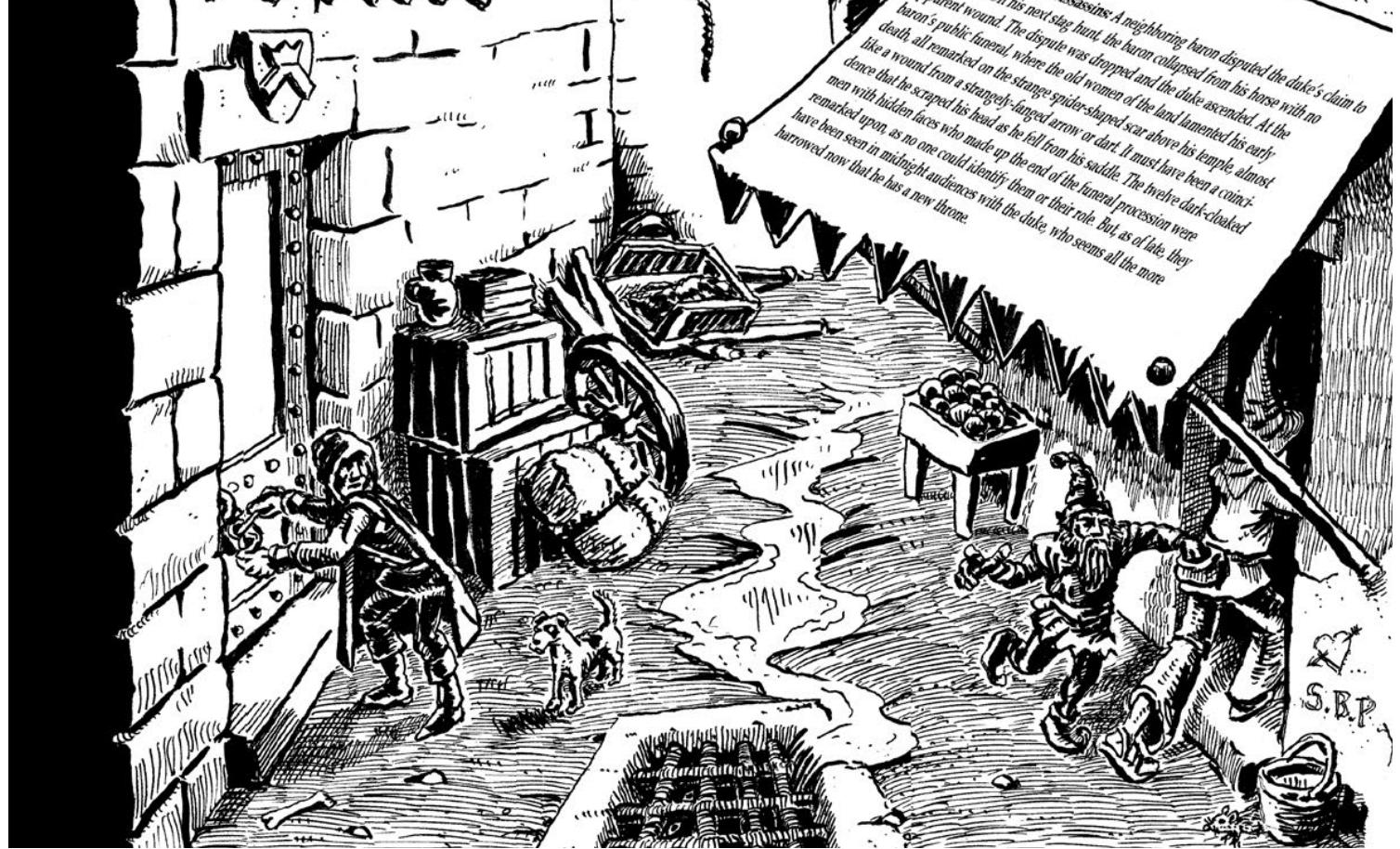
The Mob: In the long-settled lands, chain-mailed bullies patrol a walled villa where a tiny, aged rogue holds court. Family ties form the background of his network. Nephews, uncles, and tenuous cousins are assigned territories to ply their illegal trades and advance or fall in the organization based on their business success. If your maternal uncle is a cousin to the boss, there may be an opening for you.

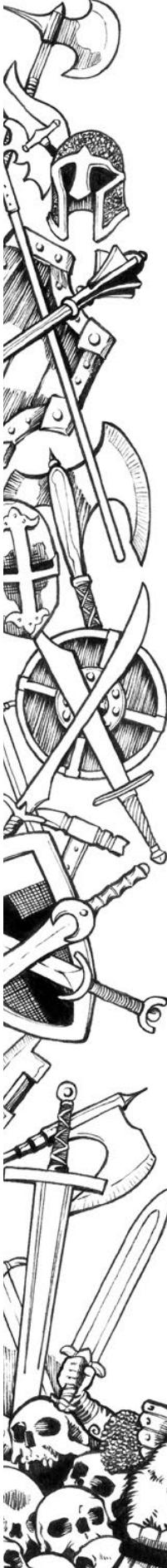
The Beggar King: The duchy's blind, lame, sick, and pestilent mendicants are easily robbed unless they're protected by the Beggar King. This emaciated fiend collects a monthly tithe of one copper piece from every beggar under his service, and in return his bravos offer disinterested protection. Not every blindfolded beggar is really blind.

The Warren: It has been decades since invaders last threatened outside the city's battlements, and now, of tents, shacks, shanties, and Warren, there is now a Warren, unkempt, walls are some legitimate businesses, shacks, known as the Warren, and unkempt, alleys, known as the Warren, businesses sell stunted turnips and day laborers lurch to work on uneven legs, but the much of the Warren's population is sustained by the brothels, taverns, slaving, opium dens, Order (of a sort) is maintained by a Pecking order of pilfery, with pimps, barkeeps, slavers, dealers, and petty thieves paying tribute up the ladder in a hierarchy of bosses and sub-bosses. A vault-like building down by the marsh is where the bosses meet. There are only rumors about who's at the top, but the system maintains order if not justice, and bucking the structure has been known to be dangerous.



The Twelve Spider-Assassins: A neighboring baron disputed the duke's claim to his throne. On his next stag hunt, the baron collapsed from his horse with no apparent wound. The dispute was dropped and the duke ascended. At the baron's public funeral, where the old women of the land lamented his early death, all remarked on the strange spider-shaped scar above his temple, almost like a wound from a strangely-fanged arrow or dart. It must have been a coincidence that he scraped his head as he fell from the end of the funeral procession, men with hidden faces who made up the end of the funeral procession were remarked upon, as no one could identify them or their role. But, as of late, they have been seen in midnight audiences with the duke, who seems all the more harrowed now that he has a new throne.





WARRIOR



You are a mailed knight on a king's errand, a greedy brigand loyal to no man, a wild bear-skinned wanderer with an empty stomach, or a stout man-at-arms armored by a merchant's gold.

Of all the classes, warriors have the best attack bonus, the highest hit points, and the most potential for extra attack actions.

Hit points: A warrior gains 1d12 hit points at each level.

Weapon training: A warrior is trained in the use of these weapons: battleaxe, club, crossbow, dagger, dart, flail, handaxe, javelin, lance, longbow, longsword, mace, polearm, shortbow, short sword, sling, spear, staff, two-handed sword, and warhammer. Warriors wear whatever armor they can afford.

Alignment: Warriors can follow one of several paths based on their alignment, which in turn affects their title. Royal warriors, employed by nobility, are lawful. Lawless warriors, fighting merely for profit or carnage, are chaotic. Wild warriors, natives of the barren steppes or deadly forests, are neutral or chaotic. Hired warriors, loyal to a cause, a man, or simply the fattest purse, can be lawful, neutral, or chaotic.

Attack modifier: Unlike other classes, warriors do not receive a fixed attack modifier at each level. Instead, they receive a randomized modifier known as a *deed die*. At 1st level, this is a d3. The warrior rolls this d3 on each attack roll and applies it to both his attack roll and his damage roll. On one attack, the die may give him a +1 to his attack roll and damage roll. On the next attack, the die may give him +3! The deed die advances with the warrior's level, climbing to d7 by 5th level, and then higher up to d10+4 at 10th level. The warrior always makes a new roll with this die in each combat round. When the warrior has multiple attacks at higher levels, the same deed die applies to all attacks in the same combat round.

Mighty Deed of Arms: Warriors earn their gold with pure physical prowess. They swing across chapels on chandelier chains, bash through iron-banded oaken doors, and leap over chasms in pursuit of their foes. When locked in mortal melee, their mighty deeds of

arms turn the course of battle: a brazen bull rush to push back the enemy lines, a swinging flail to entangle the beastman's sword arm, or a well-placed dagger through the enemy knight's visor.

Prior to any attack roll, a warrior can declare a Mighty Deed of Arms, or for short, a Deed. This Deed is a dramatic combat maneuver within the scope of the current combat. For example, a warrior may try to disarm an enemy with his next attack, or trip the opponent, or smash him backward to open access to a nearby corridor. The Deed does not increase damage but could have some other combat effect: pushing back an enemy, tripping or entangling him, temporarily blinding him, and so on.

The warrior's deed die determines the Deed's success. This is the same die used for the warrior's attack and damage modifier each round. If the deed die is a 3 or higher, *and the attack lands* (e.g., the total attack roll exceeds the target's AC), the Deed succeeds. If the deed die is a 2 or less, or the overall attack fails, the Deed fails as well.

Refer to the Combat section for additional information on Mighty Deeds of Arms (see page 88).

Critical hits: In combat, a warrior is most likely to score a critical hit and tends to get the most destructive effects when he does so. A warrior rolls the highest crit dice and rolls on tables with more devastating effects. In addition, a warrior scores critical hits more often. At 1st through 4th level, a warrior scores a crit on any natural roll of 19-20. The threat range increases to natural rolls of 18-20 at 5th level and 17-20 at 9th level. See the Combat section for more information on crits.

Initiative: A warrior adds his class level to his initiative rolls.

Luck: At first level, a warrior's Luck modifier applies to attack rolls with one specific kind of weapon. This kind of weapon must be chosen at first level and the modifier is fixed at its starting value – neither the weapon nor the modifier changes over the course of the warrior's career. The weapon type must be specific: longsword or short sword, not "swords."

Action dice: A warrior always uses his action dice for attacks. At 5th level, a warrior gains a second attack each round with his second action die.



MIGHTY DEEDS IN ACTION

The mechanic for Mighty Deeds of Arms was designed to encourage exciting stunts by ambitious warriors in the tradition of literary heroes. The goal was to create a rules system that encouraged situation-specific freedom without creating a lot of cumbersome rules. The author's original expectation was that this system would be used for disarms, parries, and other traditional combat maneuvers, but in actual playtesting the Mighty Deeds of Arms have been exciting and unpredictable. It's clear now that the system encourages creative actions, and the author believes it works best with creative warriors who devise interesting attacks. Here is a selection of actual Mighty Deeds of Arms performed by real players in real games, all of them declared on the spot in the midst of a grand adventure. Refer to the Combat section for more information on executing Mighty Deeds in play.

- When fighting opponents on a staircase, the character used a sword to stab an opponent and then lever him over the edge of the staircase. Later, the same character tried attacking the foe's legs to knock him over the edge.
- When facing a carven image with eyes that shot laser beams, the character used a mace to smash out the carved eyes (and thus disable the laser beams). In another game, a different player tried a similar attack to stab out the eyes of a basilisk and disarm its hypnotic gaze.
- When fighting a flying skull that was out of melee reach, a character leaped from the back of an ally into a flying lunge that brought him within reach of a melee swing at the skull.
- When hurling flasks of burning oil at a giant toad, the warrior aimed for the toad's open mouth to throw the oil down its gullet.
- When fighting enemies arrayed in a single-file line, a character hurled a javelin and tried to spear both of the front two enemies. The warrior impaled the first enemy, then speared the second, in effect pinning the second enemy to his ally's corpse.
- When fighting a chaos beast with a scorpion tail, a character attempted to chop off the tail.

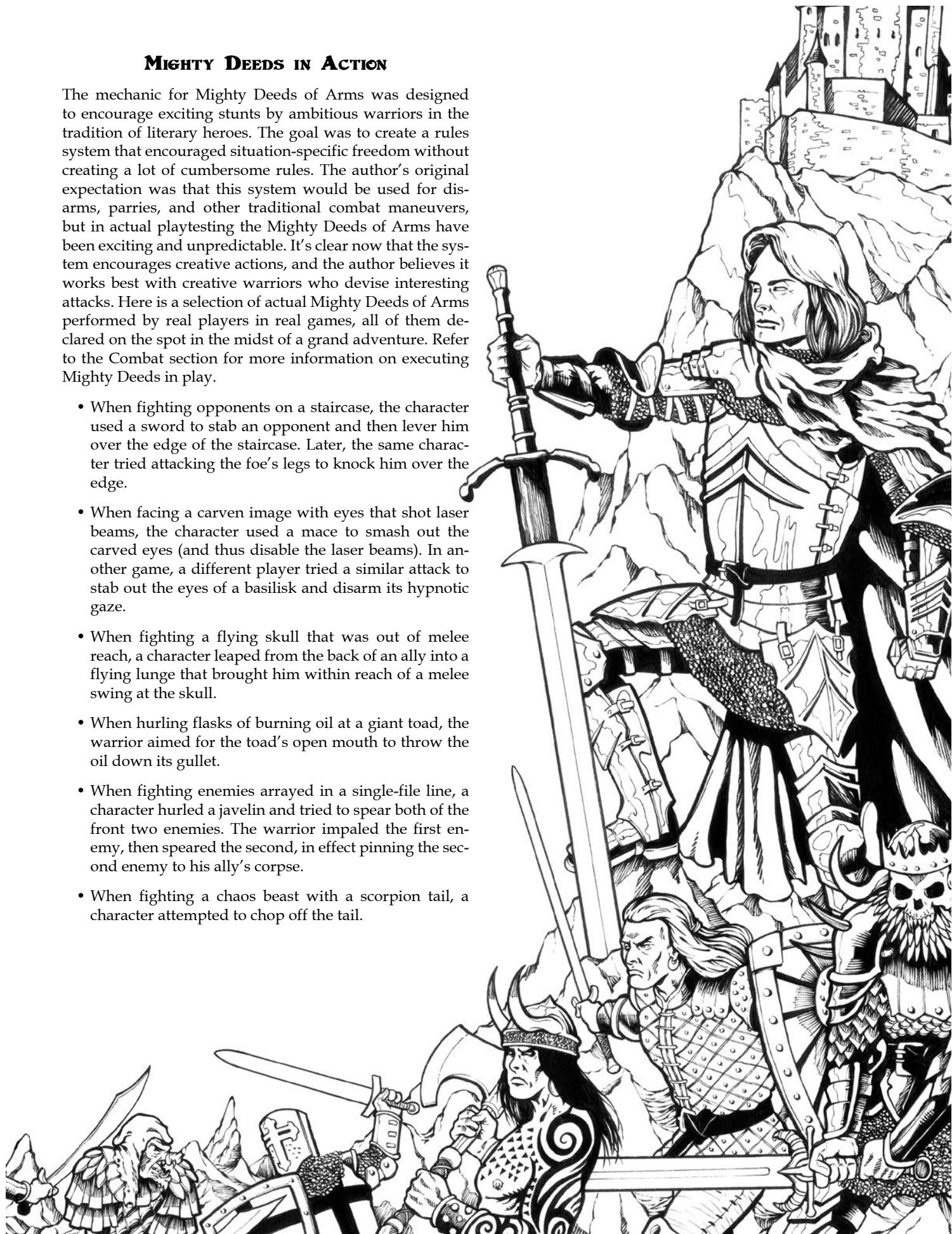


TABLE 1-10: WARRIOR

Level	Attack (Deed Die)	Crit Die/Table	Threat Range	Action Dice	Ref	Fort	Will
1	+d3*	1d12/III	19-20	1d20	+1	+1	+0
2	+d4*	1d14/III	19-20	1d20	+1	+1	+0
3	+d5*	1d16/IV	19-20	1d20	+1	+2	+1
4	+d6*	1d20/IV	19-20	1d20	+2	+2	+1
5	+d7*	1d24/V	18-20	1d20+1d14	+2	+3	+1
6	+d8*	1d30/V	18-20	1d20+1d16	+2	+4	+2
7	+d10+1*	1d30/V	18-20	1d20+1d20	+3	+4	+2
8	+d10+2*	2d20/V	18-20	1d20+1d20	+3	+5	+2
9	+d10+3*	2d20/V	17-20	1d20+1d20	+3	+5	+3
10	+d10+4*	2d20/V	17-20	1d20+1d20+1d14	+4	+6	+3

* A warrior's attack modifier is rolled anew, according to the appropriate die, with each attack. The result modifies both attack and damage rolls. At higher levels, the warrior adds both a die and a fixed value.

TABLE 1-11: WARRIOR TITLES

Level	Title by Alignment and Origin		
	Lawful	Chaotic	Neutral
1	Squire	Bandit	Wildling
2	Champion	Brigand	Barbarian
3	Knight	Marauder	Berserker
4	Cavalier	Ravager	Headman/Headwoman
5	Paladin	Reaver	Chieftain





WM

Militant Orders

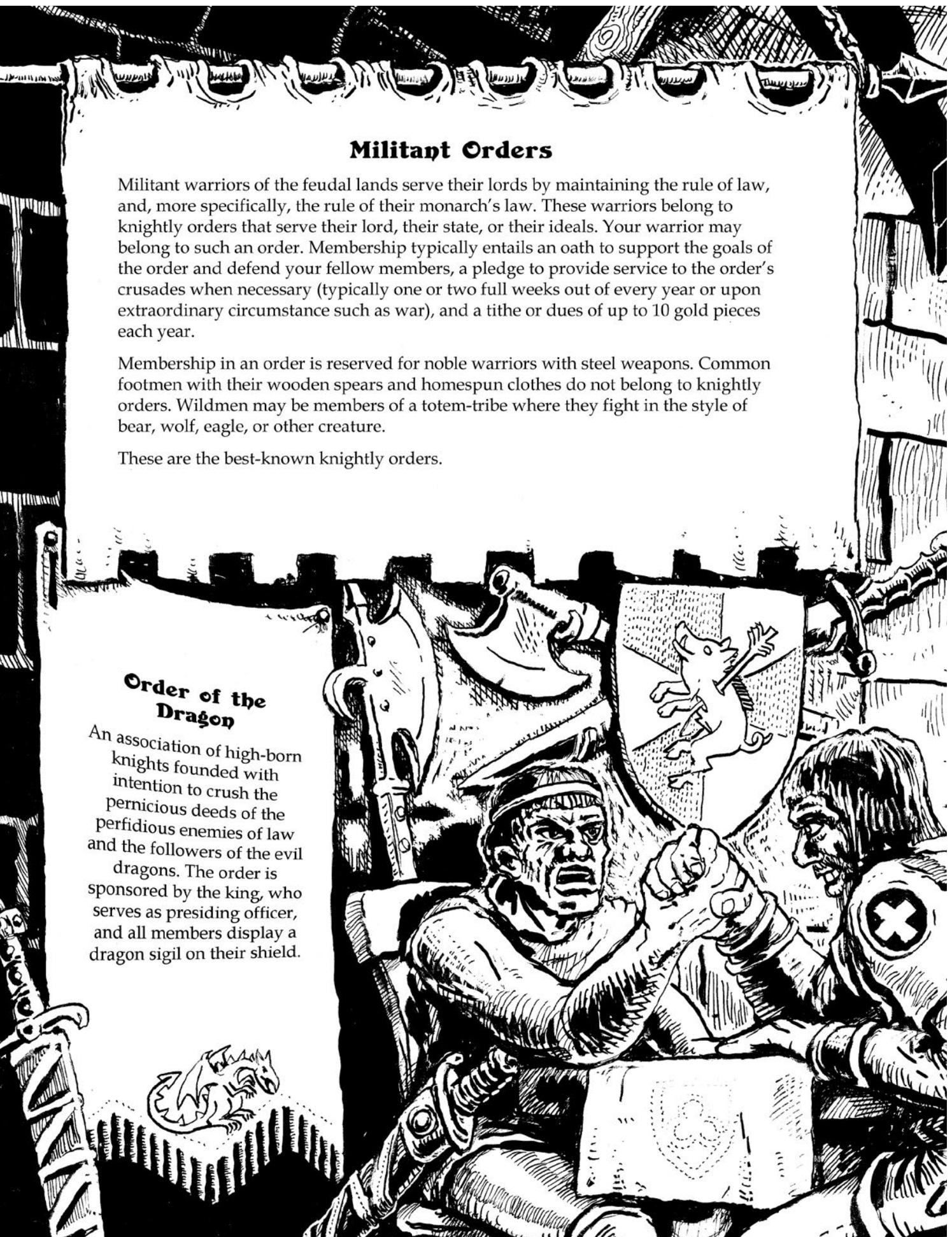
Militant warriors of the feudal lands serve their lords by maintaining the rule of law, and, more specifically, the rule of their monarch's law. These warriors belong to knightly orders that serve their lord, their state, or their ideals. Your warrior may belong to such an order. Membership typically entails an oath to support the goals of the order and defend your fellow members, a pledge to provide service to the order's crusades when necessary (typically one or two full weeks out of every year or upon extraordinary circumstance such as war), and a tithe or dues of up to 10 gold pieces each year.

Membership in an order is reserved for noble warriors with steel weapons. Common footmen with their wooden spears and homespun clothes do not belong to knightly orders. Wildmen may be members of a totem-tribe where they fight in the style of bear, wolf, eagle, or other creature.

These are the best-known knightly orders.

Order of the Dragon

An association of high-born knights founded with intention to crush the pernicious deeds of the perfidious enemies of law and the followers of the evil dragons. The order is sponsored by the king, who serves as presiding officer, and all members display a dragon sigil on their shield.



Order Saint of Stephen

An order founded by the grand duke to defend his lands in the tradition of valiant Saint Stephen, who died in single-handed combat against the giants. The order's emblem is a cross and they stand in staunch defense of all the grand duke's lands.



Fraternal Company of the Black Swan

A fraternal order of knights charged with cleansing a war-torn region of demi-human raiders. The company succeeded, and continued in peacetime as an ongoing society. All black swans must possess a war horse trained and equipped for mounted combat. Members display a black swan with red beak and feet on a white field.

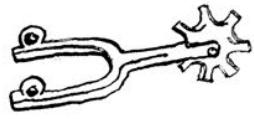


Enterprise of the Green Shield with the White Lady

This chivalric order of twelve knights and their squires is led by the most senior knight. Each knight serves for five years and, inspired by knightly ideals, must defend women suffering any form of oppression, thievery, or dishonor. Their symbol is self-explanatory.

Order of the Golden Spur

This is an honorific society ruled by the highest-ranking cleric of the land. Knights who have distinguished themselves in the service of the church may be offered the chance to petition for membership in the Order of the Golden Spur. Petitioners must complete a great act of service to the church: for example, recovering a lost relic or defeating a chaos champion. If accepted as a member, the knight receives a medal and the right to wear a golden spur.



SBR



WIZARD



You owe allegiance to no man, aye, but a demon or god may hold sway upon your soul. You are a tight-lipped warlock studying ancient tomes, a witch corrupted by black magic, a demonologist trading soul-slivers for secrets, or an enchanter muttering chants in lost tongues. You are one of many foul mortals clutching at power. Will you succeed? Low-level wizards are indeed very powerful, but high-level wizards fear for their souls.

Wizards control magic. At least, they attempt to. Mortal magic is unpredictable and wild but powerful. Unlike clerics whose faithful service is rewarded with divine powers, wizards wield magic through mastery and dominance of forces in which they are not always voluntary participants. Wizards are sometimes trained in combat, but are rarely a match for warriors or clerics in a clash of worldly weapons.

Hit points: A wizard gains 1d4 hit points at each level.

Weapon training: A wizard is trained in the use of the dagger, longbow, longsword, shortbow, short sword, and staff.

Wizards rarely wear armor, as it hinders spellcasting.

Alignment: Wizards pursue magical arts according to their natural inclinations. Chaotic wizards study black magic. Neutral or lawful wizards seek control over elements. Wizards of all persuasions practice enchantment.

Caster level: Caster level is a measurement of a wizard's power in channeling a spell's energy. A wizard's caster level is usually his level as a wizard. For example, a 2nd-level wizard usually has a caster level of 2.

Magic: Magic is unknown, dangerous, and inhuman. Even the best wizards occasionally fail to properly harness a spell, with unpredictable results. Wizards thus inculcate their preferred magics, lest they err in casting a spell and corrupt themselves with misdirected magical energies. At 1st level a wizard determines 4 spells that he knows, representing years of study and practice. As his comprehension expands, a wizard may learn more spells of progres-

sively higher levels. A wizard knows a number of spells as shown on table 1-12, modified by his Intelligence score.

Known spells are determined randomly (see Chapter 5: Magic). They may be of any level for which the wizard is eligible, as shown by the max spell level column. The wizard chooses the level before making his die roll. Higher-level spells are more powerful but harder to cast - and there are consequences for failure.

Wizards cast spells by making a spell check. A wizard's spell check is usually $1d20 + \text{Intelligence modifier} + \text{caster level}$. In some cases, a wizard may roll a different die on the spell check (see Mercurial Magic).

Supernatural patrons: Wizards weave magic spells in consultation with powers from supernatural places and the outer planes. Demons and devils, angels, celestials, ghosts, outsiders, daevas, genies, elementals, Chaos Lords, spirits, elder gods, alien intelligences, and concepts foreign to mortal comprehension whisper secrets in exchange for favors best left unexplained. In everyday concourse, these secrets manifest as spells; in dire circumstances, the wizard can invoke one of his patrons directly and call for material assistance. This sort of request is called invoking a patron.

To invoke a patron, the wizard must spellburn at least 1 point of an ability score (see page 107) and cast the spell *invoke patron*. There may be additional requirements depending on the specific circumstances. Presuming the patron condescends to attend to the wizard, some negotiation may be required: a bauble exchanged, a secret name spoken, a sacrificial token burned, or maybe a quest performed. If the patron deigns to act, it sends an emissary to assist the wizard in the way the patron deems most appropriate.

Invoking a patron is powerful magic. Do not use it lightly.

Some common patrons include the following:

- Bobugubilz, demon lord of amphibians
- Azi Dahaka, demon prince of storms and waste
- The King of Elfland, fey ruler of the lands beyond twilight
- Sezrekan the Elder, the wickedest of sorcerers
- The Three Fates, who control the fate of all men and gods to see that the world reaches its destiny
- Yddgrrl, the World Root
- Obitu-Que, Lord of the Five, pit fiend and balor
- Ithha, prince of elemental wind

Familiars: More than one wizard has found comfort in the company of a black cat, hissing snake, or clay homunculus. A wizard may utilize the spell *find familiar* to obtain such a partner.

Luck: A wizard's Luck modifier applies to rolls for corruption (see page 116) and mercurial magic (see page 111).

Languages: A wizard knows *two* additional languages for every point of Int modifier, as described in Appendix L.

Action dice: A wizard's first action die can be used for attacks or spell checks, but his second action die can only be used for spell checks. At 5th level, a wizard can cast two spells in a single round, the first with a d20 spell check and the second with a d14. Note that the results of mercurial magic may modify the action dice based on the dice chain.

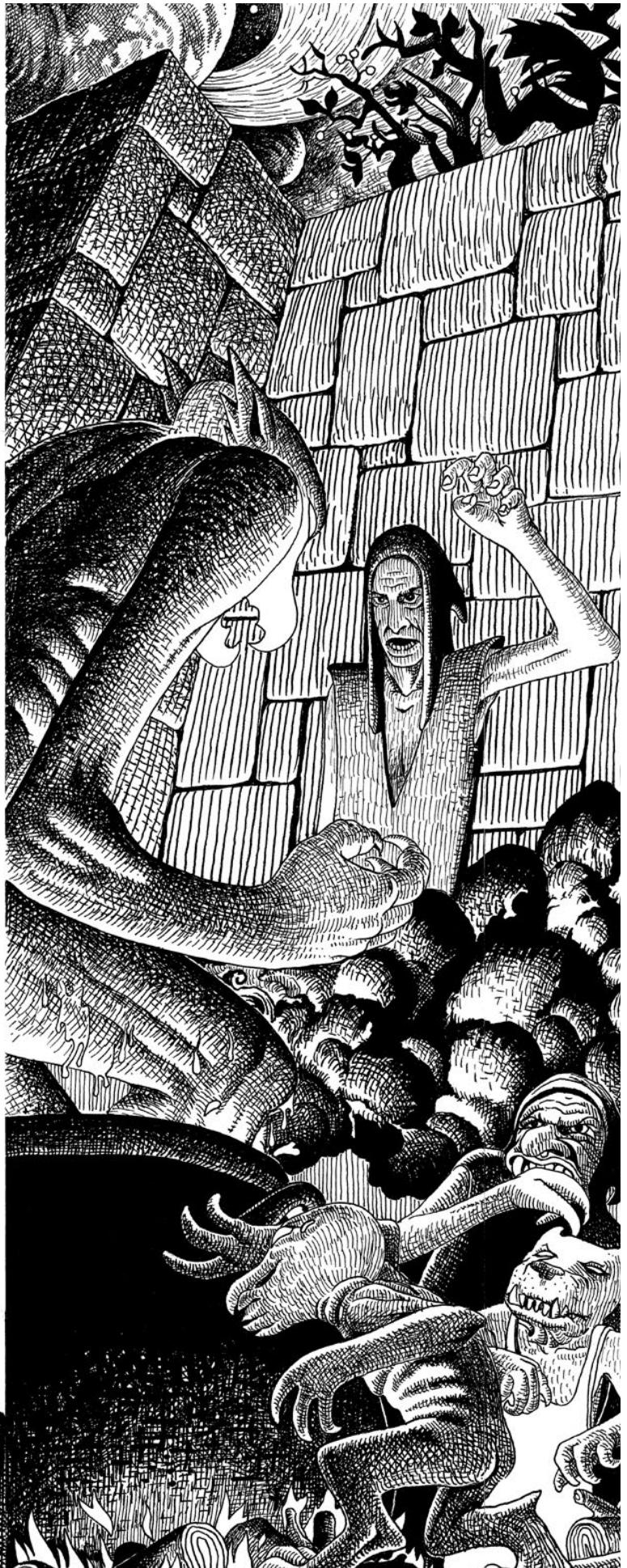


TABLE 1-12: WIZARD

Level	Attack	Crit Die/ Table	Action Dice	Known Spells	Max Spell Level	Ref	Fort	Will
1	+0	1d6/I	1d20	4	1	+1	+0	+1
2	+1	1d6/I	1d20	5	1	+1	+0	+1
3	+1	1d8/I	1d20	6	2	+1	+1	+2
4	+1	1d8/I	1d20	7	2	+2	+1	+2
5	+2	1d10/I	1d20+1d14	8	3	+2	+1	+3
6	+2	1d10/I	1d20+1d16	9	3	+2	+2	+4
7	+3	1d12/I	1d20+1d20	10	4	+3	+2	+4
8	+3	1d12/I	1d20+1d20	12	4	+3	+2	+5
9	+4	1d14/I	1d20+1d20	14	5	+3	+3	+5
10	+4	1d14/I	1d20+1d20+1d14	16	5	+4	+3	+6



TABLE 1-13: WIZARD TITLES

Level	Title by Alignment and Specialty		
	Chaotic	Lawful	Neutral
1	Cultist	Evoker	Astrologist
2	Shaman	Controller	Enchanter
3	Diabolist	Conjurer	Magician
4	Warlock / Witch	Summoner	Thaumaturgist
5	Necromancer	Elementalist	Sorcerer







DWARF

You are a short, stout demi-human with an unabashed love of gold. Nothing pleases you more than the gleam of gems and the solidity of a gold ingot. You love to count your coins! The sight of treasure sometimes makes you lose your head – just as does the swirling chaos of combat. You love to fight wildly, swinging a weapon with brutal effectiveness as you chop your way through your foes.

Dwarves live far beneath the ground and rarely set foot above it. Dark caves and deep cities were once your home, but now you live a wandering life: you are an exiled defender selling your martial might, a curious craftsman trading your talents, or a bitter renegade unwilling to settle for your lot in life. You are an object of suspicion to surface-worlders as well as other dwarves.

Dwarven societies are rigid, orderly, and prescribed, with clearly defined roles and responsibilities bound by byzantine rules of age and occupation. Any dwarf who rejects this lawful model of insular defensiveness to pursue a vocation of gregarious curiosity is, to his fellows, a loose cannon or even a traitor.

Hit points: A dwarf gains 1d10 hit points at each level.

Weapon training: Dwarves prefer to battle with a weapon and shield. A dwarf is trained in the use of these melee weapons: battleaxe, club, dagger, handaxe, longsword, mace, short sword, spear, two-handed sword, and warhammer. A dwarf is also trained in these missile fire weapons: crossbow, javelin, shortbow, and sling. Dwarves wear whatever armor they can afford.

Alignment: Dwarven life impresses lawful behavior forcefully. A dwarf who rejects this must have a good reason. Adventuring dwarves of a lawful alignment are syndics: agents of their native governments sent to spy, reconnoiter, procure goods, or build alliances. They are often possessed of many useful skills that represent their nations favorably, chosen for the traveling role based on fortitude and attitude.

Chaotic dwarves are exceedingly rare in their home countries. Death or exile is their natural fate; banishment due to rebellion and disobedience is the best they can hope for. Lacking the temperament to dedicate decades to learning a dwarven craft, they depend on martial skill and violence to endure their

community's punishment for their tergiversation. Those who survive become adventurers.

Neutral dwarves adventure to learn of the world – a rare personality among this solipsistic race. A neutral dwarf is a master blacksmith, tanner, or miner seeking to expand his skills among the surface dwellers.

Attack modifier: Dwarves do not receive a fixed attack modifier at each level. Instead, they receive a deed die, just like a warrior. At 1st level, this is a d3. The dwarf rolls this d3 on each attack roll and applies it to both his attack roll *and* his damage roll. On one attack, the die may give him a +1 to his attack roll and damage roll. On the next attack, the die may give him +3! The deed die advances with the dwarf's level, climbing to d7 by 5th level, and then further to d10+4 by 10th level. The dwarf always makes a new roll with this die in each combat round. When the dwarf has multiple attacks at higher levels, the same deed die applies to all attacks in the same combat round.

Mighty Deed of Arms: Dwarves have a militant heritage that glorifies martial prowess. Like warriors, they can perform Mighty Deeds of Arms in combat. See the warrior entry for a complete description.

Sword and board: Dwarves excel at fighting with a shield in one hand and a weapon in the other. When fighting with a shield, a dwarf always gains a shield bash as a second attack. This shield bash uses a d14 to hit (instead of a d20). The dwarf adds his deed die to this number, as with all attacks, and can attempt Mighty Deeds of Arms involving the shield as well as his weapon. The shield bash does 1d3 damage. Some dwarves customize their shields with spikes or sharp edges to do more damage, while others enchant their shields with unique powers. Dwarves with multiple action dice (levels 5+) still receive only one shield bash each round.

Infravision: A dwarf can see in the dark up to 60'.

Slow: A dwarf has a base movement speed of 20', as opposed to 30' for humans.

Underground Skills: Long life beneath the ground trains dwarves to detect certain kinds of construction. When underground, dwarves receive a bonus to detect traps, slanting passages, shifting walls, and other new construction equal to their class level. Additionally, a dwarf can smell gold and gems. A dwarf can tell the direction of a strong concentration of gold

or gems within 100'. Smaller concentrations, down to a single coin, can still be smelled but require concentration and have scent ranges as low as 40' (for a single coin or gem).

Luck: At first level, a dwarf's Luck modifier applies to attack rolls with one *specific* kind of weapon (e.g., "longsword," not "swords"), just as a warrior's does. This kind of weapon must be chosen at 1st level, and the modifier remains fixed over time, even if the dwarf's Luck score changes.

Languages: At 1st level, a dwarf automatically knows Common, the dwarven racial language, plus one additional randomly determined language. A dwarf knows one additional language for every point of Int modifier, as described in Appendix L.

Action dice: A dwarf receives a second action die at 5th level. Dwarves always use their action dice for attacks. A dwarf's shield bash is always in addition to his base action dice.



TABLE 1-14: DWARF

Level	Attack (Deed Die)	Crit Die/Table	Action Dice**	Ref	Fort	Will
1	+d3*	1d10/III	1d20	+1	+1	+1
2	+d4*	1d12/III	1d20	+1	+1	+1
3	+d5*	1d14/III	1d20	+1	+2	+1
4	+d6*	1d16/IV	1d20	+2	+2	+2
5	+d7*	1d20/IV	1d20+1d14	+2	+3	+2
6	+d8*	1d24/V	1d20+1d16	+2	+4	+2
7	+d10+1*	1d30/V	1d20+1d20	+3	+4	+3
8	+d10+2*	1d30/V	1d20+1d20	+3	+5	+3
9	+d10+3*	2d20/V	1d20+1d20	+3	+5	+3
10	+d10+4*	2d20/V	1d20+1d20+1d14	+4	+6	+4

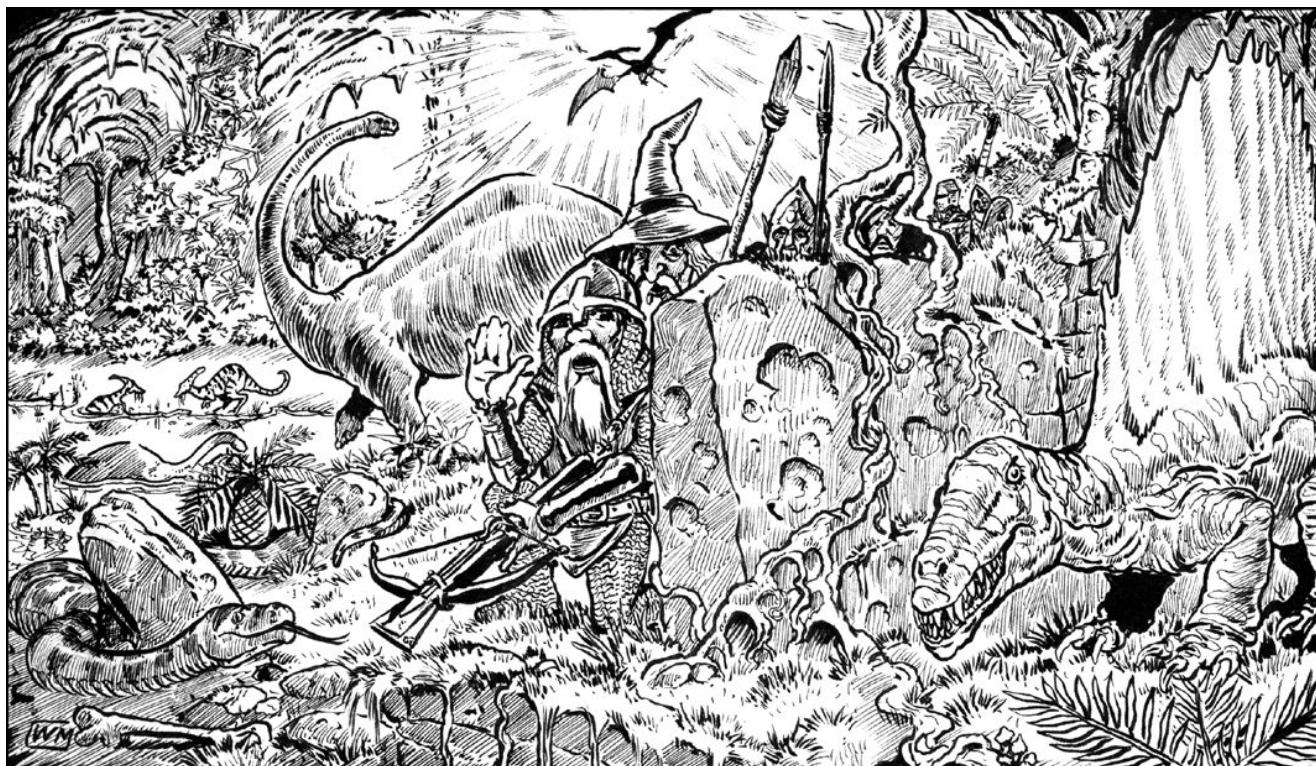


* A dwarf's attack modifier is rolled anew, according to the appropriate die, with each attack. The result modifies both attack and damage rolls. At higher levels, the dwarf adds both a die and a fixed value.

** In addition to this basic action die, the dwarf receives a shield bash using a d14 action die.

TABLE 1-15: DWARF TITLES

Level	Title by Alignment		
	Lawful	Chaotic	Neutral
1	Agent	Rebel	Apprentice
2	Broker	Dissident	Novice
3	Delegate	Exile	Journeymen
4	Envoy	Iconoclast	Crafter
5	Syndic	Renegade	Thegn







ELF



You are a strong, slender demi-human native to woodlands and shaded forests. You avoid the provincial oafs of the younger races, with their bumbling war-making and crude superstitions. Against the noisy backdrop of their empires rising, falling, and rising again, your magical enclaves advance the study of arts and crafts millennia in the making.

Elves live for more than a thousand years in small cities of like-minded individuals. Reproducing and maturing slowly, and likewise studying and practicing with great patience over many years, each elf masters his chosen area of expertise at a level of competency no man can hope to achieve. Those elves who study the martial or magical arts may find themselves in search of an arcane relic, a divine token, or a legendary weapon. These seekers comprise the rare elven adventurers encountered by humans.

Elves divide their race into castes not always evident to outsiders, each speaking specific sub-dialects of a common, ancient tongue. There are forest elves and plains-dwelling elves, undersea elves and elves who dwell on floating cloud-cities. A fallen race of black-skinned dark elves shuns the glare of sunlight.

Elven longevity, combined with their skill with magic, has created many legends about their racial roots. Whether elves really have traffic with demons and gods is for them to know and the other races to discover.

Elves can cast spells as wizards do. An elf of the same power level as a human wizard also has many decades of combat experience. As such, elves typically cast their spells just as competently as human wizards and also have martial skills.

Hit points: An elf gains 1d6 hit points at each level.

Weapon training: An elf is trained in the use of the dagger, javelin, lance, longbow, longsword, shortbow, short sword, staff, spear, and two-handed sword. Elves often wear armor of mithril, even though it affects their spellcasting.

Because of their sensitivity to iron (as explained below), elf characters are trained from an early age with mithril weapons. Before they depart on a life of adventure, they have acquired mithril equipment. At 1st level, an elf character may purchase one piece of armor and one weapon that are manufactured of mithril at no additional cost. Mithril armor weighs slightly less than iron or steel armor of the same type and can be worn by the elf without the pain normally associated with metal armors.

Alignment: With their multacentenarian lifespan and proclivity for observation over action, elves tend toward chaotic and neutral alignments. Because they outlive many institutions of authority, elves are not often of lawful alignments.

Magic: Elves practice arcane magic sustained by traffic with otherworldly creatures. More so than human wizards, they form relationships with specific demi-beings and can directly request aid from beyond. Where a human wizard may cast a spell to summon a demon a few times in his life, an elf may converse repeatedly with the same demon so many times over so many centuries that long-term arrangements become feasible. All elves have one or more extraplanar patrons who sustain their magic. As such, their spells tend more toward those associated with elemental or demonic powers.



Elf spells are determined randomly like a wizard's, except for *invoke patron* and *patron bond*, as described below.

Caster level: Caster level is a measurement of an elf's power in channeling a spell's energy. An elf's caster level is his level as an elf. For example, a 2nd-level elf has a caster level of 2.

Supernatural patrons: Like wizards, elves can invoke supernatural patrons. An elf *automatically* receives the spells *patron bond* and *invoke patron* at 1st level in addition to his other spells.

Infravision: An elf can see in the dark up to 60'.

Immunities: Elves are immune to magical sleep and paralysis.

Vulnerabilities: Elves are extremely sensitive to the touch of iron. Direct contact over prolonged periods causes a burning sensation, and exposure at close distances makes them uncomfortable. An elf may not wear iron armor or bear the touch of iron weapons for extended periods. Prolonged contact with iron causes 1 hp of damage per day of direct contact.

Heightened Senses: Elves are astute and observant. All elf characters receive a +4 bonus to detect secret doors. Moreover, when simply passing within 10 feet of a secret door, elves are entitled to a check to detect it.

Luck: With their long lifespan, elves have ample opportunity to practice their magic craft. At first level, an elf may choose to apply his Luck modifier to spell checks on *one* spell of his choosing. That modifier does not change as the elf's Luck score changes.

Languages: At 1st-level, an elf automatically knows Common, the elven racial language, and one other language. An elf knows one additional language for every point of Int modifier. Additional languages are randomly determined as specified in Appendix L.

Action dice: An elf's action dice can be used for attacks or spell checks at any level. At 5th level, an elf can cast two spells in a single round, the first with a d20 spell check and the second with a d14; or he can make two attacks, the first with a d20 attack roll and the second with a d14; or he may combine an attack with a spell check. Note that the results of mercurial magic supersede the action dice, so an elf with a particularly high (or low) spell check die from mercurial magic uses that result instead (with his total actions still limited by his level).

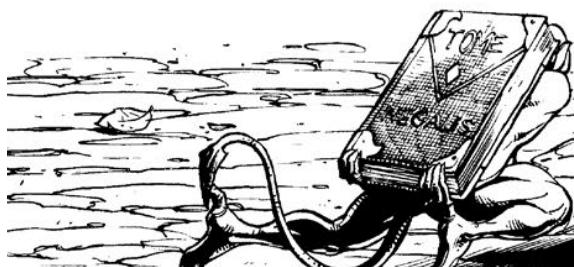


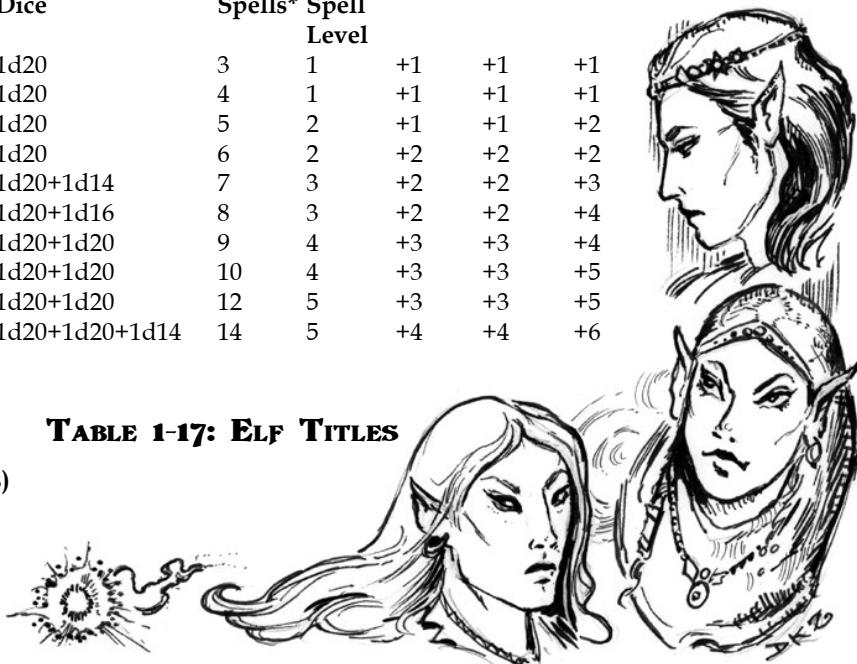
TABLE 1-16: ELF

Level	Attack	Crit Die/ Table	Action Dice	Known Max Spells* Level	Ref	Fort	Will
1	+1	1d6/II	1d20	3	1	+1	+1
2	+1	1d8/II	1d20	4	1	+1	+1
3	+2	1d8/II	1d20	5	2	+1	+1
4	+2	1d10/II	1d20	6	2	+2	+2
5	+3	1d10/II	1d20+1d14	7	3	+2	+2
6	+3	1d12/II	1d20+1d16	8	3	+2	+4
7	+4	1d12/II	1d20+1d20	9	4	+3	+4
8	+4	1d14/II	1d20+1d20	10	4	+3	+5
9	+5	1d14/II	1d20+1d20	12	5	+3	+5
10	+5	1d16/II	1d20+1d20+1d14	14	5	+4	+6

* Plus patron bond and invoke patron.

TABLE 1-17: ELF TITLES

Level	Title (all alignments)
1	Wanderer
2	Seer
3	Quester
4	Savant
5	Elder





HALFLING



Hou are a little man with a big appetite and a comfortable home, which you plan to return to as soon as this one little quest is completed. And once you're home, you plan to never leave again. The taller races might enjoy hunting for gold and glory, but all you ask for is a full stewpot, a cozy home, and pleasant interlocutors for teatime.

Halflings are un-ambitious country-dwellers who live in well-ordered peace and quiet. Their small stature and modest goals let them escape the notice of most major powers. They keep to themselves and make contact with others only when they are inadvertently drawn into the affairs of "the taller races," as they call elves, dwarves, and humans. Halflings prefer lives of farming, gardening, beer-brewing, and other simple crafts. The few that take up adventuring are usually traders or ne'er-do-wells who have somehow been thrust outside the ordered nature of their normal lives.

Hit points: A halfling gains 1d6 hit points at each level. They're small, but lucky.

Weapon training: Halflings prefer to battle with a weapon in each hand. A halfling is trained in the use of the club, crossbow, dagger, handaxe, javelin, shortbow, short sword, sling, and staff. Halflings usually wear armor - it's much safer, you know.

Alignment: Halflings value community, family, and kinship. They are usually lawful, or at the very extreme, neutral. Chaotic and evil halflings are extremely rare.

Two-weapon Fighting: Halflings are masters at two-weapon fighting, as follows:

- Normally, two-weapon fighting depends on the character's Agility to be effective (see pages 94-95). A halfling is always considered to have a minimum Agility of 16 when fighting with two weapons. This means he rolls at -1 die for his first attack and second, based on the dice chain (typically 1d16 for his first attack, and 1d16 for his second).
- A halfling can fight with two equal-sized one-

handed weapons, such as two handaxes or two short swords.

- Unlike other characters, when fighting with two weapons, a halfling scores a crit *and* automatic hit on any roll of a natural 16.
- If the halfling has an Agility score higher than 16, he instead uses the normal two-weapon fighting rules for his Agility.
- When fighting with two weapons, the halfling fumbles only when *both* dice come up a 1.

Infravision: Halflings dwell in pleasant homes carved from the sod beneath hills. As such, halflings can see in the dark up to 30'.

Small size: Halflings are 2 to 4 feet tall, and the stoutest among them weighs no more than 70 pounds. This small size allows them to crawl into narrow passages and through tiny holes.

Slow: A halfling has a base movement speed of 20', as opposed to 30' for humans.

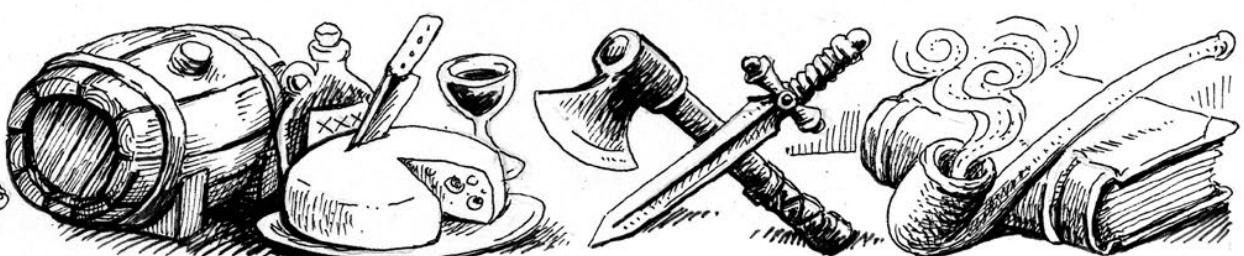
Stealth: Halflings are quite good at sneaking around. They receive a bonus to sneaking silently and hiding in shadows depending on their class level, as shown on table 1-18. This can be used in the same manner as a thief's abilities.

Good luck charm: Halflings are notoriously lucky. A halfling gains additional bonuses when expending Luck, as follows.

First, a halfling doubles the bonus of burning Luck. For every 1 point of Luck expended, a halfling gains a +2 to his roll.

Second, unlike other classes, a halfling recovers lost Luck to a limited extent. The halfling's Luck score is restored each night by a number of points equal to his level. This process cannot take his Luck score past its natural maximum. (The process works similar to how the thief ability is described, above.)

Third, a halfling's luck can rub off on those around him. The halfling can expend Luck to aid his allies. The ally in question must be nearby and visible to the halfling. The halfling can act out of initiative





order to burn Luck and apply it to the ally's rolls. The halfling loses the Luck, and the ally receives the benefit. The halfling's Luck modifier can apply to any roll made by an ally: attack rolls, damage rolls, saves, spell checks, thief skills, and so on.

Note that the good luck charm ability applies to only *one* halfling in the party. There is luck to having *a* halfling with an adventuring party, but there is not "more luck" to having more than one halfling. If multiple halflings accompany an adventuring party, only one of them counts as a good luck charm, and that cannot change through rearranging or separating the party. Luck is a fickle thing governed by gods and game masters, and players would do well not to attempt to manipulate the spirit of this rule.

Languages: At 1st-level, a halfling automatically knows Common, the halfling racial language, plus one additional randomly determined language. A halfling knows one additional language for every point of Int modifier, as described in Appendix L.

Action dice: A halfling's action dice can be used for attacks or skill checks.



TABLE 1-18: HALFLING

Level	Attack	Crit Die/Table	Action Dice*	Ref	Fort	Will	Sneak & Hide
1	+1	1d8/III	1d20	+1	+1	+1	+3
2	+2	1d8/III	1d20	+1	+1	+1	+5
3	+2	1d10/III	1d20	+2	+1	+2	+7
4	+3	1d10/III	1d20	+2	+2	+2	+8
5	+4	1d12/III	1d20	+3	+2	+3	+9
6	+5	1d12/III	1d20+1d14	+4	+2	+4	+11
7	+5	1d14/III	1d20+1d16	+4	+3	+4	+12
8	+6	1d14/III	1d20+1d20	+5	+3	+5	+13
9	+7	1d16/III	1d20+1d20	+5	+3	+5	+14
10	+8	1d16/III	1d20+1d20	+6	+4	+6	+15

* Applies to attacks with one weapon. A halfling fighting with two weapons follows special rules, as outlined in the halfling class description.

TABLE 1-19: HALFLING TITLES**Level Title (all alignments)**

1	Wanderer
2	Explorer
3	Collector
4	Accumulator
5	Wise one

