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# SuperTome

« High Powered High Fantasy »

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May 17, 2015

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## Chapter 1:

# Introduction

## 1.1 What Is This?

*To write a story together, everyone must be on the same page.*

Tome is a cooperative storytelling game set in a fantasy world of magic, monsters, knights, and wizards. One or more players each control one character (the Player Characters, or "PCs"), and then the final player is known as Mister Cavern (the MC, sometimes called the GM or DM). The MC is a combination referee, narrator, and roleplayer of last resort for antagonists and minor characters in the story. Players describe their actions, the MC adjudicates the results based on the situation and the game rules and possibly some dice rolls, and everyone goes back and forth like that for as long as folks want to keep going.

Cooperative storytelling can be done without any products at all, as with collaborative writing or just Cops and Robbers. Tome provides structure and conflict resolution in the form of a set of setting and mechanics to determine the results of actions with the help of dice. In this way, players of a Tome game can bypass many of the hangups of both collaborative fiction and Cops and Robbers: most notably the "I shot you/ No you did not" problem. It is hoped that the setting and mechanics will be sufficiently evocative as to give players of protagonists and MCs ample launching points for stories of their own.

Tome is based upon the System Reference Document (SRD). The SRD describes a pretty good game, but it's got some flaws, most notable of which is that "caster" and "non-caster" character types aren't well balanced against each other. However, most monsters and situations in the game are already well balanced against caster types. Tome was started by just two players, and there were far too many monsters and adventures already printed for two players to adjust them all, so instead they just added new and stronger options in the areas that the game was lacking. Over time, others have also added their own Tome options to the pool, and it has become quite a lot to sort through, so this PDF attempts to organize as much as possible as a single reference book. For a full list of credits, check out Appendix E near the end. That all said, Tome is still not entirely balanced or anything like that, but it's closer.

## 1.2 Things Needed To Play

*"Assuming flippant things like 'food, water, and shelter' are out of the way."*

You need some way to keep a record of your character, and your record will have to be something you can change a lot. Usually you can use a pencil and paper, but you can also use a spreadsheet or something if you're playing online.

During play, players will be rolling a lot of dice for attacks, damages, and saving throws. Each player should probably have their own dice just so that you don't have to keep passing them around.

Tome is a somewhat tactically oriented game, so you'll also need some space to represent the battlefield during fights, and some tokens to move around each other to show positioning and such.

## 1.3 A Note About Pronouns

The female pronoun (she, her, hers) is used exclusively throughout these rules. We hope that this won't be taken as an attempt to exclude anyone of other genders from the game though.

## 1.4 The Basics

### The Core Mechanic

Whenever you attempt an action that has some chance of failure, you roll a twenty-sided die (d20). To determine if your character succeeds at a task you do this:

- Roll a d20.
- Add any relevant modifiers.
- Compare the result to a target number.

If the result equals or exceeds the target number, your character succeeds. If the result is lower than the target number, you fail.

### Dice

Dice rolls are described with expressions such as "3d4+3", which means "roll three four-sided dice and add three" (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 die to use. Any number after that indicates a quantity that is added or subtracted from the result. Sometimes you add several dice together that aren't all the same number of sides, such as "1d8+1d10", but it's the same sort of thing.

**d%:** Percentile dice work a little differently. You generate a number between 1 and 100 by rolling two different ten-sided dice. One (designated before you roll) is the tens digit. The other is the ones digit. Two 0s represent 100.

### Rounding Fractions

In general, if you wind up with a fraction, round down, even if the fraction is one-half or larger. The only time you should round up is when the formula in question explicitly says so, in which case you do so even when the fractional part is less than 1 (such as "one third your level (rounded up)" being a result of 1 at 1st level). Certain rolls also have a minimum of 1, even when you round down.

### Multiplying

Sometimes a rule makes you multiply a number or a die roll. As long as you're applying a single multiplier, multiply the number normally. However, when two or more multipliers apply to any abstract value (such as a modifier or a die roll), combine them into a single multiple, with each extra multiple adding 1 less than its value to the first multiple. Thus, a double (x2) and a double (x2) applied to the same number results in a triple (x3, because 2+1=3). If it helps to make sense of it, keep in mind that each doubling is intended to represent +100%, and so when combined two "doubles" (2 \* +100%) is a "triple" (+200%). Similarly, higher multipliers or additional multipliers use the same concept. A x4 and a x3 are a x6 when combined (4+2), and three x2s are a x4 (2+1+1).

When applying multipliers to real-world values (such as weight or distance), normal rules of math apply instead. A creature whose size doubles (thus multiplying its weight by 8) and then is turned to stone (which would multiply its weight by a factor of roughly 3) now weighs about 24 times normal, not 10 times normal. Similarly, a blinded creature attempting to negotiate difficult terrain would count each square as 4 squares (doubling the cost twice, for a total multiplier of x4), rather than as 3 squares (adding 100% twice).

## 1.5 Ability Scores

Creatures have six ability scores that many game mechanics are influenced by. They are, in order: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma.

Strength (Str) is your character’s muscle and physical power. Strength affects a character’s melee attack and damage ability. Strength also limits the amount of equipment your character can carry

Dexterity (Dex) measures hand-eye coordination, agility, reflexes, and balance. It affects your Armor Class (how hard you are to hit), Reflex Save (how well you dodge area attacks), and Initiative (how often you go first in a fight). Many skills are also affected by Dexterity

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

Intelligence (Int) determines how well your character learns and reasons

Wisdom (Wis) describes a character’s willpower, common sense, perception, and intuition. While Intelligence represents one’s ability to analyze information, Wisdom represents being in tune with and aware of one’s surroundings

Charisma (Cha) 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

When an ability score changes, all attributes associated with that score (attack bonuses, AC, hit points, etc) change accordingly. However, a character does not retroactively get additional skill points for previous levels if she increases her intelligence.

## Ability Modifiers

Each ability has a modifier associated with it. Starting out this will usually be in the range of -5 to +5, though ability modifiers above +5 are possible. The table shows ability modifiers up to +13. For ability scores not shown, simply continue the progression (Every 2 full ability points above 10 gives +1 ability modifier).

The modifier is the number you apply to the die roll when your character tries to do something related to that ability. You also use the modifier with some numbers that aren’t die rolls. A positive modifier is called a bonus, and a negative modifier is called a penalty.

Table 1.1: Ability Modifiers and Bonus Spells

Stat	Mod	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	-5	--	--	--	--	--	--	--	--	--
2-3	-4	--	--	--	--	--	--	--	--	--
4-5	-3	--	--	--	--	--	--	--	--	--
6-7	-2	--	--	--	--	--	--	--	--	--
8-9	-1	--	--	--	--	--	--	--	--	--
10-11	+0	0	0	0	0	0	0	0	0	0
12-13	+1	1	0	0	0	0	0	0	0	0
14-15	+2	1	1	0	0	0	0	0	0	0
16-17	+3	1	1	1	0	0	0	0	0	0
18-19	+4	1	1	1	1	0	0	0	0	0
20-21	+5	2	1	1	1	1	0	0	0	0
22-23	+6	2	2	1	1	1	1	0	0	0
24-25	+7	2	2	2	1	1	1	1	0	0
26-27	+8	2	2	2	2	1	1	1	1	0
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

## Abilities and Spellcasters

Spellcasters have much of their spellcasting power influenced by their ability scores. The exact score used varies from class to class, but the following rules apply to all spellcasters regardless of the ability score they cast with.

To cast a spell, a spellcaster must have an ability score of  $10 +$  the level of the spell in their spellcasting stat. A Wizard would need a 14 Intelligence to cast a 4th level spell, for example.

The saving throw against a spell (if any) has a DC of  $10 +$  half the spellcaster's level  $+$  the ability modifier of their spellcasting stat.

A spellcaster gets bonus spell slots based on their spellcasting score (as shown on the Ability Modifiers and Bonus Spells table). Since you can always put a lower level spell in a higher level slot, if a caster can't yet cast every level of spell they have bonus slots for (which is very common in the early levels) they can still put lower level spells they do have access to into their higher level bonus spell slots. *Example:* A 1st level Wizard with 16 Int has one bonus spell slot for 1st, 2nd, and 3rd level spells, but can only cast 1st level spells. At the start of the day she can prepare a total of four 1st level spells: one from her class level, and three using all her bonus spell slots.

For ability scores above those shown on the table, simply continue the progression shown for all spell levels. Regardless of ability score, a character never gains bonus 0th level spell slots.

## 1.6 Character Creation

Character creation isn't too many steps long, but each step can involve a lot of choices to pick from.

First you must select your race and class. It's best to pick both of these at the same time, because most races are better or worse at different classes. Usually you want to pick a race with stat bonuses in the stats that your class uses a lot. Any race *can* work as any class, but if your race and class clash you'll have a harder time of it than if they go well together. It's at this point that you should think about your character's history and personality as it relates to their class, race, and decisions you're going to be making during the rest of character creation. In addition to picking a race and class, you can determine a background and alignment. If you don't pick a background it's not a big deal, you can expand it later on. If you don't care enough about alignment to bother to pick an alignment your alignment is almost for sure just Neutral.

Once you've picked what race and class you want to play as, you need to determine your ability scores. This varies from group to group, and the exact method isn't too important, but it should be fair among the players. Starting stats (before racial modifiers) are assumed to be in the 3 to 18 range, with most stats being in the 8 to 16 range. A favorite method to determine stats is for each player to roll 4d6 and pick the highest three dice, doing this six times to get a number for each stat. Then each player can use the stats of any other player if they want, and they can re-arrange the order of the numbers however they like. Alternately you could roll 1d10+8 for each stat, or have a number of points to assign to each stat according to some system, or everyone uses an array chosen by the MC (eg: 15, 14, 13, 12, 10, 8, arranged to taste, the "elite array"). Again, the exact method is not as important as fairness among the players is important. If there's rolling involved, players should be able to use the rolls of someone else instead of being stuck with bad stat rolls. If there's points, everyone should get the same number of points, and so on.

Once you've picked your race, class (including class options, such as spells or stances known), and stats, you need to assign your skill points. Each class has a list of class skills, and it's suggested (but not required) that you stick to just your class skills when creating your character. At 1st level you get 4 times as many skill points as the normal skill points per level of your class, and the maximum ranks in a skill is your level  $+$  3. At each level above first you get the listed skill points and your maximum goes up by one. This means that you can normally pick a number of skills equal to your skill points per level and have them with maxed out ranks, regardless of your starting level. Having a few skills maxed out is usually better than having a lot of low skills, so this is a perfectly fine way to assign all your skill points quickly.

After skills are selected, you should pick your feats. You get one feat at first level, and one feat at every level divisible by three. Humans get an extra feat, and some classes give extra feats as well.

Then select your equipment. You probably want to have both a ranged weapon and a melee weapon, even if you usually use just one or the other (or none at all, as with many magical classes). You also probably also want some armor, and maybe a shield too. Of course you'll want food, rope, torches, bags to hold it all and to carry off treasure with, things like that. At first level you start with 100gp (a reasonable amount of basic equipment), at 2nd you get about 900gp (mostly masterwork equipment plus some healing potions and horses or whatever), at 3rd it's around 2,700gp (generally one or two magical items, or a magical item and a somewhat expensive armor), at 4th you get probably 5,500gp (an advanced armor and also some magic items), and at 5th you might get 9,000gp (even more bling than 4th level). Beyond that it gets increasingly campaign dependent and it's not really worth listing out.

At this point, you should be ready to adventure.



# Chapter 2:

# Races

Each Racial Entry, when complete, should roughly consist of the following elements,

Tagline  
Intro Paragraph  
Appearance:  
Culture:  
Names:  
Mechanics:

## Favored Class

Every race has a set of Favored Classes. Favored Classes are intended to be a minor and mostly flavor element to each race, and you can change which race has which favored classes in your game without any fear of game balance upsets. The effect of a Favored Class is that when a character takes a level in a Favored Class they gain +1 hit point for that level. For example, Dwarves have any class with Full BAB as a favored class, so a Dwarven Fighter 2/Rogue 1 would have 2 hit points more than normal.

## Languages

Every race has a list of automatic languages as well as a list of suggested additional languages. Characters start the game knowing their race's automatic languages, as well as one bonus language per point of Intelligence Modifier (if positive). You don't have to select from the suggested languages list, you could pick other languages if you want. See the [Speak Language](#) description for a long list of languages and who speaks them. In addition to automatic and bonus languages, a character can also learn additional languages via skill points. If a character's Intelligence changes after character creation, either temporarily or permanently, they don't gain or lose bonus languages at that point.

## 2.1 Aasimar

foo?

### Mechanics

- **Size:** Medium
- **Type:** Outsider (Native, Human)
- **Movement:** 30ft
- **Vision:** Darkvision 60ft
- +2 Charisma, +2 Wisdom
- Aasimar with a Charisma of at least 10 may cast Light as a spell-like ability at will. They may only have one such Light active at a time.
- +2 racial bonus to [Spot](#), and [Listen](#) checks.
- **Favored Class:** Any class with Charisma-based spellcasting ability
- **Automatic Languages:** Common
- **Suggested Languages:** Abyssal, Aquan, Auran, Celestial, Formian, Giant Frog, Ignan, Infernal, Sylvan, Terran

## 2.2 Drow

foo?

### Mechanics

- **Size:** Medium
- **Type:** Humanoid (Elf)
- **Movement:** 30ft
- **Vision:** Darkvision 120ft
- +2 Dexterity, -2 Constitution
- **Extreme Daylight Sensitivity (Ex):** Drow are Dazzled in bright sunlight or within the radius of a Daylight spell, but with twice the normal effect (-2 instead of -1).
- Drow with a Charisma of at least 10 may cast Deeper Darkness (duration 4 hours), and Faerie Fire as spell-like abilities once per day each.
- +2 bonus to saving throws against spells and spell-like abilities.
- +2 bonus to [Spot](#), and [Listen](#) checks.
- Drow never sleep and are immune to Sleep effects. Drow must still perform their 4 hour daily trance to stay coherent and rested.
- Drow live an exceedingly interesting life and every Drow has proficiency with the rapier and an exotic ranged weapon of their choice.
- **Favored Class:** Any spellcasting class
- **Automatic Languages:** Elvish
- **Suggested Languages:** Abyssal, Beholder, Common, Draconic, Drow Sign Language, Dwarvish, Gnome, Kuo-Toa, Terran, Undercommon

## 2.3 Dwarf

foo?

### Mechanics

- **Size:** Medium
- **Type:** Humanoid (Dwarf)
- **Movement:** 20ft
- **Vision:** Darkvision 60ft
- +2 Constitution, -2 Charisma.
- **Slow and Steady (Ex)** A dwarf's movement speed is only 20ft, but it is not further reduced by armor or encumbrance.
- **Stonecunning (Ex):** 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 counts as having Trapfinding when dealing with stonework. A dwarf can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up.
- **Earth Stability (Ex):** 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 already standing firmly on the ground).
- **Weapon Familiarity:** Dwarves may treat dwarven waraxes and dwarven urgroshes as martial weapons, rather than exotic weapons.
- +2 racial bonus on saving throws against poison, spells, and spell-like effects.

- +1 racial bonus on attack rolls against orcs and goblinoids.
- +4 dodge bonus to Armor Class against Giants.
- +2 racial bonus on [Appraise](#) checks that are related to stone or metal items.
- +2 racial bonus on [Craft](#) checks that are related to stone or metal.
- **Favored Class:** Any class with full BAB
- **Automatic Languages:** Common and Dwarven
- **Suggested Languages:** Giant, Gnome, Goblin, Orc, Terran, and Undercommon

## 2.4 Elf

foo?

### Mechanics

- **Size:** Medium
- **Type:** Humanoid (Elf)
- **Movement:** 30ft
- **Vision:** Low-light vision
- -2 Constitution and +2 to any other stat. The other stat that gets a bonus is different based on the elf's subtype, but there is a subtype for every stat and different worlds have different names for each subtype.
- Immunity to Sleep effects, and a +2 racial saving throw bonus against other Enchantment spells or effects. Elves do not sleep, but they must enter a trance-like state for 4 hours each day to maintain their wellbeing. While in a trance an elf does not take a penalty to [Listen](#) checks like a sleeping character does.
- **Weapon Proficiency:** Elves receive the Martial Weapon Proficiency feats for the longsword, rapier, longbow (including composite longbow), and shortbow (including composite shortbow) as bonus feats.
- +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.
- **Favored Class:** Any class with Arcane spellcasting, or that has longsword proficiency.
- **Automatic Languages:** Common and Elven
- **Suggested Languages:** Draconic, Gnoll, Gnome, Goblin, Orc, and Sylvan

## 2.5 Feytouched

foo?

### Mechanics

- **Size:** Medium
- **Type:** Fey
- **Movement:** 30ft
- **Vision:** Low-light vision
- +2 Dexterity, +2 Charisma, -2 Constitution. Feytouched are graceful and those which are not beautiful are terrifying, but they are fragile like flowers.
- Immunity to [Compulsion] Effects.
- **Magic Affinity (Sp):** Every Feytouched is different, and marked by the signature magics of the fey in a different manner. Every Feytouched has one spell that can be used once per day as a spell-like ability. This spell is chosen at 1st level and cannot be changed. Any 1st level Illusion or Enchantment spell from the Sorcerer/Wizard list is fair game, and the save DC is Charisma-based.
- **Favored Class:** Any class with 3/4ths BAB

- **Automatic Languages:** Common and Sylvan
- **Suggested Languages:** Aquan, Auran, Elvish, Draconic, Dwarvish, Druidic, Goblin, Gnoll, Gnome, Halfling

## 2.6 Gnome

foo?

### Mechanics

- **Size:** Small
- **Type:** Humanoid (Gnome)
- **Movement:** 20ft
- **Vision:** Low-light
- +2 Constitution, -2 Strength.
- **Weapon Familiarity:** Gnomes may treat gnome hooked hammers as martial weapons rather than exotic weapons.
- +2 racial bonus on saving throws against Illusions.
- Add +1 to the Difficulty Class for all saving throws against illusion spells cast by gnomes. This adjustment stacks with those from similar effects.
- +1 racial bonus on attack rolls against kobolds and goblinoids.
- +4 dodge bonus to Armor Class against monsters of the giant type.
- +2 racial bonus on [Listen](#) checks.
- +2 racial bonus on [Craft](#) (alchemy) checks.
- **Spell-Like Abilities:** At-will – Speak With Animals (burrowing mammals only). A gnome with a Charisma score of at least 10 also has the following spell-like abilities: 1/day – Dancing Lights, Ghost Sound, Prestidigitation. The save DC is Charisma based.
- **Favored Class:** Any Arcane spellcasting class that can cast Illusion spells
- **Automatic Languages:** Common and Gnome
- **Suggested Languages:** Draconic, Dwarven, Elven, Giant, Goblin, and Orc

## 2.7 Goblin

foo?

### Mechanics

- **Size:** Small
- **Type:** Humanoid (Goblin)
- **Movement:** 30ft
- **Vision:** Darkvision 60ft
- +2 Dexterity, -2 Strength, -2 Charisma
- +4 bonus to [Move Silently](#) and [Ride](#) checks.
- **Bonus Feat:** Mounted Combat.
- Goblins benefit from an ancient pact with the Worgs, and every Goblin receives a +2 bonus to any [Bluff](#), [Diplomacy](#), [Handle Animal](#), [Sense Motive](#), or [Survival](#) check made with respect to a Worg.
- **Favored Class:** Any class with Move Silently or Ride as a class skill
- **Automatic Languages:** Common, Goblin
- **Suggested Languages:** Draconic, Elvish, Dwarvish, Giant, Gnoll, Infernal, Orcish, and Undercommon

## 2.8 Half-Elf

foo?

### Mechanics

- **Size:** Medium
- **Type:** Humanoid (Human, Elf)
- **Movement:** 30ft
- **Vision:** Low-light vision
- Immunity to Sleep effects, and a +2 racial bonus on saving throws against Enchantment spells or effects.
- +1 racial bonus on [Listen](#), [Search](#), and [Spot](#) checks.
- +2 racial bonus on [Diplomacy](#) and [Gather Information](#) checks.
- **Favored Class:** Any
- **Automatic Languages:** Common
- **Suggested Languages:** Any

## 2.9 Halfling

foo?

### Mechanics

- **Size:** Small
- **Type:** Humanoid (Halfling)
- **Movement:** 20ft
- **Vision:** Standard
- +2 racial bonus on [Climb](#), [Jump](#), and [Move Silently](#) checks.
- +1 racial bonus on all saving throws.
- +2 morale bonus on saving throws against Fear effects.
- +1 racial bonus on attack rolls with thrown weapons and slings.
- +2 racial bonus on [Listen](#) checks.
- **Favored Class:** Any class with Hide as a class skill
- **Automatic Languages:** Common and Halfling
- **Suggested Languages:** Dwarven, Elven, Gnome, Goblin, and Orc

## 2.10 Half-Orc

foo?

### Mechanics

- **Size:** Medium
- **Type:** Humanoid (Human, Orc)
- **Movement:** 30ft
- **Vision:** Darkvision 60ft
- +2 Strength
- +2 to [Intimidate](#), [Gather Information](#), and [Survival](#).
- **Favored Class:** Any class with full BAB
- **Automatic Languages:** Common, Orc

- **Suggested Languages:** Any

## 2.11 Hobgoblin

foo?

### Mechanics

- **Size:** Medium
- **Type:** Humanoid (Goblin)
- **Movement:** 30ft
- **Vision:** Darkvision 60ft
- +2 Dexterity, +2 Constitution
- +4 racial bonus to [Move Silently](#) checks.
- **Favored Class:** Any class with full BAB
- **Automatic Languages:** Common, Goblin
- **Suggested Languages:** Draconic, Elvish, Dwarvish, Giant, Gnoll, Ignan, Infernal, Orc

## 2.12 Human

foo?

### Mechanics

- **Size:** Medium
- **Type:** Humanoid (Human)
- **Movement:** 30ft
- **Vision:** Standard
- 1 extra feat at 1st level.
- 4 extra skill points at 1st level and 1 extra skill point at each additional level.
- **Favored Class:** Any
- **Automatic Languages:** Common
- **Suggested Languages:** Any

## 2.13 Kobold

foo?

### Mechanics

- **Size:** Small
- **Type:** Humanoid (Kobold)
- **Movement:** 30ft
- **Vision:** Darkvision 60ft
- -4 Strength, +2 Dexterity, -2 Constitution
- **Light Sensitivity (Ex):** Kobolds are Dazzled in bright sunlight or within the radius of a Daylight spell.
- +1 Natural Armor bonus.
- +2 racial bonus on [Craft](#) (Trapmaking), [Profession](#) (Miner), and [Search](#) checks.
- **Favored Class:** Any class with 3/4ths BAB, as well as the Dragon bloodline Sorcerer
- **Automatic Languages:** Common, Draconic

- **Suggested Languages:** Dwarven, Formian, Gnome, Goblin, Infernal, Orc, Terran, and Undercommon

## 2.14 Orc

foo?

### Mechanics

- **Size:** Medium
- **Type:** Humanoid (Orc)
- **Movement:** 30ft
- **Vision:** Darkvision 60ft
- +4 Strength, -2 Intelligence, -2 Charisma, -2 Wisdom
- **Daylight Sensitivity (Ex):** Orcs are Dazzled in bright sunlight or within the radius of a Daylight spell.
- +2 racial bonus to saving throws vs. Poison and Disease.
- Immunity to ingested poisons of all kinds. Orcs can also eat moldy and rotten items without fear, though it still tastes as bad as you'd imagine.
- +2 to [Jump](#) and [Survival](#) checks.
- **Favored Class:** Any class with full BAB
- **Automatic Languages:** Orc, Common
- **Suggested Languages:** Dwarvish, Elvish, Giant, Gnoll, Goblin, Sylvan, Undercommon

## 2.15 Tiefling

foo?

### Mechanics

- **Size:** Medium
- **Type:** Outsider (Native, Human)
- **Movement:** 30ft
- **Vision:** Darkvision 60ft
- +2 Dexterity, +2 Intelligence, -2 Charisma
- Tieflings with a Charisma of at least 10 may cast Darkness as a spell-like ability once per day.
- +2 bonus to [Bluff](#), [Hide](#), and [Move Silently](#) checks.
- **Favored Class:** Any class with 3/4ths BAB, as well as True Fiend
- **Automatic Languages:** Common
- **Suggested Languages:** Abyssal, Aquan, Auran, Celestial, Formian, Ignan, Infernal, Slaad, Sylvan, Terran

# Chapter 3:

## Classes

Each class entry, when complete, should roughly consist of the following elements:

- Description Paragraph(s)
- Characteristics:
- Religion:
- Background:
- Adventuring:
- Races:
- Other Classes:
- Role:
- \*Mechanics Subsection\*
- Key Abilities
- Alignment
- Hit Dice
- BAB, Saves
- Class Skills
- Skills / Level
- Weapons and Armor
- Other Class Features

### 3.1 Assassin

foo?

### 3.2 Barbarian

foo?

### 3.3 Bard

foo?

### 3.4 Cleric

foo?

### 3.5 Crusader

foo?



## **3.6 Curator**

foo?

## **3.7 Dragonfire Adept**

foo?

## **3.8 Druid**

foo?

## **3.9 Fighter**

foo?

## **3.10 Fire Mage**

foo?

## **3.11 Jester**

foo?

## **3.12 Knight**

foo?

## **3.13 Marshall**

foo?

## **3.14 Monk**

foo?

## **3.15 Paladin**

foo?

## **3.16 Ranger**

foo?

### **3.17 Rogue**

foo?

### **3.18 Samurai**

foo?

### **3.19 Soldier**

foo?

### **3.20 Sorcerer**

foo?

### **3.21 Soulborn**

foo?

### **3.22 Spirit Shaman**

foo?

### **3.23 Thief Acrobat**

foo?

### **3.24 Totemist**

foo?

### **3.25 Wizard**

foo?

## Chapter 4:

# Skills

foo

### 4.1 Appraise (Int)

foo?

### 4.2 Balance (Dex; Armor Check Penalty)

foo?

### 4.3 Bluff (Cha)

foo?

### 4.4 Climb (Str; Armor Check Penalty)

foo?

### 4.5 Concentration (Con)

foo?

### 4.6 Craft (Int)

foo?

### 4.7 Decipher Script (Int; Trained Only)

foo?

### 4.8 Diplomacy (Cha)

foo?

### 4.9 Disable Device (Int; Trained Only)

foo?

## **4.10 Disguise (Cha)**

foo?

## **4.11 Escape Artist (Dex; Armor Check Penalty)**

foo?

## **4.12 Forgery (Int)**

foo?

## **4.13 Gather Information (Cha)**

foo?

## **4.14 Handle Animal (Cha; Trained Only)**

foo?

## **4.15 Heal (Wis)**

foo?

## **4.16 Hide (Dex; Armor Stealth Penalty)**

foo?

## **4.17 Intimidate (Cha)**

foo?

## **4.18 Jump (Str; Armor Check Penalty)**

foo?

## **4.19 Knowledge (Int; Trained Only)**

foo?

## **4.20 Listen (Wis)**

foo?

## **4.21 Move Silently (Dex; Armor Stealth Penalty)**

foo?

## **4.22 Perform (Cha)**

foo?

## **4.23 Profession (Wis; Trained Only)**

foo?

## **4.24 Ride (Dex)**

foo?

## **4.25 Search (Int)**

foo?

## **4.26 Sense Motive (Wis)**

foo?

## **4.27 Sleight of Hand (Dex; Trained Only; Armor Check Penalty)**

foo?

## **4.28 Speak Language (None; Trained Only)**

foo?

## **4.29 Spellcraft (Int; Trained Only)**

foo?

## **4.30 Spot (Wis)**

foo?

## **4.31 Survival (Wis)**

foo?

#### **4.32 Swim (Str; Armor Check Penalty)**

foo?

#### **4.33 Tumble (Dex; Trained Only; Armor Check Penalty)**

foo?

#### **4.34 Use Magic Device (Cha; Trained Only)**

foo?

#### **4.35 Use Rope (Dex)**

foo?

## Chapter 5:

# Feats

Characters get 1 feat at 1st level, and one additional feat at every level divisible by three. They can also get extra feats from different effects.

Some feats have prerequisites that you must meet before you can select and use them, though most do not. If you have a feat that you lost the prerequisites for somehow, you can't use that feat while you lack the prerequisites. Some effects grant bonus feats. If an effect grants a specific bonus feat that has prerequisites, that effect counts as satisfying the prerequisites even if you would not normally meet them. If an effect lets you pick a bonus feat (including off a list, or a category such as "any [Combat] feat", etc.), then you must pick a bonus feat that you meet the prerequisites for normally, just as though it were any other feat selection.

### 5.1 Combat Feats

foo?

### 5.2 Divine Feats

foo?

### 5.3 Fiendish Feats

foo?

### 5.4 General Feats

foo?

### 5.5 Item Creation Feats

foo?

### 5.6 Leadership Feats

foo?

### 5.7 Metamagic Feats

foo?

### 5.8 Necromantic Feats

foo?

## 5.9 Skill Feats

foo?

## 5.10 Undead Feats

foo?



## Chapter 6:

# Equipment

*"It is dangerous to go alone. Take this."*

foo?

## 6.1 The Three Economies

*"100 pounds of gold for a house? How does anyone make rent without a wheelbarrow?"*

### The Turnip Economy

foo?

### The Gold Economy

foo?

#### Trade Goods

foo?

#### Gems

foo?

#### Darkwood

foo?

#### Mithral

foo?

#### Adamantine

foo?

### The Wish Economy

foo?

#### Souls

foo?

#### Concentration

foo?

## **Hope**

foo?

## **Raw Chaos**

foo?

## **Getting Paid In Favors**

foo?

## **Wartime Economies Make for Shortages**

foo?

## **Bringing the World out of the Dark Ages**

foo?

## **Bad Money Drives Out Good: The Penalties of Paper**

foo?

## **6.2 Weapons**

foo?

## **6.3 Armor**

foo?

### **Armor and Shield Traits**

#### **Armor Traits**

foo?

#### **Shield Traits**

foo?

#### **Non-proficiency**

foo?

#### **Effects of High BAB**

foo?

## **Armor Check Penalty and Movement**

foo?

## **Arcane Spell Failure**

foo?

## **Donning and Removing Armor**

foo?

## **Non-Standard Armors**

foo?

## **Special Armor Materials**

*"I know it's stupid looking, but I get the best possible protection from having this duck sit on my head, so I'm going to let it do that."*

foo?

## **Non-Armors**

foo?

## **Light Armors**

foo?

## **Medium Armors**

foo?

## **Heavy Armors**

foo?

## **Shields**

foo?

## **Great Shields**

foo?

## **6.4 Tools and Gear**

foo?

## 6.5 Services

foo?

## 6.6 Transportation

foo?

## Chapter 7:

# Background and Alignment

foo?

## 7.1 Character Fluff

*"It's time for you to look inward, and begin asking yourself the big questions: Who **are** you? And what do **you** want?"*

Even once you pick a character background, there's still a lot left to know. Not everyone wants to bother with this sort of stuff, so here's some incentives: For each of the following questions that you answer satisfactorily about your character you get a free skill point (maximum of 5 points). A satisfactory answer is any answer that the majority of the other players agree is good enough for the current game (each player other than you, including the GM, gets 1 vote).

- Who are the people that raised your character?
- Who are the people currently alive that your character knows?
- What are some major losses (including deaths of course) that your character has faced so far?
- What was your character's first life and death situation?
- What favorite foods and drinks does your character have? Also, what foods and drinks will your character avoid?
- What sort of music or artwork does your character care about?
- What kinds of facts and lore does your character like to know? (This doesn't have to be a knowledge skill category, any kinds of lore will do.)
- Name three things that your character will do even though it might inconvenience them and/or gives them no direct advantage or benefit (eg: helping old ladies across the street, always invoking the Wanderer's Prayer at every fork in the road, etc)
- Name three things that your character will avoid doing even though it means everyone else probably thinks they're stupid or an asshole or both (eg: never travel by horse, never sell to elves, etc).
- Describe your character's appearance. Also describe their preferred clothing styles, including both the kind of outfit that they'd fight in and the kind of outfit that they'd wear for non-combat scenes (fancy parties, town life, etc).

Chapter 8:

# Exploration

Chapter 9:

# Combat

Chapter 10:

# Magical Theory



Chapter 11:

# Magic Items

Chapter 12:

# Character Advancement

Chapter 13:

# Prestige Classes

Chapter 14:

# Star Sailing

Chapter 15:

# Planeswalking

# Appendices

## Appendix A:

# Spells

**Appendix B:**

# **Monsters**



**Appendix C:**

# **Advancing Monsters**

## Appendix D:

# NPC Classes

foo?

These classes are for NPCs only.

### D.1 Adept

*"Long ago, in the distant past. . . "*

foo?

### D.2 Aristocrat

*"Oh, well why would I go do that myself? That's what you're all for."*

foo?

### D.3 Commoner

*"Help! Help! I'm being repressed!"*

foo?

### D.4 Expert

*"Well I can sell you that one now, or I can make you something custom for just a bit extra. . . "*

foo?

### D.5 Warrior

*"Guards! Get them!"*

foo?

## Appendix E:

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# Glossary

## Charisma

Charisma (Cha) 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.

## Constitution

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

## Dexterity

Dexterity (Dex) measures hand-eye coordination, agility, reflexes, and balance. It affects your Armor Class (how hard you are to hit), Reflex Save (how well you dodge area attacks), and Initiative (how often you go first in a fight). Many skills are also affected by Dexterity.

## Intelligence

Intelligence (Int) determines how well your character learns and reasons.

## Strength

Strength (Str) is your character's muscle and physical power. Strength affects a character's melee attack and damage ability. Strength also limits the amount of equipment your character can carry.

## Wisdom

Wisdom (Wis) describes a character's willpower, common sense, perception, and intuition. While Intelligence represents one's ability to analyze information, Wisdom represents being in tune with and aware of one's surroundings.

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