

The 3D's of Adventuring

DARKNESS, DRAGONS, AND DIMENSIONS

3 D's Planes Testing Player's Guide to Other Dimensions version 1.0

Credits

Game Designer: Loren Deerwester

Contributing Feedback: Tommaso Sammarco

Based on the original D&D game system created by E.Gary Gygax and Dave Arneson

Drawing Further inspiration from the works of Davis Chenault, Mac Golden, Ed Greenwood, David S. Kenzer, Steve Johansson, Jolly R. Blackburn, Brian Jelke, Tom Ryan, Josh Fuller, Jakko Westerbeke, Mike Mearls, Jeremy Crawford, and Chris Perkins.

CONTENTS

INTRODUCTION

Chapter 1 Creating a Character and the Seven Abilities

Creating a Character

Using Dice

Ability scores

The Seven Abilities

STRENGTH

DEXTERITY

CONSTITUTION

COMELINESS

INTELLIGENCE

WISDOM

CHARISMA

Chapter 2: The Races of the Multiverse

Dwarves

Grey Dwarf

Hill Dwarf

Mountain Dwarf

Elves

Dark Elf

Grey Elf

High Elf

Jyzumar (Moon) Elf

Sea Elf

Shadow Elf

Wood Elf

Gnomes

Surface Gnome

Deep Gnome

Halflings

Hairfoot Halfling

Stout Halfling

Tallfellow Halfling

Human

Chapter 3: Classes of the Multiverse

Core Classes Vs Sub Classes

Common Class Features

BARD

CLERIC

FIGHTER

MAGIC-USER

PSIONIST

THIEF

Multiclassing

Gestalt Multiclassing

Progressive Multiclassing

General Advancement by Total Level

Class Advancement Past 20th

Chapter 4: General Skills, The Multiverse's Infinite +1 Tool

Skill Points

How to Make A Skill Check

How to Read General Skill Description

Chapter 5: Multiverse's Adventuring Gear

Buying Equipment Other Than Starting Equipment

Weapons

Weapon Properties

Armor

Tools

Chapter 6: A Multiverse of Feats

What is a Feat

A description of Feats

Chapter 7: Weapon Proficiencies Slots, Combat Maneuvers, and Combat Styles

Weapon Proficiencies Slots

Gaining Proficiency with Weapons

Attacking with a Weapon you're not proficient with

Spending Weapon Proficiencies Slots on Combat Maneuvers and Combat Styles

Combat Maneuvers

Combat Styles

Chapter 8: Spells of the Multiverse

Learning New Spells

How to Read Spell Descriptions

Class Spell Lists

BARD

CLERIC

Deity Specialty Spells

Domain Spells

MAGIC-USER

Spells

Chapter 9: Psionics in the Multiverse

What Are Psionics

Power Points

Regaining Lost Power Points

Manifester Level

Psionic Disciplines

How to Read Disciplines Descriptions

Minor Disciplines

Power Level

1st Level

2nd Level

3rd Level

4th Level

Major Disciplines

Power Level

5th Level

6th Level

7th Level

Greater Disciplines

Power Level

8th Level

9th Level

Disciplines

Chapter 10: Adventuring Throughout the Multiverse

The Flow of Time Outside Combat

Movement

Speed of the March

Vision

Actions Outside of Combat

Interacting With NPC's

Initial Reaction

NPC's Attitude

Changing Attitude

Henchmen and Followers

Loyalty

Charmed Creatures

Familiars and Companions

Creature Sizes

What Happened When A Creatures Size Changes

Fear and Insanity

Stress Check

Stress Level

Effects of Fear and Insanity

Resting

Sleeping

Resting

Short Rests

Daily Abilities

Regaining Used Spells

Sex In Role Playing

Chapter 11: Combat in the Multiverse

The Flow of Time In Combat

Combat Segment

Melee Rounds

Combat Conflict

Actions During Combat

Free Action

Swift Action

Reaction

Move Action

Action

Special Actions

Run Action

Tactical Retreat Action

Attacks of Opportunity

Fight Defensively Action

Full-Round Action

Two-Weapons Fighting

Draw Items

Talking

Using Skills During Combat

Movement Over Difficult Terrain

Effects That Reduce Movement Speed

Other Types of Movement

Playing With a Map or In the Mind

Determining Surprise

Initiative

Flanking

Prone Creatures

Fighting a Creature From Higher Ground

Attacking A Creature From Behind or the Side

Attacking A Creature You Can't See

Fighting In Darkness

Fighting A Invisible Creature

Spells

Attacking With Weapons

Melee Weapons

Range Weapons

Grappling

Fighting With Two-weapons

Attacks of Opportunity

Fighting Evasively

Disengaging From a Fight

Retreating

Flanking

Preparing A Action

Damage

Hit Point

When You Hit Zero

Stability and Bleeding Out

Healing Damage

The Lasting Effects of Near Death

Damage Types

Damage Resistance

Damage Immunity

Magic Resistance

Spell Resistance

Appendix 1: Deities of Daratrix Opposse

Appendix 2: Key Terms

Chapter 1: Creating a Character and the Seven Abilities

Creating a character

Before you begin the process of rolling up a character, take some time to look over the races and classes in this book, then think about what type of person you are. Do you like laying down ground fire to help deal with charging threats, then you might like the versatility of a magic-user or the accurate bow wielding fighter fending off future attacks who might make life for your front guys more difficult. Maybe you want to be the sword swinging big guy-like fighter running into the front of battle slashing your enemies to bits or perhaps you like sneaking about look for a good chance to strike with as much effectiveness as possible like a Thief disabling traps and opening locks when the need arises. Maybe you just want to be able to heal yourself and your friends while being able to deal with foes who come at you with a zeal that makes the gods proud, then a cleric might be a good choice for you. Once you have a good idea of what kind of character you want to play you can follow the following steps to create your character.

1. Choose your method from the list of methods for rolling your ability scores.
2. Roll for your seven ability scores.
3. Determine which class and race you want to play.
4. Select the Alignment you wish to role play as.
5. Place ability scores as you wish, each class tend to use two or three ability score more than the others.
6. Determine where you will spend your skill points on the list of class general skills.
7. Choose your starting feat and spend weapon proficiency slots.
8. Choose what spells you know/prepared, if a spell caster.
9. Determine your starting gold, choose what equipment you have to start with.

Make sure to record everything on your character sheet and you will be ready to play.

Using Dice

Darkness, Dragons, and Dimensions is a game that makes heavy use of dice, wither it be rolling a twenty-sided dice when making a attack roll or throwing three six sided dice to determine your ability scores dice is very important in this game, so it only makes sense that it is important to understand how to read text referring to dice. You'll often see dice referred to in this book like this 1d6 or 2d12+2, what does this mean you might ask? The value 1 to the left of the d indicates the number of times you roll the dice (or you might have multiple dice rolled at the same time instead of rolling just one to speed up the process), while the number after the d indicates the type of dice.

For example, 1d6 is a six-sided dice rolled once and any values (-1 or +2 for example) are either subtracted or added to the value rolled (after totally all rolled dice, like 3d6 for example). There are two types of dice which are sometimes called for, but don't actually have a dice for, these two are the 1d2 and 1d3 respectively. You can use a d4 to function as a d2 (results of 1 - 2 count as 1 and 3 - 4 count as 2) and you can use a d6 for a d3 (results of 1-2 counts as 1, 3-4 counts as 2, and 5-6 count as 3).

There is one type of dice rolls which is a little trickier to deal with, they are called d100 (sometimes written as d%). These d100 dice is two ten-sided dice (some ten-sided dice are written with values of 10, 20, 30, 40, 50, 60, 70, 80, 90, and 00 instead of 1, 2, 3, 4... etc. and work well for the tens value) one for the ones place and the other for the tens, you should tell your DM which dice is which place before rolling. When you roll the dice a value of 0 mean it lacks a one place value or 00 mean it lacks a tens place value (if you rolled 00 and 7 for example it would mean you rolled a 7, while a 70 and 9 would be 79), furthermore if you roll 00 and 0 you treat this result as 100.

A note on using d100 for percentage rolls: You roll must be equal to or less then the percent written for a success (in the case of spell resistance or an elves resistance to charm, the spells effects fail to work as long as the percent rolled does not exceed the written percent value), otherwise it fails. For example, elves have a 90% resistance to charm spells, for a magic-user to successfully affect the elf with a charm person spell the elf needs to roll a 90 and 1 or higher on his resistance check.

Abilities Scores

When creating a character, you must determine the score of the seven characteristic that each character has. You do this by rolling d6s, there are several methods of doing this, but the first one is the one we advise you to use. Each method has a difficulty next to it describing how hard it is to get natural roll of 16 or higher.

1: Roll 3d6 seven times, place into each ability as desired. (normal)

2: Roll 4d6 seven times, drop the lowest number in each set and set the abilities as desired. (easy)

3: Roll 3d6 seven times, place into each ability as desired then choose two abilities other than comeliness and reroll the lowest number. If the new number is higher than the old roll, keep it, otherwise you use the original roll. (normal)

4: Roll 3d6 seven times and place in order as you roll them Strength, Dexterity, Constitution, Comeliness, Intelligence, Wisdom, and Charisma. (hard)

5: All ability scores start with a base value of 6, then roll 2d6 seven times and place in order Strength, Dexterity, Constitution, Comeliness, Intelligence, Wisdom, and Charisma. (very easy)

- 1 Scores of 21 - 25 can only be reached through magical means such as a wish.
- 2 Scores of 26 and higher are reserved for gods and monsters.

The Seven Abilities

Each character has seven major defining characteristics; these Abilities are split into two categories: Physical abilities (Str, Dex, Con, and Com) and Mental Abilities (Int, Wis, and Cha). These abilities are scored by rolling six-sided dice and create a range of 3 to 18 natural before adding racial modifier and such. Depending on the ability in question and your score, you will gain a modifier on certain types of rolls pertaining to that ability.

An average human tends to a 10 in every score; however, there are plenty of individuals with one or more abilities that are 13 or higher. These rules assume a character has at least two abilities with score of 13 or higher and perhaps on average possess one ability score less than 9. Any character with three or more abilities with score less than 9 will have difficulties surviving adventures, even if they have one natural 18, though some might find it a good challenge to try and make such a character survive despite the odds. The seven abilities are described in detail below, they are: Strength, Dexterity, Constitution, Comeliness, Intelligence, Wisdom, and Charisma.

Table 1: Ability Modifiers

Ability	General
Score	Modifier
1-2	-4
3	-3
4-5	-2
6-8	-1
9-12	+0
13-15	+1
16-17	+2
18	+3
19-20	+4
21-22	+5
23-24	+6
25-26	+7
27-28	+8
29-30	+9

Strength (Str): A character's strength ability is a measurement of endurance, muscle strength, and overall stamina when physically interacting with object like picking them up, striking them, and pushing or interacting with them in any other kind of way. A character's strength also determines how much weight they can carry or lift above their head, this number is show on the table below for each score, however you can also figure out how much someone can carry for a heavy load by multiplying their strength score by 12.5 and rounding down to the nearest whole number (you divide that number by four to find the light load or multiply it by four for the push or drag, any weight in between you light and heavy load is your medium load). If your total carried weight exceed your heavy load value for your strength score then you are overburdened, this affects your movement speed (carrying your medium and heavy load also reduces your movement speed but not as much), your ability to dodge attack while in armor, and generally is something you should avoid. You add your Strength modifier to attack and damage rolls with a melee weapon, general skill

checks like climb, force objects, jump, or swim, and saving throws against grapple, constriction, and trip. When your strength score is reduced to zero you fall to the ground helpless.

Table 2: Strength Bonus to Core Skill

Ability	Core Skill Bonus
Score	Break Objects
1-2	-16%
3	-8%
4-5	-4%
6-8	-2%
9-12	+0%
13-15	+2%
16-17	+4%
18	+8%
19-20	+16%
21-22	+20%
23-24	+24%
25-26	+28%
27-28	+32%
29-30	+36%

Table 3: Carrying Capacity by Strength

Ability	Light	Heavy	Push or Drag
Score	Load	Load	Capacity
1	3	12.5	50
2	6	25	100
3	9	37.5	150
4	12.5	50	200
5	16	62.5	250
6	19	75	300
7	22	87.5	350
8	25	100	400
9	28	112.5	450
10	31	125	500
11	34	137.5	550
12	37.5	150	600
13	41	162.5	650
14	44	175	700
15	47	187.5	750
16	50	200	800
17	53	212.5	850
18	56	225	900
19	59	237.5	950
20	62.5	250	1,000
21	67	262.5	1,050
22	69	275	1,100
23	73	287.5	1,150
24	75	300	1,200
25	78	312.5	1,250
26	81	325	1,300
27	84	337.5	1,350
28	87.5	350	1,400
29	91	362.5	1,450
30	93.5	375	1,500

Dexterity (Dex): A character's dexterity is their agility, reflexes, hand-eye coordination, balance, and ease of movement. You use dexterity when you try to dodge an attack thrown at you, when you are steadying a bow to fire, or when you are balancing your weight while walking across a small platform. You apply your dexterity modifier when you make an attack with a range or throw weapon, when you make a general skill check for open locks, hide, or move silently, to determine your armor class, and to your saving throws against breath weapons and area of effects. When your dexterity score is

reduced to zero you are paralyzed and cannot take any actions or move actions.

Table 4: Dexterity Bonus to Core Skills

Core Skill Bonus				
Ability	Pick	Open	Find/Disarm	Climb
Score	Pockets	Locks	Traps	Walls
1-2	-24%	-12%	-16%	-32%
3	-18%	-9%	-12%	-24%
4-5	-12%	-6%	-8%	-16%
6-8	-6%	-3%	-4%	-8%
9-12	+0%	+0%	+0%	+0%
13-15	+6%	+3%	+4%	+8%
16-17	+12%	+6%	+8%	+16%
18	+18%	+9%	+12%	+24%
19-20	+24%	+12%	+16%	+32%
21-22	+30%	+15%	+20%	+40%
23-24	+36%	+18%	+24%	+48%
25-26	+42%	+21%	+28%	+56%
27-28	+48%	+24%	+32%	+64%
29-30	+54%	+27%	+36%	+72%

Constitution (Con): A character's constitution is their health, resistance to sickness, and overall fitness. Your constitution determines how much physical punishment you can take, how quickly you recover from injury or sickness. You apply your constitution modifier when you determine your starting hit points, whenever you gain more hit points from leveling up, when you make a general skill check for hold breath, and to your saving throws against poison, paralysis, and death. Your constitution score can modify your stability check roll when you have the bleeding condition and the maximum amount of continuous time you can endure sexual intercourse before reaching orgasm is also determined by your constitution score (see sex in role playing for more details). When your constitution score is reduced to zero you immediately die.

Table 5: Constitution Modifier to Stability Rolls

Ability	Stability Roll	Time During Sex
Score	Modifier	Before Orgasm
1-2	-12%	5 – 10 Minutes
3	-10%	11-15 Minutes
4-5	-7%	16-25 Minutes
6-8	-5%	26-35 Minutes
9-12	+0%	36-55 Minutes
13-15	+5%	56-70 Minutes
16-17	+7%	71-80 Minutes
18	+10%	81-85 Minutes
19-20	+12%	86-95 Minutes
21-22	+15%	96-105 Minutes
23-24	+20%	106-115 Minutes
25-26	+25%	116-125 Minutes
27-28	+31%	126-135 Minutes
29-30	+38%	136-145 Minutes

Comeliness (Com): A character's comeliness is your physical attractiveness, social grace, and personal beauty. When you first meet people, your physical attractiveness and how you carry yourself has a big impact on how people look at you and treat you, as such people judge you by your comeliness when you first interact with them though a very charismatic person can offset a low comeliness score. You use your comeliness modifier to saving throws against petrification and polymorph, and when making general skill checks for general skills that use charisma as their key ability except for intimidate. When

making an intimidate check your general ability modifier is inverted, bonuses are instead penalties and penalties are instead bonus (see table below for details) this is because extremely beautiful creatures are distracting to look at, so beautiful creatures have difficulty intimidating other while ugly or horrify creatures have an easier time intimidating creature with just looks alone. Your Comeliness score also determines the maximum number of charmed creatures you can have under your influence at one time with a minimum of 1 (Creatures charmed can never allow you to exceed your maximum number of followers for your charisma score, keep in mind that any creatures you have charmed are treated as fallowers as long as they remained charmed, this also applies to other charm or compulsion effects that allow you ask a creature to do things for you).

Characters with a comeliness score 1-2 subtract from their reaction rolls twice the amount treating 2 as if it was 19 and 1 as 20 (so a comeliness of 2 subtracts 40 from their reaction rolls and 1 subtracts 38). Characters with a comeliness score of 3 subtracts from their reaction rolls 1 and a half the amount treating 3 as 18 (so a comeliness of 3 subtracts 27 from their reaction rolls). Characters with a comeliness score of 4-5 subtract from their reaction rolls 1 and a half the amount treating 4 as 17 and 5 as 16. Characters with a comeliness score of 6-8 subtracts from their reaction rolls treating 6 as 15, 7 as 14, and 8 as 13. Characters with a comeliness score of 9-15 add their comeliness score to their reaction rolls. Characters with a comeliness score of 16-18 add 1 and a half times their comeliness score to their reaction rolls. Characters with a comeliness score of 19 and up add twice their comeliness score to their reaction rolls. These bonuses and penalties to reaction rolls only apply for the first time a creature interacts with the character any later reaction rolls for that creature in regards to the character is made without adding your comeliness adjustment.

Comeliness Reactions: Each time a creature interacts with a creature or character with a high or low comeliness score causes the creature to react to that creature based on whether it is beautiful or hideous. A creatures wisdom score determines whether or not the creature is affected, if the creature is affected it must make a save vs compulsion DC 10 + Your comeliness modifier. If the creature fails its save the creature is affected by the creatures beauty or hideousness, it they succeed on their saving throw then the creature completely ignores the comeliness reaction. A creature interacting with a character with a comeliness score of 25 or higher must have a wisdom score of 3/4th the characters comeliness score to ignore the comeliness reaction completely. A creature interacting with a character with a comeliness score of 18 -24 must have a wisdom score 2/3rd the characters comeliness score to ignore the comeliness reaction completely. A creature interacting with a character with a comeliness score of 13-17 must have a wisdom score 1/2 the characters comeliness score to ignore the comeliness reaction completely. Creatures with a comeliness score of 1-8 treat their score as if it was 20 -13 respectively, thus a creature with a comeliness of 1 requires any creature interacting with it to need a wisdom score of 13 or higher to ignore the comeliness reaction as it treats its 1 as 20 for the purpose of determining whether they can ignore the comeliness effect without making a saving throw. Comeliness reactions for comeliness score of 13 or higher only affects creatures of the opposite sex/gender identity or that have sexual preferences for that sex. A creature without the wisdom

score to ignore comeliness reaction can only be affected by that creature's comeliness reaction once per 24 hours.

Table 6: Comeliness Modifiers		
	Maximum	Intimidate
	# of	General
Ability	Charmed	Skill
Score	Creatures	Adjustment
1-2	1	+4
3	1	+3
4-5	1	+2
6-8	1	+1
9-12	2	+0
13-15	3	-1
16-17	4	-2
18	6	-3
19-20	8	-4
21-22	10	-5
23-24	12	-6
25-26	14	-7
27-28	16	-8
29-30	18	-9

Comeliness Affects

Terrifying: A creature with a comeliness scores of 1-2 are terrifying repulsive to look at that other creatures simply cannot stand to look at you. Creatures that fail their saving throw treat you as if your reaction roll was two category worse, also if the result is 26% - 45% uncertain, it is always negative. Furthermore, all creatures who fail their saving throw are terrified of you, the creature remains terrified for as long as you remain within eye-sight of it, the terrified creature will try to run away from the source of its terror or try to immediately kill a creature this ugly if it is trapped and is unable to get away from the source of its terror. If the source of its terror is powerful, the creature will 50% of the time attempt to get reinforcements to destroy the unsightly creature even if they managed to run away. Evil aligned creatures treat comeliness scores of 1 -2 as 20 and 19 respectively instead, though they don't get the reaction effect of those scores.

Horriying: A creature with a comeliness score of 3 are repulsively ugly and horrify creatures that view it. Creatures that fail their saving throw treat you as if your reaction roll was one category worse, also if the result is 26% - 45% uncertain, it is always negative. Furthermore, all creature who fail their saving throw are absolutely horrified by your appearance and they remain horrified for as long as you remain within eye-sight of it, the horrified creature will try to get away from the creature of its fears as fast as possible. If it is not able to get away from the horrifyingly ugly creature or is trapped, they will try to attack it. A creature so horrified gets a -1 penalty on attack roll and a +1 on damage rolls, they also gain a +1 bonus on saving throws against *suggestion* and *charm person* spells casted by the horrifying ugly creature. Evil aligned creatures treat comeliness score of 3 as an 18 instead, though they don't get the reaction effects of those scores.

Table 7: Comeliness Effect on Reaction Rolls		
	Comeliness	
	Affect	Bonus on
Ability	On	Reaction
Score	Reactions	Rolls
1-2	Terrifying	None
3	Horriying	None
4-5	Hideous	None
6-8	Ugly	None
9-12	Average	None
13-15	Attractive	1x Com
16-17	Fascinated	1.5x Com
18	Fascinated	1.5x Com
19-20	Charm Person	2x Com
21-22	Charm Person	2x Com
23-24	Charm Person	2x Com
25-26	Charm Person	2x Com
27-28	Dominate Person	2x Com
29-30	Dominate Person	2x Com

Hideous: Creatures with a comeliness score of 4-5 are so ugly that creatures viewing them are disgusted just to see them. Creatures that fail their saving throw always treat the result of 26% - 45% uncertain as always negative and are disgusted for as long as you are within eye-sight of them. A creature that is disgusted does not like being close to the hideous creature and will avert its sight from the hideous creature face. The disgusted creature will do anything it can to remain at least 5 feet away from the hideous creature and they will always move first avoiding attacking unless provoked. When attacking the hideous creature, they gain a +1 on attack rolls, furthermore general skill diplomacy and bluff check get a -1 penalty as the creature finds it difficult to trust the hideous creature. Evil aligned creatures treat comeliness score of 4-5 as 17 and 16 respectively instead, though they don't get the reaction effect of those scores.

Ugly: A creature with a comeliness score of 6-8 is generally ugly and unpleasant to look at for most creatures. Creatures that fail their saving throw always treat the result of 26% - 45% uncertain as always negative. Evil aligned creatures treat comeliness score of 6-8 as 15, 14, and 13 respectively instead, though they don't get the reaction effect of those scores.

Average: A creature with a comeliness score of 9-12 is the average attractiveness most humans have and therefore doesn't cause any special effect to happen on creatures that interact with the creature.

Attractive: A creature with a comeliness score of 13-15 is rather attractive to the eyes of most creatures. Creatures that fail their saving throw always treat the result of 56% - 75% uncertain as positive. Furthermore, creatures of the opposite sex or that have a sexual preference for your gender get a -1 penalty on saving throws against *suggestion* or *charm person* spells casted by the attractive creature.

Fascinated: A creature with a comeliness score 16-17 are beautiful and their presence causes the heads of other creatures to turn and hearts to race. Creatures that fail their saving throw always treat the result 56% - 75% uncertain as always positive and if the creature is of the opposite sex or that have a sexual preference for your gender must make a save vs charm (DC 10 + your comeliness modifier) or be fascinated in you for as long as you remain within eye-sight of the creature. The fascinated creature will focus its attention on you, they

take a -1 penalty on all search, spot, listen, intimidate, and bluff general skill checks and a -2 on attack roll. The creature will go out of its way to make sure the creature of its affection doesn't come to harm in any way.

Charm Person: A creature with a comeliness score of 19-26 are so stunningly beautiful and gorgeous in their physical appearance that individuals will actually flock around the creature and follow them, behave foolishly, or in some other manner to attract the attention of the stunningly beautiful creature. Creatures that fail their saving throw treat their reaction roll result as if it was one category better and results of 56% - 75% uncertain as always positive. If the creature is of the opposite sex of you or have a sexual preference for your gender must make a save vs charm (DC 10 + your comeliness modifier) or be under the effects of a *charm person* spell, this is a nonmagical effect. The *charm person* effect lasts for up to one minute after the creature has lost eye-sight of you, such charmed creatures may still carry out any suggestions asked by the stunningly beautiful creature provided they are reasonable, otherwise the creature is entitled to another saving throw to realize that the last suggestion was an attempt at manipulating them and will react harsher to that creature in the future (their reaction result becomes one category worse) as any possible trust between the two is lost, though the affected might try to hide the fact that they know, if they wish.

Dominate Person: A creature with a comeliness score of 27 or higher are so unearthly beauty that the creature could only be from another plane as their beauty rivals that of gods and goddesses. Creatures that fail their saving throw treat their reaction roll results as if it was two categories better and results of 56% - 75% uncertain as always positive. If the creature is of the opposite sex of you or have a sexual

preference for your gender must make a save vs charm (DC 10 + your comeliness modifier) or be under the effects of a *dominate person* spell, this is a nonmagical effect. The *dominate person* effect leaves a lasting impression on the creature, while within eye-sight of you it functions identical to the spell of the same name, however, if the creature is not within eye-sight of you then the affected creatures will attempt to complete any task or reasonable suggestion laid by the unearthly beautiful creature beforehand. If a suggestion is made that is unreasonable or harmful, they get the normal saving throw at the time the suggestion or command is laid and an additional saving throw as soon as they are both no longer within eye-sight of each other, if in this second attempt they realize the truth of the suggestion or command and will not follow it remembering to bring it up the next time they meet. For each hour that the dominated creature remains away from the unearthly beautiful creature they get a new save vs charm, on a success the *dominate person* effect ends and they immediately realize that if a suggestion or command was issued to them that they were used. Otherwise, they are still dominated. Each hour after the first the creature gets a +1 bonus for the saving throw for each additional hour they remain away from the unearthly beautiful creature tell a maximum of +10 bonus on the saving throw. If after 24 hours, they creature failed to succeed on any of those saving throws to remove the *dominate person* effect, they are effectively under a permanent *dominate person* spell, though it only takes affect when they are within eye-sight of the unearthly beautiful creature or when they receive orders from them from a trusted source or in written form that the creature is absolutely sure came from the creature of their affection.

Table 8: Intelligence Modifiers to Arcane Spellcasting

Table 8: Intelligence Modifiers to Arcane Spellcasting															
		Chance												Core Skill	Bonus
	Highest	To										Highest	Bonus	Bonus	Power
	Level	Learn										Level	On	Read	Points
Ability	Magic-User	New	-Bonus Magic-user Spells Per Day-									Psionist	Save vs.	Written	Per
Scores	Spell	Spells	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th	Discipline	Psionics	Languages	Day
1-2	-	-	-	-	-	-	-	-	-	-	-	-	-5	-8%	-
3	-	-	-	-	-	-	-	-	-	-	-	-	-4	-6%	-
4-5	-	-	-	-	-	-	-	-	-	-	-	-	-3	-4%	-
6-8	-	-	-	-	-	-	-	-	-	-	-	-	-2	-2%	-
9	5 th	15%	0	0	0	0	0	-	-	-	-	4 th	-1	+0%	0
10-12	6 th	20%	0	0	0	0	0	0	-	-	-	5 th	+0	+0%	0
13-15	7 th	40%	1	0	0	0	0	0	0	-	-	6 th	+1	+2%	1
16-17	8 th	50%	2	1	0	0	0	0	0	0	-	7 th	+2	+4%	3
18	9 th	60%	2	2	1	1	0	0	0	0	0	8 th	+3	+6%	5
19-20	10 th	70%	2	2	1	1	1	0	0	0	0	9 th	+4	+8%	7
21-22	10 th	80%	3	2	2	1	1	1	0	0	0	9 th	+5	+10%	9
23-24	10 th	85%	3	2	2	2	1	1	1	0	0	9 th	+6	+12%	11
25-26	10 th	90%	3	3	2	2	2	1	1	1	0	9 th	+7	+14%	13
27-28	10 th	95%	3	3	2	2	2	2	1	1	1	9 th	+8	+16%	15
29-30	10 th	99%	4	3	3	2	2	2	2	1	1	9 th	+9	+18%	17

Intelligence (Int): A character's intelligence is your mnemonic abilities, reasoning and learning capabilities beyond just written material. You use intelligence when you think to solve a puzzle, learn a new language, or learn a new skill. Your intelligence score also determines the percent you have to roll on a d100 to learn a new spell from a scroll or spellbook (you must roll equal to or less than the number written in the table 8: Intelligence Modifiers to Arcane Spellcasting), remember you must have an intelligence of at least 9 to cast arcane spells as a magic-user.

You apply your intelligence modifier when you determine how many languages you know as a starting character, when you gain skill points at each level, when you determine the number of cantrips and 1st level spells you start out with, when you make general skill checks for knowledge, search, craft, and spellcraft, and to your saving throws against wands, rods, and staves. When your Intelligence is reduced to zero you are a mental vegetable and lack all kinds of self-awareness.

Table 9: Wisdom Bonus Cleric Spells Per Day										
	Core									
	Skill									
	Bonus									
Ability	First	-Bonus Cleric Spells Per Day-								
Scores	Aid	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th
1-2	-12%	-	-	-	-	-	-	-	-	-
3	-9%	-	-	-	-	-	-	-	-	-
4-5	-6%	-	-	-	-	-	-	-	-	-
6-8	-3%	-	-	-	-	-	-	-	-	-
9-12	+0%	0	0	0	0	0	0	0	0	0
13-15	+3%	1	0	0	0	0	0	0	0	0
16-17	+6%	1	1	0	0	0	0	0	0	0
18	+9%	2	1	1	0	0	0	0	0	0
19-20	+12%	2	2	1	1	0	0	0	0	0
21-22	+15%	2	2	2	1	1	0	0	0	0
23-24	+18%	3	2	2	2	1	1	0	0	0
25-26	+21%	3	3	2	2	2	1	1	0	0
27-28	+24%	3	3	3	2	2	2	1	1	0
29-30	+27%	4	3	3	3	2	2	2	1	1

Wisdom (Wis): A character's wisdom is your judgment, willpower, wile, and enlightenment. You use wisdom when you notice something in your environment that you weren't looking for, when you believe something based on experience, or when you will yourself to do something. You must have a wisdom score of at least 9 to cast divine spells. You use your wisdom modifier when you make general skill checks for fire making, healing, listen, sense motive, spot, and survival, and to your saving throws against spells and psionics. When your wisdom is reduced to zero you lose all awareness of your surrounds, you still can think and move, but you walk into objects in your way, become unable to recognize changes in temperature, etc.

Table 10: Charisma Modifiers					
	Maximum	Reaction	Loyalty		
Ability	# of	Roll	Rating	Core Skill Bonus	
Score	Followers	Bonus	Bonus	Dancing	Singing
1-2	1	-45%	-12%	-24%	-16%
3	2	-35%	-9%	-18%	-12%
4-5	3	-20%	-6%	-12%	-8%
6-8	4	-10%	-3%	-6%	-4%
9-12	5	+0%	+0%	+0%	+0%
13-15	7	+10%	+3%	+6%	+4%
16-17	9	+20%	+6%	+12%	+8%
18	11	+35%	+9%	+18%	+12%
19-20	14	+45%	+12%	+24%	+16%
21-22	17	+55%	+15%	+30%	+20%
23-24	20	+65%	+18%	+36%	+24%
25-26	23	+75%	+21%	+42%	+30%
27-28	27	+85%	+24%	+48%	+34%
29-30	31	+95%	+27%	+54%	+38%

Charisma (Cha): A character's charisma is your persuasiveness and personal magnetism. You use charisma when you try to persuade someone to do something for you or when people want to help you. Your charisma score also determines the maximum number of followers you can have at one time, you can attract followers simply by making a name for yourself and then make reaction roll to persuade them to be your hireling; also, some races have abilities that allow you to charm individuals into service, they count against the total number of followers you can have at one time. You apply your charisma modifier when you make a turn undead check, when you make a general skills check for bluff, dance, diplomacy, intimidate, perform, and sing, and to your saving throws against charms and compulsions. When your charisma score is reduced to zero you treat any suggestions told to you as if it were a great idea and you automatically fail any saving throws against charms or compulsions.

Chapter 2: The Races of the Multiverse

The multiverse is home to many different races and species, both rare and common. These races have a wide variety of abilities and characteristics that give them different edges to deal with the many dangers of the multiverse that any adventure might encounter in their career. Some races might share a common ancestry with other, while other have one or more minor offshoot in the form of subraces. Subraces tend to share a set of common abilities with a few deviant abilities separating the various subraces apart from one another.

Here is some details on how to read the various entries on the races description.

Personality: This entry describes the quirks, views, and general personality traits a common member of the race share.

Physical Description: This entry describes the physical characteristics of the race for both genders, common skin, hair, and eye color as well as height and weight differences.

Alignment: This entry describes the most common alignment members of their race have as well as several alignment members of the race might have if they don't have the most common alignment.

Homeland: This entry describes the environment most member of the race tends to call home as well as what size of communities they tend to form.

Religion: This entry describes the common religious practices the common members of the race follow as well as their common worshiped deities if any.

Type: This entry describes the category of creature the race qualifies as well as subtype written in () if any. Spells and special abilities can affect certain creature types differently like a ranger's favored enemy ability which lets them deal additional damage to a creature of the type that they have declared as their favored enemy.

Ability Score Adjustment: This entry describes which of the seven ability score is changed by the special qualities of the race, some races have different subraces which each give additional adjustments to your ability scores. They are added to your base ability scores to get your final ability score total.

Size: This entry describes what size category the race falls under most humanoid races are either: small, medium, or large (but there are exceptions) and it also describes the average height range a typical member of the race might be in.

Movement Speed: This entry describes the base movement speed for creatures of that race, this movement speed is the normal amount of ground in feet a member of this race can move in one move action without using double moves, running, or under difficult terrain. If a race has access to other movement options like flying or swimming they will be mentioned here as well as the movement speed for each of those additional movement options.

Languages: This entry describes what languages every character of this race knows at the start of their career as well as any bonus languages for high Intelligence. If a race has

subraces that each have a different set of languages they know, then this entry will appear in each subraces section instead of the core racial abilities section for that race.

Subraces: This entry describes each subrace that you can choose from to play as for that race, if a race doesn't have any subraces this entry will not appear in that race's section. You add any abilities and adjustments from the subrace to all the abilities from the core race to get your total list of racial abilities.

Gestalt Multiclass Options: B= Bard, Sd = Sword Dancer, C = Cleric, D = Druid, Fs = Favored Soul, F = Fighter, R = Ranger, P = Paladin, Mu = Magic-User, S = Sorcerer, W = Warlock, Ps = Psionicist, M = Monk, T = Thief, A = Assassin, Dm = Dark Mask. An x indicates that the species/subspecies can gestalt multiclass with that combination of classes.

Drow

These elves were once a species respected for their honor and sense of duty, however after L'Jallil D'Vhid's curse the dark elves who share her appearance and beauty to be compelled to be as destructive and violent as she is that changed. The dark elves became renowned for murder, betrayal, cruelty, and evil atrocities that caused the other kinds of elves to brand them traitors and banished them to subterranean darkrealm. Deep in the murderous grips of the curse and under the sway of L'Jallil D'Vhid's cruel machinations the dark elves took a new name a name that would inspire fear, a name that means dark assassin, that name was DROW!

Personality: Back during the first days of their banishment to the darkrealm, drow were paranoid, hot tempered, cruel, and quick to spill blood. Now days, the strength of the curses compulsions to kill, betray, and destroy has lessened greatly. Though that doesn't mean that the hot blooded nature the curse spawned isn't there any more, just that the influence of the curse of waned enough for most drow to hide their anger at the slights of others or suppress it completely in some cases. Now the drow are close to how they were before the curse, they have a sense of honor and duty to family and to their house. But, most drow (around 60% of the current population) have a hair trigger and when insulted or treated poorly are apt to hide their anger and plan a very elaborate revenge, usually to kill the source of their damaged sense of honor. While a sense of duty to family and house is fostered throughout the species, drow living in societies where L'Jallil D'Vhid is the primary worshipped deity are often groomed to carefully take advantage of weakness of drow in higher position so that they can take them out in secret to advance in position themselves. Most drow who live in the darkrealm are paranoid of getting betrayed by other drow and not without good reason, drow who have moved to the surface communities under the guidance of T'puuli An'ar do not live in fear of betrayal by other drow, but are constantly struggling with the anger, paranoia of other species, and the horrors they were forced to commit in the darkrealm by the faithful of L'Jallil D'Vhid and the Lady of Chaos' terrible curse. Those who live in these communities often try to live to the standards of their Dark Elf ancestors, some even decided to expel the curse from their bodies and return to being normal dark elves once T'puuli An'ar managed to find a way to remove the curse from willing drow.

Regardless, drow take great pride in their honor and duty. Betrayal will cause any drow to lash out instinctively at the traitor even will those who wish to live a peaceful life like their ancestors did before the curse as this is the nature of the curse. Evil drow finds making true friends difficult and their own impulse to take advantage of others makes keeping them even harder. Neutral aligned drow struggle will living in the shadow of violence while making a living, they may not commit violence willing but they can be spurred to protect themselves often to a bloody end when threatened. Good drow often attracts the attention of T'puuli An'ar and her fallows who will try to sweep the drow safely to the surface of the lightrealm so that they can live in peace, but good drow living in the darkrealm often attract the attention of the Lady of Chaos as well who sends her loyal followers to viciously beat the drow into submission to her ways. Thus, good drow have it the hardest, if they stay in the darkrealm they were born in, they will either die, be tortures until they summit to committing evil, or be forced to leave in effective exile from the home they were born into.

Physical Description: Drow tend to be short compared to other breeds of elves with males ranger from 4 foot 1 inches to 5 feet and females being 4 foot 6 inches to 5 feet 4 inches, with females being taller than males and heavier. Drow are very beautiful to other humanoid races even though they tend to have thin frames like all elves. Strangely most female drow tends to be voluptuous and athletic, those who aren't at least athletic don't tend to live past 30 before being kill either in training or by a rival. Drow faces are sharp, less rounded than most human faces, but the lack facial and body hair except of course eye brows and the hair on their head. Drow eyes are narrower angled at a downward incline in compared to humans with blood red crimson eyes being the most common eye color with purple, gold, and silver being less common eye colors, and a few drow and deep blue eyes that look like the color of the ocean. The drow skin is always pitch black, the blackness of their skin will sometimes have a extremely dark purple tint to it which can only be seen clear in direct sunlight. Their skin has a sheen to it that makes their pitch black skin look like obsidian when they are within a light source and in darkness their skin allows them to blend into the moonless night to creatures without the ability to see in the dark. Drow tends to have pure white, light yellow, or an almost aqua blue hair color with silver, dark purple, or black hair being rare.

Alignment: Drow tends toward chaotic alignments due to the curse or at the lest neutral. All of the evil alignments are rather common especially in the darkrealm (45% of drow in the darkrealm are of some kind of evil alignment), Neutral alignment are a little less common (25% of drow in the darkrealm are Chaotic Neutral or Neutral, there are no lawful neutral drow ever). Good Alignments are a little more common, (30% of drow in the darkrealm are of some kind of good alignment) though 2% of those are killed before they can escape their birth place each year. Good aligned drow tends to be Chaotic Good or Neutral good with 1 out of 20 good aligned drow being lawful good. The drow population on the surface on the other hand is much different as 65% of all drow are of a good alignment with 25% being of a neutral alignment, with only 10% being of a evil alignment. Drow tends to be Chaotic Evil, Neutral Evil, Chaotic Neutral, Neutral, Neutral Good, and Chaotic Good with Lawful Evil and Lawful Good being rare.

Homeland: The vast majority of Drow (around 56%) live in the subterranean world beneath the surface called the darkrealm

where they have large, sprawling cities made of the stone. In fact, usually their building look as if they are made with the natural stone of the cavern, whether it be the walls, stalagmite, stalactites, or the very floor of the cavern magically raised up to look like the building is in itself part of the ground. Drow are excellent craftsmen and if they want to, they can design gorgeous structures made of stone, however most drow structures in the darkrealm are made for practicality and with defensibility in mind. Drow who live on the surface, often called the lightrealm by the drow though the surface folk don't know of this, either are travelers living with other surface races or lives in the large forest cities of T'puuli An'ar faithful with their redeemed dark elf brethren. These cities are filled with large house made as part of the tree magically with large stone structure doting about for storage, or other needs that might not work as well in a house made within a tree. A temple made of stone with a large open field with a vast circle of small trees in its center is usually located towards the deepest part of the city, there celebration, gatherings, and other event are hosted in the holiest of places where all are invited and welcome under the protective embrace of the Silver Dancer.

Religion: The pantheon of the drow isn't like most pantheons, most of the deities are in conflict with one another in some way with some exceptions. Not a single deity have a strong hold on the drow though several hold a good number of faithful. L'Jallil D'Vhid is often regarded as the patron goddess of the drow, but that is more of a dilution of thinking caused by centuries of her influence due to the curse, not to say she isn't a major player among the drow pantheon for she very much is, but her overwhelming control over the drow has long since been overembellished by her clergy. D'Vhid is without a doubt the patron goddess of evil drow, though only 48% of all drow actually worship her. Most just give her lip service while in public and worship one of the other deities in private (something that could get them killed in a city that has a high percent of Lady of Chaos worshippers like in the city of Errdegahr Cress). L'Barra An'ar is a lesser god and L'Jallil's son, but he claims a lot of worship form both evil and neutral aligned drow being a god of assassination and warriors, what evil drow choose not to worship L'Jallil usually claim him as their patron deity. Anistrial is an odd goddess, not only is she a lesser goddess, she also neutral good as well as being T'puuli An'ar once mortal daughter. This strangely enough doesn't hinder her ability to gain both worshipper and clergy. In fact, most drow city keep at least a small temple dedicated to her where marriages are often performed. Lovers and drow in the mist of passion after give prayer to her in hopes that she might be able to make the moment last longer. Anistrial is a goddess of love, marriage, passion, and sex. T'puuli An'ar is a rather powerful deity in the pantheon as she puts herself directly opposite of her mother L'Jallil D'Vhid and she wishes to free the drow from her cruel mother's influence. The Silver dancer holds the distinction of having one of the highest worshipper base among the pantheon, further bolster by her many former drow followers whom wished to be free of the curse and were transformed into true dark elves. Around 43% of drow worshiper in some form and unbeknownst to most drow all dances and songs performed by drow are in fact an indirect form of worship for her as she was the one to teach many a dark elf the art of song and dance before the vile curse was inflicted to them.

The last of the drow pantheon is something of a mystery even to the other drow gods themselves, the Masked

Lady is a mysterious goddess who appeared one day, with her face completely hidden behind a full mask, but with long flowing silver hair and eyes seem to be a every changing rainbow of colors. She isn't known to ever leave the material plane; in fact, the rest of the drow pantheon is pretty sure if she is really a different goddess and not one of them in disguise, she most likely doesn't have a home plane or at the very list the material plane is her home plane. But, no one knows for sure. The Masked Lady is a demigoddess and as such does not have a avatar, she merely roams the darkrealm helping or making love to those she fancies, pulling pranks on the other drow gods or those she dislikes, and teaching those who wish the ways of magic and thievery. Known as the mask of mysterious or the eclipse maiden she is a goddess of chaos, pranks, illusions, and pleasure as well as being the patron goddess of thieves and magic-users especially illusionists. She doesn't encourage worship nor does she actively try to encourage thievery she merely views stealing and magic as art forms. As such she only has maybe 3% of drow worshipping her, but all magic-users and thieves give some prayers to her and will often search for her to offer her a magical item (always stolen in the case of thieves), she has no temples and she has only a handful of clerics, but she loves and cares for all of them and those who decide to worship her in any form as if they were a most beloved lover, giving protection and aid whenever needed.

Racial Traits:

Type: Humanoid (elf)

Ability Score Adjustment: +1 to Dexterity, Comeliness, and Intelligence, -1 to Constitution and Charisma.

Size: Medium, 4'4" to 5'7" with a 5' average.

Movement Speed: 120 feet for males and 150 feet for females.

Dark Elven Resistance: When you make a save vs. spells, area of effect, wand, staves, or rod against a spell or spell-like ability, you gain a +2 bonus on that save throw.

Dark Elf Two-weapons Fighting: When you wield a one-handed weapon in each of your hands while engaging in two-weapons fighting, you do not take the normal penalties for fighting with two-weapons and you are not limited to a hand axe, dagger, or dirk as your off-hand weapon as long as the weapon can easily be used in one hand (this also applies for using double weapons) or take no longer than a free action to reload, it a ranged weapon. As long as you are proficient with the weapon in both hands and you are wearing light or no armor, you gain a +1 bonus to your armor class and this applies to your touch armor class as well.

Darkvision: You can see in areas of dim light as if it were bright light. You can see in darkness as if it were dim light up to 60 feet away from you. While you are using your darkvision you can't discern colors, only in shades of grey. While in darkness, you can switch between darkvision and infravision as a swift action.

Daylight Sensitivity: You are sensitive to any source of light with brightness equal to sunlight, including spells such as daylight or sunbeam. While you are in sunlight or light of similar brightness, you take a -1 penalty on attack rolls, a -2 penalty on any General Skill checks to Search or Spot, and your dexterity score is treated as if 2 points less while you are

in bright light. You also suffer the penalty on attack rolls when attacking a creature in sunlight even when you are in darkness.

You may attempt to adapt to sunlight by spending 6 hours every day for one week in sunlight, at the end of the week you must make a save vs. petrification with a DC 10 + 1 for each day you did not spend at least 6 hours in sunlight minus the number of weeks attempted (on your first week this is 0). On a failed save, you still suffer from sunlight sensitivity and must attempt it again after another week. Any time afterward if you succeeded, if a month has gone by where you stayed in a place of complete darkness without being exposed to lights of sunlight levels of brightness you will lose your resistance to sunlight and must retrain again, though you get a +5 bonus on all future checks.

Drow Spell Resistance: Drow are resistant to the effects of spells or spell-like abilities that directly target you like *charm person*, *enlarge*, *destruction* etc. but not those that have effects that create a physical force to deal damage or impede movement like *magic missiles*, *darkness*, *fireball*, *lightning bolt*, *force cage*, *wall of force*, *chromatic sphere*, etc. When a spell or spell-like effect targets you, there is a 30% chance that spell simply cannot get pass your innate resistance and this increases by 1% for every level past 1st using your highest class level to a maximum of 50% at 21st level. On a roll of 30% or less adjusted for level the spell fails to have any effect, except spells that deal damage in which case you take $\frac{1}{4}$ of the total damage on a failed save and no damage on a successful save. If the spell succeeds to bypass your spell resistance, roll for save throws normally if the spell allows a save and resolve other protective effects, if necessary, like elven resistance to charms effects. Spells of 2nd level or higher reduces the effectiveness of your spell resistance by a percent equal to the spell level, therefore a 5th level drow fighter has a base spell resistance of 34% if they are the target of the 5th level spell *polymorph*, they have a 29% chance of the *polymorph* spell simply failing with no save throw necessary, but if the *diminish* spell is casted on the same drow it fails on a roll 34% or less.

Drow Tactical Training: You have proficiency with short swords, arming swords including rapiers, hand crossbows, and one of the following General Skills: Hide, Move Silently, Search or Spot. You also gain a +4 bonus on Spot check when determining surprise and when using Hide or Move Silently to surprise a creature, you do not gain the bonus on Hide and Move Silently if moving in a group to surprise a creature unless the other member are also drow or have proficiency in the General Skill Hide and Move Silently.

Elven Constitution: You are immune to magical effects that cause you to go to sleep as well as the ghoul's paralyzing bite. You have a strong 90% resistance to charms spells and other charm-like effects, when charm effects try to take effect on you before rolling any save vs. charms or save vs. compulsions roll a percentage dice (d100), on a result of 90% or less you are unaffected by the charm effect otherwise roll any save throws you would be allowed. This resistance to charm applies to effects like *charm person*, *charm monster*, *suggestion*, *dominate person*, *dominate monster*, *fascinate*, any mass version of these spells, *thrall*, and any other spell or ability that replicates the effect of any of these spells or creates an effect of similar function.

Elven Dragon's Breath Dodge: When a creature attacks you with a breath weapon that deals damage and allows a save vs. breath weapon, you take half damage on a failed save and ¼ damage on a successful save. This only applies to creatures that have an actual breath weapon and not any spell or other special attack that allows for a save vs breath weapon.

Elven Initiative: When you roll for initiative you use a dice one size larger. From a d6 to a d8, a d8 to a d10, a d10 to a d12, a d12 to a d20 maximum. If you have a class feature or feat that also increase the size of your size of your initiative dice, they stack with this ability.

Elven Trance: You can spend 4 hours in a deep trance like state, instead of sleeping. For every 4 hours spent in this trance, you gain the benefits of 8 hours of sleep and if you want you may still sleep normally. While in trance you do not actually dream, through you do engage in a dream-like mental exercise. If you have recently had your hit points are reduced to -3 or less, you must spend at least 24 hours (they do not have to be consecutive) resting including sleep before you can use trance to rest. Elven mages need only 4 hours of trance to be properly rested to prepare their spells of 1st – 8th level.

Infravision: While in dim light or darkness you can see heat in the infra-red spectrum even from creatures within 120 feet of you. You can make out shapes, but only sharply if there is a distinguishing difference in temperature between the environment and the creature or object in question. You cannot make out the color of objects themselves, but you can make out the general differences in an object's structure.

L'Jallil D'Vhid Cursed Magic: The dark elves were long ago cursed by L'Jallil D'Vhid with a compulsion to commit cruel evil acts, in order to ensure the drow created by this curse had the superior abilities to survive the harsh darkrealm, she gifted them with innate magic at the same time she cursed them to fallow her into evil. With each generation of drow born the power of the curse to compel them into doing evil and loyally worship L'Jallil has weakened more and more, but though the drow have almost as much freedom now to act as they wish as they did before being cursed, the innate magic has never wanned inside them.

Thanks to the curse you can cast *dancing light* at-will using a swift action as a spell-like ability. You can cast the fallowing as a spell-like ability each oncer per day as a swift action *darkness*, *faeries fire*. Female drow can also cast the fallowing spell-like abilities each once per day, as a swift action *detect lies* or its reverse, *dispel magic* and as an action *clairvoyance* and *suggestion*. Drow of 4th level or higher can also cast each of the fallowing spell-like abilities once per day, as a swift action *detect magic*, *know alignment* and as a reaction *levitate*. You use your highest class level to determine what spell-like abilities you have access to as well as your caster level for these abilities. You use intelligence as your spellcasting ability for these spell-like abilities.

Low-light Vision: You can see in areas of dim light as if it were bright light up to 120 feet. You can see color perfectly fine, but you still need a source of light to see.

Languages: You can read, write, and speak abyssal, common, drowic, drow-sign, elven, high drowic, and undercommon, as well as a number of bonus languages of your choice equal to your intelligence modifier.

Dwarves

These stalwart people pride themselves in their skills in smiting and combat, while not the tallest folk in the battlefield they are without a doubt the bravest. Their gruff personality might make it difficult to get close to them, but there is no better person to have at your back then a dwarf.

Personality: Dwarves are slow to trust strangers and while their gruff exterior makes them last to jest except in the company of trusted friends, they show a love of drinking, laughing, and good company, and NO ONE can beat a dwarf in the delivery of one-liners. All dwarves have a deep love of jewels, gold, and other fine metals and minerals. Greed and battle lust are well known common vices of dwarves, while not always true it is not uncommon enough for young dwarven explores to get captivated by the glitter of the gold in a dragon's hoard to meet an untimely end. Courage and tenacity are a dwarf's bread and butter, but the best of them temper it with a sense of justice that makes the most dutiful of paladins jealous.

Physical Description: Dwarves are shorter than humans, while not as small as halflings and gnomes they do still stand a bit short when in rank. Dwarven male tend to be around 3'8" to 4'6" with female being around 3'6" to 4'2", males weight around 134 to 174 pounds with females weight 104 to 140 pounds on average. They are compacted, with tan or light brown skin, and there eyes tend to be dark colors (browns and greens). Their hair tends to have the same range of colors as humans, but black, grey, and brown are the most common colors and they often wear their hair long with well-trimmed beards for males.

Alignment: Dwarves have a desire for order with a strong moral center and as such tend to be lawful good or lawful neutral with the rare lawful evil or chaotic neutral being an exception. Adventuring dwarves love adventuring parties that are well organized and well prepared.

Homeland: Dwarven settlements tend to be near the sides of mountains (if not inside it) or in areas with large hills near a mine with rare metals or jewels. Member of other races (except drow, because no one likes a backstabber) are normally welcomed into dwarven settlement provided they don't look as shady as a subway tunnel of course. Granted such visitors are not given unlimited access as some areas are of too much important to allow non-dwarves around unless they know without any reasonable doubt the merit of the person. Water travel and use of horses are rare for dwarves as they are either too unreliable or too hard to come by to be of practical use to dwarves.

Religion: The dwarves patron deity is Unol Grungron the Lord of the Anvil, he isn't a very personable deity but according to dwarven myth he created the first dwarves out of adamantite so most dwarves look to Unol as one would a respected grandfather. While Unol made the dwarves, it was his wife Hulie Tassenburge who gave life to them. Is most often given reverence for her hand in the dwarves' everyday life as she is a goddess of home, family, marriage, fertility, love, and destiny and hill dwarves hold her in the highest regard. The grey dwarves have their own deity who, while part of the dwarven pantheon, isn't well liked the other kinds of dwarves. Kune'ilk Ngrokuk is a goddess of strength, shadows, intellect, and trickery, she views strength and intelligences as absolutes

believing that if one has the strength and intelligence to obtain power, position, or wealth they should, but she also makes a point to never kill enemies as a powerful enemy dominated is also a powerful ally.

Racial Traits:

Type: Humanoid (Dwarf)

Ability Score Adjustment: +1 to Constitution and -1 to Charisma.

Size: Medium, 3'6" to 4'6" with 4' average.

Movement Speed: 60 feet.

Darkvision: You can see in areas of dim light as if it were bright light. You can see in darkness as if it were dim light up to 60 feet away from you. While you are using your darkvision you can't discern color, only in shades of grey.

Dwarven Giant Fighting Strategy: When fighting creature of the giant type you gain a +1 bonus to Armor Class, you lose this bonus any time you would be denied your dexterity bonus to AC.

Dwarven Tool Proficiency: When you use brewer's supplies, smith's tools, or mason's tools you gain a +2 bonus on any General Skill Checks that uses or requires any of those tools.

Poison Resistance: When you make a save vs. poison against the effects of an actual poison or spell that replicates the effect of a poison you gain a +1 bonus for every 3.5 points of constitution you have to a maximum +5 on that save throw.

Stonecunning: When you make a General Skill check with the skills Knowledge (history), Search, or Spot on a door, piece of art, architecture, or other things made of, from, or with any kind of stone or jewel you gain a +4 bonus on that General Skill check.

Languages: You can read, write, and speak common and dwarven, as well as a number of bonus languages of your choice equal to your Intelligence modifier.

Gestalt Multiclass Options: Bard/Cleric, Bard/Fighter, Cleric/Fighter, Cleric/Thief, Fighter/Thief, and Cleric/Fighter/Thief.

Subraces: When creating a dwarf character, you must choose one of three subraces. You gain all the traits and ability of that subrace in addition to the core ability of the race. The subraces of dwarves are as followed: Grey Dwarf, Hill Dwarf, and Mountain Dwarf

Grey Dwarf

Ability Score Adjustment: +1 to Intelligence.

Duergar Innate Powers: You can use each of the following spell-like abilities as a action once per day and only on yourself: *enlarge* and *Invisibility*. You use Intelligence as your spellcasting ability for these spell-like abilities.

Grey Dwarf Aberrational Traits: You are immune to paralysis and any illusions spells provided it allows a save throw. Your darkvision extends to 120 feet. You also have 5 power Points and a psionic mental class of 12, you can spend 1 power point to use your grey dwarf racial ability enlarge or invisibility one additional time, but its duration is cut in half or you can spend 2 power points to double the duration of one of these abilities you are currently using.

Sunlight Sensitivity: You are sensitive to any source of light with brightness equal to sunlight. While you are in sunlight or light of similar brightness, you take a -1 penalty on attack roll and a -2 penalty on any General Skill check to Search or Spot.

You may attempt to adapt to sunlight by spending 6 hour every day for one week in sunlight at the end of the week make a save vs. petrification with a DC 10 + each day you did not spend at least 6 hours - the number of week attempted (on your first try this is 0), on a fail you still suffer from sunlight sensitivity and must attempt it again after another week. Any time after you succeeded, if a month has gone by where you stayed in a place of complete darkness without being exposed to lights of sunlight levels of brightness you will lose your resistance to sunlight and must retrain again, though you get a +5 bonus on the check.

Additional Gestalt Multiclass Options: Bard/ Psionist, Cleric/Psionist, Fighter/Psionist, Psionist/Thief, Cleric/Psionist/Thief, Fighter/ Psionist/Thief, and Cleric/ Fighter/ Psionist.

Hill Dwarf

Ability Score Adjustment: +1 to Wisdom.

Stout Hill Dwarven Constitution: Your maximum hit points increase by one and you gain one additional hit point at each level.

Dwarven Natural Enemy: When fighting against orcs or creatures of the goblinoid type, you gain a +1bonus on attack rolls against those creatures.

Additional Gestalt Multiclass Options:

Mountain Dwarf

The mountain dwarves tend to live in the Deep Steel mountains to the west of the Iyllithial Forest, they have the largest mine of mithril in the world and they frequently trade metal and weapons to the dragon nations particularly the Red Kingdom whom have been trade partners with the dwarves of Deep Steel Keep for more than 5,000 years. Mountain dwarves are stronger than other kinds of dwarves and are renowned smiths, they have a tense relationship with the elves of Iyllithial except for the dark elves who trade adamantite to the dwarves for mithril. Grey dwarves and mountain dwarves have been fighting each other for centuries, they rarely if ever work together in any fashion. Hill dwarves aren't very happy about the way most mountain dwarves lives and they detest the conflict between grey and mountain dwarves. Mountain dwarves think the hill dwarves as good allies, but don't

understand their detest of fighting. The former royal family of the high elves had long ago gotten a promise of aid from the king of Deep Steel Keep, unfortunately the royal family had died not long after when their secret alliance with the Drow was discovered. The Current royal family had replaced them and believe that the promise is valid to them, the current dwarven monarch however knows that the promise was only to the family and not the nation of high elves itself and will not honor any call for aid by the currently royal family without a deal being struck.

Ability Score Adjustment: +1 to Strength.

Mountain Dwarf Traditional Training: You are proficient with light and medium armor as well as battleaxe, handaxe, and war hammer.

Dwarven Natural Enemy: When fighting against orcs or creatures of the goblinoid type, you gain a +1 bonus on attack rolls against those creatures.

Mountain Craftsmen: You also can identify the kind of metal in ore, metalwork, and the like without making any general skill appraisal checks. Furthermore, you gain a +5 bonus on any general skill appraisal check to determine the value of gems or metalwork.

Table 11: Dwarven Gestalt Multiclass Options by Subspecies															
	Gestalt Multiclass Combinations (x = possible combination)														
Subraces	BSd	BC	BD	BFs	BF	BP	BR	BMu	BS	BW	BPs	BM	BT	BA	BDm
Duergar		x			x						X		x	x	
Hill		x	x	x	x		x						x		
Mountain		x		x	x								x		
	SdC	SdD	SdFs	SdF	SdP	SdR	SdMu	SdS	SdW	SdP s	SdM	SdT	SdA	SdDm	CD
Duergar															
Hill															x
Mountain															
	CFs	CF	CP	CR	CMu	CS	CW	CPs	CM	CT	CA	CDm	DFs	DF	DP
Duergar	x	x						x	x	x	x				
Hill	x	x		x	x	x	x		x	x			x	x	x
Mountain	x	x	x						x	x					
	DR	DMu	DS	DW	DPs	DM	DT	DA	DDm	FsF	FsP	FsR	FsMu	FsS	FsW
Duergar					x			x		x	x	x	x	x	x
Hill	x	x	x	x		x	x			x	x	x	x	x	x
Mountain										x	x	x	x	x	x
	FsP s	FsM	FsT	FsA	FsDm	FP	FR	FMu	FS	FW	FPs	FM	FT	FA	FDm
Duergar	x	x	x	x		x	x	x	x	x	x	x	x	x	
Hill		x	x			x	x	x	x	x		x	x		
Mountain		x	x			x	x	x	x	x		x	x		
	PR	PMu	PS	PW	PPs	PM	PT	PA	PDm	RMu	RS	RW	RPs	RM	RT
Duergar	x	x	x	x	x	x	x	x		x	x	x	x	x	x
Hill	x	x	x	x		x	x			x	x	x		x	x
Mountain	x	x	x	x		x	x			x	x	x		x	x
	RA	RDm	MuS	MuW	MuPs	MuM	MuT	MuA	MuDm	SW	SPs	SM	ST	SA	SDm
Duergar	x				x			x			x	x	x	x	
Hill												xx	x		
Mountain													x		
	WP s	WM	WT	WA	WDm	PsM	PsT	PsA	PsDm	MT	MA	MDm	TA	TDm	ADM
Duergar	x	x	x	x		x	x	x	x	x	x		x		
Hill		x	x							x					
Mountain		x	x							x					
	BCF	BCM <u>u</u>	BCPs	BCT	BFMu	BFPs	BFT	BFA	BMuP s	BMuT	BMuA	SdCF	SdCM u	SdCP s	SdCT
Duergar	x		x	x	x	x	x	x	x	x	x				
Hill	x			x	x		x			x					
Mountain	x			x	x		x			x					
	SdC A	SdDF	SdDMu	SdDP s	SdDT	SdFP	SdFR	SdFM u	SdFPs	SdF T	SdFA	SdMuP s	SdMu T	SdMu A	SdPs T
Duergar															
Hill															
Mountain															
	SdP sA	SdTA	CFsF	CFsM u	CFsPs	CFsT	CFsA	CFMu	CFPs	CFT	CFA	CFDm	CMuP s	CMu M	CMuT
Duergar			x	x	x	x	x	x	x	x	x		x	x	x
Hill			x	x		x		x		x				x	x
Mountain			x	x		x		x		x				x	x
	CM uA	CPsM	CPsT	CPsA	CMT	CMA	FMuP s	FMuM	FMuT	FMu A	FMuD m	FPsM	FPsT	FPsA	FPsD m
Duergar	x	x	x	x	x	x	x	x	x	x		x	x	x	
Hill					x			x	x						
Mountain					x			x	x						
	RM uPs	RMu M	RMuT	RMuA	RMuD m	RPsM	RPsT	RPsA	RPsD m	RMT	RMA	RMDm	RTA	RTDm	MuPs M
Duergar	x	x	x	x		x	x	x		x	x		x		x
Hill		x	x							x					
Mountain		x	x							x					
	MuP sT	MuPs A	MuPsD m	MuMT	MuMA	MuMD m	MuTA	MuTD m	MuAD m	PsM T	PsTA	PsTD m	TADm		
Duergar	x	x			x		x			x	x				
Hill															
Mountain															

Eladrin

Alignment:

Personality:

Homeland:

Physical Descriptions:

Religion:

Racial Traits:

Type: Humanoid (fey)

Ability Score Adjustment: +1 to Intelligence, Charisma and -1 to Wisdom.

Size: Medium, 5' 5" to 6' 3".

Movement Speed: 120 Feet

Fey Vision: You can see in darkness and dim-light as if it were bright light up to 30 feet. When in areas of magical darkness, you can see as if it was dim-light up to 30 feet. While seeing in darkness, dim-light, and bright light you see things in color, but while in magical darkness every is visible in shades of white, grey, and black with lighter color being white and darker colors being blackish. Once per day, you can also see magic as if under the effects of the *detect magic* spell, this ability lasts for one minute per level using your highest class level. Triggering your innate ability to see magic takes a reaction.

Eladrin Tradition: You gain a +1 bonus on attack rolls when using arming swords including rapiers, long bows including composite long bows, and short bows including composite short bows. You are proficient with two of any of the following weapons as well as the general skill spot: arming sword, long sword, long bow, short bow, whip or knife-whip.

Fey Biology: You are immune to charms and magical sleep effects, as well as the ghoul's paralyzing bite. You are also 90% immune to illusions and polymorph effects, though you can if willing allow yourself to be polymorph. Eladrins do not sleep, they go into a deep trance like state. In this trance they do not dream but instead go into a world of their own imagination, much like a daydream. This imaginary world is a place entirely of their own creation where they send their mind to rest and relax, while their body is in a perfect relaxed state identical to the humans REM sleep. An eladrin can cease their

trance at any time, they gain the benefits of a full 8 hours of sleep for each 2 hours of trance. Because of the nature of this mental state Eladrin are immune to the dream and nightmare spells, but are easily susceptible to telepathy and extra sensory perception effects. Eladrin also gain a +2 bonus on saves vs. psionics and they gain a +1 to their Psionic Mental Class.

Fey Travel: Once per day as a swift action you can teleport between two point by stepping through the boundaries between the plane you currently are on and the Plane of Faerie and back, if on the Plane of Faerie, you simply will yourself to the point and the plane moves you there. You can teleport to a single spot within 60 feet of where you are that you can see, the spot where you *fey travel* cannot be occupied by another creature or a large object, like a wall. If the spot you wish to *fey travel* to is occupied as such you will instead be teleported within a 5 foot radius of your original intended destination provided it is within range of this ability and also not occupied. Roll a 1d8 a result of 1 means you appear 5 feet south of your original destination, 2 is south-west, 3 is west, 4 is north-west, 5 is north, 6 is north-east, 7 is east, and 8 is south-east. If the area rolled is occupied roll again, until a roll for an unoccupied space is met or it is determined that no available space is unoccupied in which case the eladrin immediately reappear a segment after it disappeared in its original location and its use of fey travel for the day is used up. At 3rd level and 5th level you gain one additional use of *fey travel* per day to a maximum of 3/day. This is a supernatural ability.

Languages: You can read, write, and speak common, celestial, elven, gnome, and sylvan, as well as a number of bonus languages of your choice equal to your intelligence modifier.

Table 12: Elven Subraces Height and Weight							
Elf	Height	Height	Height	Weight	Weight	Weight	Average
Subrace	Shortest	Average	Tallest	Lightest	Average	Heaviest	Starting Age
Dark Elf Male	4'1" (49")	4'6" (54")	5' (60")	72 lbs.	83 lbs.	88 lbs.	50-100
Dark Elf Female	4'6" (54")	4'10" (58")	5'4" (64")	90 lbs.	100 lbs.	120 lbs.	50-100
Grey Elf Male	4'8" (56")	5' (60")	5'6" (66")	84 lbs.	94 lbs.	114 lbs.	150-250
Grey Elf Female	4'2" (50")	4'6" (54")	5' (60")	64 lbs.	74 lbs.	86 lbs.	150-250
High Elf Male	4' 8" (56")	5' (60")	5'6" (66")	90 lbs.	100 lbs.	120 lbs.	100-175
High Elf Female	4'2" (50")	4'6" (54")	5' (60")	70 lbs.	80 lbs.	92 lbs.	100-175
Jyzumar Elf Male	5' (60")	5'6" (66")	6' (73")	100 lbs.	120 lbs.	126 lbs.	50-120
Jyzumar Elf Female	4'10" (58")	5'4" (64")	5'8" (68")	88 lbs.	97 lbs.	123 lbs.	50-120
Sea Elf Male	4'7" (55")	4'11" (59")	5'5" (65")	90 lbs.	100 lbs.	120 lbs.	75-150
Sea Elf Female	4'3" (51")	4'7" (55")	5'1" (61")	70 lbs.	80 lbs.	92 lbs.	75-150
Shadow Elf Male	4'4" (52")	4'8" (56")	5'2" (62")	78 lbs.	94 lbs.	112 lbs.	80-190
Shadow Elf Female	4' (48")	4'4" (52")	4'10" (58")	60 lbs.	75 lbs.	87 lbs.	80-190
Wood Elf Male	4'5" (53")	4'9" (57")	5'3" (63")	73 lbs.	84 lbs.	115 lbs.	75-150
Wood Elf Female	4'6" (54")	4'10" (58")	5'4" (64")	74 lbs.	85 lbs.	116 lbs.	75-150

Elves

Personality: Elves are curious, being often amused by the actions of others. They tend to favor the long-term plan with broad perspective of events. They tend to be focused and very relentless when trying to obtain goals. Elves tend to appreciate the finer aspects of art and music. While it might take an elf a long time to become friends, they never forget them and the same can be said with their enemies.

Physical Description: While there are many physical differences that tend to define the various races of elves, they do share some similar characteristics. Elves tend to be slim and are often shorter than normal humans. Their angular face with their pointed ears, lacking any kind of facial hair can be unsettling to nonelves especially when encountering the paler skinned elves like high elves and grey elves. Elves do not have facial hair or body hair for that matter and are unable to grow any naturally with only rare exceptions. Elves can be anywhere from four and a half feet tall to just under six feet, with them weighing anywhere from 90 to 140 pounds with males and females being around the same height or weight. Many humans and other races consider elves hauntingly beautiful and will on occasion's mistake them for eladrins or vice versa. Most of the elven races have shades of blue or green as a common eye color. Elves can easily be identified from eladrins by their eyes which are like more humanoid races only at a more slanted angle.

Alignment: Elves love personal freedom, self-expression, and are not afraid to add some variety in their everyday life. Most elves tend to move towards the more chaotic end of the spectrum. Elven communities try to instill a sense of goodness; the freedom of others should be protected as well as their own. Chaotic good, neutral good, chaotic neutral, and lawful good are the most common alignments among elves with some subraces having a higher general number of particular alignments than normal.

Homeland: Elven communities tend to be small villages or settlements in large forests. Usually made in a fashion that they seem part of the forest itself. While elven cities aren't unheard of, they tend to be rare in most worlds with a large human population. An elven city might have a couple dozen clans (loose groups defined by blood relationship even with more distance relatives) working together to protect the area.

Elves grow their own food if possible and hunt for game only when necessary.

Religion: The Elves patron deity is Killian An'ar, who leads a pantheon of deities called the L'Lodias d'Tauren which includes Ssin'urn Tralayila, Anulo Che, Tet Drathir, Zav Shebali, Varn An'ar, Meiff D'Arlathil, and Ssiness'barra Roo'lar. While all the L'Lodias d'Tauren are worshiped equally among the elves, Killian is called on extensively among all the races of elves as their god of magic. It should be noted however that the dark elves while have started giving worship to the L'Lodias d'Tauren since returning to their original form, worship T'puuli An'ar, the Silver Dancer as their patron deity as it was by her hand that they once again found the light.

Racial Traits:

Type: Humanoid (Elf)

Ability Score Adjustment: +1 to Dexterity and -1 to Constitution.

Size: Medium, 4'5" to 5'5" with 5' average.

Movement Speed: 120 feet.

Elven Constitution: You are immune to magical effects that cause you to go to sleep as well as the ghouls' paralyzing bite. You have a strong 90% resistance to charms spells and other charm-like effects, when charm effects try to take effect on you before rolling any save vs. charms or save vs. compulsions roll a percentage dice (d100), on a result of 90% or less you are unaffected by the charm effect otherwise roll any save throws you would be allowed. This resistance to charm applies to effects like charm person, charm monster, suggestion, dominate person, dominate monster, fascinate, any mass version of these spells, thrall, and any other spell or ability that replicates the effect of any of these spells or creates an effect of similar function.

Elven Dragon's Breath Dodge: When you make a save vs. breath weapon against a creature's breath weapon that deals damage, you take half damage on a failed save and one quarter damage on a successful save. This only applies to creatures that have an actual breath weapon and not any spell or other special attack that allows for a save vs. breath weapon.

Elven Initiative: When you roll for initiative you use a dice one size larger. From a d6 to a d8, a d8 to a d10, a d10 to a d12, a

d12 to a d20 maximum. If you have a class feature or feat that also increase the size of your initiative dice, they stack with this ability.

Elven Senses: When you make a general skill check with the listen, search, or spot skills you gain a +2 bonus and when you make a core skill check with the Find/ Disarm Traps skill to search for a trap you gain a +10% bonus as long as you are not under intense stress. You are allowed a general skill search check whenever you are within 10 feet of a secret or concealed door as if you were actively looking for it, the DM may choose to roll this in secret if they wish.

Elven Trance: You can spend 4 hours in a deep trance like state, instead of sleeping. For every 4 hours spent in this trance, you gain the benefits of 8 hours of sleep and if you want you may still sleep normally. While in trance you do not actually dream, though you do engage in a dream-like mental exercise. If you have recently had your hit points reduced to -3 or less, you must spend at least 24 hours (they do not have to be consecutive) resting (including sleep) before you can use trance to rest. Elven mages need only 4 hours of trance to be properly rested to prepare their spells of 1st - 8th level.

Infravision: While in dim light or darkness you can see heat in the infra-red spectrum even from creatures within 60 feet of you. You can make out make out shapes, but only sharply if there is a distinguishing difference in temperature between the environment and the creature/object in question. You cannot make out the color of the objects themselves, but you can make out general differences in an objects structure.

Low-light Vision: You can see in areas of dim light as if it were bright light for up to 120 feet. You can see colors perfectly fine, but you still need a source of light to see.

Traditional Elven Training: You have proficiency with leather armor, chain shirt, and any two of the following general skills: Knowledge (Arcane or Nature), Hide, Listen, Move Silently, Search, or Spot.

Gestalt Multiclass Options: See the table on the previous page for all available options for each subrace. Key: B = Bard, Sd = Sword Dancer, C = Cleric, D = Druid, Fs = Favored Soul, F = Fighter, P = Paladin, R = Ranger, Mu = Magic-user, S = Sorcerer, W = Warlock, Ps = Psionicist, M = Monk, T = Thief, A = Assassin, and Dm = Dark Mask. CF is Cleric/Fighter for example.

Subraces: When creating a Elf character, you must choose one of seven subraces. You gain all the traits and ability of that subrace in addition to the core ability of the race. The Subraces of Elves are as follows: Dark Elves, Grey Elves, High Elves, Jyzumar Elves, Sea Elves, Shadow Elves, and Wood Elves.

Dark Elf

For tens of thousands of years, the dark elves had been corrupted by the evil goddess L'Jallil D'Vhid into the drow. The dark depravity she bred into them with her vile grip made the drow the most despised race in the cosmos. However, not all drow held the destructive and murderous tendencies their brethren had. For untold millennia T'puuli An'ar, the daughter of L'Jallil D'Vhid and Killian An'ar, strove to return the drow

back to being a goodly race once again as they were before L'Jallil corrupted them. Recently, The Silver Dancer succeeded in bring a large population of drow back to the ways of the elves, through her worship. She even gave them the option to return to the form they original would have. Thus, the dark elves returned. The dark elves share the common surface elf's dislike of slavery perhaps more so as drow themselves are more than willing to enslave their own kind or any other being. Many of T'puuli An'ar's older worshipers where either former slaves when they were drow themselves or heavily abused by nobles or their own matron. Any enslaved human who finds themselves in the dark elves' kingdom will be considered free by the dark elves and they will actively protect them from the human's former owner. They are so well known for this that many dragons who go to any dark elf territory in order to set up trade or buy their amazing drow crafted items will avoid bring any of their slaves to avoid losing them to the dark elves.

Dark Elves tend to have light black or dark brown skin with light tan, very light violet, pitch-black, or obsidian skin being rare, but possible skin colors. They often have black, dark blond, or any shade of brown hair with rare cases of silver hair. Their eyes cover all the general elven eye colors: pale greens, deep blues, dark brown, and black. However, they also can have gold and silver eye though they are rare. Out of the seven sub races of elves, dark elves are commonly the shortest usually with them being 4 foot 6 inches on average for males and 4 foot 10 inches on average for females. Dark elves tend to have taller females than males though they still fallow the traditional elven build.

Ability Score Adjustment: +1 to Charisma.

Dark Elven Resistance: When you make a save vs. spells, area of effect, wand, staves, or rod against a spell or spell-like ability, you gain a +2 bonus on that save throw.

Dark Elf Two-weapons Fighting: When you wield a one-handed weapon in each of your hands while engaging in two-weapons fighting, you do not take the normal penalties for fighting with two-weapons and you are not limited to a hand axe, dagger, or dirk as your off-hand weapon as long as the weapon can easily be used in one hand (this also applies for using double weapons) or take no longer than a free action to reload, it a ranged weapon. As long as you are proficient with the weapon in both hands and you are wearing light or no armor, you gain a +1 bonus to your armor class and this applies to your touch armor class as well.

The Silver Dancer's Chosen: All dark elves have proficiency with bastard sword, chainmail, and short bow. Moreover, they start with one skill point in the general skills dance and singing, and they have proficiency with these skills even if their class doesn't have it on their list of general skills. If a dark elf sword dancer uses a bastard sword the Dark Lady's divine power fills the blade as long as the weapon is in the sword dancers grasp, this turns a nonmagical bastard sword into a +1 bastard sword. If the weapon is already magical, then it simply becomes immune to rust, breaking, and other kinds of damage as well as gains a weapon speed of 3 (this replaces the bastard sword normal weapon speed of 5).

T'puuli An'ar's Blessing: As a divine gift of the goddess, you can use a swift action once per day to summon a silver flame of moonlight called moonfire. This moonlight emanating from your hand or other body part that you choose; it sheds dim light

up to 10 feet functioning as a 1st level *light* spell and lasts for one minute per level (using your highest class level) or until discharged (regardless of success) whichever comes first. You can use the *moonfire* to touch a single willing living creature or yourself, the *moonfire* used this way heals 1d6+ your charisma modifier points of damage, doing so discharges the magic.

At 3rd level, you can use the *moonfire* to make a touch attack roll on a single creature; if you succeed you deal 1d6+ your charisma modifier points of cold damage to the creature instead of healing them. On a failed attack roll, your use of *moonfire* is consumed in the attempt. At 5th level, you gain an additional use of this ability a day and it gain 1d6 additional points of damage/healing. This is a supernatural ability.

Languages: You can read, speak, and write common, drowic, and elven, as well as a number of additional languages of your choice equal to your intelligence modifier.

Grey Elf

Ability Score Adjustment: +1 to Intelligence.

Additional Cantrip: A grey elf magic-user starts with one additional cantrip known and can cast 0-level spells one additional time per day.

Elven Weapons Training: When you make an attack roll with a long sword, short sword, long bow, or short bow, you gain a +1 bonus on your attack rolls.

Grey Elf's Magical Aptitude: Choose one 1st level spell from the magic-user's spell list, as a free action once per day you can cast the spell as a spell-like ability. You do not actually know this spell and as such it cannot be prepared in a magic-user spell slot without learning it first, using the selected spell ignores any material focuses, somatic, and verbal components it would normally have. It is always treated as if you were casting it in a 1st level spell slot and you cannot use the reverse form of the spell (though you may select the reverse form instead of its normal form if it has one).

At 3rd level, you can use your spell-like ability one additional time per day. At 5th level, you choose one 2nd level spell from the magic-user's spell list, as a free action once per day you cast it as a spell-like ability. This 2nd level spell uses all the same rules as the 1st level spell does. You use intelligence as your spellcasting ability for these spell-like abilities.

Grey Elf Spell Training: Once per day, when you cast a spell you can cast the spell without somatic components. Magic-users can't cast spell with somatic component if they wear armor as the armor hinders movement badly enough to cause arcane spells to fail.

Languages: You can read, speak, and write common, draconic, and elven, as well as a number of additional languages of your choice equal to your intelligence modifier.

High Elf

Ability Score Adjustment: +1 to Dexterity.

Critical Shot: When a high elf fighter gains the critical hit feature, you automatically can treat long bow and short bow as a weapon you have specialized in for the purpose of critical hit. You still don't gain the bonuses from weapon specialization without actually choosing long bow or short bows as your specialized weapon, but you can gain the benefits of critical hit and improve critical when using a long bow or short bow.

Elven Weapons Training: When you make an attack roll with a long sword, short sword, long bow, or short bow, you gain a +1 bonus on your attack rolls.

High Elf Tactical Training: You are proficient with long swords, short swords, long bows, and short bows.

Stealth Training: When you make a general skill move silently check as long as you are wearing either no armor or nonmetallic light armor, you add twice your dexterity modifier.

Languages: You can read, speak, and write common and elven, as well as a number of additional languages of your choice equal to your intelligence modifier.

Jyzumar Elf

The most advanced civilization in the solar system, the Jyzumar commonly referred to as moon elves by the other races of elves watch over the planet from their star-Traveler ships and their capital city of Obokfeirche'el resting on the light side of the moon. Most Jyzumar either stay in the high city or work on the kingdom's many Star-Traveler ships in their fleet, those who adventure on the planet usually avoid bring their own technology planet-size so as to avoid altering the development of the planet instead relying on local weapons and armor for protection. Every Jyzumar are trained on the basic operation of each basic function on a Star-Traveler ship and their biology is evolved to allow them to function perfectly fine in the vacuum of space for short periods of time. The name Jyzumar they call themselves translate roughly to "space" or "space people". Moon elves tend to worship Ssin'urn Tralayila, Anulo Che, and Varn An'ar over most of the other L'Lodias d'Tauren. Despite how elusive and xenophobic the Jyzumar might seem with how isolated they keep themselves from the population of Darastrixtoka, many Star-Traveler captains will go planet side to recruit humans, elves (including drow), dwarves, halflings, gnomes, and Dragonsouls to their crew spending their personal time and money to insure they are properly trained. Enslaved humans that they find as likely candidate will often be offered by the Jyzumar recruiter to buy them from their owners and grant them their freedom if the human agrees to work as part of their crew for at least one year, such candidates are always paid during this time as if full time crew member with the intent of showing the human that a Star-Traveler ship crewmen can be a fun, if not fruitful career for a former slave.

The Jyzumar elves have very pale tan or snow-white skin with a rare light tan being possible. Jyzumar have dark brown, black, light blond, silver, platinum, and white colored hair, though on rare occasion a Jyzumar might be born with deep blue, crimson, light brown, dark blond, forest green, or royal purple hair. They tend to have deep blue, ocean blue, silver, gold, or platinum colored eyes with a violet, maroon, royal purple, and prune colored eyes being rare. The Jyzumar

are by far the tallest and heaviest subspecies of elf with 5 foot 6 inches being the average for males and 5 foot 4 inches being the average for female with males being slightly taller and heavier than females. On the high end a Jyzumar can be just as tall as a human though they still weigh significantly less and the build of a Jyzumar's body is the same as elven averages though they tend to be shapelier to the point that humans will often think a Jyzumar female as voluptuous, though in fact Jyzumar are actually rather muscular or athletic it is just the additional biological functions of the Jyzumar lead to them having a bit more fill in areas so they have room for their pheromone glands.

Ability Score Adjustment: +1 to Comeliness.

Darkvision: You can see in areas of dim light as if it were bright light. You can see in darkness as if it were dim light up to 60 feet away from you. While you are using your darkvision you can't discern color, only in shades of grey. While in darkness, you can switch between infravision and darkvision as a swift action.

Jyzumar Biology: Your body has a special third lung that can store up to 15 minutes of air, when you are in an area where there is no air or it is harmful to breath, you can hold your breath and use this spare air for as long as you have air remaining without making General Skill Hold Breath checks. It takes 8 hours in an oxygen filed environment that you must be able to breath in order to resupply this lung. Your body is resilient enough to resist 5 points of cold damage from one attack and can survive in areas of extreme cold temperatures without protection for up to one hour.

At 3rd level, your body can produce special pheromones that can attract creatures of the opposite gender to view you as an attractive mate. Once per day as a action, you can make your sweat glands release these pheromones, all creature of the opposite gender within 15 feet of you must make a save vs. charm DC 10+ your comeliness modifier or be under effects of a *charm person* spell, except it is a nonmagical effect and is

not limited to humanoids. You can persuade a creature under the effect of the pheromones as you would a normal creature under a charm spell, however, the creature's primary attention will be focused on getting your personal attention and affection, they will constantly try to persuade the pheromone producer to engage in breeding whenever possible provided it isn't at a time that would threat either creature's life. The effects of the pheromones last for 24 hours and you can only affect a number of creatures equal to your comeliness modifier. Other Jyzumar Elves get a +2 bonus on saves against the pheromones. At 5th level, your body can be used to produce a second use of your pheromones per day.

Naturally Psionic: Every Jyzumar elf knows two 1st power level psionic disciplines at 1st level and start with 5 power points. At each level a Jyzumar gain 1 additional power point, all power points are in addition to bonus power points from high intelligence and power point from class level in the Psionicist class. At 5th level, you learn one 2nd power level psionic discipline. Your manifester level is equal to your highest class level and when your disciplines require a save vs psionic the DC of your disciplines are equal to 10 + your charisma modifier + proficiency bonus.

Star-Traveler Ship Training: When making a Maneuver check while piloting a star ship, making a attack roll using a weapon that is part of the ship, or making any other kind of check related to the function of the ship you gain a +2 bonus on any of those checks and a +1 on those attack rolls. You have training in the basic functions of any Star-Traveler Ship and can fill out any duty without penalty.

Languages: You can read, speak, and write common, elven, and space-common, as well as a number of additional languages of your choice equal to your intelligence modifier.

Table 13: Elven Gestalt Multiclass Options by Subspecies

	Gestalt Multiclass Combinations (x = possible combination)														
Subrac es	BSd	BC	BD	BFs	BF	BP	BR	BMu	BS	BW	BPs	BM	BT	BA	BDm
Dark	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x
Grey				x	x			x	x	x	x				
High				x	x		x				x				
Jyzmar				x	x						x				
Sea				x	x						x	x			
Shadow				x	x			x		x	x		x	x	
Wood			x	x	x		x				x				
	SdC	SdD	SdFs	SdF	SdP	SdR	SdMu	SdS	SdW	SdPs	SdM	SdT	SdA	SdDm	CD
Dark	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x
Grey	x		x	x			x	x	x	x	x	x			
High	x		x	x	x	x			x			x	x		
Jyzumar	x		x	x			x		x	x		x	x		
Sea	x		x	x				x	x	x	x	x			
Shadow	x		x	x		x	x		x	x		x	x	x	
Wood	x	x	x	x		x		x	x			x			x
	CFs	CF	CP	CR	CMu	CS	CW	CPs	CM	CT	CA	CDm	DFs	DF	DP
Dark	x	x	x	x	x	x	x	x	x	x	x	x		x	
Grey	x	x			x	x	x	x		x				x	
High	x	x	x	x				x		x				x	x
Jyzumar	x	x						x	x	x				x	
Sea	x	x						x						x	
Shadow	x	x	x	x	x	x	x	x	x	x	x	x		x	
Wood	x	x						x							x
	DR	DMu	DS	DW	DPs	DM	DT	DA	DDm	FsF	FsP	FsR	FsMu	FsS	FsW
Dark					x		x	x	x	x	x	x	x	x	x
Grey		x	x	x	x		x			x	x	x	x	x	x
High	x				x					x	x	x	x		
Jyzumar					x		x			x	x	x	x		
Sea					x		x			x	x	x	x		
Shadow					x		x			x	x	x	x		x
Wood	x	x	x	x	x	x	x	x	x	x	x	x	x		
	FsPs	FsM	FsT	FsA	FsDm	FP	FR	FMu	FS	FW	FPs	FM	FT	FA	FDm
Dark	x	x	x	x	x		x	x			x		x	x	x
Grey	x		x					x			x		x		
High	x		x	x		x	x	x	x	x	x	x	x	x	
Jyzumar	x		x	x		x	x	x			x		x		
Sea	x		x			x	x	x			x		x		
Shadow	x	x	x	x	x			x	x		x	x	x	x	x
Wood	x		x			x	x	x	x	x	x	x			
	PR	PMu	PS	PW	PPs	PM	PT	PA	PDm	RMu	RS	RW	RPs	RM	RT
Dark					x				x	x	x	x	x	x	x
Grey		x	x	x	x								x	x	
High	x	x	x	x	x	x	x	x		x	x	x	x	x	x
Jyzumar					x								x		
Sea	x				x								x		
Shadow					x				x	x		x	x		x
Wood	x				x				x	x	x	x	x	x	
	RA	RDm	MuS	MuW	MuPs	MuM	MuT	MuA	MuD m	SW	SPs	SM	ST	SA	SDm
Dark	x	x			x		x	x	x	x	x		x	x	x
Grey			x	x	x	x	x	x		x	x	x	x	x	
High	x				x						x		x		
Jyzumar					x		x				x		x		
Sea					x		x				x		x		
Shadow	x	x			x	x	x	x	x	x	x	x	x	x	x
Wood					x		x				x		x		
	WPs	WM	WT	WA	WDm	PsM	PsT	PsA	PsDm	MT	MA	MDm	TA	TDm	ADm
Dark	x		x	x	x	x	x	x	x			x	x	x	x
Grey	x	x	x	x		x	x								
High	x		x			x	x								
Jyzumar	x		x			x	x								
Sea	x		x			x	x								
Shadow	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x
Wood	x		x			x	x								
	BCF	BCMu	BCPs	BCT	BFMu	BFPs	BFT	BFA	BMuP s	BMuT	BMuA	SdCF	SdCM u	SdCP s	SdCT
Dark	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x
Grey		x	x	x	x	x	x		x	x	x		x	x	x
High	x		x	x	x	x	x	x	x	x		x	x	x	x
Jyzumar	x	x	x	x	x	x	x	x	x	x		x	x	x	x
Sea		x	x	x	x	x	x		x	x			x	x	x
Shadow	x	x	x	x	x	x	x	x	x	x		x	x	x	x
Wood	x		x	x	x	x	x		x	x				x	x

	SdCA	SdDF	SdDMu	SdDP s	SdDT	SdFP	SdFR	SdFM u	SdFP s	SdFT	SdFA	SdMuP s	SdMu T	SdMu A	SdPs T
Dark	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x
Grey				x				x	x			x	x	x	x
High	x			x		x	x	x	x	x	x	x	x		x
Jyzumar	x			x				x	x	x		x	x		x
Sea			x	x				x	x	x		x	x		x
Shadow	x			x				x	x	x	x	x	x	x	x
Wood		x	x	x	x			x	x	x		x	x		x
	SdPs A	SdTA	CFsF	CFsM u	CFsPs	CFsT	CFsA	CFMu	CFPs	CFT	CFA	CFDm	CMuP s	CMu M	CMuT
Dark	x	x	x	x	x	x	x	x	x	x	x	x	x		x
Grey			x	x	x	x		x	x	x			x	x	x
High			x	x	x	x		x	x	x			x		x
Jyzumar			x	x	x	x		x	x	x			x		x
Sea			x	x	x	x		x	x	x			x		x
Shadow	x	x	x	x	x	x	x	x	x	x	x	x	x		x
Wood			x	x	x	x		x	x	x			x		x
	CMuA	CPsM	CPsT	CPsA	CMT	CMA	FMuP s	FMuM	FMuT	FMuA	FMuD m	FPsM	FPsT	FPsA	FPsD m
Dark	x	x	x	x			x		x	x	x		x	x	x
Grey			x				x		x				x		
High			x				x		x	x		x	x	x	
Jyzumar	x	x	x	x			x		x	x			x		
Sea			x				x		x						
Shadow	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x
Wood			x				x		x				x		
	RMuP s	RMu M	RMuT	RMuA	RMuD m	RPsM	RPsT	RPsA	RPsD m	RMT	RMA	RMDm	RTA	RTDm	MuPs M
Dark	x		x	x	x		x	x	x		x	x	x	x	
Grey	x	x	x	x			x	x							x
High	x	x	x	x			x	x		x	x				
Jyzumar	x		x	x			x	x					x		
Sea	x		x				x	x							
Shadow	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x
Wood	x	x	x	x		x	x	x		x	x				
	MuPs T	MuPs A	MuPsD m	MuMT	MuMA	MuMD m	MuTA	MuTD m	MuA Dm	PsMT	PsTA	PsTD m	TADm		
Dark	x	x	x			x	x	x	x	x	x	x	x		
Grey	x	x		x	x		x			x					
High	x	x			x		x			x					
Jyzumar	x	x					x			x	x				
Sea	x	x								x					
Shadow	x	x	x	x	x	x	x	x	x	x	x	x	x		
Wood	x	x								x					

Sea Elf

Ability Score Adjustment: +2 to Constitution and -1 to Wisdom.

Aquatic Life-form: You have a swimming speed of 120 feet and you get a +2 bonus on General Skill Swim checks to swim in heavy currents. You can breathe underwater as if it was air, however, you can only breathe on land for a number of hours equal to your constitution score before you must make a save vs. death DC 15 + each minute you remain trying to breathe on land, each round or suffocate to death.

Improved Infravision: Your infravision range is increased to 120 feet and you can make out much finer details with your infravision.

Sea Elf Weapons Training: When you make an attack roll with a long sword, short sword, trident, or spear, you gain a +1 bonus on attack rolls.

Trident Specialization: A sea elf fighter, paladin, or ranger always treat the trident as one of their weapon specializations for free. When a sea elf ranger successfully striking one of their favored enemies with a trident or a paladin successful strikes

an evil aligned creature with a trident it deals a additional 1 point of damage.

Languages: You can read, speak, and write aquatic, common, and elven, as well as a number of additional languages of your choice equal to your intelligence modifier.

Shadow Elf

Ability Score Adjustment: +1 to Strength.

Shadow Shift: Once per day, as a swift action while standing in an area of shadow (dim light or darkness) you can phase into the shadows and teleport into a area of shadow within 60 feet of you that you can see. At 5th level, you can use shadow shift one additional time per day and you get one additional use per day at 10th and 15th level.

Shadow Sight: You can see through both normal and magical darkness as if it were dim light up to 60 feet away. Moreover, you can make out color using your shadow sight. You can switch between infravision and shadow sight as a reaction.

Shadow Power: As a Shadow elf, your body is infused with energy from the plane of shadows, which allows your body to

blend into shadows as long as you are with an area of dim light or darkness and as long as you are blended into the shadows you gain a +2 bonus on General Skill Hide checks and +1 bonus to armor class. As long as you stay in an area of dim light or darkness and have at least one hit point left, you regain one hit point at the start of melee round.

At 3rd level, you can as use a swift action once per day to cast the 2nd level spell *mirror image* as a spell-like ability. At 5th level, you gain a second use of your *mirror image* ability. At 10th level, you gain the ability to cast the 6th level spell *plane shift* to the plane of shadows and back to the material plane (and only these two planes) once per day as a action as a spell-like ability. Unless noted above these abilities are supernatural abilities. You use intelligence as your spellcasting ability for these spell-like abilities.

Shadow Elf Weapons Training: When making an attack roll with a ninja-to, rapier, hand crossbow, or kunai, you gain a +1 on your attack rolls.

Languages: You can read, speak, and write common and elven, as well as a number of additional languages of your choice equal to your intelligence modifier.

Wood Elf

Ability Score Adjustment: +1 to Wisdom.

Elven Weapons Training: When you make an attack roll with a long sword, short sword, long bow, or short bow, you gain a +1 bonus on your attack rolls.

Animal Familiarization: As a action once per day, you can cast the 1st level spell *charm animal* as a spell-like ability. At 3rd level, you can cast the 1st level spell *speak with animal* as a spell-like ability once per day. At 5th level, you gain one additional use of *charm animal* and *speak with animal*. You use Wisdom as your spellcasting ability for these spell-like abilities.

The Cloak of Nature: When you are being lightly obscured by foliage, heavy rain, falling snow, mist, or some other kind of natural phenomena, you can attempt a General Skill Hide check even if it would not normally provide you with enough cover.

Woodland Hunter: A wood elf fighter, paladin, or ranger always treats long bows and short bows as one of their weapon specializations for free. If a wood elf ranger has humanoids as one of their favored enemies and succeeds on a attack roll against a orc, drow, goblin, or kobold with a long bow or short bow that creature take 1d6 points of additional damage.

Languages: You can read, speak, and write common, elven, and sylvan, as well as a number of additional languages of your choice equal to your intelligence modifier.

Gnomes

Personality:

Physical Description:

Alignment:

Homeland:

Religion:

Racial Traits:

Type: Humanoid (gnome)

Ability Score Adjustment: +1 to Dexterity.

Size: Small, 3' to 3'9" with 3'6" average.

Movement Speed: 60 feet.

Giant Fighter: While fighting creatures of the giant type your armor class increases by +1 against attacks from giant type creature.

Gnome Magical Resistance: when you make a save vs. spell, wand, rod, or staves against a spell you gain a bonus to your save throw equal to +1 for every 3.5 points of Constitution you possess to a maximum of +5.

Infravision: While in dim light or darkness you can see heat in the infra-red spectrum even from creatures within 60 feet of you. You can make out make out shapes, but only sharply if there is a distinguishing difference in temperature between the environment and the creature/object in question. You cannot make out the color of the objects themselves, but you can make out general differences in an objects structure.

Small-sized: As long as a creature is at least one size category larger than you, you can move through a space occupied by such a creature or use the creature as cover for hiding provided that the creature isn't hostile to you or isn't able to notice you (including using the retreat action to move a safe distance through the space).

Minecunning: You gain a +2 bonus on any General Skill Search or Spot checks to determine the grade or slope of an underground passage, to notice any unsafe walls while underground, the approximate depth you are underground, or the direction you are traveling while underground.

Gestalt Multiclass Options:

Languages: Languages: You can read, speak, and write common and gnomish, as well as a number of additional languages of your choice equal to your Intelligence modifier.

Subraces: When creating a Gnome character, you must choose one of two subraces. You gain all the traits and ability of that subrace in addition to the core ability of the race. The Subraces of Gnome are as follows: Surface Gnome and Deep Gnome.

Surface Gnome

Mammal Speech: You can speak with and understand any borrowing mammals, most animals are able to recognize creatures, shapes, directions, and the visible emotions of creature as well as anything that other creature do to them and they will answer truthfully if asked by a creature that hasn't caused them any harm or trouble.

Gnome Enemy Familiarity: When you make a attack roll against kobolds or Goblins you gain a +1 bonus on the attack rolls.

Illusionist Skills: Any Illusion spells you cast gain a +1 bonus to their spell save DC and you gain a +1 bonus on save vs. spell against any illusion spell.

Additional Gestalt Multiclass Options:

Deep Gnome

Stone Master: As long as you are deep underground and are attempting to camouflage yourself against any surrounding natural rock formation you can attempt a General Skill Hide check even if it would not normally provide you with enough cover. When making a General Skill Hide check in that manner you gain a +2 bonus on the check as well.

Enemies of the Deep: When you make a attack roll against Drow or kuo-toa you gain a +1 bonus on attack rolls.

Deep Gnome Earth Magic: You can cast each one of the following spells as a action once per day as a spell-like ability: 1st level spell *Blindness*, *Change self*, and 2nd level spell *Blur*. You are also under the effects of a constant *non-detection* spell, but it only affects you and not an area of effect.

At 5th level, you gain the ability to once per day as a action summon forth a earth elemental which obeys commands as if it was summoned by a summon monster spell. The type of elemental summon is random or the summoning could fail using up the ability for the day, roll a d100 using the table below to check the results.

Additional Gestalt Multiclass Options:

Halflings

Personality:

Physical Description:

Alignment:

Homeland:

Religion:

Racial Traits:

Type: Humanoid (halfling)

Ability Score Adjustment: +1 to Dexterity and -1 to Constitution.

Size: Small, 2'9" to 3'8" with 3' average.

Movement Speed: 90 feet.

Halfling Resistance: You gain a +1 bonus on your save vs. poison and spells.

Halfling Sized: As long as a creature is at least one size category larger than you, you can move through a space occupied by such a creature or use the creature as cover for hiding provided that the creature isn't hostile to you or isn't able

to notice you (including using the retreat action to move a safe distance through the space).

Naturally Stealthy: You gain a +2 bonus on general skill move silently checks provided you are wearing either no armor or nonmetallic light armor. Also, as long as you are similarly wearing either no armor or nonmetallic light armor when you use a creature that is at least one size category larger than you to hide you gain a +1 bonus on your General Skill Hide check.

Gestalt Multiclass Options:

Languages: You can read, speak, and write common and halfling, as well as a number of additional languages of your choice equal to your intelligence modifier.

Subraces: When creating a Halfling character, you must choose one of three subraces. You gain all the traits and ability of that subrace in addition to the core ability of the race. The Subraces of Halfling are as follows: Hairfoot Halfling, Stout Halfling, and Tallfellow Halfling.

Hairfoot Halfling

Ability Score Adjustment: +1 to Intelligence.

Darkvision: You can see in areas of dim light as if it were bright light. You can see in darkness as if it were dim light up to 30 feet away from you. While you are using your darkvision you can't discern color, only in shades of grey.

Bravery: You gain a +2 bonus on save vs. compulsions against being frightened. If you succeed on this save throw all friendly creatures within 30 feet of you gain a +1 bonus on save vs. compulsions against being frightened for the next minute.

Additional Gestalt Multiclass Options:

Stout Halfling

Ability Score Adjustment: +1 to Constitution.

Darkvision: You can see in areas of dim light as if it were bright light. You can see in darkness as if it were dim light up to 60 feet away from you. While you are using your darkvision you can't discern color, only in shades of grey.

Stability: When your Hit Point drops to 0, you remain conscious until reach a negative value equal to your constitution modifier. You can only perform one action or move action per round and cannot take any swift actions as long as you have less than one hit point.

Additional Gestalt Multiclass Options:

Tallfellow Halfling

Ability Score Adjustment: +1 to Charisma.

Charming Façade: Once per day, you can attempt to make a single sentient creature to like and respond to you as very close friend by using your charm to win them over. Make a charisma check, if you are trying to win them over with singing, dancing, some kind of performance, or trying to persuade them

over with diplomacy you may add your proficiency bonus and (if you have it) any synergy bonus from the corresponding charisma based General Skill. The target can make a save vs. compulsion to realize what you are up to and resist the effect; they succeed if their roll after applying modifiers is higher than yours. If you win the roll, the target treats you as a close friend as if under the effect of the *charm person* spell, except it doesn't have a duration (if you do something that would normally end a charm person spell, like suggestion something that they know would harm them you can make a General Skill Diplomacy check to try to explain (the target gets another save vs. compulsion). On a success, they are still under your charm though they do still remember your harmful suggestion. You can have a number of charmed individuals equal to your Comeliness modifier. This is a supernatural ability.

Low-light Vision: You can see in areas of dim light as if it were bright light for up to 120 feet. You can see colors perfectly fine, but you still need a source of light to see.

Additional Gestalt Multiclass Options:

Human

Personality:

Physical Description:

Alignment:

Homeland:

Religion:

Racial Traits:

Type: Humanoid (human)

Ability Score Adjustments: None.

Size: Medium, 5' to 6'5" with 5'10" average.

Movement Speed: 120 feet.

Bonus Weapon Proficiency Slot: You start with two additional weapon proficiency slots.

Bonus Feat: You start with one extra feat of your choice; you must still meet any prerequisites of the feat.

Human Adaptability: Whenever you take a feat that increase one of your ability score, it increases by one additional point.

Tool Proficiency: You are proficient with one tool of your choice.

Gestalt Multiclass Options: Any two classes.

Languages: You can read, speak, and write common and one bonus language of your choice, as well as a number of additional languages of your choice equal to your intelligence modifier.

Chapter 3: Classes of The Multiverse

Core Classes VS. Sub Classes

You will notice that classes are split into two distinctions core classes and sub classes, core classes are more general in approach easily fitting to many different play style while sub classes are more specific with what kind of play style they are designed for and you get the most effective use out of them when played according to that style.

For instances the Fighter core classes works easily with players who prefer range or melee combat, aggressive combat or Defensive support, with enough lean way for players who prefer heavy armor or light. While the Paladin is more of a heavy hitter support, being able to heal allies or meat shield for squishy Spellcasters if need be while still giving the enemies the hurt of their life, more so if they are undead enemies. The Ranger for example makes a great aggro class, but their class feature leans towards lighter armor being perfect for hit and run tactics.

You should try to choose a class to fits the style of play you enjoy, but is also capable at fulfilling one of the roles in the party. If a core class fits your style of play, but doesn't help the party when exploring dungeons or when fighting monster maybe one of its sub classes can meet the middle ground. Try to experiment to see what kind of character you can come up with.

Common Class Features

Prime Ability: A character's prime ability is the characteristic they have been trained to use to the fullest that it can be. You starting class determines what your prime ability is, if you gain a level in a new class, you do not gain the prime ability for that class. When you make saving throw, ability check, or general skill check that uses your prime ability you add your proficiency bonus to that d20 roll. If you have proficiency in a general skill that uses your prime ability you do not add your proficiency bonus twice only once, but you gain a +5 synergy bonus on that roll. Gestalt multiclass characters do not gain all of their classes prime abilities, instead they choose one of the prime abilities to be their prime ability and they cannot change after the choice is made.

Starting Ability Score Adjustment: During you time training for your profession you were able to focus on improving one of your abilities important to your class. Once this choice is made it cannot be change, this choice is made before figuring starting hit point, skill points, etc. Gestalt multiclass character do not get more than one +1 to a ability, however they combine the ability list from all their classes when determining which ability they can choose to improve in.

Starting Hit Points: This is the number of hit points of damage you can survive before dying at 1st level. Gestalt multiclass character take the starting hit points of all their classes before applying their constitution modifier and they add them together before dividing them by the number of classes they have rounding to the nearest whole number and then they apply their constitution modifier (only once, not one per hit dice) to get their starting total hit points.

Starting Weapon Proficiency Slots: Your class determines the number of weapon proficiency slot you start with, you can spend a weapon proficiency slot to gain proficiency with any

single type of weapon or spend one or more to learn a combat maneuver or combat style. Gestalt multiclass characters use the higher number of starting weapon proficiency slots between all their classes.

Starting Skill Points: This is the number of skill points you possess at the start of your characters career; you can use a skill point to improve your skill level in any general skill that you have proficiency in by one level giving you a +1 bonus on general skill checks with that skill for each skill point you have invested in your training in that general skill. However, you cannot put more than one skill point in a general skill at one time. Once you invest a skill point in a skill to raise its level, you cannot put another skill point in that skill until you gained another class level. Once a skill has four skill points invested in it, then it has reached its maximum level of mastery you can obtain in that general skill. Gestalt multiclass characters take the higher number of skill points between all their classes, if a gestalt multiclass character were to gain more than one level between any of their classes at the same time due to their even splitting of obtained E.X.P.

Each skill can still only be invested with one skill point even though they gained more than one level as they treat all levels, they gain in all their class as if they were getting the new benefits of their new level in each class simultaneously provided that they would gain a level in two or more classes at the same time. The table below shows the ranks of mastery for general skill by their number of invested skill points and the bonus on that general skill checks at that level of mastery.

Starting Money: Shows you the number and type of dice you roll and then multiply by 10 to get the number of gold pieces your character starts out with when their 1st level is in that class. Gestalt multiclass characters use the largest and best number of dice between all their classes.

Hit Points at Higher Levels: This indicates the type of dice you roll to determine how much your hit points increase when you gain a new level in that class. Gestalt Multiclass characters roll their hit dice to determine how much their hit points increase by for each class they have as that class gains enough E.X.P. to reach a new level; however, they only add their constitution modifier once between all classes for each level. For example, a elven Fighter Thief would roll for their hit point when their thief class gain enough E.X.P. to go from 1st level to 2nd, but they would not add their constitution modifier to their hit point total for 2nd level until their fighter class has gained enough E.X.P. to go from 1st level to 2nd level.

Weapon Proficiency Slots at Higher Level: This indicates at what class level you gain additional weapon proficiency slot to spend and how many. Gestalt multiclass character gain weapon proficiency slot whenever their level in a class reaches the indicated level for that class.

Skill Points at Higher Levels: This indicates the number of skill points you gain to increase you general skill's mastery at each level you gain. Gestalt multiclass character use the highest skill point between all classes they possess that has currently reached a new level, if only one class reaches a new level, then they gain skill points normally.

Armor Proficiencies: This shows the types of armor you have proficiencies with, wearing armor you are not proficient with gives you a -4 penalty on all dexterity based general skill, checks, and saving throws. When you gain a level into a different class you gain proficiency in all the armor listed here, however only gestalt multiclass wizard, sorcerer, and warlocks can cast their spells while wear armor from their other classes without taking the armored spellcaster combat style.

All multiclass thieves lose their ability to use their core skills, sneak attack, and backstab when not wearing no armor or armor on the thieves' armor proficiency list and same goes for assassins and their core skills, backstab, and assassination attack with their armor proficiency list.

Favored Weapons: This indicates the weapons you can use to gain the favored weapon attack roll bonus, this stacks with any proficiency bonuses you might have. All multiclass characters use the combined list of all their classes to determine which weapons they can use to get the favored weapon attack bonus and they use the most favorable favored weapon bonus.

General skill: This list all the general skill you gain proficiency in for being in that class, skills with subcategories will display all the subcategories they have proficiency in between these () parenthesis unless the class give proficiency with all the subcategories of a general skill, in which case only the general skills name will be list. All multiclass character has proficiency will the general skill listed for all their classes. Backgrounds and feats can give you proficiency with more skills.

Free Spirited. Bards are whimsical creatures, they enjoy the freedom to pursue whatever strikes their fancy, whether it be magical items, a new piece of music, or a beautiful woman. In fact, many a bard have made a name for themselves with their appetite for companionship. Most bards are of one of the chaotic alignments chaotic good, chaotic neutral, or chaotic evil otherwise they tend to be one of the neutral alignments at least.

Jack of All Trades. The wondering minstrels are both skilled swordsmen and tricky fighter. Their skills with magic are nowhere near the level of magic-users and they don't have as many healing options as clerics, but they have many ways to buff allies and hinder enemies. Where the Bards skill lie is in their knowledge in the legends and lore of the world, and their mastery of music.

BARD

What's a Bard? Bards are trained musician, storytellers, and singers. They are experienced in a wide variety of skills and magic. When necessary, bards can make an excellent lightening bruiser their fighting prowess with a large variety of weapons gives them good melee options, but they are held back by their light armor and lower hit points. A good bard will use guile and stealth to take advantage of their opponents before retreating to their allies for a more heavier assault. While their range options are limited a good dexterity will still benefit a bard greatly. The bard needs good charisma and intelligence for spell casting. Bards have access to several heavy damaging weapons and having a high strength will allow them to maximize their effect.

What's Your Role? A Bard make a good back-up healer and does well in a support role. When necessary, they can also help out the party's fighter by flanking enemies taking advantage of their exposed back to lay devastating blow with their sword. However, a Bard should avoid splitting too far away from the party thanks to their lighter armor and should allow the heavier armored party members to lead the charge. Bards get along well with magic-users, Psionicists, fighters, Thieves, and Rangers. Cleric and paladins tend to dislike the bard as their selection of spells and support abilities tend to step on their toes. Assassins despise Bards not only because they think them as too loud, but that they are also tend to be jealous of the impressive and often well respective reputation most Bards have.

Table 17: Bards Experience Points Progression Table							
Class Level	Experience Points For Next Level	Class Titles	Bard College	Proficiency Bonus	Favored Weapon Bonus	Legend Lore Core Skill	Singing Core Skill
1	0 - 1,500	Rhymer	Probationer	+1	+1	15%	25%
2	1,501 - 3,000	Lyryst	Probationer	+1	+1	17%	28%
3	3,001 - 6,000	Apprentice Bard	Fochlucan	+1	+1	19%	31%
4	6,001 - 12,000		Fochlucan	+1	+2	21%	34%
5	12,001 - 24,000		Fochlucan	+2	+2	23%	37%
6	24,001 - 48,000		Mac-Fuirmidh	+2	+2	25%	40%
7	48,001 - 96,000		Mac-Fuirmidh	+2	+3	27%	43%
8	96,001 - 192,000		Doss	+2	+3	29%	46%
9	192,001 - 384,000	Journeyman Bard	Doss	+3	+3	31%	49%
10	384,001 - 534,000		Canaith	+3	+4	33%	51%
11	534,001 - 684,000		Canaith	+3	+4	36%	55%
12	684,001 - 834,000		Cli	+4	+4	39%	59%
13	834,001 - 990,000		Anstruth	+4	+5	42%	63%
14	990,001 - 1,140,000		Ollamh	+4	+5	45%	67%
15	1,140,001 - 1,290,000	Master Bard	Magna Alumnae	+5	+5	48%	71%
16	1,290,001 - 1,440,000		Magna Alumnae	+5	+6	51%	75%
17	1,440,001 - 1,590,000		Magna Alumnae	+5	+6	54%	79%
18	1,590,001 - 1,740,000		Magna Alumnae	+6	+6	57%	83%
19	1,740,001 - 1,890,000		Magna Alumnae	+6	+7	60%	87%
20	1,890,001 - 2,040,000		Magna Alumnae	+6	+7	63%	91%

Table 18: Bard Save Throw Bonus Progression By Level							
- Save Throw Bonus -							
Class	Constriction, Grapple, And Trip	Poison, Paralysis, and Death	Polymorph and Petrification	Breath Weapon and Area of Effect	Wand, Rod, and Staffs	Charms and Compulsions	Spells and Psionics
Level							
1	+1	+0	+0	+2	+1	+2	+1
2	+2	+0	+0	+2	+2	+2	+2
3	+2	+1	+1	+4	+2	+4	+2
4	+3	+1	+1	+4	+3	+4	+3
5	+3	+2	+2	+6	+3	+6	+3
6	+4	+2	+2	+6	+4	+6	+4
7	+4	+3	+3	+8	+4	+8	+4
8	+5	+3	+3	+8	+5	+8	+5
9	+5	+4	+4	+10	+5	+10	+5
10	+6	+4	+4	+10	+6	+10	+6
11	+6	+5	+5	+12	+6	+12	+6
12	+7	+5	+5	+12	+7	+12	+7
13	+7	+6	+6	+14	+7	+14	+7
14	+8	+6	+6	+14	+8	+14	+8
15	+8	+7	+7	+16	+8	+16	+8
16	+9	+7	+7	+16	+9	+16	+9
17	+9	+8	+8	+18	+9	+18	+9
18	+10	+8	+8	+18	+10	+18	+10
19	+10	+9	+9	+20	+10	+20	+10
20	+11	+9	+9	+20	+11	+20	+11

Table 19: Hours of Rest Needed to Regain Lost Spell Slots				
Hours of rest	2	4	6	8
Highest Level Spell Slot Regained	1 st -2 nd	3 rd – 4 th	5 th – 6 th	7 th

Starting Character Class Features

Prime Ability: Charisma

Starting Ability Score Adjustment: +1 to Dexterity, Intelligence, or Charisma.

Starting Hit Points: 6 + Constitution Modifier.

Starting Weapon Proficiency Slots: 3 Slots.

Starting Skill Points: 10 + Intelligence Modifier.

Starting Money: 3d4 x 10 gold pieces (30 – 120)

Class Features

Hit Points at Each Additional Level: 1d6 + Constitution Modifier.

Weapon Proficiency slots at Higher Levels: 1 slot at 4th level and 1 additional slot every four levels afterwards.

Skill Points at Each Additional Level: 6 +Intelligence Modifier.

Armor Proficiencies: Leather armor, chain shirt, and chainmail, no shields.

Favored Weapons: Bastard sword, broadsword, clubs, daggers, darts, hand crossbows, javelins, long swords, slings, scimitars, short swords, spears, and staffs.

Tool Proficiencies: Any three Instruments.

General Skills: Acrobatics, appraise, bluff, concentrate, craft, dance, diplomacy, discern motive, fire making, hide, hold

breath, intimidate, jump, knowledge (dungeoneering, geography, and history), listen, move silently, perform, search, spot, and swim.

Arcane Spellcasting: You cast you spell using the arcane energies of the universe by the sheer force of your personality. You use your voice to weave the words of your spells into songs and ballads. When casting your bard spells or using a class ability that requires you to use your spellcasting ability, you use your charisma as your spellcasting ability. The DC of spells you cast as a bard is equal to 10 + your charisma modifier + your proficiency bonus. When you cast a spell that requires you to make a attack roll you add your charisma modifier in addition to the appropriate ability (strength for melee and dexterity for range).

Spontaneous Casting: Bard's do not prepare their spells ahead of the time they merely use their spell slots to cast any spell of equal to or less level in that spell slot. Casting certain spells in a higher spell slot might give them additional effects or damage, you can never cast a higher level spell in a lower level spell slot. When you cast a spell, you use up the energy of the spell slot of that level or higher and you cannot use that spell slot again to cast spells until you have rested for at least a number of hours depending on the spell level of the highest spell slot you wish to recharge. You regain all used up spell slots of any spell level up to the number of hours you rested. You then need to meditate for at least 15 minutes per spell level of the highest level spell you can cast to prepare your mind of spellcasting for the day. The amount of time you need to meditate to regain lost spell slots is reduced by 5 minutes times your positive charisma modifier if any.

Spells Known: You have a limited number of spells you can know at one time; unlike a magic-user you don't have spell book so you cannot learn an infinite number of spells. You start out knowing 3 + your intelligence modifier 1st level spells of your choice from the Bard's spell list. When you gain a new level as a bard you learn two spells of any level you can cast from the Bard's spell list, until 20th level after which you no longer gain any more spells. At 21st level and every odd numbered level afterwards, you can give up one spell you know to learn a new spell of any spell level you can cast from the Bard's spell list.

Table 20: Bard's Class Abilities and Spell Progression Table									
Class		Attacks	- Spells Per Day -						
Level	Class Feature	Per Turn	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th
1	Arcane Spellcasting, Bardic Music, Countersong, Core Skills	1	2	-	-	-	-	-	-
2	Sneak Attack 1d6	1	2	-	-	-	-	-	-
3	Song of Improve Moral	1	2	1	-	-	-	-	-
4		1	3	1	-	-	-	-	-
5	Song of Charm Monster	1	3	2	1	-	-	-	-
6	Sneak Attack 2d6, Song of Sadness	1	3	2	1	-	-	-	-
7	Song of Fear	1	4	2	2	1	-	-	-
8	Song of Hold Person	1	4	3	2	1	-	-	-
9		1	4	3	2	2	1	-	-
10	Sneak Attack 3d6	2	5	3	3	2	1	-	-
11	Song of Suggestion	2	5	4	3	2	2	1	-
12	Countercharm	2	5	4	3	3	2	1	-
13		2	6	4	4	3	2	2	1
14	Sneak Attack 4d6	2	6	5	4	3	3	2	1
15		2	6	5	4	4	3	2	2
16	Song of Break Enchantment	2	7	5	5	4	3	3	2
17		2	7	6	5	4	4	3	3
18	Sneak Attack 5d6	2	7	6	5	5	4	4	3
19		2	7	6	6	5	5	4	4
20	Song of Revival	2	7	7	6	5	5	4	4

Bardic Music: When you sing, recite poetry, or play an instrument you can weave a bit of magic into it, this causes creatures within 30 feet of you who can hear your performance to be affected by your music. Using your bardic music requires you to make either a successful Core Skill Singing check or a General Skill Perform check with an instrument that you are proficient with. Creatures within 30 feet of you who hear the music must make a save vs. charm/compulsion against a DC of 10 + your charisma modifier + your skill mastery bonus (if using the Perform skill) + ½ your bard level or be under the effect of your bardic music.

On a successful save, the creature is unaffected and will continue to listen for 1d4+1 rounds before moving on, a creature who has made the save throw can only be affect by bardic music once in a 24 hours period no matter how they do on the save throw. You must play the song for one minute before any bardic music can take effect and you can use your bardic music once per day for each level as a bard you possess.

Song of Charms: This song is the bardic music all bards learn during their initial training, after playing this song for at least one minute all humanoid creatures who hear this song within 30 feet of you must make a save vs. charm or be under the effect of a *charm person* spell, the only difference being that *charm person* effect lasts for one hour per bard level after the bard stops playing.

Song of Improve Moral: You learn at 3rd level that you can use your songs to inspire creatures to perform better while listening. After playing this song for at least one minute all creatures friendly to you within 30 feet of you as long as they can hear you playing this song gain a +2 bonus on all General skills, ability checks, and save throws as well as a +1 bonus on attack rolls. These bonuses disappear immediately after you stop playing the song.

Song of Charm Monsters: You learn at 5th level that you can improve the effectiveness of your song of charms, so you composed this song. After playing this song for at least one minute all creatures who hear this song within 30 feet of you must make a save vs. charm or be under the effect of a

charm monster spell, the only difference being that the *charm monster* effect lasts for one hour per bard level after the bard stops playing.

Song of Sadness: You learn at 6th level that you can use your songs to draw out the deep depressing sadness in people that they usually repress. After playing this song for at least one minute all creatures who hear this song within 30 feet of you must make a save vs. compulsion or be deeply saddened and depressed for as long as they hear this song. Creatures who are suffering the effect of this sadness are unable to act for 1d4 rounds being so overcome with sadness and for as long as they can hear this song suffer a -2 penalty on all General skills, ability checks, and save throws.

Song of Fear: You learn at 7th level how to draw out the fear of people who listen to your music. After playing this song for at least one minute all creatures who hear this song within 30 feet of you must make a save vs. compulsion or be stricken with fear of all other creatures. A creature who is gripped with fear doesn't want to be closer than 10 feet from any other creature, if forced to fight the fearful creature takes a -1 penalty on all attack rolls and has a 10% chance of fumbling any spell with somatic component they try to cast while a creature is within 5 feet of them or attacking the fearful creature. This fear effect ends as soon as you stop playing your song.

Song of Hold Person: You learn at 8th level how to duplicate the effects of the hold person spell through song. After playing this song for at least one minute all creatures who hear this song within 30 feet of you must make a save vs. compulsion or be under the effects of a *hold person* spell, except the affected creatures are immobilized for one round per bard level or until you stop playing this song whichever comes first.

Song of Suggestions: You learn at 11th level how to impart a suggestion in your songs that affects the listener. After playing this song for at least one minute all creatures who hear this song within 30 feet of you must make a save vs. charm or be under the effect of a *suggestion* spell, the suggestion must

be something that can be sung as part of your song and must follow the same rules as the spell itself.

Song of Break Enchantment: You learn at 16th level how to remove the effects of magic from those who listen to your songs. After playing this song for at least one minute all creatures who hear this song within 30 feet of you that is under the effects of a transmutation or enchantment spell has the spell's effect removed as if a *break enchantment* spell was cast. The bard rolls a d20 adding their charisma modifier and ½ their bard level if this result exceeds the Spell Save DC of any of the transmutation or enchantments spell the affected creature is free from the affect (The Spell Save DC is 10 + the Spellcasting ability modifier of the creature who casted the spell on them + any proficiency bonus they might have had). The area of *break enchantment* last only as long as you continue playing this song, but any effect removed by the song is gone permanently.

Song of Revival: You learn at 20th level how to bring the recently dead back to life with the sound of your song. After playing this song for at least one minute all creatures within 30 feet of you that have had their hit points reduced to 0 or less and died within the last 5 rounds or that die within range while you continue to sing are revived with 1 hit point. Creatures must be willing to return to life or be able to (not under the effects of a *soul trap* spell for example), the creature being revived must have a body to that has at least most major limbs still attached to it (disintegrated creatures cannot be revived and neither can creatures that have had their heads or all appendages remove i.e. arms and legs, though they can be sown back on.), and the creature remains unconscious for 1d4+1 rounds

Countersong: Using your singing core skill you have learned how to use your song to negate magical effects that need sound to be successful, this includes harpies' song, the noise of shriekers, or bardic music. Using Countersong is an action and requires a singing check (either using your core skill or the general skills) it fails to work if you roll 100 or fail the singing check by 60 or more. Only creatures within 30 feet of you are protected by the sound based magical effects, also spells that create a sound base effect like sound blast are negated by Countersong, but it cannot interfere with the casting of spells with verbal components.

Core Skills: The table below list the percent chance of

Table 21: Performance Skill Result and Earnings		
Performance	Singing check Results	Earnings for Performance
Terrible	Failed by 60 or more %	1 cp
Bad	Failed by 40-59%	2d4 cp
Poor	Failed by 21-39%	1d6 sp
Average	Succeeded or failed by Base - 20%	2d4 sp
Decent	Succeeded by 21-39%	1d6 gp
Good	Succeeded by 40 - 59%	2d4 gp
Amazing	Succeeded by 60 or more %	1d6 pp

success when using the core skills, you have access to, you make a core skill check by roll a d% (d100) if the result is less then and equal to the % written in the skills section for your level you succeed. If you have access to a general skill that does the same thing and a core skill, you can choose which version you want to use before rolling a skill check. A result of 00 and 0 (100) is always a failure on a core skill check.

Legend Lore: You make a legend lore check when you want to check to see if you have heard information, rumors, or hearsay about a person, creature, places, or item. This check is only done once as you have either heard about them or not,

making a check doesn't take any kind of action. Depending on how obscure the name of the person, creature, place, or item is, might affect how easy it is for you to recall information about it.

Table 22: Legend Lore Modifiers	
Level of Obscurity	Legend Lore Modifier
Not Very Obscure	+40%
Lightly Obscure	+20%
Obscure	+0%
Moderately Obscure	-20%
Heavily Obscure	-40%

Singing: You make a singing check, to sing songs or poems the check determines how good your performance is. In order to use your bardic music abilities, you must make at least a successful check and sing for a minute or use either of the General Skills Singing or perform using an instrument for a minute. You can also earn money through your performance with this skill. You make one check, the length of the performance can be anywhere from 30 seconds to 5 minutes before needing to rest your voice, you can sing for longer than this, but for each minute that passes after that you must make a save vs. paralysis DC 13 +1 for every minute passed 5 minutes, or lose your voice for 2d4 days. Beginning to sing is an action, while maintain a song is a free action.

Sneak Attack: At 2nd level, you learn how to make the most of when your opponent is distracted or cut off guard. When a creature that is unaware of your presence is being flanked by you and another creature that is hostile to it, or is in some other way unable to properly watch out for a strike to a vital area, you can make an attack roll striking at the creature vital areas or other weak points. On a successful attack, you deal an additional 1d6 points of damage this damage is applied after any modifier or effects. You can use a range weapon to sneak attack, but only up to 60 feet as you must be able to identify your target's vital areas or weak spots.

You cannot use sneak attack against oozes and other creatures without any particular vital areas or weak points. At 6th level and every four levels afterwards your sneak attack gains an additional 1d6 points of damage up to a max of 5d6. This ability cannot be use with or in addition to backstab, if you would have both at the same time you must choose one to use. You may only perform one sneak attack per turn.

Attacks Per Turn: At 10th level, when you use a full-round action to attack with a melee or range weapon you can attack again with your main hand. During any time before, between, or after attacks (this includes moving before attacking, between each attack and after attacking), you may move up to your movement speed provided within the limitation of character movement (see chapter 10).

Countercharm: At 12th level, you have learned how to use your song to negate and remove the effects of magical compulsion effects like the charm spells. You must make a successful singing check to make this take effect, creature within 30 feet of you who can hear you cannot be affected by charm spells or magical compulsion effects that are put into effect while you are singing. If the creature is already under the effects of a magical charm when you begin using this ability, the creature is entitled to another save vs. compulsion or charm with a +2 bonus on the save. On a success, the

creature is no longer under the effect and cannot be affected again while you continue to sing.

CLERIC

What is a Cleric? Clerics are worshippers of deities who have such a strong bond and faith in their deity that their god or goddess gives them spells for their faith. Clerics can wear any armor; however, they are limited to mostly bludgeoning weapons so they aren't the most effective combatant. Though clerics of some deities can use weapons that you commonly see a fighter use. A cleric is mostly in a party to supply healing, aid in the form of buffs, and deal with undead. As a cleric you want to stay close enough to the fighter to provide them with healing as needed, but you might want to think about keeping the magic-user as close as possible being venerable enough that you could give them extra protection while they blow your enemy away.

The Faithful. The views and beliefs of cleric differ between each one. A cleric gets their power from their connection with their deity, so they will never worship a deity that doesn't share some of their views. A deity's cleric must share their moral view or be neutral, if their moral view is neutral then the deity will accept good or evil moral cleric. The same holds true for a deity and their cleric's ethical view. A lawful good deity for example will take Lawful good, Chaotic Good, Neutral Good, and Lawful Neutral clerics; while a Chaotic Neutral deity will take Chaotic Good, Chaotic Neutral, Chaotic Evil, and Neutral Clerics.

Shut Up and Heal Me! Clerics make pretty good faces for the party with their high charisma and a cleric can always go to the local church of their god or goddess when they need a place for the party to stay (though the rest of the party more than likely won't be able to stay for free, maybe required to do a few tasks around the church or pay a small fee to stay the night). Though the cleric's main duty in the party is to provide healing for the injured to keep the party afloat in dungeons and in the wilderness.

What is Your Role? As a Cleric you should avoid charging into battle and you can benefit the magic-user a lot with your high armor class. The thief will often need to return to you for aid after their attempts to backstab enemies. Clerics of deities who specialize in war or give them access to stronger weapons will be able to offer the fighter more aid than just healing, but even then, you have limits. Your party needs you for healing the most and the more fragile member needs you more often than not the most. Fighters will get along with you well, magic-users respect the choice of life you choose (magical in nature), thieves don't like to be preached to, but they love it when you just shut up and heal them. Bards and clerics don't tend to get along well, the bard thinks clerics are too serious and the cleric doesn't like how it feels like they are trying to do everyone's jobs. Psionics don't really care what the cleric thinks of them and with their

own power set can often take care of themselves despite their weak physical abilities, the cleric is more annoyed by their attitudes than hate them.

Starting Character Class Features

Prime Ability: Wisdom

Starting Ability Score Adjustment: +1 to Strength, Wisdom, or Charisma.

Starting Hit Points: 8 + Constitution Modifier.

Starting Weapon Proficiency Slots: 3 Slots.

Starting Skill Points: 6 + Intelligence Modifier.

Starting Money: 3d6 x 10 Gold Pieces (30-180).

Class Features

Alignment Restrictions: Any Alignment listed in your patron deities list of Cleric alignment.

Hit Points at Each Additional Level: 1d8 + Constitution Modifier.

Weapon Proficiency Slots at Higher Levels: 1 slot at 4th level and 1 additional slot every four levels afterwards.

Skill Points at Each Additional Level: 2 + Intelligence Modifier.

Armor Proficiencies: Light, medium, and heavy armor, plus shields.

Favored Weapons: Clubs, darts, flail, hammer, hand crossbows, mace, slings, spears, staffs and the favorite weapon of your deity.

Tool Proficiencies: Healer’s Kit.

General Skills: Bluff, concentration, craft, decipher script, diplomacy, discern motive, fire making, healing, hold breath, intimidate, jump, knowledge (divine, geology, history, and religion), spellcraft, and swim.

Table 24: Cleric's Experience Points Progression Table					
Class Level	Experience Points For Next Level	Class Titles	Proficiency Bonus	Favored Weapon Bonus	First Aid Core Skill
1	1,500	Acolyte	+1	+1	28%
2	3,000		+1	+1	31%
3	6,000	Adept	+1	+1	34%
4	12,000		+1	+1	37%
5	24,000	Prefect	+2	+2	40%
6	48,000		+2	+2	43%
7	96,000	Priest / Priestess	+2	+2	46%
8	192,000		+2	+2	49%
9	384,000	High Priest / High Priestess	+3	+3	52%
10	534,000		+3	+3	55%
11	684,000		+3	+3	58%
12	834,000		+4	+3	61%
13	990,000		+4	+4	64%
14	1,140,000		+4	+4	67%
15	1,290,000	Patriarch / Matriarch	+5	+4	70%
16	1,440,000		+5	+4	73%
17	1,590,000		+5	+5	76%
18	1,740,000		+6	+5	79%
19	1,890,000		+6	+5	82%
20	2,040,000		+6	+5	85%

Table 25: Cleric Save Throw Bonus Progression By Level							
- Save Throw Bonus -							
Class Level	Constriction, Grapple, And Trip	Poison, Paralysis, and Death	Polymorph and Petrification	Breath Weapon and Area of Effect	Wand, Rod, and Staffs	Charms and Compulsions	Spells and Psionics
1	+1	+1	+1	+0	+0	+2	+2
2	+2	+2	+2	+0	+0	+2	+2
3	+2	+2	+2	+1	+1	+4	+4
4	+3	+3	+3	+1	+1	+4	+4
5	+3	+3	+3	+2	+2	+6	+6
6	+4	+4	+4	+2	+2	+6	+6
7	+4	+4	+4	+3	+3	+8	+8
8	+5	+5	+5	+3	+3	+8	+8
9	+5	+5	+5	+4	+4	+10	+10
10	+6	+6	+6	+4	+4	+10	+10
11	+6	+6	+6	+5	+5	+12	+12
12	+7	+7	+7	+5	+5	+12	+12
13	+7	+7	+7	+6	+6	+14	+14
14	+8	+8	+8	+6	+6	+14	+14
15	+8	+8	+8	+7	+7	+16	+16
16	+9	+9	+9	+7	+7	+16	+16
17	+9	+9	+9	+8	+8	+18	+18
18	+10	+10	+10	+8	+8	+18	+18
19	+10	+10	+10	+9	+9	+20	+20
20	+11	+11	+11	+9	+9	+20	+20

Table 26: Hours of Rest Needed to Regain Spells					
Hours of Rest	2	4	6	8	10 or more
Highest Level Spell Slots Regained	1 – 2 nd	3 rd – 4 th	5 th – 6 th	7 th – 8 th	9 th

Divine Spellcasting: You have the ability to channel the power of your god or goddess through prayer and belief. You deity allow you to cast spells on its behalf to aid in your god's cause, these spells draw strength from your faith in them. When casting your cleric spells or using a class ability that requires you to use your spellcasting ability you use your wisdom as your spellcasting ability. The DC of spells you cast as a cleric is equal to 10 + your wisdom modifier + your proficiency bonus. When you cast a spell that requires you to make a attack roll you add your wisdom modifier in addition to the appropriate ability (strength for melee and dexterity for range).

Preparing Spells: You have a limited number of spell slots per day that you can use to cast your spells; however, a cleric must prepare the spells they wish to cast ahead of time before they can cast them. A cleric must prepare their spells through prayer, while clerics usually pray at the time of day sacred to their deity, they can do so any time as long as they can pray uninterrupted after having a number of hours of rest depending on the highest-level spell they wish to recover. The amount of time the cleric must pray for to regain lost spells is 15 minutes times the spell level of the highest-level spell they are preparing. It should be noted that while spells of 1st – 4th level are trivial and often granted by a lesser extraplanar servant of the cleric's deity, clerics who can cast spells of 5th level or higher get their spells given to them directly by their deity and as such the deity is more likely to be unwilling to grant their cleric access to spells that do not represent the deities moral or ethical view, even if the cleric is of an alignment where it wouldn't clash with their own views. A cleric must choose which spells drawn from the cleric's spell list to prepare to cast for each spell slot they have access to. A lower level spell can be prepared into a higher-level spell slot, which may augment the effect of the spell, but a higher-level spell

can never be prepare into a lower level spell slot. When you want to cast a spell, you must choose the spell slot that holds the prepare spell you wish to cast, which depletes the energy from the spell slot and wipes the spell from your mind until you have a chance to pray for it again. The amount of time you must pray to regain your lost spell is decreased by 5 minutes times your positive wisdom modifier if any (minimum 1minute).

Deity Spells: Your chosen god or goddess gives you access to spells that they consider sacred to them and they allow their clerics to choose one of their domains (A magical manifestation of one of the deity's portfolios) which gives them access to spells that represent the core aspect of that domain. After having selected a deity to function as your patron, choose one domain in the list of Domains available to that Deity. You gain access to a special extra Spell slot for each level of Spells you can cast called a Domain Spell Slot, in order to uses these extra spell slots, you must prepare a spell in them, however the spell must be either from the list of Special Spells that your Deity grants or from the list of Domain Spell your selected Domain gave you. In addition, clerics can spontaneously give up one their prepared normal Spell to cast one of their Deities Special Spell of that level or lower instead. Deity Special Spell are added to the list of spells you can prepare in your normal spell slots, but Domain Spells are not.

Core Skills: The table on the previous page list the percent chance of success when using the core skills, you have access to, you make a core skill check by roll a d% (d100) if the result is less than or equal to the % written in the skills section for your level you succeed. If you have access to a general skill that does the same thing and a core skill, you can choose which version you want to use before making a skill check. A result of 00 and 0 (100) is always a failure on a core skill check.

Table 28: First Aid check modifiers and time		
First Aid Check Type	Bonus/Penalty to First Aid Check	Time to Complete Action
Mending Wounds, No Supplies	+0%	5 Minutes
Mending Wounds, With Herbs	+2%	4 Minutes
Mending Wounds, With Healer's Kit	+5%	3 Minutes
Stabilize Bleeding, No Supplies	-5%	10 Minutes
Stabilize Bleeding, With Herbs	-3%	8 Minutes
Stabilize Bleeding, With Healer's Kit	+2%	5 Minutes
Treat Poison, With Herbs	-8%	10 Minutes
Treat Poison, With Healer's Kit	-3%	7 Minutes
Treat Disease, With Herbs	-15%	15 Minutes
Treat Disease, With Healer's Kit	-10%	10 Minutes

First Aid: You make a First Aid check to render medical care to a wounded creature, treat a poisoned or disease individual. Applying First Aid takes a different amount

of time depending on the nature of the aid being administered to the creature. Mending or tending a creature's wounds heals up to 1d4 + your wisdom modifier points of damage on a

successful check but can only be done once on a creature unless they are physically wounded again in which case the First Aid check is made at a -20% penalty.

You cannot mend the wounds of a creature who is suffering from bleeding (creatures that are reduced to 0 or less hit point suffer this condition). You can treat a bleeding creature to stabilize it, on a successful check the creature no longer loses hit points at the end of their turn though if they were knock unconscious, they remain so, you cannot mend the wounds of a creature that was recently stabilized (the creature must have regained conscious for at least 1 hour before a mending check can be attempted). You can use herbs and other supplies (like those provided in a healer's kit) to neutralize poisons or mitigate the effects of a disease, on a successful First Aid

check a creature that you are rendering aid to that is poisoned is entitled to another save vs. poison but with a +10 bonus on the save, if they succeed on this new save they are no longer poisoned; On a successful First Aid check a creature that you are tending aid to that is under the afflictions of a disease temporarily does not suffer any negative side effects of the disease for one hour per positive wisdom modifier you have and if you succeed on the First Aid check by 70% or more the creature is cured of the disease entirely. In order to treat poisons or diseases you must have access to either herbs with appropriate healing properties to be used in treating the affliction or a healer's kit

Table 27: Cleric's Class Abilities and Spell Progression Table										
Class		- Spells Per Day -								
Level	Class Features	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th
1	Deity Spells, Divine Spellcasting, Core Skills, Turn Undead	1	-	-	-	-	-	-	-	-
2	Channel Divinity 1/day	2	-	-	-	-	-	-	-	-
3		2	1	-	-	-	-	-	-	-
4		3	2	-	-	-	-	-	-	-
5	Channel Divinity 2/day	3	2	1	-	-	-	-	-	-
6		4	3	2	-	-	-	-	-	-
7		4	3	2	1	-	-	-	-	-
8		5	4	3	2	-	-	-	-	-
9		5	4	3	2	1	-	-	-	-
10	Channel Divinity 3/day	6	5	4	3	2	-	-	-	-
11		6	5	4	3	2	1	-	-	-
12		7	6	5	4	3	2	-	-	-
13		7	6	5	4	3	2	1	-	-
14		8	7	6	5	4	3	2	-	-
15	Channel Divinity 4/day	8	7	6	5	4	3	2	1	-
16		9	8	7	6	5	4	3	2	-
17		9	8	7	6	5	4	3	2	1
18		9	9	8	7	6	5	4	3	2
19		9	9	8	7	6	5	4	3	2
20	Channel Divinity 5/day	9	9	9	8	7	6	5	4	3
21		9	9	9	8	7	6	5	4	3
22		9	9	9	9	8	7	5	4	4
23		9	9	9	9	8	7	6	5	4
24		9	9	9	9	9	8	6	5	4
25	Channel Divinity 6/day	9	9	9	9	9	8	7	5	5
26		9	9	9	9	9	9	7	6	5
27		9	9	9	9	9	9	7	6	5
28		10	9	9	9	9	9	8	6	6
29		10	10	9	9	9	9	8	7	6
30	Channel Divinity 7/day	10	10	19	9	9	9	8	7	7

Turn Undead: As an action, you can channel the power of your faith to force undead to cower in awe of you or even be outright destroyed. This ability affects undead differently if the deity of the cleric is evil, causing them to cower in fear or be commanded by the cleric. When you use this ability, you cause undead or certain types of demons in a 60-foot radius around you to be affected by the power of your faith. Make a turning check, a d20 + your charisma modifier, any undead Turning Resistance that is lower than the number rolled and have equal to or less Hit Dice than you have cleric levels can be affected however you can only turn a number of undead whose total hit dice between all of them that you wish to turn does not exceed your cleric level.

For example, if there are three 2 HD Zombies and your Level 5 Cleric attempt to turn them because his total cleric level is only 5 and the total hit dice of all three zombies is 6, he can only turn two of them. If your cleric level is three times the total Hit Dice of the undead, it is destroyed instead of awed. The table

on the next page shows the Turning Resistance of each type of Undead and of special enemies that are affected by turning (like minor demons, lesser devils, mezzodaemons, and night hags), if you create a unique undead it is recommended you use either the normal undead closest to it or use the Special category to determine how resistant they are to turning.

Result of T in the table indicates that the undead always cowers in fear of the cleric provided the creature's hit dice doesn't exceed the Cleric's level and a result of D indicates that the Undead is always destroyed (clerics of good deities) or commanded like if under a *dominate monster* spell (clerics of evil deities). You can Turn Undead a number of times per day equal to 1 + your charisma modifier (minimum of 1), this is a supernatural ability.

Channel Divinity: At 2nd level once per day, you can channel the power of your deity to create a magical effect. Your deity gives you access to a channel divinity power and your choice of Domain also gives you access to a channel divinity power, when you want to use channel divinity you must choose one of the powers to use. Unless said otherwise in the description of the channel divinity power a power is an action and when a save throw is required you use your spell save DC as the DC for the channel divinity power. Channel Divinity is a supernatural ability. At 5th level and every five levels afterward, you gain one additional use of channel divinity per day. This is a supernatural ability.

Table 29: Cleric's Turn Undead Check Results																				
Types of	Cleric Level and Undead Turn Resistance at Each Level																			
Undead	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Skeleton	10	9	8	7	6	5	4	3	2	T	T	T	T	D	D	D	D	D	D	D
Zombie	12	10	9	8	7	6	5	4	3	2	T	T	T	T	D	D	D	D	D	D
Ghoul	15	12	10	9	8	7	6	5	4	3	2	T	T	T	T	D	D	D	D	D
Shadow	17	15	12	10	9	8	7	6	5	4	3	2	T	T	T	T	D	D	D	D
Wright	19	17	15	12	10	9	8	7	6	5	4	3	2	T	T	T	T	D	D	D
Ghast	20	19	17	15	12	10	9	8	7	6	5	4	3	2	T	T	T	T	D	D
Wraith	-	20	19	17	15	12	10	9	8	7	6	5	4	3	2	T	T	T	T	D
Mummy	-	-	20	19	17	15	12	10	9	8	7	6	5	4	3	2	T	T	T	T
Spectre	-	-	-	20	19	17	15	12	10	9	8	7	6	5	4	3	2	T	T	T
Vampire	-	-	-	-	20	19	17	15	12	10	9	8	7	6	5	4	3	2	T	T
Ghost	-	-	-	-	-	20	19	17	15	12	10	9	8	7	6	5	4	3	2	T
Lich	-	-	-	-	-	-	20	19	17	15	12	10	9	8	7	6	5	4	3	2
Special	-	-	-	-	-	-	-	20	19	17	15	12	10	9	8	7	6	5	4	3

FIGHTER

What is a Fighter? You are a soldier, a warrior, a student skilled in the art of fighting with weapons. Few can match you in skill with a blade and you can comfortably wear any kind of armor without it affecting your skills with your weapons. Your party's weaker members rely on you for protection and your ability to deal damage at close range is important for the team's survival. But you must never overlook the importance of range weapons like the bow. The Fighter is the front-line defense for the party and a good fighter knows when you back down from a fight to regroup and retreat.

Lets get dangerous!

Starting Character Class Features

Prime Ability: Strength

Starting Ability Score Adjustment: +1 to Strength, Dexterity, or Constitution.

Starting Hit Points: 10 + Constitution Modifier.

Starting Weapon Proficiency Slots: 5 Slots.

Starting Skill Points: 6 + Intelligence Modifier.

Starting Money: 5d4 x 10 gold pieces (50 – 200)

Class Features

Hit Points at Each Additional Level: 1d10 + Constitution Modifier.

Weapon Proficiency Slots at Higher Levels: 2 Slots at 2nd level and 2 additional slots every two levels afterwards.

Skill Points at Each Additional Level: 2 + Intelligence Modifier.

Armor Proficiencies: Light, medium, and heavy armor, plus shields.

Favored Weapons: Any.

General Skills: Acrobatics, bluff, climb, craft, discern motive, diplomacy, fire making, force object, handle animals, hold breath, intimidate, jump, knowledge (dungeoneering, geography, and history), ride, and swim.

Table 30: Fighter Save Throw Bonus Progression By Level							
- Save Throw Bonus -							
Class	Constriction, Grapple, And Trip	Poison, Paralysis, and Death	Polymorph and Petrification	Breath Weapon and Area of Effect	Wand, Rod, and Staffs	Charms and Compulsions	Spells and Psionics
Level							
1	+2	+2	+2	+1	+0	+0	+0
2	+2	+2	+2	+2	+0	+0	+0
3	+4	+4	+4	+2	+1	+1	+1
4	+4	+4	+4	+3	+1	+1	+1
5	+6	+6	+6	+3	+2	+2	+2
6	+6	+6	+6	+4	+2	+2	+2
7	+8	+8	+8	+4	+3	+3	+3
8	+8	+8	+8	+5	+3	+3	+3
9	+10	+10	+10	+5	+4	+4	+4
10	+10	+10	+10	+6	+4	+4	+4
11	+12	+12	+12	+6	+5	+5	+5
12	+12	+12	+12	+7	+5	+5	+5
13	+14	+14	+14	+7	+6	+6	+6
14	+14	+14	+14	+8	+6	+6	+6
15	+16	+16	+16	+8	+7	+7	+7
16	+16	+16	+16	+9	+7	+7	+7
17	+18	+18	+18	+9	+8	+8	+8
18	+18	+18	+18	+10	+8	+8	+8
19	+20	+20	+20	+10	+9	+9	+9
20	+20	+20	+20	+11	+9	+9	+9

Table 31: Break Object Core Skill Modifier by Material		
Objects	Break Objects	Hardness
Material	Modifier	Damage Reduction
Paper or Cloth	-2	0
Ice	-3	0
Wood	-5	2
Gold	-3	1
Silver	-4	2
Leather or Hide	-4	2
Copper	-5	2
Bronze	-7	3
Platinum	-6	3
Stone	-10	5
Iron	-15	4
Steel	-15	5
Mithril	-20	8
Adamantine	-25	10
Star Iron	-30	12
Moonsilver	-25	10

Core Skills: The table above list the percent chance of success when using the core skills, you have access to, you make a core skill check by roll a d% (d100) if the result is less than or equal to the % written in the skills section for your level you succeed. If you have access to a general skill that does the same thing as a core skill, you can choose which version you want to use before making a skill check. A result of 00 and 0 (100) is always a failure on a core skill check.

Break Objects: This core skill allows you to force a closed or locked object (like a door or chest) open, bend bars, or break an object with brute force. Making a single break object check and completing a single attempt merely takes one action with the exception of bending bars which takes a full round to complete. You can make a break object check in an attempt to sunder a weapon in a person possession, make a attack roll against the object (10+ the modifier for object of its size [+1 for small, +2 for tiny, +3 for diminutive, +4 for fine] + the dexterity modifier of the items possessor) on a successful hit make your break object check, if you succeed on that check the damage your weapon does ignores the first 2 points of hardness.

Weapon Specialization: At 2nd level, your skill with a single weapon improves due to the sheer amount of focused training you have done with the weapon. Choose one melee or range weapon that you have proficiency in to specialize with. When you make an attack with a weapon you have specialized in you gain a +1 bonus on attack rolls and a +2 bonus on damage rolls with that weapon, bonus on damage rolls with a range weapon only applies as long as you are within 60 feet of the creature you are attack. You can select another weapon to specialize in at 9th and 12th level.

Attacks Per Turn: At 5th level, when you use a full-round action to attack with a melee or range weapon you can attack again with your main hand. During any time before, between, or after attacks (this includes moving before attacking, between each attack and after attacking), you may move up to your movement speed provided within the limitation of character movement (see chapter 10). At 10th level and 15th level you can make one additional attack per melee round with your main hand to a maximum of four attacks in one melee round at 15th level.

Table 32: Fighter's Experience Points Progression Table

Class	Experience Points		Proficiency	Favored Weapon	Break Objects
Level	For Next Level	Class Titles	Bonus	Bonus	Core Skill
1	2,000	Warrior	+1	+1	15%
2	4,000		+1	+1	17%
3	8,000	Hero	+1	+2	19%
4	16,000		+1	+2	21%
5	32,000		+2	+3	23%
6	64,000		+2	+3	25%
7	128,000		+2	+4	27%
8	256,000		+2	+4	29%
9	512,000	Lord / Lady	+3	+5	31%
10	712,000		+3	+5	33%
11	912,000		+3	+6	35%
12	1,112,000		+4	+6	37%
13	1,320,000		+4	+7	39%
14	1,520,000		+4	+7	41%
15	1,720,000		+5	+8	43%
16	1,920,000		+5	+8	45%
17	2,120,000		+5	+9	47%
18	2,320,000		+6	+9	49%
19	2,520,000		+6	+10	51%
20	2,720,000		+6	+10	53%

Table 33: Fighter's Class Abilities Table

Class		Attacks
Level	Class Features	Per Turn
1	Core Skills	1
2	Weapon Specialization	1
3		1
4		1
5		2
6	Improve Weapon Specialization	2
7		2
8		2
9	Weapon Specialization	2
10	Critical Hit	3
11		3
12	Weapon Specialization	3
13		3
14	Improve Weapon Specialization	3
15		4
16	Greater Weapon Specialization	4
17		4
18		4
19		4
20	Improved Critical	4

Improved Weapon Specialization: At 6th level, your skills in a weapon you have specialized with goes to even greater heights. Choose one weapon that you have selected for weapon specialization while attacking with that weapon you gain an additional +1 bonus on attack rolls and an additional +1 bonus to damage rolls giving you a +2 on attack rolls and +3 on damage rolls with that weapon. You can select another weapon that you have specialized in to improve your skills with at 14th level.

right) stopping in a legal space (one not occupied with a creature of medium size or larger or a wall for example) and you take no damage from the attack. This roll doesn't provoke any attacks of opportunity. On a failed save, you still must roll 5 feet in one direction, but you still take the damage from the attack. At 15th level and every two levels afterward, you gain a +1 bonus on your save vs. breath weapon, but only for the dodge roll to a max of +5 at 23rd level.

Critical Hit: At 10th level, you've figured out how to make the most of a lucky blow. When you attack with a weapon that you have specialized in and roll a natural 20 (roll a 20 without including any modifier), you deal the maximum possible damage with that weapon (This doesn't include extra damage from sneak attack, weapons with the frost property, or anything of the like). Range weapons only deal maximum damage from this ability as long as you are within 60 feet of the creature you are attacking.

Greater Weapon Specializations: At 16th level, your skills with one of your specialized weapons increase to maximum. Choose one weapon that you have selected for improved weapon specialization while attacking with that weapon you gain an additional +1 to attack and damage rolls giving you a +3 on attack rolls and a +4 on damage rolls with that weapon.

Improved Critical: At 20th level, you have learned how to make a lucky blow more often. When you make a attack roll with a weapon you are specialized in and roll a natural 20 or natural 19 you deal a critical hit to that creature.

Dodge Roll: At 13th level, you learned how to evade the attacks of nearby creatures with a fancy roll. When a creature within 30 feet of you that is hostile to you succeed on an attack roll that would hit you, you can use your reaction to make a save vs. breath weapon against a DC equal to the attack roll of the creature that would have hit you. If you succeed on the save, you must roll 5 feet in one direction (forward, left, or

MAGIC-USER

Starting Character Class Features

Prime Ability: Intelligence

Starting Ability Score Adjustment: +1 to Dexterity, Constitution, or Intelligence.

Starting Hit Points: 4 + Constitution Modifier.

Starting Weapon Proficiency Slots: 1 Slot.

Starting Skill Points: 8 + Intelligence Modifier.

Starting Money: 3d4 x 10 gold pieces (30 – 120)

Class Features

Hit Points at Each Additional Level: 1d4 + Constitution Modifier.

Weapon Proficiency Slots at higher Levels: 1 Slot at 6th level and 1 additional slot every six levels afterwards.

Skill Points at Each Additional Level: 4 + Intelligence Modifier.

Armor Proficiencies: None.

Favored Weapons: Club, dagger, dart, hand crossbow, heavy crossbow, light crossbow, and quarterstaff.

General Skills: Bluff, concentration, craft, diplomacy, fire making, hold breath, intimidate, jump, knowledge (arcane, dungeoneering, and history), spellcraft, swim, and use magic devices.

Table 34: Magic-User Save Throw Bonus Progression By Level

- Save Throw Bonus -							
Class Level	Constriction, Grapple, And Trip	Poison, Paralysis, and Death	Polymorph and Petrification	Breath Weapon and Area of Effect	Wand, Rod, and Staffs	Charms and Compulsions	Spells and Psionics
1	+0	+0	+0	+1	+2	+0	+2
2	+0	+0	+0	+2	+2	+0	+2
3	+1	+1	+1	+2	+4	+1	+4
4	+1	+1	+1	+3	+4	+1	+4
5	+2	+2	+2	+3	+6	+2	+6
6	+2	+2	+2	+4	+6	+2	+6
7	+3	+3	+3	+4	+8	+3	+8
8	+3	+3	+3	+5	+8	+3	+8
9	+4	+4	+4	+5	+10	+4	+10
10	+4	+4	+4	+6	+10	+4	+10
11	+5	+5	+5	+6	+12	+5	+12
12	+5	+5	+5	+7	+12	+5	+12
13	+6	+6	+6	+7	+14	+6	+14
14	+6	+6	+6	+8	+14	+6	+14
15	+7	+7	+7	+8	+16	+7	+16
16	+7	+7	+7	+9	+16	+7	+16
17	+8	+8	+8	+9	+18	+8	+18
18	+8	+8	+8	+10	+18	+8	+18
19	+9	+9	+9	+10	+20	+9	+20
20	+9	+9	+9	+11	+20	+9	+20

Table 35: Magic-User's Hours of Rest Needed to Regain Lost Spell Slots

Hours of Rest	2	4	6	8	10 or more
Highest Level Spell Slots Regained	0 -2 nd	3 rd -4 th	5 th -6 th	7 th -8 th	9 th

Arcane Spellcasting: You cast your spell using the arcane energies of the universe by understanding the fundamentals from which it operates. You use formulas and exact scientific methods to understand the fundamental laws of the universe needed to cast your spells, they are precise and take time to prepare, but are absolutely effective. When casting your magic-user spells or using a class ability that requires you to use your spellcasting ability you use your intelligence as your spellcasting ability. The DC of spells you cast as a magic-user is equal to 10 + your intelligence modifier + your proficiency bonus. When you cast a spell that requires you to make an attack roll you add your intelligence modifier in addition to the appropriate ability (strength for melee and dexterity for range)

Preparing Spells: You have a limited number of spell slots per day that you can use to cast your spells; however, a magic-user must prepare the spells they wish to cast ahead of time before they can cast them. A magic-user prepares their spells by studying their spell book, memorizing the formulas and components of the spell they wish to prepare in each spell slot. A magic-user needs to rest a number of hours dependent on the highest level spell they wish to regain before they can

begin studying their spell book and the time it takes to prepare your spells is 15 minutes per level of the highest level spell slot you are preparing (minimum of 15 minutes), preparing up to 9th level spells would require you to study for 2 hours and 15 minutes. Elves and dwarves only need 4 hours of trances before studying spells of 8th level or lower as it provided the benefits of 8 hours of sleep, while eladrins only need 2 hours of sleep before preparing 8th level or lower spells as they gain the benefits of 8 hours of sleep for every 2 hours of trance.

A magic-user must choose which spell in their spell book they have prepared to cast for each spell slot they have access to. A magic-user can prepare a spell from a scroll, but doing so uses the scroll up. A lower level spell can be prepared into a higher-level spell slot, which may augment the effect of the spell, but a higher-level spell can never be prepared into a lower level spell slot. When you want to cast a spell, you must choose the spell slot that holds the prepared spell you wish to cast, which depletes the energy from the spell slot and wipes the spell from your mind until you have a chance to study it again. The amount of time you must study to prepare your

spells is decreased by 10 minutes times your positive intelligence modifier if any.

Cantrips: As part of your training to learn the arcane arts, you were taught simple 0-level spells called cantrips. These spells must be prepared just like your other spells do; however, they are simple enough that you do not need to have them written down in your spell book to prepare them. You know four cantrips of your choice and you have a number of 0-level spell slots equal to 2 + your intelligence modifier. Increases and decreases in intelligence can affect the number of 0-level spell slots you have access too, but you always have at least 2 slots to cast regardless.

Spell book: During your time as an apprentice, your master gave you a spell book. Inside this spell book, you have recorded your spells that you have learned. You start out with read magic and 4 + your Intelligence modifier 1st level spells of your choice that you know drawn from the magic-user's spell list. At each level, you gain one additional spell of your choice of any spell level you can cast; including cantrips. You can also add spells from scrolls and another magic-user's spell book to your own.

Table 36: Magic-User's Experience Points Progression Table

Class	Experience Points	Proficiency	Favored Weapon	Craft Magical Item
Level	For Next Level	Bonus	Bonus	Core Skill Modifier
1	2,500	+1	+0	+0%
2	5,000	+1	+1	+1%
3	10,000	+1	+1	+3%
4	20,000	+1	+1	+6%
5	40,000	+2	+1	+10%
6	80,000	+2	+2	+15%
7	160,000	+2	+2	+21%
8	320,000	+2	+2	+28%
9	640,000	+3	+2	+29%
10	890,000	+3	+3	+31%
11	1,140,000	+3	+3	+32%
12	1,390,000	+4	+3	+34%
13	1,640,000	+4	+3	+35%
14	1,890,000	+4	+4	+37%
15	2,140,000	+5	+4	+38%
16	2,390,000	+5	+4	+40%
17	2,640,000	+5	+4	+41%
18	2,890,000	+6	+5	+43%
19	3,140,000	+6	+5	+44%
20	3,390,000	+6	+5	+46%

Core Skills: The table on the next page list the percent chance of success when using the core skills, you have access to, you make a core skill check by roll a d% (d100) if the result is less than or equal to the % written in the skills section for your level you succeed. If you have access to a general skill that does the same thing as a core skill, you can choose which version you want to use before you make a skill check. A result of 00 and 0 (100) is always a failure on a core skill check.

item you are enchanting, but the person crafting the item must be present during the process.

The time it takes to create an item is dependent on the type of magical items, creating a scroll or potion takes less time than making a magical sword or a pair of boots of elven kind. The kind of magical items you can create are Scrolls, Potion, Wands, Rods, Staff, Magical Weapons, Magical Armor, Wondrous Items, and Artifacts. A failure on the check indicates you botched your attempt to enchant the item, wasting all expended materials, items like wands, staves, rods, magical weapons, magical armor, and wondrous items have a 50% chance of being destroyed by the failed attempt at enchanting them, while artifacts have a 99% chance of being destroyed on a failed attempt to enchant them (Potions and scrolls are always destroyed on a failed attempt). You make the Craft Magical Items check at the end of the time determined with the table below to see if you succeeded.

Table 37: Craft Magical Items Core Skill Time and % Chance

Type of	Time Required	Base % Chance
Magical Item	To Craft	To Succeed
Scrolls	1 hour per spell Level	60%
Potions	1d4 +1 hours	45%
Wands/ Staffs	2d4 +3 days	40%
Rods	1d6 +1 weeks	35%
Magical Weapons	2d4 weeks	32%
Magical Armor	2d6 +3 weeks	30%
Wondrous Items	2d8 +1 months	25%
Artifacts	2d4 +1 Years	1%

Craft Magical Items: You can spend time crafting magical items of various types, each magical item created takes component and resources to make based on the total value of the magical item being created. Some items like scrolls are simple and created with just the process of enchanting, while others like creating magical swords and armor requires the use of the general skill craft to craft the item itself before or during enchanting it, you yourself don't have to be the one crafting the

Arcane Recovery: At 2nd level, you have learned how to regain a small amount of energy during a short rest by meditating, then you may study your spell book to refresh your memory of the spells you casted earlier. Once per day when you have taken a short rest, you can choose a number of expanded spell slots equal to 1+1/2 your magic-user level spell levels to regain. None of these spell slots cannot be higher than 6th level and the total level of all the spell slots regained cannot exceed your total number of spell slots listed above, 0 level spells count as 1st level spells for this ability. When you

regain a spell slot, you regain the use of the spell prepared in that spell slot (You cannot prepare a spell that is different from the spell that was prepared in it before you originally expanded

the spell). At 5th level and 10th level you gain one additional use of arcane recovery a day.

Table 38: Magic-User's Class Abilities and Spell Progression Table										
Class		- Spells Per Day -								
Level	Class Features	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th
1	Arcane Spellcasting, Core Skills	1	-	-	-	-	-	-	-	-
2	Arcane Recovery 1/day	1	1	-	-	-	-	-	-	-
3		2	1	-	-	-	-	-	-	-
4		2	2	-	-	-	-	-	-	-
5	Arcane Recovery 2/day	3	2	1	-	-	-	-	-	-
6		3	3	1	-	-	-	-	-	-
7		4	3	2	-	-	-	-	-	-
8		4	4	2	1	-	-	-	-	-
9		5	4	3	1	-	-	-	-	-
10	Arcane Recovery 3/day	5	5	3	2	-	-	-	-	-
11	School Specialization or Generalization	6	5	4	2	1	-	-	-	-
12	Spell Mastery	6	6	4	3	1	-	-	-	-
13		7	6	5	3	2	-	-	-	-
14		7	7	5	4	2	1	-	-	-
15		7	7	6	4	3	1	-	-	-
16		7	7	6	5	3	2	1	-	-
17		7	7	7	5	4	2	2	1	-
18	Signature Spell	7	7	7	6	4	3	2	2	1
19		7	7	7	6	5	3	3	2	2
20		7	7	7	7	5	4	3	3	3
21		7	7	7	7	5	4	3	3	3
22		7	7	7	7	6	5	4	3	3
23		7	7	7	7	6	5	4	4	4
24		8	7	7	7	6	5	4	4	4
25		8	8	7	7	7	6	5	4	4
26		8	8	7	7	7	6	5	5	5
27		8	8	8	7	7	6	5	5	5
28		8	8	8	7	7	7	6	5	5
29		8	8	8	8	7	7	6	6	6
30		9	8	8	8	7	7	6	6	6

Table 39: Generalist Magic-User Special Abilities and Specialist Magic-User Bonus Spells Table									
Class	Generalist Magic-User	Specialist Magic-User Bonus School Spell Slots							
Level	Special Abilities	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th
11	Cantrip Mastery	1	-	-	-	-	-	-	-
12		2	-	-	-	-	-	-	-
13		2	1	-	-	-	-	-	-
14		3	2	-	-	-	-	-	-
15	Empowered Spell	3	2	1	-	-	-	-	-
16		4	3	2	-	-	-	-	-
17		4	3	2	1	-	-	-	-
18		5	4	3	2	-	-	-	-
19		5	4	3	2	1	-	-	-
20	Maximized Spell	5	5	4	3	2	-	-	-
21		5	5	4	3	2	1	-	-
22		5	5	5	4	3	2	-	-
23		5	5	5	4	3	2	1	-
24		5	5	5	5	4	3	2	-
25	Spell Affinity	5	5	5	5	4	3	2	1
26		5	5	5	5	5	4	3	2
27		5	5	5	5	5	4	3	2
28		5	5	5	5	5	5	4	3
29		5	5	5	5	5	5	4	3
30	Limit Break	5	5	5	5	5	5	5	4

School Specialization: At 11th level, your study of magic has progressed so far that you can choose to specialize in one school of magic or continue to generalize with your studies. A magic-user who wishes to specialize must choose one of the following schools of magic: Abjuration, Alteration, Conjunction, Divination, Enchantment, Evocation, Illusion, or Necromancy.

Specialization Bonuses: A magic-user who specializes in a school of magic gain a +2 bonus on their save throws against spells and magical effect of the school of magic they specialize in, spells from their specialized school that they cast have a

A magic-user who specializes in a school of magic gain a title appropriate for his or her school; see the table below for more details. Once the specialist gains a high enough level to use the title of Arch Magi or Arch Maga, they then must be referred to with the Arch when calling them by the specialization title.

spell save DC two points higher, when learning a spell from a scroll or another spell book that comes from their specialized school they gain a +25% bonus on their learn spell check, and every level after 11th that they gain they automatically gain one

additional spell of any spell level they cast from their specialized school in addition to their normal one spell. Specialist also have an additional spell list for each school which can change the spell level of some spell treating all spells they know from that list with their new spell levels instead of the normal magic-user list. Specialist magic-users gain bonus spell slots as they level up which can only be used to prepare spell from the school they specialize in (see the chart on the next page from more information).

Generalization Bonuses: A magic-user who decided to continue to study magic how they already were do not gain any of the bonuses that specialist do, but they do gain new special abilities learned from their general studies as they gain in level as well as eventual learn how to create spells of a level beyond the normal 9th level spells. They also learn one additional spell of any spell level they can cast every time they gain a new level that they know in addition to their normal one spell.

Table 40: Specialist Magic-User Titles		
School of Magic	Male Title	Female Title
Abjuration	Abjurer	Abjress
Alteration	Transmuter	Alteress
Conjuration	Conjurer	Summoner
Divination	Diviner	Seerer
Enchantment	Enchanter	Enchantress
Invocation	Evoker	Channeler
Illusion	Illusionist/ Shade	Illusionist/ Spectress
Necromancy	Necromancer	Necromancer

Cantrip Mastery: Generalist magic-users have through extensive practice mastered the use of their cantrip spells so thoroughly that can cast their 0-level spells as often as they wish. When you have a cantrip prepared in a 0-level spell slot casting the spell does not expand the energies in the spell slot and you can cast any of those prepare cantrip at will as often as you want as long as they are prepared.

Empowered Spell: Generalist magic-users once they reach 15th level, learn how to improve the effectiveness of their spell, especial offensive spells. Once per day, when you cast a spell, you may choose to empower the spell. An empowered spell has its range, duration, damage, and healing increases by 50% (spells that cause damage or heals creature uses the highest possible value they could deal for a caster of that level, a 3rd level fireball spell casted by a 17th level magic-user would normally deal 10d6 points of fire damage. If the fireball spell was empowered it would deal 10d6 +30 points of fire damage.).

Maximize Spell: Generalist magic-users once they reach 20th level learn how to maximize the damage or healing potential of a spell they cast. Once per day, when you cast a damage dealing spell or a spell that heals one or more creatures and that has that number of damage or healing expressed as a number of dice (1d6 point of fire damage per level, for example), you may choose to maximize the spell. A spell that is maximized deal the maximum number of damage or heal the maximum amount that it possible can. A fireball spell casted by a 20th level magic-user would normally deal 10d6 points of fire damage, but a maximized fireball deal 60 points of damage on a failed save and 30 points on a successful save. You can have a spell both Empowered and Maximized (the fireball spell from before would deal 90 points of fire damage if it was both empowered and maximized).

Spell Affinity: Generalist magic-users who reach 25th level develop an affinity for certain types of spells, you know how to get the most use out of spells that you have an affinity with. Choose one of the following categories of spells: Combat, Buff, Status, or Utility. When you cast a spell of the category

you have chosen to have your affinity with its affects is augmented in accordance with the category of Spell it is.

Combat spells have their range, duration (when it does not have a duration of instantaneous) doubled, and the damage it deals increases by 20%.

Buff spells have their range, duration doubled, buff spells the provided bonuses to ability score, attack rolls, damage rolls, armor class, and saving throw have their bonuses doubled while bluff spells that heal damage have the amount healed increases by 20% (reverse of healing spells are also affected in the same manner if possible). Buff spells that grant spell, magic, or energy resistance provide 50% more resistance then they would normally provide.

Status spell have their range, duration, and penalties to affected targets doubled; Status spells that causes the target to fall under a special condition (charm, sleep, poisoned, etc.) have any save throws the target makes at a -1 penalty for every 8 levels the caster possesses to a maximum of -10.

Utility spells have their range and duration doubled, if the utility spell has an effect that increase by the level of the caster the effectiveness of that effect is increased by 50%. Once you have chosen the category of spell to have an affinity with you cannot change it. Spell affinity stack with empowered spell and maximize spell abilities when possible.

Limit Break: Generalist magic-users who have reached the 30th level have discovered the most hidden secret of magic, the unbelievable power that is the ultimate level of magic. Spells so powerful and epic that they go beyond the limit of what 9th level spells can do, they've learned the forbidden art, the final level of spells; 10th level spells. You have reached an understanding of magic so deep and profound that you realize that you can cast spells of 10th level. Whenever you gain a level (starting with 30th level) you can add 10th level spells from the magic-user's spell list to your spell book, you may also learn them from scroll or spell book that you may find. You also gain access to one 10th level spell slot which you can prepare a 10th level spell in or use it to prepare a spell of a lower level.

Spell Mastery: At 12th level, your mastery of lower level spells has reached its peak. Select two spells of 1st and/or 2nd level magic-user spells that you know. You can cast those spells at their base level at will when you have them prepare in the proper level spell slot without using up the spell slot. You may still cast them in a higher-level spell slot but doing so uses up the spell slot as normal. Selecting a spell with a reverse doesn't let you cast the spell's reverse at base level and not use up the spell slot. Normal and reverse versions of spells must be selected individually.

By spending 8 hours in study, you can change one or both spell to a new spell of 1st or 2nd level.

Signature Spell: At 18th level, you have practiced and developed a great skill with a spell that has become your signature spell. People will often recognize you just from your use of this spell alone. Choose a magic-user spell with a spell level of 1 + 1/3 your magic-user level that you know as your signature spell, the spell can be casted once per day without using a spell slot at its base spell level and you can spontaneously give up a unused spell slot (prepared or not as long as the spell slot is of the minimum proper level and has

not been used to cast a spell) to cast your signature spell. Also, you are so familiar with your signature spell that you do not need your spell book to prepare the spell and you can make small changes to the design of the spell: You can change the color of the spells effect (for instance, you can make your *burning hands* spell fire green flames); alter the delivery of a spell from touch to a ray or line of sight with a range no greater than 15 feet, cone to a line (a cone turned into a line has its width reduced to 5 feet and its length doubled) or a line to a cone (a line turned into a cone has its length reduced by halve and its width equal to its length); change the spells somatic component to a specific movement or require to look at a target; or change the shape of the effect (for example make the *armor* spell take a specific armor shape or have your *magic missile* spell, spell out your name on impact).

You can change your signature spell by spending one month studying your new signature spell. You must choose what design changes your signature spell has upon choosing the spell.

PSIONICIST

Starting Character Class Features

Prime Ability: Intelligence

Starting Ability Score Adjustment: +1 to Wisdom, Intelligence, or Charisma.

Starting Hit Points: 8 + Constitution Modifier.

Starting Weapon Proficiency Slots: 3 Slots.

Starting Skill Points: 8 + Intelligence Modifier.

Starting Money: 3d4 x 10 gold pieces (30 – 120)

Class Features

Hit Points at Each Additional Level: 1d4 + Constitution Modifier.

Weapon Proficiency Slots at Higher Levels: 1 slot at 5th level and 1 additional slot every five levels afterwards.

Skill Points at Each Additional Level: 4 + Intelligence Modifier.

Armor Proficiencies: None.

Favored Weapons: Club, dagger, dart, hand crossbow, heavy crossbow, light crossbow, long sword, short sword, scimitar, and quarterstaff.

General Skills: Bluff, concentration, craft, diplomacy, fire making, hold breath, intimidate, jump, knowledge (arcane, divine, dungeoneering, history, nature, and planes), sense motive, spellcraft, swim, and use magic devices.

Psionicist Save Throw Bonus Progression By Level							
- Save Throw Bonus -							
Class	Constriction, Grapple, And Trip	Poison, Paralysis, and Death	Polymorph and Petrification	Breath Weapon and Area of Effect	Wand, Rod, and Staffs	Charms and Compulsions	Spells and Psionics
Level							
1	+0	+0	+1	+0	+0	+2	+2
2	+0	+0	+2	+0	+0	+2	+2
3	+1	+1	+2	+1	+1	+4	+4
4	+1	+1	+3	+1	+1	+4	+4
5	+2	+2	+3	+2	+2	+6	+6
6	+2	+2	+4	+2	+2	+6	+6
7	+3	+3	+4	+3	+3	+8	+8
8	+3	+3	+5	+3	+3	+8	+8
9	+4	+4	+5	+4	+4	+10	+10
10	+4	+4	+6	+4	+4	+10	+10
11	+5	+5	+6	+5	+5	+12	+12
12	+5	+5	+7	+5	+5	+12	+12
13	+6	+6	+7	+6	+6	+14	+14
14	+6	+6	+8	+6	+6	+14	+14
15	+7	+7	+8	+7	+7	+16	+16
16	+7	+7	+9	+7	+7	+16	+16
17	+8	+8	+9	+8	+8	+18	+18
18	+8	+8	+10	+8	+8	+18	+18
19	+9	+9	+10	+9	+9	+20	+20
20	+9	+9	+11	+9	+9	+20	+20

Psionicist's Experience Points Progression Table						
Class	Experience Points		Proficiency	Favored Weapon	Core Skill	Core Skill
Level	For Next Level	Class Titles	Bonus	Bonus	Defense Modes	Progression
1	2,850	Gifted	+1	+0	Mind Blank	25%
2	5,700		+1	+1		28%
3	11,400	Psychic	+1	+1	Thought Shield	32%
4	22,800		+1	+1		37%
5	45,600		+2	+1	Mental Barrier	43%
6	91,200		+2	+1		50%
7	182,400		+2	+2		58%
8	364,800		+2	+2		67%
9	729,600	Psionicist	+3	+2	Intellect Fortress	77%
10	1,014,600		+3	+2		79%
11	1,300,000	Adept Psionicist	+3	+2		82%
12	1,585,000		+4	+3		86%
13	1,870,000	Advance Psionicist	+4	+3		91%
14	2,155,000		+4	+3		93%
15	2,440,000	Master Psionicist	+5	+3	Tower of Iron Will	95%
16	2,725,000		+5	+3		96%
17	3,010,000		+5	+4		97%
18	3,295,000		+6	+4		98%
19	3,580,000		+6	+4		99%
20	3,865,000		+6	+4		99%

Psionic Powers: You have spent years training your mind to tap into its hidden true potential, capable of bending the wills of other to your own or even alter the nature of the very fabric of space to your needs with the power of your mind there is much you can accomplish. You don't really cast these powers like spellcaster do with their spell, instead the desired effect is manifest by the force of your will power as such your target saves throw is save vs. Psionics unless they give a particular save throw in their description. The DC of your psionic powers is 10 + your charisma modifier + proficiency bonus. When you manifest a power that requires an attack roll you add your charisma modifier to the attack roll.

Power Points: You manifest your Psionic Powers by spending mental energy in the form of Power Points; you get a set amount of Power Points based on your level as a Psionicist with bonus Power Point for having high Intelligence. You regain Power Points when you rest for at least 8 hours, you regain a number of Power Points equal to your intelligence score times your Psionicist level or twice that if you rest for a full 24 hours straight. As long as you do not have a Psionic Power active or have used a Psionic ability that consumes

Power Points in the last hour you regain a number of Power Points equal to one-third your intelligence score rounded to the nearest whole number.

Power Levels: Psionic Powers much like spells are graded into levels based on their scale of power, more powerful Psionic Powers are of a higher level and are typically harder to learn and uses. In order to learn and manifest Powers of higher levels you need to gain skill and mastery by gaining levels as a Psionicist and have a sufficiently high enough Intelligence to manifest Powers of that level. Any creature with at least 9 Intelligence can manifest up to 4th level Powers, but in order to manifest higher level Powers you will need a higher Intelligence score.

Disciplines: Disciplines are split into three category based on the difficulty learning them, how much effect they have on physical reality outside the psionicist's own body, and the drain they exert on the user. There is a limit on how many disciplines a Psionicist can know at any given time.

Psionicist's Class Features and Psionic Disciplines Progression Table							
Class		Power	Maximum	Disciplines Known			Psionic Attack
Level	Class Features	Points	Power Level	Minor	Major	Greater	Modes
1	Psionic Powers, Core Skill	12	1 st	2	-	-	-
2	Psionic Attack Modes	20	1 st	3	-	-	Psionic Blast
3		25	2 nd	4	-	-	
4		32	2 nd	5	-	-	
5		40	3 rd	6	-	-	Mind Thrust
6		49	3 rd	7	-	-	
7		56	4 th	8	-	-	
8		64	4 th	9	-	-	
9		70	5 th	10	-	-	Ego Whip
10		77	5 th	11	1	-	
11		83	6 th	12	2	-	
12		90	6 th	13	3	-	Id Insinuation
13		95	7 th	14	4	-	
14		100	7 th	15	5	-	
15		110	8 th	16	6	1	Psychic Crush
16		120	8 th	17	7	2	
17	Psionic Empowering Grade 1	140	9 th	18	8	3	
18	Psionic Empowering Grade 2	160	9 th	19	9	4	
19	Psionic Empowering Grade 3	180	9 th	20	10	5	
20	Super Psionicist	200	9 th	21	11	6	

Core Skills: Table list the percent chance of success when using the core skills you have access to, you make a core skill check by rolling a d% (d100) if the result is less than or equal to the % written in the skills section for your level you succeed. If you have access to a general skill that does the same as a core skill, you can choose which version you want to use before making a skill check. A result of 00 and 0 (100) is always a failure on a core skill check.

Intellect Fortress Core Skill Save Bonus	
Skill Check	Save vs Psionic
Results	Bonus
Succeeded by Base% - 9%	+2
Succeeded by 10 – 19%	+3
Succeeded by 20 - 29%	+4
Succeeded by 30 – 39%	+5
Succeeded by 40 - 49%	+6

Intellect Fortress: Using a free action you use your ego and super ego to create a psionic barrier that protect all creatures within a 10 feet radius around you, including yourself. On a successful skill check all creatures within a 10 feet radius of your gain a Psionic Mental Class of 12 + your charisma modifier. Depending on the result of your roll they also gain a bonus on save vs psionic. It cost 8 power points to use Intellect Fortress and 8 additional power points at the start of each melee round to maintain the Intellect Fortress. You cannot use this in conjunction with mental barrier, mind blank, or tower of iron will.

Mental Barrier: This defense mode creates a mental wall of carefully built thoughts through repetition which exposes only a small are of the mind. As a free action you can create a mental barrier around your mind to protect you from outside psionic attacks. On a successful core skill check your Psionic Mental Class increases to 18 + your charisma modifier and you gain a +10 bonus on save vs psionics. It costs 3 power point to create a mental barrier and another 3 power points at the start of each melee round to maintain the mental barrier. You

cannot use this in conjunction with mind blank, intellect fortress, Tower of Iron Will, or thought shield. This psionic defense mode requires the Psionist to focus on maintaining it and requires you to make a concentration check when using spells or psionic disciplines that require the user to maintain concentration.

Mind Blank: As a reaction you can attempt to hide your mind from psionic attacks by making parts of it unidentifiable. When you use mind blank roll your defense mode core skill on a successful roll your Psionic Mental Class become 11 + your charisma modifier and you gain a +2 on your saving throws vs. psionics and illusion spells. Moreover, the Psionist automatically get a save against any illusion spell they see or hear as if they disbelieve it as mind blank protects their mind from the full effect of the illusion. This also works against supernatural effect and the effects of magical items that create illusions. Using mind blank costs 1 power point and an additional 1 power point each melee round you wish to maintain it. This defense mode cannot be used in conjunction with intellect fortress, mental barrier, or thought shield.

Thought Shield: Using a free action you can attempt to create a cloak around your mind, this skill can only be used on yourself. On a successful roll, you are immune to the effects of detect thoughts and ESP, you gain a +4 bonus on save vs spells against illusion spells or effects that create an illusion, moreover you automatically get a saving throw against illusions you can see or hear as if you were attempting to disbelieve it, if struck with a psionic attack mode you take half damage on a failed save and no damage on a successful save. If you roll lower than base % you gain a bonus on save throws against psionics and your Psionic Mental class increases, see table below. It cost 2 power points to use thought shield and 2 additional power point at the start of each melee round to maintain the thought shield, outside of active combat the thought shield only consumes 2 power points each hour you wish to maintain it for. You cannot use this in conjunction with mental barrier or mind blank.

Thought Shield Core Skill Save bonus and Psionic Defense		
Skill	Save vs	Psionic
Check	Psionic	Mental
Results	Bonus	Class
Succeeded by Base % - 9%	+0	10 + Charisma modifier
Succeeded by 10 - 19%	+1	11 + Charisma modifier
Succeeded by 20 - 29%	+2	12 + Charisma modifier
Succeeded by 30 - 39%	+3	13 + Charisma modifier
Succeeded by 40 - 49%	+4	14 + Charisma modifier
Succeeded by 50 - 59%	+5	15 + Charisma modifier
Succeeded by 60+ %	+6	16 + Charisma modifier

Tower of Iron Will: As a swift action you can build a 3 feet radius area around you that is protected from psionic attacks by your powerful super-ego. On a successful roll all creatures within this area gains a +10 bonus on saves vs psionics and a +5 bonus on saving throws vs spells against all illusions. Charmed creatures within this area or that move into the area automatically get another save vs. charm regardless of their intelligence, each creature can only get this second saving throw once per use of tower of iron will. Roll your defense mode core skill check when you use tower of iron will your result determines the Psionic Mental class for each creature in the area (creatures add their own Charisma modifier to their Psionic Mental class, not yours).

Table : Tower of Iron Will Psionic Mental Class	
Skill Check	Psionic Mental
Result	Class
Succeeded by Base % - 10%	15 + Charisma Modifier
Succeeded by 11 – 30%	16 + Charisma Modifier
Succeeded by 31 – 40%	17 + Charisma Modifier
Succeeded by 41 – 50%	18 + Charisma Modifier
Succeeded by 51 – 60%	19 + Charisma Modifier

Psionic Attack Modes: At 2nd level, you learn how to assault the minds of other creatures directly using an attack mode. You gain more powerful attack modes as you gain levels.

Psionic Blast: At 2nd level, you learn how to assault the minds of creatures with waves of mental force as a action causing the mind within the psionic blasts range to experience an intense mental shock alike to a “stunning news” to the creature’s mind, this attack affects both psionically endowed and non-psionically endowed creatures. As an action you can create a cone-shaped wave of force that 20 feet wide and 60 feet long (the cones source point always fills an area of 5 feet regardless of the size of the creature), this attack last for 1 segment. All creatures within the area of the psionic blast must make a save vs. psionics. Psionically endowed creatures who fail their saving throw suffers from one of the condition listed below and takes 1d4 points of temporary charisma damage and 1d6 points of psionic damage + 1d6 additional points of psionic damage for every two psionist level the manifester has past 2nd level. Non-psionically endowed creatures who fail their saving throw take 2d4 points of temporary charisma damage and suffer 2d6 points of psionic damage + 1d6 additional points of psionic damage for every two level past 2nd level the manifester has, worse if the creature isn’t protected by a defense mode, they automatically suffer one of the effects below. Creatures protected by a defense mode only suffer charisma and hit point damage, but psionist protected by a defense mode lose a number of power point equal to the psionic damage they took. Creatures who succeed on their saving throw are unaffected by this attack mode completely. Psionic blast cost 20 power points to use.

Table : The effects of Psionic Blast of creature		
Creatures		
Total Combined		
Intelligence, Wisdom, and Charisma	Unprotected Psionically	Unprotected Non-Psionically
	Endowed Creatures	Endowed Creatures
0 – 5	The creature is killed and loses all psionic abilities if raised from the dead.	The creature immediately dies.
6 – 9	The creature falls unconscious into a coma for 1d4 weeks.	The creature falls unconscious into a coma for 2d6 days
10 – 13	The creature loses 2d6 points of intelligence permanently and all psionic abilities are lost forever.	The creatures fall unconscious and sleeps for 5d4 times 10 minutes.
14 – 17	The creatures mind becomes dominated by the manifester for 2d4 weeks (a save vs compulsion must be made at the end of the 2d4 weeks in order for the domination to end).	The creature stunned for 2d4 conflicts and cannot take any actions.
18 – 21	The creature loses the ability to use one attack mode, defense mode, or psionic discipline for 1d2 years.	The creature is confused as if by the spell <i>confuse</i> for 1d4 conflicts.
22 – 25	The creature is dazed for 1d4 times 10 minutes.	The creature becomes enraged for 2d4 minutes and attack (either by weapon, spell, or other means) any nearby creatures starting with the closest creature. The creature automatically fails any saving throws and creatures attacking it use its flat-footed armor class.
26 – 29	The creature is confused for 2d4 minutes as if by the <i>confuse</i> spell and they cannot use any psionics.	The creature acts as if it is under the effects of a fear spell casted by a 4 th level magic-user for 2d4 minutes.
30 – 33	The creatures mind becomes scrambled and becomes sexually attracted to the first creature it sees regardless of gender. The focus of its attention can make requests of it as if it was under the <i>charm person</i> spell, this lasts for 2d4 days.	The creature becomes under the effect of a <i>feeblemind</i> spell and the effects last until a <i>heal</i> , <i>restoration</i> , or <i>wish</i> spell is used on the creature.
34 – 35	The creature brain loses track of sensory data and the creature randomly loses one sense: sight, hearing, or touch for 1d4 minute.	The creature becomes permanently insane until a <i>heal</i> , <i>restoration</i> , or <i>wish</i> spell has been casted on it. The creature suffers from two types of insanity determined at random.
36 – 37	The creature's mind is stunned by the psionic blast and cannot use any psionic abilities for 1d3 minutes/	The creature becomes temporary insane for 2d6 week. The creature suffers from two types of insanity determined at random.
38 and up	The creature loses the ability to use one attack or defense mode, or one psionic discipline for 1d4 minutes.	The creature becomes mildly insane for 1d4 weeks. The creature suffers from one type of insanity determined at random/

Mind Thrust: At 5th level, you can as an action preform a stabbing psionic attack that causes a short in the synapses of the targets brain. The psionist targets one creature within 90 feet of them and must make an attack roll against the creature's psionic mental class. On a successful attack roll, the creature takes 1d8 points of psionic damage for every four psionist levels the manifester possesses and must make a save vs psionics or take 1d4 points of temporary intelligence damage and 1d4 points of temporary wisdom damage. On a natural roll of 20 the creature twice the number of ability score lose. If the creature succeeds on its saving throw it resists all the ability score damage. Mind thrust costs 4 power points to use and takes 2 segments to take effect.

Ego Whip: At 9th level, you can as an action use your mind to attack the ego of a creature causing it to suffer feelings of inferiority and worthlessness or by superiority and megalomania. This attack mode targets one creature within 120 feet of the psionist, on a successful attack roll the psionist causes 2d6 points of temporary charisma damage to the creature and must make a save vs psionics or be dominated for 1d4 melee rounds. A dominated creature responds compliantly to the psionist's commands as if they were being mentally controlled by the psionist, the dominated

creature get a save vs compulsion against any commands that are suicidal or against its nature, on a successful save it takes no actions until a new command is given or the domination ends. Ego Whip cost 7 power points to use.

Id Insinuation: At 12th level, you can as an action use your mind to render loose the subconscious mind of all creatures within range causing it to attack their super-ego. This attack mode has a range of 180 feet, the psionist choose one 2 square foot area within range. All creatures within that area must make a save vs psionic or take 3d6 + the defending creatures intelligence modifier points of temporary charisma damage. On a successful save the creature takes 1d6 + their intelligence modifier points of temporary charisma damage. Id Insinuation costs 10 power points

Psychic Crush: At 15th level, you can as an action create a massive assault upon the brain of a single creature, this assault targets all of the creatures' neurons in an attempt to destroy them all by a massive overload of signals. This Attack mode ignores the effects of all defense modes except thought shield and psychic crush effect but a single creature within 50 feet of the psionist. You must make an attack roll against the creature's psionic mental class if you succeed, it

takes 3d6 point of permanent charisma damage and must make a save vs psionic. If the creature fails it saving throw, then it takes 2d6 points of permanent wisdom and intelligence damage, furthermore the creature must then make a save vs death or instantly die. A creature who succeeds on its saving throws and lives, but have their charisma score reduce to 0 are permanently dominated as by the psionic discipline dominate. Psychic crush cast 14 power points to use and takes 3 segments for the creature to be psionically hit, the damage to happen, and then to die.

Psionic Empowering: At 17th level, you have learned how to use your psionic powers to enhance your body making you a more dangerous physical combatant. Activating your empowered mode takes but a swift action, while in this empowered state you lose three power points per turn until you dismiss the form or run out of power points. Dismissing the psionic empowering is a free action. The exact changes of your physical ability is dependent on the grade of empowering you have reached.

Grade 1: While you are in the Psionic Empowered state you gain a +2 bonus to your strength, Dexterity, and constitution, your movement speed increases by 10 feet and you gain the ability to psionically levitate yourself in a way close to flying with a movement speed of 60 feet, and your punches and kick deal increased bludgeoning damage as displayed in the table below.

Grade 2: At 18th level while you are in Psionic Empowered state your empowered state cost 2 power points per turn instead of 3. Your bonus to strength, dexterity, and constitution increases by an additional +2. While you remain in this emp

Empowered state, at the end of every two turns you regain one hit point unless you have taken acid or fire damage during that turn in which you must wait another two turns.

Grade 3: At 19th level while you are in Psionic Empowered state your bonus to strength, dexterity, and constitution increases to +6, your movement speed increases by another 10 feet, and your punches and kicks deal increased bludgeoning damage as displayed in the table above.

Super Psionicist: At 20th level, you have mastered the use of your psionics to enhance your body allowing you obtain a new form. Once per day as a move action you can channel your psionic power on yourself releasing the true power of your body. Your body starts to leak out an aura of energy from it and your body bulks up from the tension. While in this super form, you lose one power point at the start of your turn, your strength, dexterity, and constitution increase by 8, your movement speed increases by 30 feet, your attack with your punches and kicks are treated as +5 magical weapons and deals damage as if you were using Psionic Empowering grade 3, and you have damage reduction against 5 points of slashing, piercing, or bludgeoning damage. If you run out of power point, you immediately exit this form and suffer the after effects of the transformation as explain hereafter. You can dismiss this form as a free action, after you leave this form, you suffer from fatigue until you have rested for 24 straight hours and you do not regain lost power points during this period, until you are not fatigue anymore.

	Damage vs.	Damage vs.	Damage vs.	Damage vs.
	Small or Medium	Large Creatures	Small or Medium	Large Creatures
Attacks	Creatures in Grade 1	In Grade 1	Creatures in Grade 3	In Grade 3
Punch	1d6	1d8	1d8	2d4
Kick	1d10	1d12	2d6	2d8

THIEF

Starting Character Class Features

Prime Ability: Dexterity

Starting Ability Score Adjustment: +1 to Strength, Dexterity, or Intelligence.

Starting Hit Points: 6 + Constitution Modifier.

Starting Weapon Proficiency Slots: 2 Slots.

Starting Skill Points: 12 + Intelligence Modifier.

Starting Money: 2d6 x 10 gold pieces (20 – 120)

Class Features

Alignment Limitations: Any non-lawful alignment.

Hit Points at Each Additional Level: 1d6 + Constitution Modifier.

Weapon Proficiency Slots at Higher Levels: 1 slot at 4th level and 1 additional slot every four levels afterwards.

Skill Points at Each Additional Level: 6 + Intelligence Modifier.

Armor Proficiencies: Leather armor and chain shirt, no shields.

Favored Weapons: Bastard sword, broadsword, clubs, daggers, darts, hand crossbows, javelins, long swords, slings, scimitars, short swords, spears, and staves.

General Skills: Acrobatics, appraise, bluff, climb, craft, diplomacy, decipher script, disable device, discern motive, disguise, fire making, forgery, hide, hold breath, intimidate, gather information, jump, knowledge (dungeoneering, geography, history, and local), listen, move silently, perform (sleight of hand) search, sense motive, spot, survival, swim, use rope, and use magical device.

Table 46: Thief Save Throw Bonus Progression By Level

- Save Throw Bonus -							
Class	Constriction, Grapple, And Trip	Poison, Paralysis, and Death	Polymorph and Petrification	Breath Weapon and Area of Effect	Wand, Rod, and Staves	Charms and Compulsions	Spells and Psionics
1	+0	+1	+1	+2	+2	+0	+0
2	+0	+2	+2	+2	+2	+0	+0
3	+1	+2	+2	+4	+4	+1	+1
4	+1	+3	+3	+4	+4	+1	+1
5	+2	+3	+3	+6	+6	+2	+2
6	+2	+4	+4	+6	+6	+2	+2
7	+3	+4	+4	+8	+8	+3	+3
8	+3	+5	+5	+8	+8	+3	+3
9	+4	+5	+5	+10	+10	+4	+4
10	+4	+6	+6	+10	+10	+4	+4
11	+5	+6	+6	+12	+12	+5	+5
12	+5	+7	+7	+12	+12	+5	+5
13	+6	+7	+7	+14	+14	+6	+6
14	+6	+8	+8	+14	+14	+6	+6
15	+7	+8	+8	+16	+16	+7	+7
16	+7	+9	+9	+16	+16	+7	+7
17	+8	+9	+9	+18	+18	+8	+8
18	+8	+10	+10	+18	+18	+8	+8
19	+9	+10	+10	+20	+20	+9	+9
20	+9	+11	+11	+20	+20	+9	+9

Table 47: Adjustments to Pick Pockets Core Skill

Targets	Pick Pockets	Spot Level of	Pick Pockets	Items	Pick Pockets	Targets	Pick Pockets
Alertness	Modifier	Mastery	Modifier	Size	Modifier	Prime Ability	Modifier
Unconscious	+50%	Hobbyist	+0%	Medium	-20%	Strength	+0%
Confused	+30%	Novice	-5%	Small	-10%	Dexterity	+0%
Relax	+10%	Journeyman	-10%	Tiny	-5%	Constitution	+0%
Casual	+0%	Expert	-15%	Diminutive	+0	Comeliness	-5%
Tense	-10%	Master	-20%	Fine	+5%	Intelligence	-10%
Very Alert	-30%			Micro	+10%	Wisdom	-25%
Paranoid	-50%					Charisma	-5%

Backstab: When a creature has its back toward you and is unaware of your presence you can make an attack roll to strike it in a vital spot in the back with a weapon. On a successful hit the attack deal double damage. This attack can be done with a range weapon but must be done from within 60 feet of the target. At 5th level, your backstab deal triple damage, increasing again at 10th level to quadruple damage, and finally deal quintuple times the damage at 15th level. This ability cannot be used with or in addition to sneak attack, if you would have both of them at the same time you must choose one to use. You may only perform one backstab per melee round.

Core Skills: The table on this page list the percent chance of success when using the core skills, you have access to, you make a core skill check by roll a d% (d100) if the result is less than or equal to the % written in the skills section for your level you succeed. If you have access to a general skill that does the same thing as a core skill, you can choose which version you want to use before making a skill check. A result of 00 and 0 (100) is always a failure on a core skill check.

Pick Pockets: This core skill allows you to use sleight of hand to take objects from the possession of people. When

picking a creature's pocket, the target should be unaware of your presence or you suffer a -20% penalty. A creature's level of alertness greatly alters how difficult it is to pick their pockets, a very alert creature is cautiously expecting something to happen so it is harder to pick the pocket of without getting caught while a confused creature may be distracted by an event happening elsewhere around them and is easier to pick without getting caught. A creature can be harder to pick if they have skill points in spot or have wisdom as their prime ability as they are naturally more observant. Picking the open pocket of a pants, jacket, shirt, or open bag compartment only takes an action, while a closed pocket or taking from a close bag takes a full round.

Open locks: This core skill allows you to use the lock pick inside your thieves' tools or other items that could be used as an improvised lock pick to unlock a door with a tumbler lock or other kind of lock. If you are using an improvised lock pick, your open lock skill suffers a -10% penalty, and on a failed check the improvised lock picks breaks. Furthermore, depending on the quality of the lock, your check could be modified by the difficulty of the lock see the table below. Making and completing a single open lock check takes one minute, you can attempt to complete it in half the time but you suffer a -20% penalty on the check.

Table 48: Thief's Experience Points Progression Table

Class	Experience Points	Proficiency	Favored Weapon
Level	For Next Level	Bonus	Bonus
1	1,250	+1	+0
2	2,500	+1	+1
3	5,000	+1	+1
4	10,000	+1	+1
5	20,000	+2	+2
6	40,000	+2	+2
7	80,000	+2	+2
8	160,000	+2	+3
9	320,000	+3	+3
10	445,000	+3	+3
11	570,000	+3	+4
12	695,000	+4	+4
13	820,000	+4	+4
14	945,000	+4	+5
15	1,070,000	+5	+5
16	1,195,000	+5	+5
17	1,320,000	+5	+6
18	1,445,000	+6	+6
19	1,570,000	+6	+6
20	1,695,000	+6	+7

Table 49: Adjustment to Climb Walls Core Skill

Surface of Wall	Climb Walls Modifier
Full of Holes	+40%
Rough Wall	+20%
Average Wall	+0%
Fairly Smooth	-20%
Completely Smooth	-40%

Table 50: Thief's Core Skills Progression Table

Class	Pick Pockets	Open Locks	Disarm / Find Traps	Climb Walls	Read Written Languages
Level	Core Skill	Core Skill	Core Skill	Core Skill	Core Skill
1	15%	25%	20%	45%	-
2	19%	30%	24%	48%	-
3	23%	35%	28%	51%	-
4	27%	40%	32%	54%	10%
5	31%	45%	36%	57%	15%
6	35%	50%	40%	60%	20%
7	39%	55%	44%	63%	25%
8	43%	60%	48%	66%	30%
9	47%	65%	52%	69%	35%
10	51%	70%	56%	72%	40%
11	55%	75%	60%	75%	45%
12	59%	80%	64%	78%	50%
13	63%	85%	68%	81%	55%
14	67%	90%	72%	84%	60%
15	71%	95%	76%	87%	65%
16	75%	96%	80%	90%	70%
17	79%	97%	84%	93%	75%
18	83%	98%	88%	96%	80%
19	87%	99%	92%	98%	85%
20	91%	99%	96%	99%	90%

Disarm / Find Traps: This core skill allows you to look for traps and disarm them. You can make a find trap check without the use of thieves' tool, however when you make a

disarm trap check you gain a +10% bonus on your disarm trap check if you use thieves' tool. The percent of success at finding the trap is modified by how hard the traps placer tried to hide it;

searching for a trap with this skill takes only a move action. Disarming traps take one minute per attempt, you can attempt to complete it in half the time but you suffer a -20% penalty on the check, and on any failed attempt there is a 50% chance that you activated the trap instead. Depending on the type of trap it modifies the percentage chance of success at disarming the trap.

Climb Walls: This core skill allows you as part of a move action move up a wall. In order to use this skill, you must be able to end your movement on a flat horizontal surface, you may use this core skill as part of a double move action (giving up your action to make another move action). Depending on the surface of the wall, climbing it could be a relative ease or a difficult challenge in its own right as such the modifiers are provided below. If you end your movement on an area with no safe perch or fail the check you fall down the same distance you traveled taking damage from the fall if it is far enough up.

You must call out that you are performing a double move before you make a climb wall check.

Read Written Languages: At 4th level, when you find a normal written language (including secret codes, dead languages and so on, but not magical writing) you do not know how to read, you can make a Read Written Languages core skill check to decipher the language. Deciphering a dead language that haven't been used for more than 100 years have modifier of -50% to the Read Written Languages check. On a successful check, you understand the texts meaning and if you fail the text gives a misleading meaning. If you fail the check by 40% or more you don't get any understand of the text at all, and if you succeed on the check by 40% or more you learn enough of the language or code to automatically understand any words from that text when you see it any other time and you gain a bonus to read other text from that language of +40%.

Table 51: Adjustment to Disarm / Find Traps Core Skill

	Disarm Trap	How Well	Find Trap
Trap Type	Modifier	Hidden	Modifier
Easy Trap	+20%	Plain Sight	+20%
Simple Trap	+10%	Clumsily Hidden	+10%
Common Trap	+0%	Hidden	+0%
Uncommon Trap	-10%	Somewhat Well Hidden	-10%
Moderate Trap	-20%	Well Hidden	-20%
Magical Trap	-25% plus -1% per spell Level of the spell used in its creation	Skillfully Hidden	-40%
Complex Trap	-30%	Really Skillfully Hidden	-50%
Unusual Trap	-40%	Its Invisible	-70%
Superior Trap	-50%		

Table 52: Thief's Class Abilities Table

Class		Backstab	Sneak Attack
Level	Class Features	Damage	Damage
1	Core Skills	X2	-
2		X2	1d6
3		X2	1d6
4	Core Skill: Read Written Languages	X2	2d6
5		X3	2d6
6		X3	3d6
7		X3	3d6
8	Use Magical Devices	X3	4d6
9		X3	4d6
10		X4	5d6
11		X4	5d6
12	Rogue's Initiative	X4	6d6
13		X4	6d6
14		X4	7d6
15		X5	7d6
16	Evasion	X5	8d6
17		X5	8d6
18		X5	9d6
19		X5	9d6
20	Skill Mastery	X5	10d6

Sneak Attack: At 2nd level, you learn how to make the most of when your opponent is distracted or caught off guard. When a creature is unaware of your presence, is being flanked by you and another creature that is hostile to it, or is in some other way unable to properly watch out for a strike to a vital area, you can make an attack roll striking at the creature's vital areas or other weak points. On a successful attack, you deal an additional 1d6 points of damage this damage is applied after any modifier or effects. You can use a range weapon to sneak attack, but only up to 60 feet as you must be able to identify

Table 53: Adjustment to Open Locks

Lock	Open Locks
Quality	Modifier
Shitty Lock	+30%
Poor Lock	+10%
Average Lock	+0%
Good Lock	-10%
Superior Lock	-30%
Amazing Lock	-50%
An Asshole Made This Lock	-70%

your targets vital areas or weak spots. You cannot use sneak attack against oozes and other creatures without any vital areas or weak points. At 4th level and every even number level afterwards your sneak attack gains an additional 1d6 points of damage up to a max of 10d6. This ability cannot be used with or in addition to backstab, if you would have both at the same time you must choose one to use. You make only perform one sneak attack per melee round.

Table 54: Difficulty of Intelligence Check when using a Magical Device

Type of Magical Device	Difficulty
Use a scroll	10 + Spell Level
Activate a wand, rod, or staff	12 +1 for each additional spell or ability it has
Activate a magical weapons ability	15 +1 for each additional spell or ability it has
Activate a Artifact	25
Activate a magical item with racial / class restrictions	20

Use Magical Devices: At 8th level, you have learned something about how most magical devices work, easily being able to improvise using them even when they wouldn't normally work for you. When you hold a wand, scroll, magical weapon, or artifact you can make an intelligence check. On a successful check, you can make use of the magical item regardless of any race, class, or level requirement. On a failed check, the item fails to work properly, wands lose a charge, scrolls disappear as if used up, magical weapon and artifacts do nothing special for you.

Rogues Initiative: At 12th level, you have practice hard to improve your reaction time against whatever kind of surprise attacks your enemy might throw at you. When you roll for initiative use a dice one size higher from a d6 to a d8 to d10 to d12 to d20. If you have another feature or feat the increase your initiative dice size, this effect stacks.

Evasion: At 16th level, your reflexes have become sharp enough that whenever you make a save vs. Breath Weapon or Area of Effect for half damage, you take no damage on a successful save and you take halve damage on a failed save.

Skill Mastery: At 20th level, your mastery in four skills of your choice increased beyond your normal capabilities. Choose four general skills that you are proficient with, when you make a general skill check in any of those skills you gain a +5 bonus on the check.

Multiclassing

Sometimes having access to the abilities of one class just isn't enough, your party might have less than four members making one of the groups fill out more than one role, or maybe the idea you had for you character just cannot be done with just one class, or perhaps you are frantically paranoid that you just won't be able to survive an encounter without having all the magical aid possible. Well, you are in luck, because that is what multiclassing can provide you with, multiclassing is a very effective way for you to show your creative tactical side or just get that darn power fantasy out of your head. Darkness, Dragons, and Dimensions offers you two different ways to approach multiclass: Gestalt Multiclassing and Progressive Multiclassing.

Gestalt Multiclassing

Gestalt Multiclassing is when your character starts with a level in two or three classes depending on what classes you want to multiclass into and what gestalt multiclass combinations your race allows you to have. Gestalt Character gain access to the special abilities, spells, spell slots, core skill, general skills, favored weapons, armor proficiencies, extra attacks per turn, and hit dice of all their class. They also take the best of all their classes starting skill points, starting weapon proficiency slots, starting money, save throws, favored weapon bonus, and proficiency bonus. However, gestalt character must split up all

experience points they earn evenly between all classes, add their constitution modifier only once at each level instead of for each hit dice they gain (meaning a 1st level fighter / 2nd level thief still rolls their hit dice for gaining a level as a thief, but they do not add their constitution modifier to their hit points until all their other classes have also reached 2nd level), they also add up the starting hit points of all their classes together and then divides it by the total number of class (rounding up to the nearest whole number) they have before adding their constitution modifier and thus will never have as high of a starting hit points as a single class fighter, they also must choose which classes prime ability that they want as they cannot have more than one, as well they can only choose one starting ability score to adjust but they do combine all the classes ability score adjustment list for their choice, and you must also meet a minimum ability score requirement for every class you want to have a level in shown in the table below.

Table 55: Gestalt Character Ability Score Requirements

Classes	Gestalt Ability Score Requirements
BARD	Cha 9
Sword Dancer	Str 13, Dex 13, Wis 10, Cha 9
CLERIC	Wis 9
Druid	Dex 10, Con 10, Wis 9
Favored Soul	Str 12, Wis 9, Cha 13
FIGHTER	Str 9
Paladin	Str 9, Dex 10, Wis 10, Cha 13
Ranger	Str 9, Dex 13, Con 12, Wis 12
MAGIC-USER	Int 9
Sorcerer	Dex 12, Con 12, Cha 10
Warlock	Dex 12, Cha 13
PSIONICIST	Wis 9, Int 9, Cha 9
Monk	Str 12, Dex 15, Con 10, Wis 9
THIEF	Dex 9
Assassin	Str 13, Dex 9, Int 12
Dark Mask	Dex 9, Int 12, Wis 10

Gestalt multiclass spellcaster keep the caster levels for each spellcasting class separated, as well as spellcasting abilities, and use the individual classes spells per day tables when preparing and casting spells. So a Bard / Cleric cannot prepare their bard spells in their cleric spell slots and vice versa and if a 6th level Bard / 4th level cleric cast a *cure light wounds* spell using their bard spell slot they cast it with a caster level of 6th (not 10th level), but if they were to cast the spell from their cleric spell slot they would cast it with a caster level of 4th. Normally, magic-users cannot cast their arcane spells in armor even if they are proficient with the armor they are wearing and bards can only cast their spells if they are wearing no armor or armor on their class proficiency list, however gestalt spell casters can cast spell while wearing armor provided it is one that any of their classes give them proficiency with (if they would gain proficiency with an armor because of a feat, they still cannot cast spells while wearing that armor).

If two or more classes share the same core skill, a gestalt character uses the best % chance between the

classes at their current level, they also use the highest favored weapon bonus between all classes but they combine the favored weapons list of each class thus increasing the number of weapons they gain their bonus with, if more than one class gain extra attack they stack until they have four total attack with their main hand after which they no longer gain any additional extra attack per round even if a class would normally still give another at a higher level, sneak attack damage between classes stack even if one of the classes normally have a limit on the sneak attack damage they gain (like the bard), channel divinity powers and uses per day stack between classes provided that the channel divinity powers each classes gives access to is different, and increases in skill points, weapon proficiency slots, and number of feats accorded normally. If you are wearing armor other than those list on the thieves or assassins class list you cannot use their core skills, sneak attack, backstab, and assassination abilities.

Once a character has started as a gestalt multiclass character, they can never gain a new class by progressive multiclassing, they are stuck with what classes they have already chosen.

Table 56: Progressive Multiclass Spellcaster Spells Per Day Table									
Effective Caster Level	- Spells Per Day -								
Level	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th
1	1	-	-	-	-	-	-	-	-
2	2	-	-	-	-	-	-	-	-
3	2	1	-	-	-	-	-	-	-
4	2	2	-	-	-	-	-	-	-
5	3	2	1	-	-	-	-	-	-
6	3	2	2	-	-	-	-	-	-
7	3	3	2	1	-	-	-	-	-
8	4	3	2	2	-	-	-	-	-
9	4	3	3	2	1	-	-	-	-
10	4	4	3	2	2	-	-	-	-
11	5	4	3	3	2	1	-	-	-
12	5	4	4	3	2	2	-	-	-
13	5	5	4	3	3	2	1	-	-
14	6	5	4	4	3	2	2	-	-
15	6	5	5	4	3	3	2	1	-
16	6	6	5	4	4	3	2	2	-
17	7	6	5	5	4	3	3	2	1
18	7	6	6	5	4	4	3	2	2
19	7	7	6	5	5	4	3	3	2
20	7	7	6	6	5	4	4	3	2

Progressive Multiclassing

When a single class character has gained enough experience points over the course of the adventure they can choose to use this experience to gain a level in a new class (they must have enough experience points as if they were going to level up the class they want to multiclass into to its 2nd level) instead of leveling up their existing class, the experience points used up doesn't count toward the total amount of experience points accumulated for the new class nor is it tallied with the experience points of your first class either. You have a separate section of your character sheet to keep track of all of your burned-up experience points. Every time you wish to gain a new class you must repeat this process burning up the amount of experience points as if you were leveling up that class to 2nd level. When you gain a level in a new class you gain all features of that class, but you gain hit points, skill points, and weapon proficiency slots as if you already had a level in the class. You should keep track of your total

experience points as well as the experience you spent in each class.

While you gain all features and abilities of the classes you have gain a level in there are some restrictions. First of all once you have become a progressive multiclass character you no longer uses the normal spells per day tables for any of your spellcasting classes, instead you use this special spells per day table using your effective caster level which is the combined class level of all your spellcasting classes divided by the number of spell casting classes rounded to the nearest whole number. Secondly, if you have access to spellcasting classes that must have their spells prepare and a spontaneous casting class you must prepare the spell slots you want to cast spells from your classes that prepare spells, but you can only cast spells from your spontaneous casting class using spell slots that you haven't prepared a spell in already. You also still use the spellcasting ability for each class when you use a spell slot to cast a spell from that class (i.e., casting a magic-user spell you use intelligence as your spellcasting ability). Also, you still gain the bonus special deity spell slots and bonus specialist magic-user spell slots as for how the classes normally does, as theses special bonus spell slots already have restrictions on how they are used. You cannot learn or prepare spells of a level higher than a spellcaster of that class normally would at their class level, even if you have access to a spell slot of a higher level (you may still prepare a lower level spell in these higher-level spell slots though).

When you level up in a class that give you a extra attack per round it stacks with any other extra attack per round given to you by other classes, up tell you have a total number of four attacks with your main hand. If multiple classes have sneak attack, each level that they gain a 1d6 damage stacks. You only use the highest save throw bonus between all your classes at their current level as well as favored weapon bonus, proficiency bonus, and core skills. Gaining proficiency with armor doesn't allow you to cast magic-user spells in armor and bards can only cast their spells while wearing armor on their class proficiency list. If you are wearing armor other than those list on the thieves or assassins class list you cannot use their core skills, sneak attack, backstab, and assassination abilities.

General Advancements by Total Level

All character regardless of being a single class or multiclass character gains feats as they level up, the total levels between all classes a character possesses determines when they gain additional feats. All character start with one feat at 1st level and they can choose any feat that they meet the prerequisites for. You can see the description of each feat and their prerequisites in a later chapter. Characters gain a new feat every four levels after 20th.

Races that have abilities that increase by their level always use their total level and not any individual class level when determining when they gain more uses per day, increases in damage or effectiveness, etc.

Table 57: Feats Gained	
Total	
Level	Feats
1	1 st
2	
3	
4	2 nd
5	
6	
7	
8	3 rd
9	
10	
11	
12	4 th
13	
14	
15	
16	5 th
17	
18	
19	
20	6 th

Class Advancement Past 20th

While each classes experience points table stops at 20th level, you can continue to gain levels indefinitely in any class. However, most classes do not gain any new class features after 20th level with a few exceptions. First of all, you continue to gain a new hit dice, skill points at each level, and you still gain a new weapon proficiency slot as stated in the class features. Secondly, your proficiency bonus, favored weapon bonus, and save throw bonuses stop progressing after 20th level. The table on the below shows the experience points needed each time to gain a level past 20th in each class. Additional class abilities that continue to progress will be mentioned below the table.

Table 58: Experience Point For Progress past 20 th Level	
Class	Experience Points Needed For Each Level Past 20 th
BARD	150,000
CLERIC	150,000
FIGHTER	200,000
MAGIC-USER	250,000
PSIONICIST	285,000
THIEF	125,000

BARD: Bards continue to gain an additional use of their bardic music ability each level. Every odd number level a bard can forget a spell that they know to learn a new spell from the bard's spell list.

CLERIC: Clerics gain additional spell slots up until 30th level and they gain an additional use of their channel divinity power every five levels after 20th level.

FIGHTER: Fighters gain a third improved weapon specialization at 22nd level and gain a greater weapon specialization at 24th and 32nd level, but do not gain any additional class features afterwards.

MAGIC-USER: All magic-users gain new spell slots up till 30th level and which they can learn new spells, but they don't gain any new spells per day. Generalist magic-users gain spell affinity at 25th level and limit break at 30th level, while specialist magic-users continue to gain bonus specialist spell slot until they hit 30th level after which they no long gain any additional class features.

PSIONICIST: Psionicist gain 2 power points per day each level past 20th level, they learn 1 new minor discipline each level, 1 new major discipline every even level, and 1 new greater discipline every 3 levels past 20th until 30th level after which they stop learn new disciplines, but they continue to gain 2 power points per day each level.

THIEF: Thieves sneak attack damage increase by 1d6 every two levels after 20th level, they also gain another skill mastery at 25th, 30th, 35th, and 40th level after which they only gain sneak attack damage.

Chapter 4: General Skills, The Multiverse's infinite +1 tool

There are wide arrays of general skills your character can have access to from their race, class, feats, or background. Some general skills have a core skill counterpart, but aside of a difference of dice type and progression of bonuses, both versions do the same thing. It is your choice wither you use the general skill or core skill version, but you must decide before you roll your skill check. This chapter lists all the general skills as well as how to read their description and for ease of reference will include details on skill points.

Skill Points

As you gain experience and level up in your classes you will gain skill points, those little nuggets of genius that allow you to improve your skill slowly increasing your likelihood of success. The number of skill points you gain depends on your class and each one gains a different number of skill points. When you gain one or more skill points you do not need to spend them immediately and, in some cases, you might not be able to spend all the skill points you have gained at the moment, in which case simply record the number of unused skill points on your sheet for reference later. Each general skill can have up to four skill points spent on it, each one leveling up your level of mastery in that skill giving you a +1 bonus on general skill check with that skill for each skill point invested in it. At each character level, only one skill point can be spent per skill. This means that if you spend one skill point on your general skill spot, you cannot spend another skill point into spot until your character gains a level.

Table : Skill Levels		
Skill	Level	General
Points	Of	Skill Check
Spent	Mastery	Bonus
0	Hobbyist	+0
1	Apprentice	+1
2	Journeyman	+2
3	Expert	+3
4	Master	+4

Table : Skill Points by Class		
CLASSES and	Skill Points	Skill Points At
Subclasses	At 1 st Level	Each Level
BARD	10 + Int Modifier	6 + Int Modifier
Sword Dancer	10 + Int Modifier	6 + Int Modifier
CLERIC	6 + Int Modifier	2 + Int Modifier
Druid	6 + Int Modifier	2 + Int Modifier
Favored Soul	6 + Int Modifier	2 + Int Modifier
FIGHTER	6 + Int Modifier	2 + Int Modifier
Paladin	6 + Int Modifier	2 + Int Modifier
Ranger	8 + Int Modifier	4 + Int Modifier
MAGIC-USER	8 + Int Modifier	4 + Int Modifier
Sorcerer	6 + Int Modifier	2 + Int Modifier
Warlock	6 + Int Modifier	2 + Int Modifier
PSIONICIST	8 + Int Modifier	4 + Int Modifier
Monk	8 + Int Modifier	4 + Int Modifier
THIEF	12 + Int Modifier	8 + Int Modifier
Assassin	12 + Int Modifier	8 + Int Modifier
Dark Mask	12 + Int Modifier	8 + Int Modifier

Making A General Skill Check

When you want to use a general skill, you must tell your Dimension Master you wish to make a general skill check, state the name of the general skill you are attempting to use and what you want to do with the skill. Your DM will tell you if that skill can be used in this instant. On occasion you Dimension Master will ask you to make a specific general skill check in response to a event in game. When this happens roll a 1d20 and add the skills corresponding ability score modifier, your bonus for your level of mastery in the skill, your proficiency bonus if you are proficient in that skill (I.E. you have at least one skill point in the skill), and any miscellaneous modifiers. If the resulting roll is equal to or exceeds the DC or Difficulty Challenge of check then you succeed at using the skill otherwise you fail. Some general skills listed here have guidelines for determining the DC of a skill check others just have a list of DC and circumstances in which the particular DC is relevant to. This is because some skill could be used in ways that it might be difficult to preplan every eventuality so a set of DC guidelines are there instead to help the Dimension Master figure out a balanced DC for the use of the skill based on examples provided, if a condition that your character experience when attempting to use a skill that isn't covered in this book it is the DM's job to judicate the skill operation using their logic and intelligence to best determine a fair DC for the challenge.

Core Skill Reminder

When your DM says to make a core skill check or when you have the option to use either your classes core skill or a general skill this is how you make a core skill check. Roll a d% or a d100 (two ten sided dice one for the tens place and one for the one place), add any ability modifiers, or bonuses from your classes or racial abilities and your DM will mention any penalties from the circumstances surrounding the use of the skill. Then compare the result to your chance to succeed at the skill if it equal or is lower than the % than you succeed in using your core skill if it is higher than the % or you roll 00 and 0 then you failed to use your skill successfully.

How to Read the General Skill Description

Every general skill have the following sections: Key ability, Function, Armor Penalty, Action, and Try Again.

Key Ability: The listed ability score modifier you add to your general skill check. Each general skill have a key ability, which is the ability score in which you use when attempting to use a general skills. This key ability is the ability score modifier you add to your roll when making a general skill check in the skill. Keep in mind that using a general skill with proficiency in the skill (meaning this skill has no skill points invested in it) is effectively making a ability check unless a class or racial ability gives you a bonus in that particular skill.

Function: This describes how the general skill works and well as list modifiers and DCs for the skill or other guidelines needed for the DM to run the skill and players to understand how use the skill.

Armor Penalty: This tells if wearing armor added a penalty to the use of this general skill.

Action: Here is where you are told what actions it takes to use the general skill, how long it takes to use it, and how long can you use it for.

Try Again: This states if you can make another attempt at the general skill check if you fail and if so what stipulations it might have.

General	Key	Armor	Try
Skill	Ability	Penalty	Again
Acrobatics	Dexterity		
Bluff	Charisma		
Climb	Strength		
Concentration	Wisdom		
Craft Armor	Intelligence		
Craft Jewelry	Intelligence		
Craft Other	Intelligence		
Craft Smithing	Intelligence		
Craft Weapons	Intelligence		
Craft Woodworking	Intelligence		
Dancing	Charisma		
Decipher Script	Intelligence		
Disable Device	Intelligence		
Disguise	Intelligence		
Fire Making	Wisdom		
Forgery	Intelligence		
Gather Information	Charisma		
Healing	Wisdom		
Handle Animals	Charisma		
Hide	Dexterity	Yes	No
Hold Breath	Constitution		
Intimidate	Charisma		
Jump	Strength		
Knowledge Arcane	Intelligence		
Knowledge Divine	Intelligence		
Knowledge Dungeoneering	Intelligence		
Knowledge History	Intelligence		
Knowledge Local	Intelligence		
Knowledge Nature	Intelligence		
Knowledge Planes	Intelligence		
Knowledge Religion	Intelligence		
Knowledge Space	Intelligence		
Listen	Wisdom		
Move Silently	Dexterity	Yes	No
Open Locks	Intelligence	No	Yes
Perform Acting	Charisma	No	Yes
Perform Instrument	Charisma	No	Yes
Pick Pocket	Dexterity	Yes	No
Pilot Boat	Intelligence	No	Yes
Ride	Dexterity	Yes	Yes
Search	Intelligence	No	Yes
Seductive	Comeliness	No	No
Sense Motive	Wisdom	No	No
Singing	Charisma	Yes	Yes
Spellcraft	Intelligence	No	
Spot	Wisdom	No	No
Starship Communications	Intelligence		
Starship Engineer	Intelligence		
Starship Tactical	Dexterity		
Starship Pilot	Dexterity		
Starship Medical	Intelligence		
Survival	Wisdom		
Swim	Strength		
Tumble	Dexterity		
Use Device	Intelligence		
Use Rope	Dexterity		

Chapter 5: Multiverse's Adventuring Gear

In order to survive your exploration of the vast wide world it is important to be properly equipped before you leave your home in the morning, you don't want to fight a dragon in your underwear, do you? Lucky for you, you saved up your allowance while you were interning with your master, lord, or teacher just try not to spend it all on one item now will you. There are five different kinds of currency used throughout the multiverse, coins minted out of alloys of value. They are Copper Pieces (cp), Silver Pieces (sp), Gold Pieces (gp), Electrum Piece (ep), and Platinum Pieces (pp), electrum pieces are actually a much rarer coin that isn't in active minting anymore and has been replaced by platinum pieces in most places though electrum is still valuable and vendors do accept them however they are valued at half the value of a platinum piece. Each class offers a small amount of starting money in

which you can use to by your starting equipment, you don't have to spend it all and you keep what you don't spend. Just don't forget to buy a pouch to store your loose coins in and backpack are always helpful for carrying gear or small objects. During character creation it is assumed a player character can buy any item in this section provided they are the money for it, however afterward you will need to travel to the appropriate shop in towns or cities in order to buy new gear. I.e., apothecary for potions, blacksmith for weapons and armor, weaver for clothes and cloaks, and general stores for rations, ropes, etc.

Starting Money by Class	
	Starting Money
Classes	
BARD	3d4 x 10
Sword Dancer	
CLERIC	3d6 x 10
Druid	
Favored Soul	
FIGHTER	5d4 x 10
Ranger	
Paladin	
MAGIC-USER	3d4 x 10
Sorcerer	
Warlock	
PSIONICIST	3d4 x 10
Monk	
THIEF	2d6 x 10
Assassin	
Dark Mask	

Coin Dimensions and weight			
Coin Type	Diameter	Thickness	Weight
Copper Piece	2.426 cm	.175 cm	.001 pounds or .6 grams
Silver Pierce	2.426 cm	.175 cm	.001 pounds or .7 grams
Gold Pierce	2.426 cm	.175 cm	.002 pounds or 1.29 grams
Electrum Piece	2.426 cm	.175 cm	.002 pounds or .995 grams
Platinum Pieces	2.426 cm	.175 cm	.003 pounds or 1.43 grams

Value of Exchange for Coins					
Coin Type	Copper Piece	Silver Piece	Gold Piece	Electrum Piece	Platinum Piece
Copper Piece	1	10	100	500	1,000
Silver Piece	1/10	1	10	50	100
Gold Piece	1/100	1/10	1	5	10
Electrum Piece	1/500	1/50	1/5	1	2
Platinum Piece	1/1,000	1/100	1/10	1/2	1

Armors: The are a wide range of armors that you can purchase, some of which you might not be able to in the beginning do to cost, location, or both (only elven cities and villages sell elven chainmail). Armor is split into three categories light, medium, and heavy armor the heavier the armor the bulkier it is and the bulkier it is the more it affects your movement. Armor provides armor bonus to your armor class, the higher your armor class value the higher a creature has to roll to successfully attack you. When your maximum carrying capacity is exceeded while wearing armor your ability to dodge attack become hindered, this is what the armor maximum dexterity bonus does. Below is a full list of descriptions of columns in the armor table.

Cost: This is how much the armor cost, if there is a special condition related to its purchase a ¹ will be next to it indicating you need to read the armors description to learn more.

Armor Bonus: Unarmored creatures have a base armor class of 10 + their dexterity modifier + miscellaneous bonuses. By wearing armor or shield you add the armor bonus to your armor class.

Maximum Dex Bonus: This is the shortened form of Maximum Dexterity Bonus. This is the amount of your dexterity modifier it allows you to add to your armor class while over encumbered and wearing that armor. Lighter armor tends to allow you to

use more of your dexterity modifier when overburdened, while heavier armor allows less or none of your dexterity modifier. A fighter with a dexterity of 18 wearing full plate armor would normally have a armor class of 22 (10 + 9 armor bonus +3 dexterity modifier), however if the fighter becomes overburdened their armor class becomes 19 as full plate armor has a maximum dex bonus of 0.

Armor Type: This is the type of armor it qualifies as; this is mostly used for armor proficiencies. If you are not proficient with the armor you are wearing you take a penalty on dexterity based general skill check. See dex skill penalty below for more details.

Bulk: This show how bulky an armor is the bulkier the armor the harder it is to stow it in bags or fit through tight spaces. Generally, non-bulk armor allows you to move through a tight space area like the size of a large vent with easy or about 4 feet wide and high. Fairly bulky armor allows to move though a tight spaces, but at half your movement speed i.e., it takes you twice as long to move through a tight space area to move the same distance. It is impossible to move through a tight space area with bulky armor, in fact you need at least 8 feet of space to move through a tight space comfortable without moving in a weird angle like through a doorway and crawling in a space the size of a vent is simple not possible.

Dex Skill Penalty: Is the penalty your take on dexterity based general skills if you are not proficient in the use of that armor.

Weight: This is how much the armor weights, assuming default materials.

Movement Penalty: Some armor will reduce your characters movement speed when wore by a number of feet. This is always applied after other effect the reduce movement speed like being overburdened which reduced your movement speed.

Number of Blocks Per Round: This shows the number of attacks in a single melee round the shield's armor bonus is

applied for. A shield held in a creature's hand can only be used against attack on the front or the side and only if they are aware of the attack. A shield strapped to a creature's back does provide its armor bonus on attacks to their back up to the number of blocks per round regardless of whether or not the creature is aware of the attack. A creature who is surprised never gains armor bonus from shields in their hands during the 1st segment of the melee round. For example, a fighter with a dexterity of 14 wearing ring mail and holding a buckler who is not surprised have an armor class of 15 against the 1st attack of the melee round against attacks from the front or side of them, but their armor class is 14 when attack from behind or if attacked a second time in the melee round.

Table : Armors and Shields								
Armors								
Armor	Cost	Weight	Bulk	Armor Bonus	Maximum Dex Bonus	Armor Type	Movement Penalty	Dex Skill Penalty
Padded Armor	4 gp	10 lbs.	Fairly	+1	+7	Light	-10 feet	-1
Leather Armor	5 gp	15 lbs.	Non	+2	+8	Light	-	+0
Studded Leather	15 gp	20 lbs.	Fairly	+3	+6	Light	-10 feet	-1
Ring Mail	30 gp	25 lbs.	Fairly	+3	+5	Medium	-10 feet	-1
Scale Mail	45 gp	40 lbs.	Fairly	+4	+3	Medium	-10 feet	-1
Chainmail	75 gp	30 lbs.	Fairly	+5	+4	Medium	-10 feet	-1
Elven Chainmail	3,500 gp ¹	15 lbs.	Non	+5	+6	Light	-	+0
Drowcraft Chainmail	4,000 gp ¹	15 lbs.	Non	+6	+6	Light	-	+0
Splint Mail	80 gp	40 lbs.	Bulky	+6	+3	Medium	-20 feet	-2
Banded Mail	90 gp	35 lbs.	Bulky	+6	+2	Medium	-20 feet	-2
Bronze Plate Mail	100 gp	45 lbs.	Bulky	+7	+2	Heavy	-20 feet	-2
Plate Mail	400 gp	45 lbs.	Bulky	+7	+2	Heavy	-20 feet	-2
Field Plate Armor	2,000 gp	55 lbs.	Fairly	+8	+1	Heavy	-10 feet	-1
Drowcraft Field Plate Armor	15,500 gp ¹	27.5 lbs.	Non	+9	+3	Medium	-	+0
Full Plate Armor	4,000 gp	65 lbs.	Fairly	+9	+0	Heavy	-10 feet	-1
Drowcraft Full Plate Armor	30,500 gp ¹	32.5 lbs.	Non	+10	+2	Medium	-	+0
Shields								
Shield	Cost	Weight	Bulk	Armor Bonus	Number of Blocks Per Round			
Buckler	5 gp	3 lbs.	Non	+1	1			
Wooden Small Shield	1 gp	3 lbs.	Non	+1	2			
Small Shield	10 gp	5 lbs.	Non	+2	2			
Drowcraft Small Shield	3,000 gp ¹	2.5 lbs.	Non	+3	2			
Large Shield	15 gp	10 lbs.	Bulky	+2	3			
Drowcraft Large Shield	4,500 gp ¹	5 lbs.	Fairly	+3	3			
Helms								
Helms	Cost	Weight	Bulk	Head Armor Bonus				
Leather Cap	2 sp	1 lbs.	Non	+1				
Hard Leather Skull Cap	1 gp	1.5 lbs.	Fairly	+3				
Skull Cap	5 gp	2 lbs.	Fairly	+5				
Half Helm	10 gp	3 lbs.	Bulky	+8				
Full Helm	15 gp	4 lbs.	Bulky	+10				

¹ See the armor's description for detail on where and who can purchase this armor.

Armor Descriptions

Padded Armor: Padded armor is a heavily padded, quilted coat with additional soft leather jerkin and leggings. This armor is fairly bulky.

Leather Armor: This armor is leather hardened by immersion in boiling oil shaped into a cuirass and shoulder pieces with softer shirt and leggings. This armor is not bulky.

Studded Leather: This leather armor has been fastened with metal studding to provide additional protection. It includes an outer coat of fairly close set studs. This armor is fairly bulky.

Ring Mail: This armor uses relatively soft leather armor over padding with metal rings sewn to them. This armor is fairly bulky.

Scale Mail: Scale mail is made similar to ring mail, but with overlapping scales of metal sewn to the coat and leggings or a skirted coat. Its overall weight lays mostly on the shoulders and waist of the wearer. This armor is fairly bulky

Chainmail: This armor is a padded coat with a interlocking mesh armor worn over it cover the upper and lower body. It has areas of multiple thickness over vital areas to protect vulnerable area with its weight laying mostly on the shoulders and waist of the wearer. This armor is fairly bulky.

Elven Chainmail: This armor is only forged and sold by elves made out of a specially processed mithril and can never be found outside elven lands, attempting to sell elven chainmail outside of elven lands will always result in suspicion of the creature attempting to sell the rare and valuable item. This armor typically given as gifts to non-elves as rewards for doing good deeds for the elven communities. This finely crafted suit of chains is made from a specially processed mithril that is a closely guarded elven secret, forged into much thinner links than what any human or dwarf could ever do. The armor is ridiculously light, always of masterwork quality, provided a maximum dexterity bonus +2 higher and any elven chainmail cost half as much to enchant then normal armor. Elves will only ever sell elven chainmail to other elves and will even make custom armor at their behest. The drow and dark elves have their own versions of elven chainmail call drowcraft chainmail see below. This armor is not bulky

Drowcraft Chainmail: Drowcraft chainmail is nearly identical to elven chainmail in both design and in respect to how they distribute it to non-elves. However, the process in which the mithril is used is different. First of which the mithril usual light blue tint is changed into a solid black as bars of mithril is left to melt and be heated while near a strong source S'ck Ssussun, a crystal formation commonly found in the dark realm which radiates a form of radiation that over a period of days begins to settle in and permeates the mithril as it is treated. This process is used for all drowcraft weapons and armor. The side effect of this on the finished product is not only much lighter armor and one easier to enchant, but even though not magical the drowcraft chainmail has a armor bonus +1 higher and when enchanted is treated as a magical armor with an enchantment bonus of +1 higher. Unfortunately, the power of the radiation starts to deteriorate while in sunlight and if it spends 12 total hours in direct sunlight will lose all radiation enhanced armor bonus, though it can be restored if the armor is placed within 4 or less feet of a S'ck Ssussun source for 48 consecutive hours. The dark elves on the surface have somehow found a way around this limitation with all of their drowcraft items, but are not willing to tell how they have done it and will not sell it to anyone they don't know well, especially any non-T'puuli worshipping drow. Because of this NPC dark elves never have +1 drowcraft chainmail as they only wear magical armor and their drowcraft item never lose their power. This armor is not bulky.

Splint Mail: This armor consists of light chain, greaves, and a leather coat which is laminated with vertical pieces of plate and includes shoulder guards. This armor is bulky.

Banded Mail: This layered armor includes padding, light chain with a series of overlapping bonds of armor in vulnerable areas with the weight distributed somewhat evenly. This armor is bulky.

Bronze Plate Mail: This cheaper version of plate mail is made of a thick bronze plate worn over leather or padded armor. The construction of the armor however makes the back of the armor more vulnerable to attack and attacks made at the back of a creature wearing this armor is at +2 bonus. This armor is bulky

Plate Mail: This armor includes a light chain with pieces of plate forming cuirass, shoulder pieces, elbow and knee guards, and grieves. This is a full set of armor which distributes the weight evenly. This armor is bulky.

Field Plate Armor: This armor consists of light weight interlocked plates covering the entire body and includes a full visored helm, gauntlets, and armored boots. It has a well-balanced construction that allows it to reduce damage from all weapons including natural weapon by 1 point of damage (damage can be reduced to 0 this way) and damage from spells, magical effect the produce physical damage like a fireball (but, not mental ones like weird), and supernatural abilities are reduced by 1 point of damage per dice of damage (a fireball that deal 3d6 points of fire damage has its damage reduced by 3 points, while a red dragons breath weapon which deals damage equal to its hit point are only reduce by 1 point of damage). Field plate must be fitted to its wearer by a skilled armorer and unless magical can only be worn by the character it was manufactured for. This armor is fairly bulky.

Drowcraft Field Plate Armor: Functioning identically like normal field plate armor except made with the specially processed mithril enhanced with S'ck Ssussun radiation this armor improves upon the well balanced construction of field plate armor. Further lightening of the plates weight allows the wearer better movement and with the stronger alloy the armor affords better protection to it wearer. The armor bonus of this armor is +1 higher than normal field plate and its maximum dexterity modifier is +2 higher. Commonly favored by noble drow warriors and by highly skill drow warriors who hold high favor with their matron. Dark elves keep several sets of drowcraft field plate armor in the city's armory in case the city becomes under attack. This armor in not bulky and look very intimidating to those unfamiliar with drowcraft armors.

Full Plate Armor: Full plate is made of perfectly forged interlocking plates back with chain that cover the entire body of its wearer. It includes an ornate visored helm, gauntlets, armored footgear. It so expertly balanced in its construction that it provides the best non-magical protection while only being fairly bulky. Like field plate armor, full plate must be fitted to its wearer by an armorer and cannot be worn by any other person. It isn't often worn by adventuring warriors as long walks outside of war times in the armor is ill advised. Also, like field plate armor this armor also reduced the damage its wearer takes. However, this armor's construction reduces all damage the wearer receives from weapons (including natural weapons), spells, magical effects the produce physical damage, and supernatural abilities by 2 points of damage per dice of damage. Thus, if struck by a bastard sword the deal 2d4 points of slashing damage or a fireball that deal 3d6 points

of fire damage they would be reduced by 4 points of slashing damage and 6 points of fire damage respectively.

Drowcraft Full Plate Armor: Functioning identically like normal full plate armor except made with the specially processed mithril enhanced with S'ck Ssussun radiation this armor further refines the already impressive construction of full plate armor to complete perfection. The finely thin chain combined with the thinner and stronger mithril plate, minimize both the armor's weight and bulkiness. All the while improving the wearers' ability to react and defend themselves when wearing the armor. The armor bonus of normal full plate is improved by +1 and its maximum dexterity bonus is increased by +2. This armor is almost exclusively used by noble drow warriors who are in high favor with their matron or by the chosen champion of a dark elf city or village. This armor is not bulky despite its look, one could almost feel like a demon slaying badass while wearing a suit of this.

Buckler: This form of small shield protects the wielder by one creature during a melee round in which it is used. It is small enough to be easily carried or may be strapped to the arm, thus allowing a wearer to use both hands in combat (though they must let go of any large objects in that hand or at least be able to easily raise the hand up to defend from attack to the front in order to gain the armor bonus against frontal assaults when used this way). When strapped like this, but still holding a object like a light or heavy crossbow the wearer can still gain the armor bonus against attack from the side (provided the attack comes from that side or they are able to turn quick enough to have that side face the enemy). Halflings or gnomes wearing a buckler treat it as wooden small shield. This shield is not bulky

Wooden Small Shield: This functions like a normal small shield except made of wood and provided a smaller armor bonus as it is more prone to split easily. This shield is not bulky.

Small Shield: This is your typical kite and heater shield including small round shields made out of metal that provides better protection than wooden shield. Halfling and gnomes can use this shield to block up to 3 attacks per melee round instead of 2 as it completely covers most of their body. This shield is not bulky, but halflings and gnomes treat it as fairly bulky.

Drowcraft Small Shield: The lighter stronger material used in crafting this small shield makes it far better at defending from attacks compared to normal small shield while being not bulky. This shield is commonly used by both drow and dark elves who don't favor the two weapon fighting style commonly used by drow and dark elf warriors.

Large Shield: This is your large Viking round shields or Norman kite shields; they are made of wood covered in leather and bordered with an iron banding at the edges. This shield is too large and bulky for halfling and gnomes to use. This shield is bulky.

Drowcraft Large Shield: This shield uses mithril banding to improve the armor bonus the shield gives while lessening the shield's bulkiness down to fairly bulky. The front line in drow cavalry and dark elf infantry, nobles will often employ this shield for its design and esthetics of the shield.

Weapons: The number of weapons available are numerous and can be overwhelming at times to decide what you want to

use. Each class has a list of favored weapons, this list isn't the weapons they can become proficient with. In fact, it shows what weapons your classes give you enough basic training with to use more effectively, you can spend your proficiency slot to become proficient with any weapon you choose, however you only get to add the favored weapon bonus to weapons on the list of your class's favored weapons. You can attack with a weapon you are not proficient with, but you take a penalty on attack rolls based on your class, see the table below. The following is a list of descriptions for each column on the table of weapons. Weapons are organized into three categories: simple weapon which are common place objects that anyone could readily find and use as a makeshift weapon if need be, martial weapon which are military equipment common made for warfare and usually found more around castles and big city-states than around farms, and finally exotic weapons these are usually rare weapons either designed with specific purposes in mind, are difficult to use, or are from a far off region that makes them hard to find in local areas.

Cost: This is how much a weapon costs to buy, at default. If a weapon has a special dependency on it cost a ¹, will be next to it donating you should check the weapons description for more details.

Weight: This is how much in pounds the weapon weighs.

Table 25: Non-Weapon Proficiency Penalties	
Character	Attack Roll
Class	Penalty
BARD	-2
Sword Dance	-1
CLERIC	-2
Druid	-2
Favored Soul	-3
FIGHTER	+0
Ranger	+0
Paladin	+0
MAGIC-USER	-3
Sorcerer	-3
Warlock	-3
PSIONICIST	-3
Monk	-1
THIEF	-2
Assassin	-1
Dark Mask	-2

Damage vs Small or Medium: This shows how much damage the weapon deals to creatures of medium size or smaller.

Damage vs Large: This shows how much damage the weapon deals to creatures of large size or larger.

Type: This is what kind of damage the weapon deals, slashing, bludgeoning, or piercing. If it is written like slashing/piercing then you can choose to do either slashing or piercing damage with the weapon during each single attack, but you cannot do both.

Range: This shows the range of the weapon, weapons with the throw property will have the throw range written here as well (though do remember that weapons with the throw property

can still be used as normal melee weapons too). Weapons without range will have a – here. Though the range listed here is the maximum range of a weapon, you can attempt to shot or throw (provided it has the throw property of course) the weapon past this range at a -1 penalty for a distance within twice the weapons maximum range, -2 for three times the weapon maximum range and so on and so forth. For example: A long bow has a maximum range of 140 feet, you can attempt to shot a creature from 141 to 280 feet away at a -1 penalty, or from 281 to 420 feet at a -2 penalty and so on.

Weapon Speed: This shows how long it take you to go your basic fighting stance with the weapon going through a sequence of attacks and feints while your opponent tries to

defend themselves before attempting a actual attack to deal damage in segments. A dagger with a weapon speed of 2 takes 2 segments to make a attack. This limits how many additional attacks you can make in a melee round, when using two weapons fighting the count down for when each attack sequence start happens on the same segment for the off-hand as it does for the 1st attack for your main-hand. For range weapons (other than weapons with the throw property) this is how long it takes you to load the weapon and then firing it, more complex range weapons like crossbows require you to spend a free or swift action while reloading limiting how many additional attacks you can make with them.

Table : Melee and Range Weapon and their Ammunition									
			Damage vs Small or	Damage vs			Weapon		Weapon
Weapons	Cost	Weight	medium	Large	Type	Range	Speed	Space	Properties
Simple Weapons									
Aklys ²	2 gp	3.5 lbs.	1d6	1d3	Bludgeoning	10 feet	4	2 feet	Throw, loading
Atlatl ²	1 gp	.2 lbs.	1d6	1d6	Piercing	90 feet	2	1 feet	Ammunition, loading
Club	-	3 lbs.	1d6	1d3	Bludgeoning	30 feet	4	3 feet	Throw
Dagger	2 gp	1 lbs.	1d4	1d3	Slashing/Piercing	30 feet	2	1 feet	Light, throw
Dart	5 sp	.5 lbs.	1d3	1d2	Piercing	40 feet	1	2 feet	Throw
Dirk	4 gp	.5 lbs.	1d3	1d4	Piercing	30 feet	2	1 feet	Finesse, light, throw
Hand axe	1 gp	7.5 lbs.	1d6	1d4	Slashing	30 feet	4	1 feet	Light, throw
Hammer	1 gp	5 lbs.	1d4+1	1d4	Bludgeoning	30 feet	4	2 feet	Throw
Headbutt	-	-	1d8	1d6	Bludgeoning	-	3	1 feet	Two-handed
Heavy Crossbow	20 gp	13 lbs.	1d4+1	1d6+1	Piercing	240 feet	6	2 feet	Ammunition, heavy, loading (free), two-handed
Javelin	10 sp	2 lbs.	1d6	1d6	Piercing	60 feet	3	6 feet	Throw
Jo Stick	-	4 lbs.	1d6	1d4	Bludgeoning	-	2	2 feet	Double Weapon
Kick	-	-	1d6	1d4	Bludgeoning	-	2	2 feet	Finesse, light
Knife	1 gp	.6 lbs.	1d3	1d2	Slashing	30 feet	2	1 feet	Finesse, light
Light Crossbow	12 gp	6 lbs.	1d4	1d4	Piercing	180 feet	4	2 feet	Ammunition, loading (free), two-handed
Punch	-	-	1d4	1d2	Bludgeoning	-	1	2 feet	Finesse, light
Quarterstaff	-	5 lbs.	1d6	1d6	Bludgeoning	-	4	3 feet	Double Weapon
Sap	1 gp	1 lbs.	1d2	1d2	Bludgeoning	-	2	1 feet	Light
Sling ²	9 sp	.1 lbs.	-	-	Bludgeoning	-	2	2 feet	Ammunition
Spear ³		4 lbs.	1d6	1d8	Piercing	30 feet	6	5 feet	Light, throw, reach (5 feet)
Martial Weapons									
Arming Sword	20 gp	2.4 lbs.	1d6	1d8	Slashing	-	4	2 feet	Light
Awl Pike ³	3 gp	8 lbs.	1d6	1d12	Piercing	-	9	18 feet	Heavy, reach (10 feet), two-handed
Bardiche	7 gp	12.5 lbs.	2d4	3d4	Slashing	-	9	5 feet	Heavy, reach (5 feet), two-handed
Bastard Sword	25 gp	10 lbs.	2d4	2d8	Slashing	-	5	4 feet	Versatile
Battle Axe	5 gp	7.5 lbs.	1d8	1d8	Slashing	-	5	4 feet	Two-handed
Bec de Corbin ³	6 gp	10 lbs.	1d8	1d6	Bludgeoning/Piercing	-	7	6 feet	Heavy, reach (5 feet only), two-handed
Bill-Guisarme ³	6 gp	15 lbs.	2d4	1d10	Slashing/Piercing	-	8	8 feet	Heavy, reach (5 feet only), two-handed
Blowgun	20 gp	1.5 lbs.	1	1	Piercing	30 feet	3	1 feet	Ammunition, Loading (swift), two-handed
Bo Stick	-	1.5 lbs.	1d6	1d3	Bludgeoning	-	3	5 feet	Double Weapon
Broad Sword	10 gp	6.2 lbs.	2d4	1d6+1	Slashing	-	5	4 feet	
Caltrop ²		.2 lbs.	1	1d2	Piercing	10 feet	1	-	throw
Composite Long Bow	100 gp		1d12	1d10	Piercing	210 feet	1	6 feet	Ammunition, two-handed
Composite Short Bow	75 gp		1d12	1d10	Piercing	180 feet	1	3 feet	Ammunition, two-handed
Falchion	10 gp	8 lbs.	1d6+1	2d4	Slashing	-	4	feet	Heavy
Fauchard ³	3 gp	6 lbs.	1d6	1d8	Piercing/Slashing	-	6	8 feet	Reach (5 feet only), two-handed
Fauchard-Fork ³	8 gp	8 lbs.	1d6	1d10	Piercing	-	6	8 feet	Reach (5 feet only), two-handed
Footman's Fail	3 gp	15 lbs.	1d8	1d10	Bludgeoning	-	4	4 feet	Heavy

Footman's Mace	8 gp	10 lbs.	1d6+1	1d6	Bludgeoning	-	5	3 feet	Heavy, two-handed
Footman's Military Pick	8 gp	6 lbs.	1d6+1	2d4	Piercing	-	6	4 feet	Two-handed
Glaive ³	6 gp	7.5 lbs.	1d6	1d10	Slashing/Piercing	-	7	8 feet	Reach (5 feet only), two-handed
Glaive-Guisarme ³	10 gp	10 lbs.	2d4	26	Slashing/Piercing	-	8	8 feet	Heavy, reach (5 feet only), two-handed
Great Sword	35 gp	6.5 lbs.	2d6	3d6	Slashing	-	9	6 feet	Heavy, reach (5 feet only), two-handed
Guisarme ³	5 gp	8 lbs.	2d4	1d8	Slashing/Piercing	-	8	6 feet	Reach (5 feet only), two-handed
Guisarme-Voulge ³	7 gp	15 lbs.	2d4	2d4	Slashing	-	8	7 feet	Heavy, reach (5 feet only), two-handed
Halberd ³	9 gp	17.5 lbs.	1d10	2d12	Slashing/Piercing	-	7	5 feet	Heavy, reach (5 feet only), two-handed
Hook Fauchard	6 gp	8 lbs.	1d4	1d4	Slashing/Piecing	-	8	8 feet	Reach (5 feet only), two-handed
Horseman's Flail	8 gp	3.5 lbs.	1d4+1	1d4+1	Bludgeoning	-	3	2 feet	-
Horseman's Mace	4 gp	5 lbs.	1d6	1d4	Bludgeoning	-	4	2 feet	-
Horseman's Military Pick	5 gp	4 lbs.	1d4+1	1d4	Piercing	-	5	2 feet	-
Long Bow	60 gp		1d10	1d8	Piercing	210 feet	1	6 feet	Ammunition, two-handed
Long Sword	15 gp	6 lbs.	1d8	1d12	Slashing	-	6	3 feet	Heavy, two-handed
Lucern Hammer ³	7 gp	15 lbs.	2d4	1d6	Bludgeoning/Piercing	-	6	5 feet	Heavy, two-handed
Morning Star	5 gp	12.5 lbs.	2d4	1d6+1	Bludgeoning	-	5	4 feet	Heavy, two-handed
Military Fork ³	4 gp	7.5 lbs.	1d8	2d4	Piercing	-	7	7 feet	Reach (5 feet)
Partisan ³	10 gp	8 lbs.	1d6	1d6+1	Piercing	-	7	7 feet	Reach (5 feet only), two-handed
Ranseur ³	4 gp	5 lbs.	2d4	2d4	Piercing	-	8	8 feet	Reach (5 feet only), two-handed
Scimitar	15 gp	4 lbs.	1d8	1d8	Sashing	-	4	3 feet	
Short Bow	15 gp		1d10	1d8	Piercing	150 feet	1	3 feet	Ammunition, two-handed
Short Sword	8 gp	3.5 lbs.	1d8	1d6	Slashing	-	3	2 feet	Light
Two-Handed Sword	30 gp	25 lbs.	1d10	3d6	Slashing/Piercing	-	10	6 feet	Heavy, reach (5 feet), two-handed
Trident ³	4 gp	5 lbs.	1d6+1	1d10+2	Piercing		6	4 feet	Throw, two-handed
Voulge ³	2 gp	12.5 lbs.	2d4	2d4	Slashing	-	10	8 feet	Heavy, reach (5 feet only), two-handed
Exotic Weapons									
Katana	50 gp	6 lbs.	1d10	1d12	Slashing/Piercing	-	4	3 feet	Finesse, Versatile
Khopesh	10 gp	7.5 lbs.	2d4	1d6	Slashing	-	6	4 feet	Heavy
Knife-whip ²	10 gp	5.5 lbs.	1d6	1d4	Slashing	-	4	8 feet	Finesse, light, reach (15 feet only), trip
Hand Crossbow	300 gp ¹	3 lbs.	1d3	1d2	Piercing	60 feet	2	1 feet	Ammunition, loading (swift), light
Harpoon	5 gp	6 lbs.	2d4	2d6	Piercing	30 feet	6	6 feet	Reach (5 feet only), throw, two-handed
Heavy Horse Lance ³	6 gp	15 lbs.	3d3	3d6	Piercing	-	8	14 feet	Reach (15 feet only), trip
Lasso	5 sp	2 lbs.	-	-	-	30 feet	7	5 feet	Two-handed
Light Horse Lance ³	6 gp	5 lbs.	1d6	1d6	Piercing	-	6	10 feet	Reach (10 feet only), trip
Man Catcher ²	25 gp	8 lbs.	1d2	1d2	Piercing	-	7	8 feet	Read (5 feet only), trip, two-handed
Medium Horse Lance ³	6 gp	10 lbs.	1d6+1	2d6	Piercing	-	7	12 feet	Reach (10 feet only), trip
Spiked Buckler	10 gp	3.5 lbs.	1d4	1d3	Piercing	-	4	1 feet	Light
Tanto	10 sp	1 lbs.	1d3	1d4	Slashing/Piercing	30 feet	2	1 feet	Finesse, light, throw
Wakizashi	30 gp	3 lbs.	1d8	1d8	Slashing/Piercing	-	3	4 feet	Finesse, light
Whip ²	3 gp	2.5 lbs.	1d2	1	Slashing	-	3	8 feet	Finesse, light, reach (15 feet only), trip
Ammunition									
Arrow	2 sp	.2 lbs.	-	-	Piercing	-	-	-	-
12 Arrow	1 sp	2.4 lbs.	-	-	Piercing	-	-	-	-
Blowgun Needles	1 sp	.1 lbs.	-	-	Piercing	-	-	-	-
Hand Crossbow Bolt	20 gp ¹	.1 lbs.	-	-	Piercing	-	-	-	-
20 Hand Crossbow Bolts	100 gp ¹	2 lbs.	-	-	Piercing	-	-	-	-

Light Crossbow Bolt	2 sp	.1 lbs.	-	-	Piercing	-	-	-	-
20 Light Crossbow Bolts	2 gp	2 lbs.	-	-	Piercing	-	-	-	-
Heavy Crossbow Bolt	2 sp	.2 lbs.	-	-	Piercing	-	-	-	-
20 Heavy Crossbow bolts	2 gp	4 lbs.	-	-	Piercing	-	-	-	-
12 Sling Bullet	6 sp	2.4 lbs.	1d4+1	1d6+1	Piercing	200 feet	2	2 feet	Throw
20 Sling Bullet	10 sp	4 lbs.	1d4+1	1d6+1	Piercing	200 feet	2	2 feet	Throw
Sling Stone	-	.1 lbs.	1d4	1d4	Piercing	160 feet	2	2 feet	Throw

¹ This weapon is special in how it can be obtained, see its description for more detail regarding its purchase.

² This weapon has special rules or a unique function regarding it, see its description for more details.

³ This weapon can be set in preparation for being charged by an opponent as a action, if a creature attack to charge you after doing this you get an attack of opportunity against the creature and on a successful attack with this weapon it deals double damage to the charging creature. If the charging creature was mounted when hit, then it is knocked off its mount, prone on the ground and must spend a action to stand back up and can only move by crawling at 1/4th their movement speed.

Space: This is how much room the weapon takes (usually its length and not its total dimensions. Large weapon needs enough room equal to their space + 3 feet to be used comfortably, while outside or in most castles or houses this isn't much of an issue, but in deep caves or underground dungeons this becomes very important.

Weapon Properties: This is what special properties the weapon has; a weapon can have multiple properties or none at all. Below is a list of weapon properties and what they do.

Ammunition: This weapon needs a separate item in order to fire and by itself is useless. Bow use arrows and crossbows uses bolts for example.

Double Weapon: Each end of a double weapon can be used to make a separate attack as if fighting with two weapons (including penalties). When using as a double weapon each end is treat as a weapon with the light property, you must use two hands in order to use a double weapon. You cannot use a weapon with the double weapon property and another weapon for two weapon fighting, it is either a single double weapon or two weapon without the double weapon property who fulfills the proper conditions for two weapons fighting.

Finesse: Weapons with this property allows you to use your dexterity modifier to your attack and damage rolls with that weapon. You can choose whether you want to use strength or dexterity for your modifier, but you must state this choose at the beginning of the melee round and it applies to both attack and damage rolls with that weapon. Also, using a finesse weapon as one of your weapons for two weapons fighting means you cannot reduce the penalty to better than 0 and you never get to add your strength modifier.

Heavy: Weapons with this property are too large and too heavy for a creature of small size or smaller to use even when made to be used for a creature of that size.

Light: Light weapons are designed with weight balance in mind and are light enough for a creature with the two weapons fighting style to uses as their off-hand weapons. A creature who has two weapons fighting style and use a light weapon in each hand has their two weapons fighting penalty reduce by +2.

Loading: Weapons with this property requires time to load ammunition into it before it can fire. Before making a attack a

creature must spend either a free or swift action to reload the weapon this is done as part of the weapons weapon speed. A weapon with this property has either (free) or (swift) next to it denotating which kind of action it takes to reload the weapon. Effectively this means a loading weapon can only be fired up to twice in a single melee round unless a feature or ability allows you to do otherwise, provided of course you have the ability to attack more than once in a round.

Reach: Weapons with reach can only be applied to melee weapons, this property allows the weapons wielder to make a melee attack against a creature farther away than 5 feet without having to move. A weapon with will have a number of feet display in parathesis next to reach, this is the number of additional feet away from you, your weapon can hit passed 5 feet. (5 feet) for example allows you to make a melee attack up to 10 feet away from the space you occupy. If the weapon has (5 feet only) this mean attacking creatures within the first 5 feet with this weapon has a -1 penalty on attack rolls because the weapon is not designed to be used at this distance, same is true if it says (10 feet only) attacking creatures within 5 feet of you is at a -1 penalty but attack creature 6 to 15 feet away from you is at your normal attack modifiers.

Throw: Weapons with this property can be thrown as a ranged attack instead of used as a melee weapon if they wish. Throw weapons always deal piercing damage regardless of their normal damage type. Throw weapons will have their maximum range in the range section of the weapons row. A throw weapon uses strength for its modifier to attack rolls and damage when thrown and not dexterity.

Trip: A weapon with this property can be used to trip a creature. In order to trip a creature, you must announce you wish to trip at the beginning of the melee round and your intended target, then if you get close enough you make a touch attack roll if you hit the target, they must make a save vs trip DC 10 + your Strength modifier + your proficiency bonus if you are proficient with the weapon you are using. If they fail this save the creature is now prone and must spend a action to stand up, they can attempt to crawl but can only move up to 1/4th their movement speed in a single melee round unless they stand up first.

Two-Handed: Weapons with two-handed can only be used with two hands, i.e. you must grip the handle with two hands in

order to make any attacks with the weapon and you cannot use any shields other than the buckler with them.

Versatile: A weapon with this weapon can be use with either one hand or two hands effectively. If used with two hands the weapon deal +1 point of damage of its damage type, but you cannot use a shield unless it is a buckler when using it two-handed.

Using Improvised Weapon: Sometimes you just don't have an actual weapon on hand and might have to defend yourself with the nearest item on hand. Well, this is what is called an improvised weapon. Look at the object in question, then compare it to the weapons on the list what weapon is it closest to. A table leg from a broken table is closest to a club, while using a chair is a good make shift hammer and thus you would use the appropriate weapon damage, speed, space, and properties.

Weapon Descriptions

Aklys: This is weighted short club with a strong, long leather strap attached to the butt. This weapon can be thrown with a weapon speed of 3 up to 30 feet, the wielder can hold to the thong when thrown and can spend 1 combat segment retrieving the aklys as a free action.

Arming Sword: This double-edged bladed weapon is usually 35 inches in size overall with a 30 inch blade. While it ends in a point, the edge of the blade is far sharper. It can easily be used in one hand and is perfect for dealing damage against larger foes while still being equally effective against smaller creatures. Fighters, paladins, and rangers will often use this as a sidearm and has a cousin in the rapier which shares the arming sword effectiveness being able to deal piercing damage instead of slashing do to its thinner blade. A rapier cost 5 gp more, but has the same stats as an arming sword other than damage type and having the finesse property in addition to being a light weapon. Any creature proficient with an arming sword is also proficient with a rapier. Arming swords are often referred to as Knightly sword by those in nobility or wealth, while common folk will usually use the term knight sword when referring to the arming sword.

Atlatl: The Atlatl is a tool that is a wooden shaft with a cup or spur at the end in which a dart or spear can be laid to rest. The Atlatl is thrust forward lunging the dart or spear off it. Regardless of ammunition, either weapon thrown using a Atlatl have a maximum of 90 feet rather than the dart or spear's normal maximum. Darts thrown with a Atlatl deal the damage listed in the Atlatl's listing rather than dart. Spears thrown with an Atlatl keeps its own damage instead gaining the Atlatl maximum range.

Awl Pike: Sometimes called an Ahlspiess, this weapon is basically a gigantic 18 foot spear. A long round shaft of wood mounted with a spike of square cross sections. This weapon isn't really made to be used within 5 feet; however, you can comfortably strike an opponent at a distance with it, but due to the odd balance of the Awl Pike it cannot be thrown and require a lot of room to be used properly. Definitely an outdoor weapon.

Bardiche: Is a large one-sided axe head attached to 5 foot long round wooden shaft. You can use it effectively to strike a

creature up to 10 feet away, unfortunately the axe head is too heavy and is impossible for small creatures to use.

Bastard Sword: Sometimes known as a Hand-in-half sword, this double-edged bladed weapon is the middle ground between arming sword and long sword. Having a overall length of about 39 to 42 inches long with a blade 33 to 36 inches long. The handle of the sword is 3 to 4 inches longer than an arming sword and tend to have just barely enough room to hold it with both hands comfortably. The weight balance of the sword allows the wielder to use it in either one or two hands.

Battle Axe: This 4 feet cleaving weapon is a shaft of wood with a crescent shaped head fixed on one side at the end usually made of iron or steel. The weight of this weapon is weighted towards the bladed end, requiring two-hands to properly used.

Bec De Corbin: This long pole has a raven's beak, a modified hammer's head and spike. The beak or the hammer head can be used during a single attack dealing either bludgeoning or piercing damage but you must announce which side you use to attack before making the attack roll, the hammer is similar to a lucerne hammer. The pole is 6 feet long in length and the weapon is most effective when used against creatures 6 to 10 feet away. A Bec De Corbin is in the polearm family and are used primarily in a battle field rather than places like in a dungeon.

Bill-Guisarme: This polearm is a combination of a bill, a curved blade originally used to trim tree limbs, and a guisarme, a pruning hook fixed unto a spear shaft or thin spikes. Thus spear/ spikes of the guisarme deals piercing damage, while swiping at a creature with the polearm's bill blade deals slashing damage. The bill-Guisarme is a large weapon not made to be used in tight corridors and is a battle field weapon of some renowned for its effectiveness in war.

Blowgun: A blowgun is a long narrow tube made out of a hallowed out piece of wood, it takes two hands to hold the blowgun properly enough to aim and shoot a dart. It takes a swift action to load a fresh dart into the blowgun. The dart is usually made from fletch wood, feather tips, or a metal needle.

Bo Stick: This 5 foot 11 inch long, smooth, unfinished staff is made of either a hard or a flexible wood like red or white oak. Being smoothed into a round or circular shape makes it comfortable to use and is favored as a training weapon by monks. When wielded properly in both hands a creature can make an attack with each end of the Bo Stick in a single melee round as if fighting with two-weapons. The Bo Stick can be inlaid or brands with strips of iron or other metals on each end for added strength, though doing so cost 2 gp for iron, 5 gp for steel, and 10 gp for silver.

Broad Sword: This sword is sometimes called a basket-hilted sword due to the basket-shaped guard that is commonly found on broad swords used by nobility. Broad swords are a double-edge blade, with a wider thicker blade than an arming sword though they are of similar length to them

Club: This is a short shaft of wood with one end larger than the other.

Caltrop: These small area of denial weapons are made up of two or more sharp spines or nail using a stable base that makes so they will always point upward. They can be thrown up to ten feet with up to five of them being able to fit in a single

hand. When a handful of caltrops are thrown onto the ground up to a five foot area becomes hazards to any creatures that walk into it. A creature who walks into a area filled with caltrops takes damage and takes twice as long to move up to their movement speed for up to one conflict or ten minutes.

Composite Long and Short Bow: A composite bow is made from horn, wood, and sinew laminated together; this combination allows the bow to maintain its strength while keeping the traditional bows ability to store energy. Composite long and short bows are general smaller in size compared to their normal "self bow" counterparts, while maintaining the power and range, however moister is damaging to how the bow is manufactured. The default composite bows given in the table have a draw strength of 80 pounds and requires a strength score of 7 in order to be used, the bow can be made at a higher draw strength, but it cost an additional 10 gp per 10 pounds for long bows and 5 gp per 10 pounds for short bows. For every 10 pound of force required to fire the bow, the strength score required to use it increase by 1 and as a benefit the bow deal +1 additional point of piercing damage to a max of +12 at a 200 pound bow (which would require a strength score of 19 to be use).

Dagger: This double-edge bladed weapon has two sharp edges on the blade ending with a very sharp point. The dagger is typical 8 to 10 inches overall with a 4 to 6 inch blade. A dagger can be used to deal slashing or piercing damage. You can throw a dagger with a weapon speed of 1 up to 30 feet.

Dart: A dart is a 6 to 8 inch shaft of wood thinner than an arrow shaft with quill on one end of the shaft and ending with a sharp metal cap on the other end. You can throw it yourself up to 40 feet with a weapon speed of 1 or up to 90 feet if used with an Atlatl using a weapon speed of 2.

Dirk: A dirk is a specialized dagger usually 10 to 12 inches overall with duller edges ending in a very sharp point. Dirks tend to be thinner and lighter than normal daggers and are favored by assassins. You can throw a dirk with a weapon speed of 1 up to 30 feet.

Falchion: this one-handed single-edged sword similar in shape to a Sabre in general form with its curved blade. Generally, their overall length is 30 to 42 inches, with the width of the blade being more often wider than an inch.

Fauchard: This large polearm consists of a long 7 and a half feet pole with a curved blade fixed to one end. The curve of the blade can be moderate to strong with the cutting edge being on the convex side of the blade. The long length of the pole can allow a creature to thrust or slash an enemy from 6 to 10 feet away, but is completely useless within 5 or less feet.

Fauchard-fork: The Fauchard-fork is a variant of Fauchard that has a spike shape blade fixed underneath the curved blade, making it a more effective thrusting weapon than the normal fauchard.

Footman's Flail: This 3 foot pole made of either wood or iron has a chain fixed with a spiked ball attached to one end. Designed to be used by infantry on the ground against enemies on horseback, it is a very heavy two-handed weapon and needs to be handled with care by the user lest the ball strike its own wielder.

Footman's Mace: Much like the footman's flail this weapon is made from a 3 foot pole, however on its end is a large ball of metal or an array of metal spikes. This weapon is capable of dealing a massive amount of force and is perfect for knocking the air out of unarmored creatures.

Footman's Military Pick:

Glaive:

Glaive-Guisarme:

Great Sword:

Guisarme:

Guisarme-Voulge:

Halberd:

Hand Axe:

Hammer:

Headbutt:

Heavy Crossbow:

Hook Fauchard:

Horsemen's Flail:

Horsemen's Mace:

Horsemen's Military Pick:

Javelin:

Jo Stick:

Kick:

Knife:

Light Crossbow:

Long and Short bow:

Long Sword:

Chapter 6: A Multiverse of Feats

What are Feats?

Feat are special traits creatures are either born with or train to develop. You must meet all prerequisites in order to take a feat, the effect of feats are permanent and can alter what your character can do in larger impactful ways.

Dark Elf Advanced Training

Prerequisite: Dark Elf, Level 4 or higher in your highest level class.

Benefit: You can use your T'puuli An'ar's Blessing 1 additional time per day and once per day you can expend one use of T'puuli An'ar's Blessing to create the effect of the moonfire spell, using this takes an action and functions as a spell-like ability. The spell level of the moonfire is dependent on your level in your highest level class see table below and is treated as if it was being casted by a sword dancer. You use your highest level class as your caster level and it uses charisma as your spellcasting ability.

Highest Level	Effective
Class	Spell Level
4 th – 6 th	1 st level
7 th – 9 th	2 nd level
10 th – 12 th	3 rd level
13 th – 15 th	4 th level
16 th – 18 th	5 th level
19 th – 21 st	6 th level
22 nd – 24 th	7 th level
25 th – 27 th	8 th level
28 th – 30 th	9 th level

Drow Advanced Training

Prerequisite: Drow, Level 4 or higher in your highest level class.

Benefit: You gain 1 additional use per day of your L'Jallil D'Vhid Cursed Magic 1/day spell-like abilities. You can also use your *dancing lights*, *darkness*, *faerie fire* spell-like abilities as a reaction instead of a swift action.

Fast Running

Prerequisite: Constitution score 12 or higher.

Benefit: While running or charging your base movement speed is treated as if it was 30 feet more. So, a human with this feat treats their movement speed as if it was 150 feet instead of 120 feet when running or charging to determine how far they can move.

Heightened Senses

Prerequisite: At least 1 skill point or proficiency in General Skill Listen, Spot, and Survival.

Benefit: You add twice your ability modifier to all General Skill Listen, Spot, and Survival checks.

Special: If you have proficiency in General Skill Listen, Spot, and Survival in addition to at least 1 skill point in each general skill your synergy bonus increase from a +5 to a +10 for those specific General Skills.

Improved Strength

Prerequisite: Level 4 or higher in your highest level class.

Benefit: Your strength score increases by 1 permanently, this increase cannot increase your strength to higher than 20.

Special: Humans who take this feat have their strength increases by 1 additional point for a total of a 2 point increases instead of just 1.

Improved Dexterity

Prerequisite: Level 4 or higher in your highest level class.

Benefit: Your dexterity score increases by 1 permanently, this increase cannot increase your dexterity to higher than 20.

Special: Humans who take this feat have their dexterity increases by 1 additional point for a total of a 2 point increases instead of just 1.

Improved Durability

Prerequisite: Constitution score 12 or higher

Benefit: You do not gain your constitution modifier to your hit dice, instead you gain a portion of your constitution score to your hit dice. When starting a character with this feat you gain a number of hit points added to your starting hit points equal to $\frac{1}{2}$ your constitution score, if you are a gestalt multiclass character you add this to each of your classes starting hit points before dividing by the number of classes. Every time you gain a level in a class you add $\frac{1}{4}$ th your constitution score to the result of each hit dice rolled, if you are a gestalt multiclass character you then divide the result by the number of classes. If $\frac{1}{2}$ or $\frac{1}{4}$ th of your constitution score would result in number with a decimal like 17 constitution would result in 8.5 when finding its $\frac{1}{2}$ value, you round to the nearest whole number. For example, a fighter/magic-user starts the game with this feat having a constitution score of 18, their starting hit points are 10 and 4 since 9 is $\frac{1}{2}$ of 18 they would figure their starting hit points like this $10+9+4+9 = 32/2$ classes = 16 starting hit points, then when the character gains a level in fighter they would roll $1d10 +5$ (4.5 is $\frac{1}{4}$ of 18 rounded to the nearest whole number), so if they roll a 5 they would have $10/2$ classes = 5 new hit points for a total of 21 hit points as a 2/1 level fighter/magic-user.

Improved Constitution

Prerequisite: Level 4 or higher in your highest level class.

Benefit: Your constitution score increases by 1 permanently, this increase cannot increase your constitution to higher than 20.

Special: Humans who take this feat have their constitution increases by 1 additional point for a total of a 2 point increases instead of just 1.

Improved Intelligence

Prerequisite: Level 4 or higher in your highest level class.

Benefit: Your intelligence score increases by 1 permanently, this increase cannot increase your intelligence to higher than 20.

Special: Humans who take this feat have their intelligence increases by 1 additional point for a total of a 2 point increases instead of just 1.

Improved Wisdom

Prerequisite: Level 4 or higher in your highest level class.

Benefit: Your wisdom score increases by 1 permanently, this increase cannot increase your wisdom to higher than 20.

Special: Humans who take this feat have their wisdom increases by 1 additional point for a total of a 2 point increases instead of just 1.

Improved Charisma

Prerequisite: Level 4 or higher in your highest level class.

Benefit: Your charisma score increases by 1 permanently, this increase cannot increase your charisma to higher than 20.

Special: Humans who take this feat have their charisma increases by 1 additional point for a total of a 2 point increases instead of just 1.

Chapter 7: Weapon Proficiencies Slots, Combat Maneuvers, and Combat Styles

Every class handles combat differently, between innate class feature, favored class weapons, and the weapons you choose to become proficient with they all change how your approach combat. Each class starts with a specific number of weapon proficiency slots, these weapon proficiency slots are spent to become proficient in a weapon or can be used to gain passive combat abilities called combat style and fighting techniques called combat maneuvers. Combat styles are reflective of the way your character has trained that improves their ability with particular weapons or fighting methods. Combat maneuvers are special techniques that you can learn to give you an alternative way of attack.

Weapon Proficiency Slot

Every class starts out with a set number of weapon proficiency slots at 1st level and they gain one additional weapon proficiency slot at specific interval dependent on the class in question. More combat oriented classes like the fighter start out with more weapon proficiency slot and gain new ones at a much faster rate than more magically inclined classes like the magic-user who start out with a poultry sum and take rather long time to gain another slot.

Table : Weapon Proficiency slots by class		
	Weapon	Weapon
	Proficiency	Proficiency
CLASS	Slot At	Slot At
Subclass	1st Level	Higher Levels
BARD	3 slots	1 slot every four levels
Sword Dancer	3 slots	2 slots every four levels
CLERIC	3 slots	1 slot every four levels
Druid	3 slots	1 slot every four levels
Favored Soul	3 slots	2 slots every four levels
FIGHTER	5 slots	2 slots every two levels
Paladin	4 slots	2 slots every three levels
Ranger	4 slots	2 slots every three levels
MAGIC-USER	1 slot	1 slot every six levels
Sorcerer	2 slots	1 slot every seven levels
Warlock	1 slot	2 slots every seven levels
PSIONICIST	3 slots	1 slot every five levels
Monk	2 slots	2 slots every three levels
THIEF	2 slots	1 slot every four levels
Assassin	3 slots	2 slots every four levels
Dark Mask	2 slots	1 slot every four levels

Becoming Proficient with a weapon

In order to become proficient with a weapon you must spend a number of weapon proficiency slot dependent on the classification of weapon. Weapons are split into three category Simple, Martial, and Exotic weapons. All classes are proficient in punching, kicking, and headbutting and all creatures are proficient with all natural weapons they have. Some class and racial features can give you proficiency with a weapon.

Table : Proficiency Cost By Weapon	
Weapon Type	Weapon Proficiency Slot cost
Simple	½
Martial	1
Exotic	2

Because of this a 1st level Magic-User can be proficient in two simple weapons or one martial weapon, but not with an exotic weapon. While a 1st level fighter can be proficient in ten simple weapons, five martial weapons, two exotic weapons and one martial weapon, two exotic weapons and two simple weapons, or any combination in between. Some weapons have alternate version with a different name, like the rapier being an alternate version of an arming sword. By taking proficiency with an arming sword, you gain proficiency with the rapier as well. You do not have to spend all of your weapon proficiency slot at once, you can hold on to any number of them as you wish. But, keep in mind that spending weapon proficiency slot out of character creation takes one day of down time per weapon, combat maneuver, or combat style each as you character practices to gain proficiency.

Combat Maneuvers

Combat maneuvers are special actions or abilities that a character can perform once they learn the combat maneuvers. Each combat maneuver requires you to spend weapon proficiency slots to learn, some have additional requirements like class levels, other combat maneuvers, or minimum ability score in order for you to learn the combat maneuver.

Arcane Strike

Weapon Proficiency Slot Cost: 1

Requirements: Arcane Spellcasting, Ability to cast 1st level spells, Intelligence 13 or Higher.

Description: Once per melee round, you can channel the energy from one spell slot (arcane spellcasters who prepare spells must use a spell slot with a prepared spell in it) of 1st level or higher into a single melee weapon you are currently holding as a free action. During the next strike you make with that weapon the channeled energies are release dealing additional damage on a successful strike. The strike deals 1d6 additional points of damage per level of the spell used, if the prepared spell used for arcane strike normal deal damage of a specific type the damage from the arcane strike deal damage of that type. The channeled spell energies stay within the weapon for one minute per spell level or until an attack roll is made regardless of success. Using this maneuver consumes the use of the spell per day.

Divine Strike

Weapon Proficiency Slot Cost: 1

Requirements: Channel Divinity, Wisdom 13 or higher.

Description: Once per melee round as a free action, you can use the divine energies from your channel divinity power and channel them into a melee weapon you are currently holding. During the next strike you make with that weapon the channeled energies are release dealing additional damage on a successful strike. The Alignment of your deity determines the type of damage the holy strike does, a Chaotic Good deity allows them to deal either anarchic damage or holy damage, while a Lawful Evil deity allows them to deal either order damage or unholy damage, neutral deity just deals damage.

You must choose which damage type the strike will be when channeling the divine energy. The strike deals 1d6 additional points of damage per 1/day use of channel divinity you channeled into the weapon. The divine energy stays within the weapon for one minute or until an attack roll is made regardless of success. Using this maneuver consumes the use of the channel divinity per day.

Fast Strike

Weapon Proficiency Slot Cost: 1

Requirements: Favored Weapon Bonus +2, Strength 13 or higher, and Dexterity 13 or higher.

Description: Once per melee round, when you attack with a weapon without the heavy property you can treat the weapon as if its weapon speed was half its actual weapon speed. When you deal damage with that weapon you can add twice your strength modifier or dexterity modifier if the weapon has the finesse property.

Heavy Strike

Weapon Proficiency Slot Cost: 2

Requirements: Proficiency with a melee weapon with the heavy property, and Strength 13 or higher.

Description: Once per melee round, when you make your first attack with a weapon with the heavy property that you are proficient with, you can choose to add twice your strength modifier to the damage roll with that weapon instead of your strength modifier. If you do the weapon speed increase by 2.

Improved Speed Dash

Weapon Proficiency Slot Cost: 2

Requirements: 3rd level or higher Fighter, Paladin, or Ranger, and Dexterity 13 or higher.

Description: You can use speed dash twice per melee round. However, using this second speed dash is a reaction and you cannot use this second speed dash if you bumped into a creature on the same melee round with the first.

Sniper Shot

Weapon Proficiency Slot Cost: 1

Requirements: 1st level of higher Assassin, Dark Mask, or Thief, Dexterity 13 or higher.

Description: When a creature is unaware of your presence and you are able to perform a sneak attack or backstab. When using a range weapon (it cannot be throw weapon), you can take a full round action to make a single range attack ignoring the normal 60 feet maximum range attack limits for sneak attack and backstab, furthermore you add twice your dexterity modifier to the weapons damage roll instead of your dexterity modifier. You must be proficient with the weapon you use with this combat maneuver.

Special: Assassins can use this maneuver with their assassination attack.

Speed Dash

Weapon Proficiency Slot Cost: 1

Requirements: 1st level or higher Fighter, Paladin, or Ranger, and Dexterity 13 or higher.

Description: Once per melee round as a free action, you can make a short, but extremely fast dash. This dash can only be in a straight line, though it can be to either side, forward, or backwards as desired. Speed dash allows you to immediately move 60 feet in one segment this counts toward your total movement speed for the melee round, if a creature is within the 60 feet you will bump into the creature. If you bump into a creature, you both must make a save vs. trip or fall prone.

Counterspell

Weapon Proficiency Slot Cost: 2

Requirements: Countersong, Intelligence 13 or higher, and Charisma 13 or higher.

Description: Once per day, you can use your Countersong to counter the casting of a single spell with a verbal component. If multiple spells are being casted, you must be facing the direction of the spell you wish to counter and they must be within 30 feet of you. The level of the spell you can counter with this maneuver is dependent of the level of success you have with you core skill singing check.

Table : Countersong effect on spells	
Core Skill Singing	Spell
Succeed by	Level
Base % - 10%	1 st
11% - 20%	2 nd
21% - 30%	3 rd
31% - 40%	4 th
41% - 50%	5 th
51% - 60%	6 th
61% - 70%	7 th
71% - 80%	8 th
81% - 90%	9 th

Combat Styles

Combat Styles are permanent, passive abilities that alter the ways you can fight during combat and give advantages that can turn the tide of battle easily. You must spend weapon proficiency slots to learn combat styles and more powerful combat styles build off of more basic styles.

Combat Caster Style

Weapon Proficiency Slot Cost: 1

Requirements: Arcane Spellcasting or Divine Spellcasting, Dexterity 13 or higher, and Intelligence 13 or higher.

Description: When casting spells with a casting time of 2 segments or more, you no longer have to remain still and focus

on casting the spell, but moving more than 20 feet causes you to have a chance of causing the spell to fail. The chance of the spell failing is 20% chance +5% per level of spell. You are also no longer flat-footed when casting spells.

Combat Casting Mastery Style

Weapon Proficiency Slot Cost: 2

Requirements: Arcane Spellcasting, Combat Caster, Light Armored Spellcasting, Medium Armored Spellcasting, Heavy Armored Spellcasting, Dexterity 13 or Higher, and Intelligence 13 or higher.

Description: You no longer have any spell failure chance when casting spells in armor.

Special: Gestalt Multiclass arcane caster do not have any spell failure chance to cast spells when wearing armor as long as one of their classes are proficient with it. When casting a spell at a creature with magic resistance, the Gestalt Multiclass caster treats their magic resistance as if it was 10% less.

Greater Two-Weapons Fighting Style

Weapon Proficiency Slot Cost: 3

Requirements: Two-Weapons Fighting Style, Improved Two-Weapon Fighting Style, and Dexterity 13 or higher.

Description: When you use a full round action to attack, you can make three extra attacks with your off hand weapon instead of one.

Special: Drow and dark elves treat any off hand weapon as if it was their classes favored weapon.

Heavy Armor Spellcasting Style

Weapon Proficiency Slot Cost: 2

Requirements: Arcane Spellcasting, Combat Caster, Light Armored Spellcasting, Medium Armored Spellcasting, Dexterity 13 or higher, and Intelligence 13 or higher.

Description: You can cast spells with somatic components while wearing heavy armor, but you have a 20% chance +5% per level of spells of the spell failing to cast.

Special: Gestalt Multiclass arcane caster do not require this combat style to cast in armor as long as one of their other classes have proficiency in the armor and they do not have any spell failure chance. As long as they are proficient with the armor in question Gestalt Multiclass arcane caster gain +1 to their armor class when wearing heavy armor while casting spells with somatic components.

Improved Two-Weapons Fighting Style

Weapon Proficiency Slot Cost: 2

Requirements: Two-Weapons Fighting Style and Dexterity 13 or higher.

Description: Your off hand penalty for two-weapons fighting decreases by 2. When you use a full round action to attack, you can make two extra attacks with your off hand weapon instead of just one.

Special: Drow and dark elves already do not have any penalties when fighting with two-weapons, when taking this maneuver, a drow or dark elf can add their dexterity modifier to their offhand attack rolls in addition to strength. Their dexterity modifier does not follow the normal two-weapons fighting rules of not being able raise their off hand attack roll bonus higher than +0. They still gain the ability to attack twice per melee round with their off hand.

Light Armored Spellcasting style

Weapon Proficiency Slot Cost: 1

Requirements: Arcane Spellcasting, Combat Caster, Dexterity 13 or higher, and Intelligence 13 or higher.

Description: You can cast spells with somatic components while wearing light armor, but you have a 20% chance +5% per level of spell of the spell failing to cast.

Special: Gestalt Multiclass arcane caster do not require this combat style to cast in armor as long as one of their other classes have proficiency in the armor and they do not have any spell failure chance. As long as they are proficient with the armor in question Gestalt Multiclass arcane caster gain +1 to their armor class when wearing light armor while casting spells with somatic components.

Medium Armored Spellcasting Style

Weapon Proficiency Slot Cost: 1

Requirements: Arcane Spellcasting, Combat Caster, Light Armored Spellcasting, Dexterity 13 or higher, and Intelligence 13 or higher.

Description: You can cast spells with somatic components while wearing medium armor, but you have a 20% chance +5% per level of spell of the spell failing to cast.

Special: Gestalt Multiclass arcane caster do not require this combat style to cast in armor as long as one of their other classes have proficiency in the armor and they do not have any spell failure chance. As long as they are proficient with the armor in question Gestalt Multiclass arcane caster gain +1 to their armor class when wearing medium armor while casting spells with somatic components.

Ranged Touch

Weapon Proficiency Slot Cost: 1

Requirements: Arcane Spellcasting or Divine Spellcasting, Spellcasting ability 13 or higher.

Description: When you cast a spell with a range of touch or that requires you to touch a creature as part of the spells effect, your touch gains a range of 15 feet. Spells that normally require you to make a touch attack (a melee attack roll) instead require you to make a range touch attack (a range attack roll) instead. You may still use a normal touch attack if you desire, but you must be able to physically reach them normally to do so as per normal. This range touch isn't actually like your hand stretching 15 feet to reach your target, but a magical invisible hand that shoots forth from your own grasp that functions as an extension of your real hand. The hand can only exert force equal to a soft caress.

Two-Weapons Fighting Style

Weapon Proficiency Slot Cost: 1

Requirements: Dexterity 13 or higher

Description: You no longer are limited to just a dagger or hand axe as your off hand weapon, you can use any light one handed weapon as your off hand weapon.

Special: Drow and dark elves have dark elf two-weapons fighting and can use any one handed weapon already. Instead, when using a light weapon in their off hand they treat it as their classes favored weapon. They must still be proficient with the weapon in order to gain this benefit.

Two-Weapons Fighting Style Mastery

Weapon Proficiency Slot Cost: 4

Requirements: Two-Weapons Fighting Style, Improved Two-Weapon Fighting Style, Greater Two-Weapon Fighting Style, and Dexterity 13 or higher.

Description: You can make up to four attack with your off hand when fighting with two-weapons. You can use any one handed weapon as your off hand weapon.

Special: Drow and dark elves can already use any one handed weapon as their offhand weapon, when fighting with two-weapons they deal +1 points of damage with their first successful hit, +2 points of damage with their second successful hit, +3 points of damage with their third successful hit, and +4 points of damage with their 4th and each sequential successful hit during the melee round. At the end of the melee round this bonus resets to +1 and begins count again. The bonus damage is for each attack regardless of whether it is the main or offhand as long as they are fighting with two-weapons.

Chapter 8: Spells of the Multiverse

There are a multitude of spells throughout the multiverse, their effect has just as many variances as there are spells. Then there is the power of the mind itself, Psionics. This strange and unusual power has existed since the beginning of written history, but only a special few have learned how to utilize this unique ability. This chapter will cover both Spells and Psionic, including Divine and Arcane spells for each class with these powers in the game.

The following is the list of spells accessible to a class, including what spell level they are for the class. There is a spell list for each class as well as specialist magic-user spell list for each

school of magic. Gestalt multiclass spellcaster have the spells per day of each class so they can only prepare spells in those spell slot that are from that class's spell list Progressive multiclass spellcaster have a single spells per day table that uses their total caster level for each spellcasting class divided by the number of spellcasting classes you have a level in. When classes that learn spells learn a spell that has a reverse, they treat the spells reverse as if they learned it automatically. You must still prepare the reverse in a spell slot before casting it (excluding spontaneous casters).

Spell List by Class

[illegible]

Spells

How to read spell description

The spells name will be at the top of the block, if the spell has a reversible version the name will be displayed in parentheses () next to the normal spells name. Fun trivia: the somatic and verbal component of a spells reverse version is just the normal spells somatic and verbal component just executed in the reverse order.

School of Magic: Right below the name of the spell written in italics is the school of magic the spell belongs to. A spell can only be from one school.

Level: This section shows the name each class that has the spell in their class spell list and what spell level it is considered. A spell's level can range from 0 to 10, divine caster tends to max out at 7th level spells as this is the level of power deities are comfortable with their worshiper being at.

Components: This section detail what component the spell requires to be cast. Generally spell components are split into four categories (V) Verbal or the spoken words needed to cast the spell, (S) Somatic or the gestures you make with your hands during casting (armor causes spells with these kind of components fail unless the caster is a gestalt multiclass spellcaster or have been trained with combat casting), (M) Material or physical components you need in one hand that are consumed in the casting, and (F) Focus Material or physical component you need in one hand that is reusable and is not expended when the spell is casted.

Casting Time: This is the amount of time needed to cast the spell, saying the incantation, making the proper somatic gestures, etc. Remember the spells take into effect the beginning of the segment after the casting time has elapse. A spell with a casting time of one minute would take one combat round to cast and then take into effect on the 1st segment of the next combat round for example.

Duration: This is the amount of time the spells effect lasts for, a spell with the duration of instantaneous happens immediately during the beginning of the segment and is resolves immediately before any other actions happen during that segment. Spells with a duration of concentration last only as long as the caster focuses on the maintaining the spells effect, if the spell also has a duration with a time next to concentration, the spell will last for the stated amount of time after the caster stopped concentration on it. Other than described above, the spells effect ends at the end of the segment of the last segment of the spell's duration.

Range: This section shows how far the spells effect reaches, see area of effect for more details.

Area of Effect: This section details the area or size of the spell's effect manifests as, if the spell affects only the caster it will have a area of effect of personal, if a spell has an area of effect of touch the caster can touch another creature or themselves as a target unless stated in the spells text otherwise. Spell with a with a shape of line or cone will have a height equal to its width unless otherwise stated. A spell that creates a zone will have a defined height in the spell's description.

Target: This section covers more specific details of the spells effect, like if it effects more than one creature or object, if it only affects creatures of specific type, etc.

Saving throw: This section will state wither the spell allows a save throw, which save is required, and wither it reduces the effect, negates the effect, or has special rules in which case you must read the spells description for details in how it works.

Reversible: This section states if the spell has a reverse version as well as its name. When you cast the reverse of the spell you are saying the spells verbal components in the reverse order.

Spell Description

Armor

Conjuration

Level: 1st level Magic-User, Protection Domain, 2nd level Sorcerer Spell

Component: V, S, M (A piece of finely cured leather which has been blessed by a cleric)

Casting Time: 1 minute (1 round)

Duration: Special

Range: Touch.

Area of Effect: One creature

Target: One humanoid creature

Saving Throw: None

Reversible: No

By use of this spell the caster creates a magical force field around a single humanoid creature touched, this force field is small being only nanometers away from the targets body and their clothing and gear will always be over the field thus it has no effect if the creature is already wearing armor (though it could be used to provided protection to the creature's head if they aren't also wearing a helm). This force

field provides the target with the effect armor bonus of wearing leather armor (+2 armor bonus) except it doesn't hinder the creature's dexterity modifier to armor class. If the creature has natural armor, it will only add a +1 miscellaneous bonus to the creature's armor class. Aimed attacks at the head of a creature under the effect of this spell gives the creatures head a +2 armor bonus to its armor class (A armor class of 12 + dexterity modifier) unless they are wearing a helm in which case the helm's armor bonus supersedes this spells effect. The *armor* spell doesn't slow or hinder movement, it has no weight or encumbrance, and doesn't hinder spellcasting at all. The spell lasts until dispelled or the target takes a total exceeding 8 + 1 per caster level hit points of damage from weapons or spells that require a attack roll. Spells that deal damage, but allow a save throw to avoid or reduce damage do not count towards the *armor* spells hit points. Casting this spell again on a creature that already has this spells effect active on it mealy resets the *armor* spells hit points to the casters total allowed amount. This spell will not function in conjunction with protective magic devices except a *ring of protection*.

Burning Hands

Evocation

Level: 1st level Magic-user, Sorcerer Spell

Components: V, S

Casting Time: 6 seconds (1 segment)

Duration: One minute (1 melee round)

Range: Personal

Area of Effect: A cone 3 feet long by 10 feet (120°) wide

Target: Creatures or object within area of effect.

Saving Throw: None

Reversible: No

This spell allows the caster to send a jet of searing flames shooting from their fingertips. This spell requires the caster hold both of their hands outward in the direction the flames are to shoot toward with their fingers spread out and the thumbs of both hand must be touching each other tip to tip, because of this it is impossible to cast this spell with only one hand. When the hand being held and the words are spoken a fan like sheet of flames are sent forth, the jet has a length of 3 feet and an arc of about 120° or about 10 feet wide in front of the caster. The jet of flames continues to shoot for one minute, the caster can turn to change to direction of the flames, but it takes 1 segment to turn 60° in one direction. With this spell it is possible to catch aflame flammable material like cloth, paper, parchment, thin wood, etc., materials caught ablaze by the flame will continue to persist for as long as it has dry material to burn. Creatures who are wearing flammable material can have their clothing or other combustible material ignited by this spell, putting out their burning clothing or the like takes an action which takes them 2 segments to put out all fires on their person. If they don't then the burning gear deal 1d3 points of fire damage at the end of the initial melee round and then another 1d3 points of fire damage at the beginning of the next and every melee round afterword's until either they put out the

fire or the fire burns up all combustible material on their person. Any creatures within the area of the flames take 1 point of fire damage per caster level and do to the close proximity needed to hit a creature with this spell they do not get any saving throw. After the spell has been casted, the caster can move with the flames burning, but only at a rate of 5 feet per segment and only up to half their movement speed.

At Higher Spell Levels: When this spell is cast in a spell slot of 2nd level or higher the spells points of fire damage per caster level increase based on the spell level of the spell slot.

Table: Burning Hand Damage by Spell Slot	
Spell	Fire Damage
Level	By Spell level
2 nd	2 points of fire damage per caster level
3 rd	3 points of fire damage per caster level
4 th	4 points of fire damage per caster level
5 th	5 points of fire damage per caster level
6 th	6 points of fire damage per caster level
7 th	7 points of fire damage per caster level
8 th	8 points of fire damage per caster level
9 th	9 points of fire damage per caster level

Bustify (*Rebust-tion*)

Alteration

Level: 1st level Bard, 2nd level Magic-User, Sorcerer, Anistrial special spell, Masked Lady special spell.

Components: V, S, M (a pinch of fertilizer to sprinkle on the target), F (a lock of hair from a succubus as a focus)

Casting Time: 6 seconds (1 segment)

Duration: Permanent

Range: Touch

Area of Effect: One female humanoid touched

Target: One female humanoid

Saving Throw: Yes, Save vs. Polymorph negates.

Reversible: Yes, *Rebust-tion*

This spell causes one humanoid female that you touch after sprinkling fertilizer on them to experience a sudden growth in their breasts, increasing the size of their bust within one segment of casting. The caster must sprinkle a pinch of fertilizer on the target before touching them and they must be holding onto the lock of succubus hair when they make the touch, though it needs not be in their hands. Bards have been well known to be vary sneaky with their deployment of this spell, usually sprinkling their targets well in advance to casting this spell on them at the best opportunity. Unwilling targets must make a save vs. polymorph, negating the spells effect on a successful save.

On a failed save or with a willing creature, the female creature has their bust grow in size, height, width, length, and mass by 1 inch per caster level. Female creatures whose breast grow by 5 inches or more suffer a -1 penalty on range attacks, general skills using dexterity as a key ability, save vs

breath weapons, and a -5% on thief core skill except read written languages for every 5 inches their breasts grow, these penalties are removed by -1 and -5% for each week after the growth till all penalties are gone. Clothing, armor, and other gear worn on the target's chest can be ruined or even destroyed if the creatures bust grows enough, tightly fitting clothing and armor like chain mail will split apart and be completely ruined, armor, gear, and clothing held by straps, fasteners, or buttons snap off. Like other size altering spells multiple casting of this spell on the same creature stack, each time increasing their breasts by another 1 inch per caster level.

The reverse of *bustify*, *rebust-tion*, functions identically to *bustify* except for as mentioned. This spell causes a humanoid female you touch to experience a sudden shrinking of their breasts, decreasing their bust size (this spell has no effect on women who are completely "flat-chested"). On a failed save or with a willing creature their bust shrink by 1 inch per caster level till they become completely "flat-chested". Like with *bustify*, creatures who have their bust reduced suffer penalties identically as those who have them enlarged. If the female creatures bust was 38 inches or more before the spell after the creature no longer suffers the penalties from the removal of their bust, they instead gain a +1 bonus on range attack, dexterity base general skills, save vs. breath weapons and area of effects, and a +5% on all thief core skills except read written languages for every 5 inches of bust they lost.

At Higher Spell Levels: When casted in a spell slot of 2nd level (bards) / 3rd level (everyone else) or higher, the amount the targets bust changes by increases by 1 inch per caster level for each level higher than 2nd / 3rd level. A *Bustify* cast by a bard at 5th level would increase the targets bust by 5 inches per caster level while a magic-user would increase their bust by 4 inches per caster level.

Charm Person

Enchantment

Level: 1st level Anistrial special spell, Bard, Charm domain, Magic-User, Sorcerer spell

Components: V, S

Casting Time: six seconds (1 segment)

Duration: Special

Range: 120 feet

Area of Effect: One humanoid creature within range that you can see

Target: One humanoid creature

Saving Throw: Save vs. Charm, Negates.

Reversible: No

This spell affects a single humanoid creature within range that it is casted upon. The target must make a save against charms, if they succeed then the spell has no effect on the creature, otherwise the creature will regard the caster as a trusted friend and ally to be heeded and protected. Any words or actions of the caster will be viewed in the most favorable

way, this does not make the charmed creature be controlled by the caster like if it was a automaton. A charmed creature will never obey a suicide command but can be persuaded to hold back a rushing red dragon for a minute or two if it believes the caster's life might be saved. The caster must be able to talk in the same language as the charmed creature for any commands or exchanges of word to happen, thus it is impossible to ask a charmed creature to steal an item from the palace guard, if they speak only goblin and you do not. This spells duration is dependent on the charmed creature's intelligence, when the spell is first casted on them the creature is allowed a save throw if they take damage the same melee round this spell is cast then the creature get a +1 on its saving throw for each point of damage sustained (the damage must be inflicted by a member of the casters party for them to gain this bonus), then if they failed the first save throw once the amount of time has passed based on their intelligence score, they are allowed another save, if they fail this save, they stay charmed until enough time has passed for them to be allowed another save, this continues until the creature succeeds on its save throw. Remember, that it is possible for a charmed creature to refuse a request, but the charmed creature will never directly cause harm to the charmer nor does the spell alter the creatures feelings towards the charmer's friends and allies and they will not react well if their allies make suggestions like "Ask him this question...", the spell only causes the charmed creature to react towards friendship and acceptance of the charmer, but they will still not put up with verbal or physical abuse from the charmer's associates.

Creatures	Time Between
Intelligence Score	Save throws
3 or less	3 months
4 to 6	2 months
7 to 9	1 month
10 to 12	3 weeks
13 to 14	2 weeks
15 to 16	1 week
17	3 days
18	2 days
19 to 22	1 day
23 to 24	12 hours
25	6 hours
26 or more	1 hour

Cure Critical Wounds (*Cause Critical Wounds*)

Evocation

Level: 5th level Cleric, Druid, Favored Soul, Sword Dancer Spell

Components: V, S

Duration: Instantaneous

Range: Touch

Area of Effect: Creature touched.

Target: One creature touched.

Saving Throw: None

Reversible: Yes, *Cause critical wounds*.

This spell function identically to the spell *cure light wounds*, except as mentioned herein. A living creature touched by the caster has energy from the positive material plane channeled through them healing them of 5d8 points of damage +1 per caster level to a maximum of +25. Undead creatures successfully touched by the caster take 5d8 points of positive energy damage +1 per caster level to a maximum of +25.

The Reverse of this spell *cause critical wounds* functions identically to the spell *cause light wounds*, except as mentioned herein. An undead creature touched by the caster has energy from the negative material plane channeled through them healing them by 5d8 points of damage +1 per caster level to a maximum of +25. Living creature successfully touched by the caster are caused physical harm by the cause minor wounds dealing 5d8 points of negative energy damage +1 per caster level to a maximum of +25.

At Higher Spell Levels: When casted in a spell slot of 6th level or higher *cure critical wounds* heal 1d4 additional points of damage and *cause critical wounds* causes 1d4 additional points of damage for every spell level higher than 5th level the spell is casted at.

Cure Light Wounds (*Cause Light Wounds*)

Evocation

Level: 1st level Bard, Cleric, Druid, Favored Soul, Sword Dancer Spell

Components: V, S,

Casting Time: 30 seconds (5 segments)

Duration: Instantaneous

Range: Touch

Area of Effect: Creature touched.

Target: One creature touched.

Saving Throw: None

Reversible: Yes, *cause light wounds*.

This spell allows the caster to lay their hands upon a single creature. By doing so the caster is able to channel energy from the positive material plane into the creature causing living creatures to be healed 1d8 points of damage +1 per caster level to a maximum of +5, undead creatures are not healed by cure light wound and are instead dealt damage equal to 1d8 points of positive energy damage +1 per caster level to a maximum of +5. This healing will not affect creatures without a corporeal body, neither will it heal creatures not living or those that can only be harmed by iron, silver, and/or magical weapons. Willing creatures can be affected by *cure light wound* without issue, however unwilling creature like all undead require the caster to make a touch attack roll to successfully use the spell on them. This spell will only heal a creature up to it maximum hit point total and cannot be used to exceed that total.

The reverse of *cure light wounds*, *cause light wounds* channels energy from the negative material plane into a creature touch. This negative energy causes physical harm to

any living creature touch deal 1d8 points of negative energy damage +1 per caster level to a maximum of +5, but undead creatures are instead healed by negative energy regaining 1d8 points of damage +1 per caster level to a maximum of +5. Except as mention here, *cause light wounds* functions identically to *cure light wounds*.

At Higher Spell Levels: When casted in a spell slot of 2nd level or higher *cure light wounds* heal 1d4 additional points of damage and *cause light wounds* causes 1d4 additional points of damage for every spell level higher than 1st level the spell is casted at.

Cure Major Wounds (*Cause Major Wounds*)

Evocation

Level: 3rd level Bard, Cleric, Druid, Favored Soul, Sword Dancer Spell

Components: V, S,

Casting Time: 36 seconds (6 segments)

Duration: Instantaneous

Range: Touch

Area of Effect: Creature touched.

Target: One creature touched.

Saving Throw: None

Reversible: Yes, *Cause major wounds*.

This spell function identically to the spell *cure light wounds*, except as mentioned herein. A living creature touched by the caster has energy from the positive material plane channeled through them healing them of 3d8 points of damage +1 per caster level to a maximum of +15. Undead creatures successfully touched by the caster take 3d8 points of positive energy damage +1 per caster level to a maximum of +15.

The Reverse of this spell *cause major wounds* functions identically to the spell *cause light wounds*, except as mentioned herein. An undead creature touched by the caster has energy from the negative material plane channeled through them healing them by 3d8 points of damage +1 per caster level to a maximum of +15. Living creature successfully touched by the caster are caused physical harm by the cause minor wounds dealing 3d8 points of negative energy damage +1 per caster level to a maximum of +15.

At Higher Spell Levels: When casted in a spell slot of 4th level or higher *cure major wounds* heal 1d4 additional points of damage and *cause minor wounds* causes 1d4 additional points of damage for every spell level higher than 3rd level the spell is casted at.

Cure Minor Wounds (*Cause Minor Wounds*)

Evocation

Level: 2nd Level Bard, Cleric, Druid, Favored Soul, Sword Dancer Spell

Components: V, S,

Casting Time: 30 seconds (5 segments)

Duration: Instantaneous

Range: Touch

Area of Effect: Creature touched

Target: One creature touched

Saving Throw: None

Reversible: Yes, *Cause minor wounds*.

This spell function identically to the spell *cure light wounds*, except as mentioned herein. A living creature touched by the caster has energy from the positive material plane channeled through them healing them of 2d8 points of damage +1 per caster level to a maximum of +10. Undead creatures successfully touched by the caster take 2d8 points of positive energy damage +1 per caster level to a maximum of +10.

The Reverse of this spell *cause minor wounds* functions identically to the spell *cause light wounds*, except as mentioned herein. An undead creature touched by the caster has energy from the negative material plane channeled through them healing them by 2d8 points of damage +1 per caster level to a maximum of +10. Living creature successfully touched by the caster are caused physical harm by the cause minor wounds dealing 2d8 points of negative energy damage +1 per caster level to a maximum of +10.

At Higher Spell Levels: When casted in a spell slot of 3rd level or higher *cure minor wounds* heal 1d4 additional points of damage and *cause minor wounds* causes 1d4 additional points of damage for every spell level higher than 2nd level the spell is casted at.

Cure Serious Wounds (*Cause Serious Wounds*)

Evocation

Level: 4th level Cleric, Druid, Favored Soul, Sword Dancer Spell

Components: V, S

Casting Time: 42 seconds (7 segments)

Duration: Instantaneous

Range: Touch

Area of Effect: Creature touched.

Target: One creature touched.

Saving Throw: None

Reversible: Yes, *Cause serious wounds*.

This spell function identically to the spell *cure light wounds*, except as mentioned herein. A living creature touched by the caster has energy from the positive material plane channeled through them healing them of 4d8 points of damage +1 per caster level to a maximum of +20. Undead creatures

successfully touched by the caster take 4d8 points of positive energy damage +1 per caster level to a maximum of +20.

The Reverse of this spell *cause serious wounds* functions identically to the spell *cause light wounds*, except as mentioned herein. An undead creature touched by the caster has energy from the negative material plane channeled through them healing them by 4d8 points of damage +1 per caster level to a maximum of +20. Living creature successfully touched by the caster are caused physical harm by the cause minor wounds dealing 4d8 points of negative energy damage +1 per caster level to a maximum of +20.

At Higher Spell Levels: When casted in a spell slot of 5th level or higher *cure serious wounds* heal 1d4 additional points of damage and *cause serious wounds* causes 1d4 additional points of damage for every spell level higher than 4th level the spell is casted at.

Dampen

Abjuration

Level: 0 level (cantrip) Magic-user Spell

Components: V, S

Casting Time: 3 seconds (1/2 segments)

Duration: Instantaneous

Range: 10 feet + 1 foot per caster level

Area of Effect: One cubic yard

Target: One or more creature or object within area.

Saving Throw: None

Reversible: No

Originally designed by a magic-user had a habit of accidentally catching things around him on fire as a spell to create dew on the object. However, after taking on an apprentice it became clear to him that dew drops does little to keep parchment from catching ablaze. One foggy day his apprentice had returned looking as if they had stopped to take a dip in the lake, when the apprentice explained the fog was rather thick with moisture today, it dawned on the magic-user that this could solve his issue. A month later everything in the magic-user's tower was moist and damp, when asked by a visiting magic-user why the tower was in such a state the apprentice replied simply that his master likes it a bit wet.

Dampen creates an area of fog-like dampness which leaves all materials within it to be damp to the touch. The misty dampness appears in a 1 cubic yard area within 10 feet of the caster that they can see, the area stays within the origin point and it cannot move. The dampness happens the instant the spell is cast, but a light misty fog lingers for one minute, the dampness of this mist isn't enough to soak objects or creatures that pass through the area so creatures that move through it after the initial casting won't get enough dampness on their clothes to protect them from fire. Creatures and objects within the area during the segment of casting are dampened making it wet parchment hard, thus they and like substances are harder to set aflame. Anything in the area of effect of *dampen*

will be enwrapped by a light fog, and objects in this fog while still visible will lose their detail to any creature looking at. This causes any attempt to make a aimed attack at a creature (i.e. trying to attack its head for example) harder as the creature's head gains a 10% concealment. Any creature making an attack roll at a creature's head who is within the area of effect make roll a d% in addition to the attack roll. If a result of 1-10% is rolled then the attack missed even if the attack roll would it the creature's head armor class. This spell requires its caster to making a low hooting or hummed ditty as its verbal component and a upwards hand gesture with writhing fingers as a somatic component.

At Higher Spell Levels: When casted in a spell slot of 1st level or higher the spells area of effect increases by 1 cubic yard per spell level higher than 0 level.

Dancing Lights

Conjuration

Level: 1st level Magic-user, Sorcerer, Sword Dancer, Warlock Spell

Components: V, S, M (A bit of phosphorus, witchwood, or glowworms)

Casting Time: 6 seconds (1 segment)

Duration: 2 minutes per caster level.

Range: 40 feet +10 feet per level.

Area of effect: Special.

Target: None

Saving Throw: None

Reversible: No

This spell when casted can be used to create lights in one of three forms. When the caster cast the spell, the caster must choose which form the dancing lights will take and how many of the lights they wish to conjure up to four dancing lights in a single casting. The lights can resemble torches and/or lanterns in which case they shed the appropriate amount light, glowing spheres of light such as those of a will-o-wisp, or one faintly glowing, vaguely human-like shape (this shape is somewhat similar to that of a creature from the elemental plane of fire). The caster can will the dancing lights to move however they want, forwards, back, straight, or turning corners without concentration up the movement by the caster. The lights will wink out if they leave the range of the spell (the maximum distance away from the caster the lights can be) or if the duration is exceeded though the caster can freely dismiss the spell at any time with a reaction. The light will last for up to 2 minutes per caster level and cannot ever be more than 40 feet + 10 additional feet per caster level away from the caster.

Deeper Darkness (*Daylight*)

Evocation

Level: 2nd level Darkness Domain, Magi-user, L'Barra An'ar Special Spell, Sorcerer, Warlock Spell.

Components: V, M (A bit of bat fur, a drop of pitch, or a piece of coal)

Casting Time: 12 seconds (2 segments)

Duration: 10 minutes +1 minute per caster level.

Range: 10 feet per caster level.

Area of effect: 15 feet radius globe

Target: One point you can see within range including a object or creature.

Saving Throw: None

Reversible: Yes, *Daylight*.

This spell is a more powerful version of the 1st level spell *darkness*. When cast the caster must focus on a point in which a 15 feet globe of darkness comes forth at the point of focus. This globe is total, impenetrable darkness nether infravision, normal or magical light will pierce the globe however light spells of 2nd level or higher like the *daylight* spell will negate the *deeper darkness* spell when it is casted within the area of the *deeper darkness* and *vice versa*. When cast in bright light the globe shed a illumination of normal darkness 15 feet out from the globe, It is possible to use darkvision and Infravision in the outer radius of *deeper darkness* when casted in a area of bright light, however if casted in an area of dim light or darkness then even that is impenetrable by darkvision or Infravision.

The reverse of this spell is *daylight*, it creates a 15 feet globe of bright light that is equivalent to daylight. Undead or other creatures that are vulnerable to daylight are affected while within the area of the daylight spell just as if they were in direct sunlight. When cast in darkness or dim light the globe shed a illumination of bright up to 15 feet out from the globe. Thus, the *daylight* spell will illuminate up 30 feet while in darkness or dim light, but it sheds dim light up to 30 feet out from that in darkness. When *daylight* is cast within the radius of a *darkness* spell of 2nd level or lower it negates the *darkness*, while if a *darkness* spell of 2nd level or higher is casted within the radius of a *daylight* spell, it will be negated by the *darkness*.

Detect magic

Divination

Level: 1st level Bard, Cleric, Dark Mask, Druid, Favored Soul, Magic-user, Paladin, Sorcerer, Sword Dancer, Warlock Spell

Components: V, S

Casting Time: 6 seconds (1 segment)

Duration: 2 minutes per caster level (concentration)

Range: Personal

Area of Effect: A 10 foot wide and 60 feet long path in the direction you are looking.

Target: None

Saving Throw: None

Reversible: No

When casted this spell allows the caster to see magical radiations. This radiation permeates magical items, creatures with magical effect currently casted on them or of magical nature, or area of space in which a spell or magical effect are in effect like a zone of truth or sanctuary spell for example. The caster can see the magical radiations within a 10 foot wide and 60 feet long path, this path follows the direction the caster is facing and moves when the caster turns their head. The caster can turn up to 60° in one minute without canceling the detect magic spell. 1 foot thick stone walls, 1 inch solid metal, or 3 feet or more of solid wood will block the spells' ability to detect magical radiation, though stone walls, solid metal, or solid wood of less thickness merely takes the caster a bit longer to pick up the radiation, requiring the caster to look in the direction for 2 segments before the radiation becomes visible to the caster. When looking in a direction with detect magic the caster immediately becomes aware of every source of radiation within the area of effect the segment they look in the source's direction (unless block as mentioned earlier). Furthermore, if the caster focuses their attention to a single source, they can identify the school of magic the effect comes from Abjuration, Alteration, Conjunction, Enchantment, Evocation, Divination, Illusion, invocation, or Necromancy and the intensity of the magic: dim, faint, moderate, strong, very strong, or intense, but it requires the caster to focus on the source for one minute. A creature summon will always identify as Conjunction, though they can also identify as another school at the same time if the creature was innately magical to begin with like a dryad or a succubus. Thus a 3rd level magic-user could theoretically identify the school of magic for up to six different sources before the spells' duration ran out.

Examining a powerful source of magical radiation like an artifact for a whole minute can be dangerous. If the caster attempts to do so, they must make a save vs. wand against a DC 20 + the artifacts' creator's caster level. If they succeed this save throw, they find out the school of magic the dominates the artifacts radiation, but the detect magic spell instantly ends and the caster must make a save vs. psionic against a DC 10 + the artifacts' creator's caster level or be stunned for the next 2d4 segments. A stunned creature is unable to move or take any kind of action. If the caster fails their save vs. wand, then the spell immediately ends, they failed to learn the artifacts school of magic, and they take 3d6 points of damage from the mental strain and they temporarily lose 3d4 points of charisma as their personality is strained by the powerful magical emanations from the artifact with no save throw allowed to reduce or negate damage or ability score loss.

Divine Weapon

Invocation

Level: 1st level Cleric, Dark Mask, Favored Soul, Sword Dancer, Paladin Spell.

Components: V, S, F (Your deity's favorite weapon), DF (Your deity's holy symbol)

Casting Time: 24 seconds (4 segments)

Duration: 1 minute per caster level.

Range: Touch

Area of Effect: your deity's favorite weapon touched

Target: One weapon touched that is your deity's favorite weapon.

Saving Throw: No

Reversible: No

When casting this spell, the caster calls upon their deity to empower the weapon with their divine power. The caster of this spell can touch a single weapon that is of the same type as their deity's favorite weapon calling out to their god or goddess while holding their holy symbol in their other hand to imbue the weapon with their divine power. Should the caster be in good standing with their deity and their plea is heard then a shimmering ray of light will touch the weapon. A weapon imbued by this spell deals 1d4 + their wisdom modifier points of additional damage on a successful attack roll. This additional damage is typed by the deity's alignment holy damage for Lawful Good, Chaotic Good, and Neutral Good Deities; unholy damage for Lawful Evil, Chaotic Evil, and Neutral Evil Deities; Anarchic Damage for Chaotic Neutral Deities; Order Damage for Lawful Neutral deities; and Untyped damage for Neutral deities. The empowerment of the weapon can be applied to a weapon in the caster's possession or in another creatures provided that they are touching it for the duration of the casting and until the empowering is given after which the empowerment lasts for one minute per caster level.

A deity is a very busy entity and may not have the free time to render direct aid to their cleric and faithful immediately upon asking, when this spell is cast the caster must roll a D%. Caster of 8th level or lower have a 60% chance of being heard (1 – 60%), a 20% (61 – 80%) chance of being heard but the deity is currently busy and the caster must wait 2d4 segments before their request is granted, and a 20% (81 – 100%) chance that their request was not heard at all. Casters of 9th level to 14th level have 70% chance of being heard (1 – 70%), a 20% (71 – 90%) chance of being heard but the deity is currently busy and the cast must wait 1d4 segments before their request is granted, and a 10% chance (91 – 100%) that their request was not heard at all. Casters of 15th level or higher have a 90% chance of being heard (1 – 90%) and a 10% chance of their request not being heard at all.

At Higher Spell Levels: When casted in a spell slot of 2nd level or higher the empowered damage deals an additional 1d4 points of damage for each spell level higher than 1st.

Dry

Abjuration

Level: 0 level (cantrip) Magic-user Spell

Component: V, S

Casting Time: 3 seconds (1/2 segments)

Duration: Instantaneous

Range: 10 feet +1 foot per caster level.

Area of Effect: One cubic yard.

Target: One or more creatures or object within the area.

Saving Throw: None

Reversible: No

The traveling magic-user had been traveling with his young apprentice now for two years. The month had been a hard one, it seems to constantly rain stopping only for a few hours. This makes it hard for the old magic-user as the dampness of the firewood made it too wet to light with a single casting of the wonderful *firefinger* spell his apprentice had made for him. Moreover, all this rain was making the both of them feel sick. Each night after he had got a fire finally going, he would see his apprentice huddling over a small pile of wet stick, mumbling in coherent noises and making hand gestures. By the time she went to bed her face would be ridden with exhaustion. One night, the old magic-user was roused by his own person contemplation by the girl's loud cheer and she rushed to his side with a look of satisfaction. "I did it master!" The apprentice was excited, but unaware that her master had no idea of what she was talking about. "You did what, my girl?" The old magic-user ask the apprentice not sure what to make of her actions. "I figured out how to remove the dampness and moisture from the sticks!" The girl quickly ran out of the cave the two had used for shelter, before coming back with a small handful of wet twigs which she set down at her master's feet. The girl began humming a ditty while making a wringing motion with her two hands and as the old mage watched the pile of twigs the rain that was still clinging to them disappeared before his very eyes. Impressed even more so then when she showed him *firefinger* the master smiled and said to her, "You are going to go places, my child."

When casted this cantrip removes dampness and excess moisture from all materials within the spell's area of effect. Wood will dry out, making it easier to catch fire, clothes will be as if they had been dried up a warm fire, and herbs will shrivel as if they had been laid out for days. This cantrip effects up to 1 cubic foot within 10 feet of the caster that they can see, making it useful for cloth, herbs, and even cleaning chores. The spell has the same verbal components as the spell *dampen*, but it requires the caster to make a wringing motion with two hands.

At Higher Spell Levels: When casted in a spell slot of 1st level or higher the spells area of effect increases by 1 cubic yard per spell level higher than 0 level.

Enlarge (*Diminish*)

Alteration

Level: 1st level Magic-user spell

Components: V, S, M (Pinch of Powdered Iron)

Casting Time: 6 seconds (1 segment)

Duration: 10 minutes per caster level.

Range: 5 feet per caster level.

Area of Effect: One creature or object within line of sight or touched.

Target: One creature or object.

Saving Throw: Yes, Save vs. Polymorph negates.

Reversible: Yes, *Diminish*.

This spell causes a single creature or object the caster chooses within range that they can see or touch grow in size, in height, length, width, and weight. The targets total volume cannot exceed 10 cubic feet per caster level, it can affect a single object, creature, or community entity, a creature adorn with many objects or items can become difficult to target with sight in which case they caster must touch the creature's bare skin so as to allow the spell to distinguish between the creature and the objects. Each object worn has a 10% chance of being affect instead of the creature, objects of 1 foot, but less than three feet in size have a 20% chance of being affect, object of 3 to 4 feet in size have a 30% chance of being affected instead, and an object that cover 60% or more of the creature's body like plate mail and other such kind of armor have a 50% chance being affected instead of the creature. Furthermore, items in possession or worn by a creature targeted by this spell do not alter in size with it, therefore garments and equipment worn held with straps or fasteners drop off as the straps or fasteners snap apart during growth and other kinds of garments and equipment split away during growth, thus coats of mail will be ruined if growth occurs while worn and is impossible to squeeze someone to death in their armor with this spell.

Creatures and community entities targeted by this spell must make a save vs. polymorph or immediately begin growing by 20% per caster level to a maximum of 300%, it takes six seconds for every 20% of size alteration for the target to complete its growth spurt, thus a creature enlarged by 80% would take 4 segments or 24 seconds to finish growing. Objects do not get a save throw, even if sentient, and grow by 10% per caster level to a maximum of 150%. The weight, mass, and strength of objects targeted by this spell are increased, but not any magical properties. Tables would be heavier and could block doorways more effectively, boulders would hurt more if it enlarged before impacted, doors would be thicker, and so on.

Creatures affects by this spell gain +1 to strength for every foot of growth to a max of 25, for every size category their growth puts them in their movement speed increases by 5 feet, and they gain the reach of their new size category, effectively making a 18 foot tall human a giant in respect to size. Objects gain +1 to their durability for each doubling of thickness, if an object grows enough to be within a new size category, they gain +1 to their hardness for each size category they grow into.

Casting *enlarge* on a creature that is under the effect of *diminish* will dispel the effects of *diminish* and *vice-versa*. If *enlarge* is dispelled by a *diminish* spell, the creature immediately returns to their original size (taking the same amount of time as it did to grow into that size to return to normal) and do not shrink any more than that, unless another *diminish* spell is casted.

The reverse of *enlarge*, *diminish* function identically to enlarge except for as mentioned. This spell causes a single

creature or object the caster chooses within range that they can see or touch to shrink in size, in height, length, width, and weight. Garments and equipment worn falls off the creature as they shrink, objects held in the creatures' hands become too heavy to hold and must be dropped off of or risk laying on top of the creature if it shrinks too small. Creatures affect by this spell immediately begin shrinking by 20% per caster level to a maximum of 300% and object begin shrinking by 10% per caster level to a maximum of 150%. The weight and mass of an object or creature targeted by this spell are decreased, thus they are lighter and can be blown away or down by strong wind if small enough to weigh less than a pound (for most creatures being reduce to 2 inches or less is sufficient enough loss of mass to blown down by a good breeze or wind).

Creatures affect by this spell gain +1 to dexterity for every foot shrunk to a max of 25, for every size category their shrinking reduces them to their movement speed decrease by 5 feet till reduced to 5 feet at that point it then decreases by 1 foot for each category to a minimum of 1 foot movement speed, and they gain the reach of their new size category. Objects gain -1 to their durability for every half the object is reduced by (to a minimum of a durability of 1) and their hardness is reduced by 1 for each size category it is shrink to a minimum of 0.

Diminish/Enlarge Size Formula values				
		Enlarge		Diminish
	Enlarge	Formula	Diminish	Formula
Percent	Scale	Value	Scale	Value
10%	110/100 th	1.1	90/100 th	.9
20%	120/100 th	1.2	80/100 th	.8
30%	130/100 th	1.3	70/100 th	.7
40%	140/100 th	1.4	60/100 th	.6
50	150/100 th	1.5	50/100 th	.5
60%	160/100 th	1.6	40/100 th	.4
70%	170/100 th	1.7	30/100 th	.3
80%	180/100 th	1.8	20/100 th	.2
90%	190/100 th	1.9	10/100 th	.1
100%	200/100 th	2.0	1/100 th	.01
110%	210/100 th	2.1	1/110 th	.0090909
120%	220/100 th	2.2	1/120 th	.008333
130%	230/100 th	2.3	1/130 th	.007692
140%	240/100 th	2.4	1/140 th	.007143
150%	250/100 th	2.5	1/150 th	.006666
160%	260/100 th	2.6	1/160 th	.00625
180%	280/100 th	2.8	1/180 th	.005556
200%	300/100 th	3.0	1/200 th	.005
220%	320/100 th	3.2	1/220 th	.004545
240%	340/100 th	3.4	1/240 th	.004166
260%	360/100 th	3.6	1/260 th	.003846
280%	380/100 th	3.8	1/280 th	.003571
300%	400/100 th	4.0	1/300 th	.003333

Multiple casting of this spell or its reverse do stack, each casting causing another 20% per caster level growth using their previous result as the creature's base size for the new casting. A creature takes the speed adjustment and reach of its new size category see the table Size Category for more details.

Calculating size with percentage accurately: In order to accurately determine a creature or objects final size when affected by this spell or its reversible you will need to create a

fraction out of the percent. For enlarge the creature's current size before the spell effect 100 and their base size is 100, so the fraction is 100/100th or 1 to 1. You add the 20% per caster level to the current size fraction for creatures and 10% for objects, a 5th level caster adds 100% to the creature's size, making the fraction 200/100th, you then divided the top and bottom fraction giving you 2 then you multiple that by the target's base height in inches or centimeters. For diminish you subtract from the creature current size by 20% per caster level till 4th level, you will have 20/100th or 1/5th their original size. At 5th caster level the creature is reduce to 1/100th. For every caster level past 5th add 20% to the creature's base height, at 6th level it would be 1/120th and continue on tell you get to 300% decrease at 1/300th their original size. Like with enlarge you divided the top and bottom fraction before multiplying it by the target's base height in inches or centimeters.

At Higher Spell Levels: If casted in a spell slot of 2nd level or higher up to 5th level, the spell alteration of size increases to 30% per caster level for creatures and 20% per caster level for objects. If casted in a spell slot of 6th level or higher up to 8th level, the spell's alteration of size increases to 40% per caster level for creatures and 30% per caster level for objects. If casted in a spell slot of 9th level or higher, the spells alteration of size increases to 50% per caster level for creatures and 40% per caster level for objects.

Exterminate

Abjuration

Level: 0 level (Cantrip) Magic-user spell

Components: V, S

Casting Time: 1 second (1/6 segments)

Duration: Instantaneous

Range: 10 feet

Area of Effect: One six cubic inch area

Target: One fine sized creature of 4 – 6 inches in size, one or more fine sized creature of 3 or less inches and one or more micro sized creatures.

Saving Throw: None

Reversible: No

Once there was a young drow, who was the apprentice to a powerful drow arch mage. The boy was the son of a powerful drow house, unbeknownst to the apprentice or his master another rival house had planned to attack the boys house, however with the young noble at the school learning from his master it would leave a member of the house alive, something that would be the rival house in peril from reprisal by the city council. So, the rival house matron mother summoned forth a army of poisonous(but normal sized) spiders, which she enchanted to seek out the boy and kill him. While the houses drow army marched against the boy's home the spider went to the school to find him. The apprentice and his master were in the middle of their lesson when the spiders attacked. The master did his best to protect his student even managing to teleport the boy and himself out. However, the

master had been bitten by hundreds of poisonous spider during the scuffle and he laid there dying in his students' arms. The boy promised his master that he will live to avenge him as the master died. Later on, the boy was found by a priestess of T'puuli An'ar who help him escape to the surface. There the boy more experienced now, made a easy to cast spell to aid all who wish to smite the horrible eight legged bastards, thus exterminate was created.

This spell when used allows its caster to kill a small pest such as a fly, mouse, rat, beetle, spider, or the like. It can be used for both indoor and outdoor applications. If the creature is very small (3 or less inches in size), an area of up to six cubic inches can be rid of pests. This cantrip is also effective against magical creations and normal-sized creatures magically shrunk to insect size, but it has no effects on creatures that are polymorphed into a shape of that size and nor does it work on similarly enchanted beings. The spell requires its caster to verbalize a low zzzt sound as a verbal component, while pointing a finger at the space to be affected as a somatic component. Casting exterminate is a reaction.

At Higher Spell Levels: When casted in a spell slot of 1st level or higher the area of effect of this spell increases by six cubic inches per spell level. This does not increase the size of the creatures that the spell effect only the possible number of creatures it could kill. A 3rd level *exterminate* spell can clear 2 cubic feet of creatures of 3 or less inches in size.

Faerie Fire

Evocation

Level: 1st level Bard, T'puuli An'ar special spell, Druid spell

Components: V

Casting Time: 18 seconds (3 segments)

Duration: 4 minutes per caster level

Range: 80 feet

Area of Effect: 12 linear feet per caster level within a 4-foot radius

Target: One or more creatures or objects within 4 feet of each other

Saving Throw: None

Reversible: No

This spell outlines a creature or object with pale glowing light the caster can choose the color of the faerie fire it can be blue, green, silver, or violet, the amount outlined is 12 feet per caster level and if there is sufficient power, several creatures or objects can be outlined by faerie fire, but one must be fully outlined before another can be outlined as well, they all must be within the area of effect. Therefore a 1st level caster could outline two 6 feet tall creatures or four 3 feet tall creatures. Objects and creatures outlined by faerie fire (including invisible creatures) are visible within 80 feet in the dark or 40 feet if the view is near a source of bright light. Outlined creatures stand out and are easier to strike at, creatures attacking a creature outlined by faerie fire get a +2

bonus on attack rolls against the outlined creature. The faerie fire does not itself cause any harm to objects or creatures it outlines.

Fireball (*Iceball*)

Evocation

Level: 3rd level Magic-user, Sorcerer Spell

Components: V, S, M (A tiny ball composed of bat guano and sulphur)

Casting Time: 18 seconds (3 segments)

Duration: Instantaneous

Range: 100 feet + 10 feet per caster level.

Area of Effect: A 20 foot radius sphere explosion.

Target: All creatures and objects within the radius of the explosion.

Saving Throw: Yes, save vs. area of effect for half damage.

Reversible: Yes, *Iceball*.

This spell allows the caster to create a small bead, this bead can be propelled 100 feet + 10 additional feet per caster level by pointing a finger and speak the range in distance and height in which the fireball is to burst. The bead flashes in a streak from the pointed digit and will burst, exploding into the *fireball* once it reaches the prescribed range or if it impacts a material. When the *fireball* bursts, it will generally conform to the shape of the area in which it detonates, up to an area equal to its normal spherical volume about 33,000 cubic square feet. While the *fireball* doesn't expend a considerable amount of pressure, the heat from its explosion is capable of igniting all combustible materials within its radius, it can melt soft metals like gold, copper, silver, etc. Item exposed to the *fireball* are allowed a saving throw vs. polymorph unless they are in possession of a creature in which case, they automatically fail their save if the creature possessing them fails their save. Creatures within the burst take 1d6 points of fire damage per caster level and half damage on a successful save vs. area of effect (roll each d6 the caster is entitled to and then divided by 2 rounding to the nearest whole number). Thus a 8th level magic-user casting a *fireball* deal 8d6 points of fire damage, if they rolled the maximum damage of 48, but one creature within the burst succeeded on its saving throw it would take 24 points of fire damage while all other creatures take 48 points of fire damage.

The reverse of this spell, *iceball* creates a small bead that explodes into a 20 foot sphere of intense painful cold. Metals within the burst become extremely cold to the touch and deal 1d4 points of cold damage to a creature who puts their bare skin against it. All creatures within the burst take 1d6 points of cold damage per caster level and must make a save vs. area of effect for half damage. Except as mentioned here *iceball* functions identically to *fireball*.

At Higher Spell Levels: When this spell is casted in a spell slot of 5th – 8th level, it deals 1d8 points of damage per caster

level instead of 1d6. If this spell is casted in a spell slot of 9th level it deals 1d10 points of damage per caster level.

Firefinger

Evocation

Level: 0 level (cantrip) Magic-user Spell

Components: V, S

Casting Time: 2 seconds (1/4 segments)

Duration: 6 seconds (1 segment)

Range: Personal

Area of Effect: A 6 inch line of fire.

Target: Special

Saving Throw: None.

Reversible: No

A traveling magic-user had recently taken a young girl from a village he had visited as an apprentice. Traveling with the girl, the old mage each night would reach in his travel bag, pull out his flint and grumble for a hour as he tried to light the firewood with it. After about a month of training, one night when the old mage began making a fire doing his usual grumbling when his quiet apprentice approached him. Asking her master why he doesn't just make a spell to light fires, he stood up giving the question a thought. "It never occurred to me," was his reply. The apprentice smiling at her master, bent down on her knees. Making a quick gesture with her hand she utters out in a low voice "ron-son" and a small jet of fire sprang from her finger and lit the firewood ablaze. Her master was speechless and the girls only word on the subject was thus, "Well, I made one for you Master." Thus, was *firefinger* learned by many traveling magic-users.

This cantrip allows the caster to cause a jet of flame up to six inches in length to shoot from the caster's finger. The fire is very hot, being able to ignite combustible materials such as parchment, twigs, kindling, and the like without difficulty provided of course the materials are relatively dry. Though wet material will not ignite by a single use, they will become drier by the first casting making it possible to light them ablaze with a second casting. The jet of flame will persist for up to 1 segment, materials caught ablaze by the flame will continue to persist for as long as it has dry material to burn. Creatures who are wearing flammable material can have their clothing or other combustible material ignited by this spell, putting out their burning clothing or the like takes an action which takes them 2 segments to put out all fires on their person. If they don't then the burning gear deal 1d3 points of fire damage at the end of the initial melee round and then another 1d3 points of fire damage at the beginning of the next and every melee round afterword's until either they put out the fire or the fire burns up all combustible material on their person. The jet of flames can be used on a creatures bear skin if the caster is close enough, because of this close proximity, the creature doesn't get a save throw nor does the caster have to make any attack rolls. When used in this manner the creature takes 1 point of fire damage + 1 additional point of fire damage for every three caster levels

the caster has. To cast the cantrip, the caster must speak a word from the language of fire elements called ignis like ron-son (ignite), zip-po (live), or dun-hill (burn) as the cantrips somatic component while extending the forefinger and making a sideways motion with the thumb.

At Higher Spell Levels: When casted in a spell slot of 1st level or higher the jet of flame increase to 1 foot in length and deals additional fire damage when used against a creature directly.

Table : Firefinger Bonus Spell Slot Damage	
Spell Level	Additional Fire Damage
1 st	+1 points of fire damage
2 nd	+3 points of fire damage
3 rd	+6 points of fire damage
4 th	+10 points of fire damage
5 th	+15 points of fire damage
6 th	+21 points of fire damage
7 th	+28 points of fire damage
8 th	+36 points of fire damage
9 th	+45 points of fire damage

Greater Spell song

Evocation

Level: 9th level T'puuli An'ar Special Spell

Components: V, S

Casting Time: One minute (1 melee round)

Duration: Special

Range: Special

Area of Effect: Special

Target: Special

Saving Throw: None

Reversible: No

This more version of the *spell song* is much more powerful, T'puuli An'ar most dedicated cleric have access to this spell and the more powerful sword dancers can use it innately with the Silver Dancers personal blessing. While any cleric of the Silver Dancer or sword dancer can join in the *greater spell song*, the number of clerics and sword dancers with the ability to use this spell is few and far between. Through song and supplication, the caster can create an effect equivalent to any cleric spell of 8th level or less with it having normal effect, range, duration, save throws, and so on, but without the usual gestures or material components in essence casting the spell through song and dance.

Alternatively, the *spell song* can be worded so as to allow the caster to immediately recall to memory and regain the ability to cast any three spells casted by the caster within the last 24 hours or with a differently worded *spell song* restore up to two lost character levels that have been lost within the last 24 hours from a single creature embraced during the *spell song*, though the caster can do this to themselves. Another differently worded *spell song* can allow the caster to

heal themselves or a single creature touched by 8d4 hit points +3 per caster level.

Multiple clerics of T'puuli An'ar and sword dancers can join in singing the *spell song*. If they choose to do so, each singing cleric or sword dancer who touches a injured creature while the song continues (this includes the option to heal the caster or themselves) to heal it by 8d4 hit points +3 per caster level of the cleric or sword dancer touching the creature. This additional healing from the choir cannot be used to deal damage to undead.

If seven or more clerics or sword dancers of T'puuli An'ar are present, their touch can instead *cure blindness*, *slow poison*, or *cure disease* instead of healing lost hit point as desired by the individual participant. While nine or more cleric or sword dancers of T'puuli An'ar are present, their touch can instead *dispel magic*, *remove curse*, or *neutralize poison* instead. If twelve or more are present, *regeneration* or *spell immunity* (limited to only spells known to at least one of the singers, either by casting it or having it casted upon themselves) can be done instead of healing. If fifteen or more are present, *resurrection* or *restoration* spell can be done instead of healing. If twenty or more clerics or sword dancers are present a *true resurrection* or *wish* spell can be done instead of healing. Using the *spell song* for *true resurrection* uses all the participants caster levels combined to determine the total number of years the creature can be deceased for.

The choir usually performs a circular dance around the person to be aided, a fire, or other focal point (commonly a bastard sword driven point first down into the ground or a tripod fashioned from sticks with T'puuli An'ar's holy symbol mounted on top).

In order to use *spell song*, the caster must be able to move about freely to dance and sing free of any magical silence effect. Any additional performs must also be able to move and sing under similar conditions. If any magical silencing occurs before the spellcasting ends the *spell song* may be wasted or only partially effective at the Dimension Masters discretion. All sword dancers and clerics of T'puuli An'ar are trained to be able to sing while in pain and dodging about in combat, but they cannot while physically attacking themselves.

Grope

Conjuration

Level: 0 level (cantrip) Magic-user Spell

Components: V, S

Casting Time: 1 seconds (1/6 segments)

Duration: One minute per caster level.

Range: 10 feet + 1 foot per caster level.

Area of Effect: Special

Target: one creature and the caster.

Saving Throw: None.

Reversible: No

This spell is a very weak and almost useless version of the *telekinesis* spell that was originally created by a very perverted, but bright young apprentice magic-user. After having seen his master perform the *telekinesis* spell the young man realized that the spell had so many potential applications beyond just picking up objects or pushing creatures down and set to work creating a cantrip that he could cast to grope women from a distance and still receive physical sensations from the touch without getting caught. Unfortunately for all of us, he succeeded. Unfortunately for him, he tested his new cantrip out on his master, who was a very attractive and well-endowed woman, she realized immediately what was going the moment an invisible hand grabbed her and she punished the young apprentice with a week of hard manual labor, but not before complimenting him of his skill and creativity. Over the years, this cantrip has got out and has spread like wildfire. It has gotten so bad that most prestigious magic schools have banned both the teaching and use of this spell out right.

This cantrip allows its caster to conjure a pair of invisible, incorporeal hands. These hands can interact with material in the material plane, but no material in the material plane can affect the hands. Furthermore, these hand allow the caster to feel all sensations of touch the hands experience when grasping an object or creatures as if it were the casters own hand doing so. The hands can exert up to ½ pound of force, enough to move small objects up to 1 foot, light weight object like clothes can be moved up to 5 feet (though attempts to tear the material can be made, heavy material clothes like leather or other thick material are simply impossible to tear without more force), and as long as the body part isn't able to exert more force than the hand, parts of another creature's body can be moved around. The caster must be able to see what they are interacting with in order for the hands to touch it, provided it is within range. Grope requires a quiet" uhhmm" sound as its verbal compound and the casters hands must move as they intend the telekinetic hand to move (grasping, wiggling fingers, pushing against, etc.) as the somatic component. Casting *grope* is a reaction.

At Higher Spell Levels: When casted in a spell slot of 1st level or higher the amount of force *grope* can exert increase ½ pound per spell level. If 5 pounds or more of force can be exert a general skill break object check can tear clothes made of thick material like leather, on a successful DC 10 check.

Know Alignment (*Obscure Alignment*)

Divination

Level: 2nd level Bard, Dark Mask, Druid, Cleric, Magic-user, Sword Dancer Spell.

Components: V, S

Casting Time: One Minute (1 melee round)

Duration: 10 minutes.

Range: 10 feet.

Area of Effect: One creature within line of sight per minute.

Target: One creature within line of sight.

Saving Throw: None

Reversible: Yes, *Obscure alignment*.

This spell allows the caster to look at a creature and read the aura of its body. The caster can examine a creature, they must be within line of sight of the caster and be within 10 feet of them. By examining a creature for one minute the caster will immediately know they full alignment unless it is magically obscured, if the caster doesn't have time to spend a full minute one component of the creature's alignment can be known by spending 30 seconds examining the creature though which part is determined randomly. Roll a d% a result of 1 – 50% means they learn the creature's moral alignment (good, neutral, or evil) and a result of 51 -100% means they learn the creature's ethical alignment (chaotic, neutral, or lawful). A true neutral creature will always have their moral and ethical alignment known as natural. With this spell it is possible for the caster to examine up to 10 creatures and learn their full alignment or 20 creatures and learn only one half their alignment.

The reverse of this spell, *obscure alignment* makes one or more creature's alignments impossible to learn. Examining a creature while under the effects of obscure alignment will cause the know alignment spell to read their alignment as neutral. Detect evil, good, chaos, or law spells will act as if the creature was of neutral alignment. This spell can obscure the alignment of a single creature for up to 10 minutes, two creature for up to 5 minutes, or up to 10 creatures for up to 1 minute, but all creatures must be within 10 feet of the caster.

Certain magical devices will negate the ability to know a creature's alignment with the *know alignment* spell or to obscure a creature's alignment with the *obscure alignment* spell.

Lesser Spell song

Evocation

Level: 4th level T'puuli An'ar Special spell, Sword Dancer Spell

Components: V, S

Casting Time: one minute (1 melee round)

Duration: Special

Range: Special

Area of effect: Special

Target: Special

Saving Throw: None

Reversible: No

The *lesser spell song* is a holy song known by clerics of T'puuli An'ar and her sword dancers. The power of this song is much weaker than its normal and greater variants. Likewise, the versatility of the *spell song* is much lesser. The *spell song* allows the caster through song and supplication create an effect equivalent to any cleric spell of 3rd level or less with it having normal effect, range, duration, save throws, and so on, but without the usual gestures or material components in essence casting the spell through song and dance. Optionally the caster can word the spell song to instead choose to heal

themselves or a single creature touched by 1d4 hit points +1 per caster level.

Multiple clerics of T'puuli An'ar and sword dancers can join in singing the *spell song*. If they choose to do so each one may touch a creature (this includes the option to heal the caster or themselves) to heal it by 1d4 hit points +1 per caster level of the cleric or sword dancer touching the creature. This additional healing from the choir cannot be used to deal damage to undead.

In order to use *lesser spell song*, the caster must be able to move at least their hands and shoulders, and sing free of any magical silence effect. Any additional performs must also be able to move and sing under similar conditions. If any magical silencing occurs before the spell casting ends the *spell song* may be wasted or only partially effective at the Dimension Masters discretion. All sword dancers and clerics of T'puuli An'ar are trained to be able to sing while in pain and dodging about in combat, but they cannot while physically attacking themselves.

Light

Evocation

Level: 1st Level Bard, Cleric, Dark Mask, Magic-user, Sorcerer, Sword Dancer spell

Components: V, S

Casting Time: six seconds (1 segment)

Duration: 60 minutes + 10 minutes per caster level

Range: 120 feet

Area of Effect: One 5-foot radius globe within range that you can see

Target: One 5-foot area of empty space or a creature or object of 5 square feet or less in size

Saving Throw: Special

Reversible: Yes, *Darkness*

This spell cause molecules in a 5-foot diameter sphere you can see to become excited as to make them brightly luminous being as bright as a torch (illuminating only 10 feet though), it lasts until its duration expires or the caster dismisses it, and it can be dispelled by a darkness spell of same or higher spell level. The target area can be a creature or object if desired, but then the creature is allowed a save vs. spell and applies any spell or magic resistance to the effect with a successful save meaning the globe is formed in the area immediately behind the creature or object rather than the creature or object itself. It is possible to cast this spell upon the visage or in front of the creatures' visual organs provided the creature was open eyed at the time it will be blinded by the light (a saving throw is only allowed if the spell is casted directly on the creature as mentioned above). When blinded a creature gets a -4 penalty on attacks rolls, save vs. breath weapons, area of effects, spells, and their armor class. This spell in all other cases remains in effect where the caster directs as long as they have line of sight or unobstructed path

for the spell (meaning they can have the globe move to any point they can see after conjuring it but doing so require at least a free action) *Light* can spring from air, rock, metal, wood, or almost any similar substance. This spell isn't mobile, though it can be cast upon a movable, mobile object or creature.

The reverse of this spell, *darkness* creates a 5-foot diameter globe of blackness. This globe of darkness is so dark that not even Infravision or darkvision can pierce through its blackness. Unlike *light* however, *darkness* last for only 30 minutes plus an additional 10 minutes per caster level. In an area of bright light, the globe will actually shed a illumination of darkness up to 10 feet of which only the center 5-foot radius being actually pure blackness. It is possible to use darkvision and Infravision in the outer radius of *darkness* when casted in a area of bright light, however if casted in an area of dim light or darkness then even that is impenetrable by darkvision or Infravision. Except for everything mention here, *darkness* function identically to the *light* spell.

Magic Missiles

Evocation

Level: 1st Level Magic-user, Sorcerer Spell

Component: V, S

Casting Time: 6 seconds (1 segment)

Duration: Instantaneous

Range: 60 feet + 10 feet per caster level

Area of Effect: one or more creatures within a 10 square foot area

Target: One or more creatures within 10 feet of each other

Saving Throw: None

Reversible: No

This spell creates one or more magical missiles made of shimmering silver energy, these missiles can take the shape of daggers, swords, crossbow bolts, or arrows as the caster desires. When the spell is cast the missiles dart forth from the caster's fingertips and strike their target unerringly. No attack roll is made and neither does the target get a save throw, they simply hit the target immediately deal 1d6+1 point of force damage per missile. If the caster has the ability to create multiple missiles, they can choose to have them strike a single target creature or several creature if desired, but all target creatures must be within 10 square feet of each other. The spells range is 60 feet plus 10 additional per caster level, all target creatures must still be within 10 feet of each other regardless of caster level. When casted by a 1st level caster, magic missiles creates but one missile. However, at 3rd caster level and for every two level afterward one additional missile is created when the spell is cast

At Higher Spell Levels: If casted in a spell slot of 2nd level or higher, magic missiles has one additional missile for each spell level higher than 1st level to a maximum of 8 additional missiles when casted in a 9th level spell slot. This is in addition to the

normal additional missile for every two caster levels the caster has.

Mirror Image

Illusion

Level: 2nd level Magic-User, 1st level Illusionist, 2nd level Illusion Domain Spell.

Components: V, S

Casting Time: 12 seconds (2 segments)

Duration: 2 minutes per caster level.

Range: Personal.

Area of Effect: 6 feet radius around the caster.

Target: The caster.

Saving Throw: None

Reversible: No

When the spell is cast a zone centered on the caster is formed, this zone moves with caster and creates 1 to 5 images that are exact copy of the caster. The spell creates a 6 foot radius zone that centers on and follows the caster, within this zone 1d4+1 illusionary duplicates of the caster is created around them. These *mirror images* are exact duplicates that do exactly what the caster does and the zone creates a blurring, slight distortion effect that makes it impossible to distinguish which our phantasms and which is the real caster. Each image has the same armor class as the caster and with every successful hit a d% must be roll to determine if the image struck is the real caster or a phantasm.

The percent roll needed to hit the real caster is dependent on the number of images. 2 *mirror images* require a roll of 1 – 33% to hit the real caster, 34 – 66% means the 1st image is hit and 67 – 100% mean the 2nd image is hit. 3 *mirror images* require a roll of 1 – 25% to hit the real caster, 26 – 50% means the 1st image is hit, 51 – 75% means the 2nd image is hit, and 76 -100% means the 3rd image is hit. 4 *mirror images* require a roll of 1 -20% to hit the real caster, 21 – 40% means the 1st image is hit, 41 – 60% means the 2nd image is hit, 61 – 80% means the 3rd image is hit, and 81 -100% means the 4th image is hit. 5 *mirror images* require a roll of 1 – 16% to hit the caster, 17 – 33% means the 1st image is hit, 34 – 50% means the 2nd image is hit, 51 – 67% means the 3rd image is hit, 68 – 84% means the 4th image is hit, and 85 – 100% means the 5th image is hit.

When an image is struck by a weapon, wither it be mundane or magical it takes damage, if the damage equals to or exceeds the image's hit points than it disappears. All other existing images remain intact until their hit points are reduced to 0 or the duration runs out. Each image had 4 hit points +1 additional hit point per caster level. The phantasms shift from round to round so that if the actual caster is struck during a round, they cannot be picked out from amongst their images the next. The images do not take damage from area of effect (including dragon's breath weapon) and if the casters takes damage as a result of the saving throw (from either failure or

success) from a damage dealing effect then the phantasma also act as if hurt the same way though they took no damage themselves. A magic missiles spell targeted at the caster will always strike images first, if multiple missiles are targeting the caster than each one will hit a different image if possible. The caster cannot be hit by the magic missile or similar spell until all images are destroyed first. If all images are destroyed the spell ends and destroyed images stay destroyed until the spell is casted again in which case the new number of phantasms rolled replaces the old ones even if there were more phantasms before.

At Higher Spell Levels: When cast in a spell slot of 3rd level or higher the phantasms gain 4 additional hit points for each spell slot higher than 2nd level.

Moonfire

Evocation

Level: 1st Level Sword Dancer, 2nd Level T'puuli An'ar Special Spell

Components: V, S

Casting Time: 30 seconds (5 segments)

Duration: One minute per caster level or until discharged

Range: Variable

Area of Effect: Up to 1 cubic-foot per caster level or one creature touched.

Target: Personal or creature touched

Saving throw: None

Reversible: No

With this spell the caster conjures into being a manifestation of T'puuli An'ar's power called *moonfire*. *Moonfire* can be of a variety of colors or hues as desired by the caster including blue-white, soft green, white, and silver and moreover the brightness the *moonfire* sheds can range from a faint glow to a clear, bright light though not blindingly bright as willed by the caster. At T'puuli An'ar choosing she can gift any creature she chooses with an application of *moonfire* manifesting on their body, though she determines the location, hue, and brightness. It is common for clerics of T'puuli An'ar to use *Moonfire* as a light for reading, finding one's way in the dark, or to attract other to a desired location. Illumination caused by *Moonfire* sheds bright light up to a 10 foot diameter with the strength of the strongest moonlight and dim light for another 10 feet.

The *moonfire* last for one minute per caster level (or one melee round per caster level) and the caster doesn't need to concentrate to maintain the *moonfire*, but the caster can dismiss the *moonfire* by will anytime as a reaction. It will always appear to emanate from some part of the casters body, but it can move about as the caster wills and it can occupy up to 1 cubic-foot of space per caster level on the casters body in any place desired, it does no harm to the caster, their gear or clothing, and any creature who touches the *moonfire* will notice it feels slightly colder than the air around it, but will be

completely unharmed by the *moonfire*. It can be dispelled by a *dispel magic* spell or any 2nd level or higher *darkness* spell provided the *darkness* spell is casted against it for this purpose, but the *moonfire* negates the *darkness* spell during its own destruction and *moonfire* can be used to dispel magical darkness as if a *light* spell of the same level.

Once the *moonfire* has manifested on a part of the casters body, the caster may choose to touch a creature with *moonfire*. They must make a successful touch attack roll if the creature is unwilling, once a creature has been successfully touched, the caster can will the *moonfire* to either harm or heal the touched creature immediately. Once the attempt to touch a creature has been attempted regardless of success, the energies of the *moonfire* is used up and it is completely discharged. If the touch was successful and they willed the *moonfire* to deal damage it deals 2d6 +the casters charisma modifier points of cold damage, if they willed the *moonfire* to heal it instead heal the touched creature of 2d6 +the casters charisma modifier points of damage.

Clerics and sword dancers of 4th level or higher can will the *moonfire* to move away from their bodies altogether, in this manner if functions akin to dancing lights. When no longer in contact with the caster the *moonfire* can drift in any direction even through the tiniest openings with a movement speed of 40 feet per minute. When the *moonfire* has moved away from the casters body it can no longer be used to make healing or harming touches. *Moonfire* can fill as large or small of an area as the caster desires up to the volume of 1 cubic-foot per caster level.

At Higher Spell Levels: If a cleric casts this spell in a spell slot of 3rd level or higher, the *moonfire* can heal or deal 1d6 additional points of damage per spell level higher than 2nd. If a sword dancer cast this spell in a spell slot of 2nd level or higher, the *moonfire* can heal or deal 1d6 additional points of damage per spell level higher than 1st.

Moonsilver

Alteration

Level: 7th Level Sword Dancer spell

Components: V, S, M (A piece of Silver no less than 1 gram in size), DF (Your holy symbol)

Casting Time: two minutes (2 melee rounds)

Duration: Permanent

Range: Touch

Area of Effect: One or more metallic Object touched

Target: One metallic Alloy touched with total mass not exceeding 10 kilograms per level.

Saving Throw: None

Reversible: No

This spell allows a sword dancer to touch a single piece of metallic alloy and transmute it into a durable alloy called moonsilver. By touching a piece of metal, the caster can transmute up to 10 kilograms of metal per sword dancer level

into moonsilver. Copper, bronze, iron, silver, steel, mithril, adamantite, and even starlight can be affected by this spell. Using this spell, it is possible to transform the blade of a single sword, a ingot of steel or other alloy, or a suit of metal armor. For every three levels the caster has they can transmute another object, by touching it provided that this doesn't exceed the total 10 kilograms of mass per level that they can normally transmute. Ingots turned into moonsilver can be forged into any kind of object and making magical items with moonsilver cost half as much gold to enchant compared to other materials.

Moonsilver is a light weight alloy, that resembles silver and functions as silver for the purpose of bypassing creatures' resistance and immunities that are weak against silver. However, unlike silver, moonsilver has the tensile strength of steel and one half the weight of steel. Moreover, drowcraft items made of moonsilver do not lose their properties when exposed to sunlight.

Magical weapons and armor can be transmuted by this spell, however there is a 15% chance that they might lose their current enchantments when affected by this spell. However, the item can be reenchanted with a successful craft magical items check using half the usual material components and cost, or with a well worded *wish* spell.

Resist Cold

Abjuration

Level: 1st level Cleric, Sword Dancer, Paladin, Ranger Spell

Components: V, S, M (A pinch of sulphur)

Casting Time: One minute (1 melee round)

Duration: 10 minutes per caster level.

Range: Touch

Area of Effect: Creature touched.

Target: One creature touched.

Saving Throw: None.

Reversible: No

This spell allows to caster to cause one creature they touch to be resistant to cold and low temperatures. The creature touched can withstand up to 0° Fahrenheit even without clothes on and still not feel any discomfort. When making saving throws against cold temperatures greater than 0° Fahrenheit like that of magical effects, spells, or a dragon's breath weapon the creature gain a +3 bonus. Moreover, the creature takes half damage on successful saving throw against these cold causing effects and one quarter damage on a failed saving throw.

At Higher Spell Levels: When casted in a spell slot of 2nd level or higher you can touch one additional creature to gain the benefits of this spell for each spell level higher than 1st.

Shadow Sight

Alteration

Level: 1st Level Dark Mask, L'Barra An'ar Special Spell, Masked Lady Special Spell

Components: V, F (A black quartz)

Casting Time: six seconds (1 segment)

Duration: 1 minute per caster level

Range: Personal

Area of Effect: The caster

Target: The caster

Saving Throw: None

Reversible: No

This spell causes the caster's eyes to see through magical and normal darkness. For the duration of this spell the caster gains darkvision up to 60 feet and they can see in magical darkness in addition to normal darkness. If the caster already has darkvision, then they simply gain the ability to see through magical darkness up to 60 feet.

Shocking Grasp

Evocation

Level: 1st level Magic-user, Sorcerer Spell

Components: V, S

Casting Time: 6 seconds (1 segment)

Duration: Until caster touches one creature.

Range: Touch

Area of Effect: One creature touched.

Target: One creature

Saving Throw: None

Reversible: No

When cast the casters hand starts holding a powerful electrical charge which painfully jolts the first creature touched by the caster. The caster must touch a creature, unwilling creatures must be hit with a successful touch attack roll in order to be shocked by the electricity. The touch of another creature does not cause the spell to discharge, but the spell energy will discharge on the first creature the caster touches. The caster doesn't have to touch bare skin to shock a creature, if the creature is wearing an electrical conductor merely touching that is enough to shock the creature. When the caster successfully touches a creature, it takes 1d8 points of electricity damage + 1 additional point of electricity damage per caster level.

At Higher Spell Levels: When this spell is cast in a spell slot of 2nd level or higher it deals an additional 1d8 points of electricity damage per spell level higher than 1st and if cast in a spell slot of 5th level or higher a creature touched by *shocking grasp* is paralyzed for 1d4 segments with a successful touch.

Spellsong

Evocation

Level: 6th level T'puuli An'ar Special Spell, Sword Dancer Spell

Components: V, S

Casting Time: One minute (1 melee round)

Duration: Special

Range: Special

Area of Effect: Special

Target: Special

Saving Throw: None

Reversible: No

The version of the *spellsong* is much more powerful than its lesser variant. Most high priests, high priestess, and veteran sword dancers of T'puuli An'ar keep at least one spellsong prepared at all times. This sacred song allows the caster through song and supplication to the Silver Dancer create an effect equivalent to any cleric spell of 5th level or less with it having normal effect, range, duration, save throws, and so on, but without the usual gestures or material components in essence casting the spell through song and dance.

Alternatively, the caster can use the *spellsong* to immediately recall to memory and regain the ability to cast any one spell casted by the caster in the last 48 hours or with a different wording one lost character level that had been lost within the last 24 hours can be restored to any creature embraced during the *spellsong*, though the caster can do this to themselves. Another differently worded *spellsong* can allow the caster to heal themselves or a single creature touched by 4d4 hit points +2 per caster level.

Multiple clerics of T'puuli An'ar and sword dancers can join in singing the *spellsong*. If they choose to do so, each singing cleric or sword dancer who touches a injured creature while the song continues (this includes the option to heal the caster or themselves) to heal it by 4d4 hit points +2 per caster level of the cleric or sword dancer touching the creature. This additional healing from the choir cannot be used to deal damage to undead.

If seven or more clerics or sword dancers of T'puuli An'ar are present, their touch can instead *cure blindness*, *slow poison*, or *cure disease* instead of healing lost hit point as desired by the individual participant. While nine or more cleric or sword dancers of T'puuli An'ar are present, their touch can instead *dispel magic*, *remove curse*, or *neutralize poison* instead. If twelve or more are present, *regeneration* or *spell immunity* (limited to only spells known to at least one of the singers, either by casting it or having it casted upon themselves) can be done instead of healing.

The choir usually performs a circular dance around the person to be aided, a fire, or other focal point (commonly a bastard sword driven point first down into the ground or a tripod fashioned from sticks with T'puuli An'ar's holy symbol mounted on top).

In order to use *spellsong*, the caster must be able to move about freely to dance and sing free of any magical silence effect. Any additional performs must also be able to move and sing under similar conditions. If any magical silencing occurs before the spellcasting ends the *spellsong* may be wasted or only partially effective at the Dimension Masters discretion. All sword dancers and clerics of T'puuli An'ar are trained to be able to sing while in pain and dodging about in combat, but they cannot while physically attacking themselves.

Summon Spider

Conjuration

Level: 2nd level L'Jallil D'Vhid special spell, Druid spell

Components: V, S, M (A live insect of fine size or less), F (A Spider's web)

Casting Time: one minute (1 melee round)

Duration: One minute per caster level

Range: 30 feet

Area of Effect: Special

Target: 2d4+1 spiders

Saving Throw: None

Reversible: No

This spell attracts 2d4+1 normal size spiders to the spider's web the caster holds, when casting the spell the caster puts the live insect on the spider's web. The spiders will attack any creatures the caster points to, the creature attack by these spiders will take 1 point of damage each round and the creature can do nothing but attempt to fend off the spiders during the time it is attacked. The spiders can be caused to attack another creature, but the spider will take one round to leave the previous target and attack the new victim. The spiders can move up to 10 feet per round, and there is a 50% chance that the spiders will be of a poisonous variety that causes a creature they deal damage to, to make a save vs poison. Creatures that fail this save take 1 point of damage each day for 1 week and can only move at half their movement speed for this period, until either a *neutralize poison* spell is casted on the creature or a week has passed. A creature so poisoned must make a save vs poison each time they attempt to rest, if they fail the save, they were unable to complete a rest.

Wave of Cure Wounds (*Wave of Cause Wounds*)

Evocation

Level: 1st level Dark Mask, Healing Domain (normal version only) Spell (1st level Death Domain Spell reverse version only)

Components: V, S, DF (Your Deity's Holy Symbol)

Casting Time: 18 seconds (3 segments)

Duration: Instantaneous

Range: 15 feet

Area of effect: A 15 feet diameter sphere centered on the caster.

Target: One or more creatures with a 7 and a half feet radius around the caster.

Saving Throw: Yes, save vs spell for no damage.

Reversible: Yes, wave of cause wounds.

This spell creates a wave of positive energy emanating from the caster in every direction healing all living creatures and damaging all undead. The spells wave of healing energies creates a 15 feet diameter sphere of positive energy centered on the caster, thus all creatures within 7 feet 6 inches of the caster is affected but this spell including the caster themselves. This spell does not distinguish between friend or foe merely living and undead, and using this near an enemy could benefit them just as much as it benefits you. Living creatures within the spells area of effect is cured by the channeled energies of the positive material plane healing 1d4 points of damage. Undead creature within the spells area of effect must make a save vs spell or take 1d4 points of positive energy damaged from the channeled energies of the positive material plane. If they succeed on their saving throw, they take no damage from this spell.

The reverse of this spell, wave of cause wounds functions identically to wave of cure wounds except as follows. Living creatures must make a save vs spell or take 1d4 points of negative energy damage and they take no damage on a successful saving throw. Undead creatures are healed by 1d4 points of damage. This spell affects all creatures within its area of effect including its caster.

At Higher Spell Levels: When prepared in a spell slot of 2nd level or higher, this spell heals or deals an additional 1d4 points of damage per spell level higher than 1st.

Domains

Domains are magical representations of a deity's portfolios and is what their clerics can manifest in order to further the deity's goals in respect to their portfolio. Each domain gives the cleric access to nine spells in which can only casted in their domain spell slot, preparing spells in your domain spell slot do not count when determining how long it takes you to prepare all your spells. The domain also gives you access to another channel divinity power, you must choose which power to use when you use channel divinity. Normally a cleric can only have access to one domain, but their might be a way to have more than one domain.

Charm Domain

Channel Divinity Power: Friendship

As an action during combat in a melee round in which a humanoid shaped creature has successfully hit you, you may use one use of your channel divinity feature to cause that creature to lose all interest in fighting and treat you as a old trusted friend that they just realized who you are. The creature is entitled to a save vs. charm against your spell DC, if they fail the saving throw, they function as if they were under the effects

of the *charm person* spell, expect it works on any humanoid shaped creatures not just humanoid type creatures and its effects only last one hour. Succeeding on the saving throw completely negates the effect.

Table: Charm Domain Spells	
Spell	Domain
Level	Spell
1 st	<i>Charm Person</i>
2 nd	<i>Enthrall</i>
3 rd	<i>Charm Monster</i>
4 th	<i>Suggestion</i>
5 th	<i>Mass Charm Person</i>
6 th	<i>Dominate Person</i>
7 th	<i>Mass Charm Monster</i>
8 th	<i>Dominate Monster</i>
9 th	<i>Thrall</i>

Healing Domain

Channel Divinity Power: Healing Surge

As a swift action in or out of combat, you can use one use of your channel divinity power to touch one creature. The creature touched must be a living, willing creature for this power to work otherwise nothing happens. The creature touched by the cleric is healed 1d8 points of damage per cleric level + 1 additional point of damage equal to the cleric positive wisdom modifier.

Table : Healing Domain Spells	
Spell	Domain
Level	Spell
1 st	Wave of Cure Wounds
2 nd	Mass Cure Light Wounds
3 rd	Mass Cure Minor Wounds
4 th	Mass Cure Major Wounds
5 th	Mass Cure Serious Wounds
6 th	Mass Cure Critical Wounds
7 th	Mass Heal
8 th	Restore Body
9 th	Full Cure Wounds

Protection Domain

Channel Divinity Power: Aura of Defense

Once per day as a free action, you can use one use of your channel divinity power. For 10 minutes per cleric level, your armor class increase by 2 and all slashing, bludgeoning, and piercing damage you take is reduced by 1 point of damage per dice of damage rolled. For example, you are struck by a bastard sword which deal 2d4 points of slashing damage, they roll a 6. Aura of defense would reduce that to 4 points of slashing damage, 6 – (1 x number of dice of damage rolled = 2 points of damage) = 4. The amount of damage reduced increase by an additional 1 point per dice of damage roll after the cleric reaches 5th, 10th, 15th, and 20th level. Additional dice of damage from features like sneak attack is also counted toward total dice of damage.

Table : Protection Domain Spells	
Spell	Domain
Level	Spells
1 st	Armor
2 nd	Protection from missiles
3 rd	Protection from Blades
4 th	Protection from Undead
5 th	Protection from Demons and Devils
6 th	Protection from Death
7 th	Zone of Lesser Protections
8 th	Zone of Minor Protections
9 th	Zone of Greater Protections

Chapter 10: Adventuring In The Multi-verse

In Darkness, Dragons, and Dimensions it is important to note that how certain things that can be done at all time like movement, skill checks, or spellcasting might function differently when in combat, when compared to outside of combat. Movement is particular different as in combat precise rate of movement in a single melee round is needed for maximum control over player and NPC actions, however outside of combat this isn't really the case. Skill on the other is more of a case to case basis, some skill don't allow a retry in combat, but might if out of combat or other stressful situations. Spells on the other hand is a bit simpler, the spells duration, casting time (in seconds or minutes), and range stay the same, but the caster's ability to make line of sight may differ depending on wither the are outdoors or indoors. This chapter also covers NPC reactions as well as how diplomacy and intimidate affects those reactions.

Movement

Outside of combat movement is handled in two different ways depending on whether or not you are outdoors or in doors. It should be noted to certain special movement speed types cannot always be used indoors. Burrowing and flying movement speeds depend on the conditions and dimensions of the room when players or NPCs want to use them indoors. For example, a 10 feet by 14 feet room in a log cabin with a height of 9 feet isn't enough room for a man-sized creature with wings to fly, but it is enough room for a small or smaller sized winged creature to fly. Likewise, if the floor of the cabin is made of rock, wood, or stone it is impossible for most creatures with a burrowing speed to dig through the floor unless they have an ability that lets them get through such impediments like the purple worm's corrosive acid, while a dirt floor would allow a creature to burrow without any issue.

Indoor Movement: When indoors all creatures can move up to two rooms of 60 feet in length within one minute, in they choose to they may stop to search a room but doing so means that the creature can only move to one new room. If a creature chooses to, they can spend a full minute searching a single room, doing so gives the creature a +10 on their general skill search check. If you are moving through a room with debris or other kind cluster that makes the ground very uneven it takes twice as long to move through the room, so moving through a room covered in difficult terrain takes a full minute. Each room indoors functions as a zone, a spellcaster attempting to cast a spell with line of sight can target anything within the room their currently in, but not any adjacent rooms if the doors or doorway is closed or even partially closed. If a door or doorway is completely open and is free of obstructions a spellcaster has line of sight within a straight line in the direction that the door way faces, attempting to move in the room to allow you to have line of sight to the side of the doorway doesn't work as the doorways edges obstructions a clear view of that part of the next room. However, standing in the doorway of a open door does give you line of sight in both rooms. Note on flying creatures indoor: In order for a creature to be able to use its flying movement speed indoors the height of the room from floor to ceiling needs to be at least three times the creature's own height, thus if a small winged creature is 3 foot tall and the height of the room is 9 feet, the creature can fly within the room, but it cannot fly outside of the room unless all the doorways and all adjacent rooms are of the same height as well. The

Dimension Master should conduct PC and NPC actions on a minute by minute basis when indoors.

Outdoor Movement: Outdoor movement is a little bit trickier to manage as there are several different rates of movement base on each creature's movement speed and type of area the players are moving in. When moving out doors in a village or city the DM only needs to keep track of where you start at, where you want to travel to, and the time it takes you to move there. When traveling in the wilderness this can be harder to adjudicate as it depends on what the PCs are attempting to do. If you are marching (i.e., walking) among the roads traveling to another city, village, or location then a distance per hours rate of travel should be used. When traveling in a group with multiple different movement speed you should always uses to slowest movement to determine how far the group travels within a hour. If the group is slowly exploring a forest or wilderness area, looking for tracks or searching for food sources, or such the Dimension Master can use either a minute rate or travel or a 10 minute rate or travel as desired. Outdoors a creature can use any type of movement they have available to them provided it doesn't require a particular median like water (in other words, you can only use your swim speed when in a body of water such as a lake, pond, river, or ocean). When casting line of sight spells outdoor as long as the target area or creature isn't beyond a source of cover like a rock, tree, bush, etc. you can freely cast and target a creature. The table below show the rate of movement by time frame for each movement speed. A party can march for up to 8 hours in a day, but they must take a short rest for in between each hour of travel or become exhausted. Creatures overburdened can only march for up to half the time and must spend 8 hours resting without their gear on to avoid becoming exhausted.

Table : Outdoor Movement rates by Time Traveled				
Movement	1	10	1	1
Speed	Minute	Minutes	Hour ¹	Day ¹
210 feet	210 feet	2,100 feet	8 miles	64 miles
180 feet	180 feet	1,800 feet	7 miles	56 miles
150 feet	150 feet	1,500 feet	6 miles	48 miles
120 feet	120 feet	1,200 feet	5 miles	40 miles
90 feet	90 feet	900 feet	4 miles	32 miles
60 feet	60 feet	600 feet	3 miles	21 miles
30 feet	30 feet	300 feet	2 miles	16 miles

¹ This assumes you are traveling with only up to your light load weight range of gear, if carrying a medium load reduce this by ¼ , if carrying your heavy load reduce this by ½ , if overburdened reduce this by ¾. Thus a 30 feet movement speed creature who is overburdened can only travel 4 miles in a day.

Reactions

Talking with NPC: When you talk with a NPC, wither it be a monster, a shop keeper, or a random women in town you physical attractively (Comeliness) and the way you present yourself to other, with your body movements and speech (Charisma) affects how positively or negatively a creature will respond to you during your interactions. We determine this with what is called a reaction roll, this result stays the same with later interactions unless you do some time that might alter how the creature perceives you. For example, if an NPC views you as a friend (friendly result) and after a fight breaks out with a group of rude noblemen who end up surrendering and

apologizing you suggest to the NPC that they should kill the noblemen anyways this could if you DM decides, cause you to either roll a new reaction roll without your comeliness bonus, roll a general skill Diplomacy check if the roll would put the NPC's reaction to a lower level than that becomes their new reaction towards you. An initial reaction roll or in other words a reaction roll for when you first meet a and interact with a creature always includes your comeliness score or up to twice of it as a bonus to your reaction roll in addition to your charisma reaction roll bonus. So, you roll a d% + your comeliness score (see comeliness for more information regarding this adjustment) + your reaction roll bonus for high charisma can compare it to the table below. If your DM asks that you do a second roll sometime later because of something you, did you roll a D% + your reaction roll bonus for high charisma. Whenever you attempt to peacefully persuade a creature to do something roll a general skill check if your roll is higher than the DC for the creature's reaction level towards you than the creatures reaction level increase to one level more positive, but doesn't worsen unless you fail with a 1 or less on your modified roll. You can attempt to intimidate a creature with a general skill check intimidate, if you succeed on the roll the creature will perform the asked action as if it was friendly (its reaction level doesn't actually change), however if you fail the roll its reaction level decreases to one level negative or two levels if you failed by a 1 or less. Creatures with a reaction level uncertain (50% chance toward negative) or higher will always be willing to parley before fighting, while creatures with a hostile or less reaction level will never parley and always try to attack first.

Table : Reaction Roll Results	
Adjusted	
Reaction Roll	Reaction Level
5% or less	Violently Hostile (Immediately attacks, Comeliness 5 or less effect takes affect)
6% - 25%	Hostile (acts Immediately, Comeliness 5 or less effect takes affect)
26% - 45%	Uncertain (50% Chance towards Negative)
46% - 55%	Neutral (Uninterested, but will listen)
56% - 75%	Uncertain (50% Chance towards Positive)
76% - 95%	Friendly (act immediately, Comeliness 16+ effect takes affect)
96% or higher	Enthusiastically Friendly (Immediate Acceptance, Comeliness 16+ effect takes affect)

Environmental Hazards

Snowstorms: Traveling in a storm is difficult, when it is snowing that makes a difficult task even worse. Snowstorm are split into five categories ranging from 1 (lightly snowing) to 5 (Antarctic blizzard that can last for days). Traveling through a category 1 snowstorm isn't too bad as long as you are bundled up warmly and you take your time. Movement during a snowstorm of category 1 reduces your movement speed by 30 feet and most normal winter clothes or up to two layers of clothes can protect you from exposure (see Cold Exposure for more details). A Category 2 snowstorm is normal heavy winter snowfall, movement is reduced by 50 feet and larger sized or smaller flying creatures cannot fly at all within this weather. Two layers of clothing can protect a creature from exposure for up to an hour, while three layers or a heavy winter clothes renders exposure a nonissue. A category 3 snowstorm is dangerous,

this is the equivalent to a blizzard in the northern united states with 6 inches to 2 feet of snow being common. Movement within this kind of snowstorm is reduced to ½ the creatures normal movement speeds, flying is impossible for any creature under gargantuan size and heavy winter clothes or up to four layers of clothing will only prevent exposure for up to one hour. A category 4 snowstorm is the equivalent to a mild snowy night in the Antarctic , movement is reduced to 1/4th the creature movement speed and heavy Antarctic style clothes are needed to avoid exposure. A category 5 snowstorm is an Antarctic blizzard, movement is not only reduced to 1/4th, but so is vision, moreover even the heaviest of protective clothing will only protect you from exposure for an hour.

Lava: Lava exerts 200° F heat within 15 feet of any source of lava. Creatures within 15 feet of lava suffer sever heat exposure every minute that they remain within 15 feet of a source of lava. Any creature without fire immunity that touches or falls within lava 5d8 points of fire damage at the beginning of every melee round i.e., each minute of direct contact with lava, this is in addition to any heat exposure.

Cold Exposure: The effects of cold exposure is dependent on the temperature in which they are exposed to. Creatures exposed to temperatures of 40° - 31° F without any protection must make a DC 15 save vs. death or become exhausted until they spend 2 hours within a warm room. Creatures exposed to temperatures of 30° F or less without any protection takes 1d6 cumulative points of cold damage for every 10° less than 30° F for each minute of exposure. For example. A creature exposed to 3° F temperatures during a snowstorm unprotected takes 6d6 points of cold damage for each minute of exposure and must make a DC 15 save vs. death or become exhausted. Any magical effect that gives you cold immunity gives you protection from all cold exposure, cold resistance only reduces cold damage from cold exposure.

Table : Cold Exposure	
Temperature In Fahrenheit	Cold Damage For 1 Minute Exposure
30°	1d6
20°	3d6
10°	6d6
0°	10d6
-10°	15d6
-20°	21d6
-30°	28d6
-40°	36d6
-50°	45d6

Heat Exposure: The effect of heat exposure is dependent on the temperature in which they are exposed to. Creatures exposed to temperatures of 90° -119° must drink 1 ounce of every hour of exposure or make a DC15 save vs. death or become exhausted every minute that they don't consume up to 1 ounce. If a creature is exposed to these temperature for 8 hours or more without having drank any water, they must immediately make a DC 20 save vs. death or die from dehydration.

Sever Heat Exposure: Any creature exposed to heat of 120° F or more not only must fallow the rules above for normal heat exposure, but also take 1d6 cumulative points of fire damage for every 10° more than 120° F for each minute of exposure. Any magical effect that gives you fire immunity gives you

protections from all heat exposure, fire resistance only reduces fire damage from heat exposure.

Table : Sever Heat Exposure	
Temperature In Fahrenheit	Fire Damage For 1 Minute of Exposure
120°	1d6
130°	3d6
140°	6d6
150°	10d6
160°	15d6
170°	21d6
180°	28d6
190°	36d6
200°	45d6

Rocks Fall Everyone Dies, The effects of Gravity

Gravity: The effects of gravity is very important to the function of the world, it affect how fast objects fall down, the amount of force object falls or can be thrown with. By default, 3D's assumes the world has gravity of the same strength as earth. However, the Dimension Master's Guide to the Multiverse has rules for how to make worlds with weak, stronger, or no gravity and how this affect fall damage, etc.

Fall Damage: When creatures fall from a distance, they can take damage if they fall from a great enough height without having a way to break their fall. The rate at which a creature falls is 20 feet per segment (6 seconds) for every size category larger than tiny, so a medium sized creature can fall down 60 feet within a single segment. When a creature falls down 10 or more feet they take fall damage, however larger creatures can fall further down before taking fall damage for each size category larger than large the creature can fall a cumulative 10 additional feet before taking fall damage. Creatures take 1d6 cumulative points of damage for each 10 feet fallen to a maximum of 20d6.

Table : Fall Damage			
Size Category	Feet Falling Before Damage	Feet Fallen	Fall Damage
Micro	10 feet	10 feet	1d6
Fine	10 feet	20 feet	3d6
Diminutive	10 feet	30 feet	6d6
Tiny	10 feet	40 feet	10d6
Small	10 feet	50 feet	15d6
Medium	10 feet	60 feet	20d6
Large	10 feet	70 feet	20d6
Huge	30 feet	80 feet	20d6
Gargantuan	60 feet	90 feet	20d6
Colossal	100 feet	100 feet	20d6
Macro	150 feet	110 feet	20d6

Boulders: Some large creatures will throw boulders as weapons, the distance a creature can throw it is dependent on the creature, its strength, and its size. Most creatures can throw a boulder up to 1/4th its size up to 60 feet. Use the table to determine the damage a boulder does by its size when thrown.

Table : Boulder Damage	
Boulder Size In Diameter	Bludgeoning Damage
5 feet	1d6
10 feet	1d8
15 feet	2d8
20 feet	3d8
25 feet	4d8
30 feet	5d8
35 feet	6d8
40 feet	7d8
45 feet	8d8
50 feet	9d8

Creature Size Categories

All creatures in the multiverse can be fit into one of twelve size categories. These size categories effect the creatures natural reach, the space they generally threatened, and take up as well as the rate of movement per segment. When a creature's size is increased their movement speed increases by 5 feet for each size category, they grow into. Likewise for every size category the creature is shrunk to its movement speed decrease by 5 feet to a minimum movement speed of 5 feet after which it decreases by 1 foot per size category to a minimum of 1 foot. When a creature's size is increased its strength increases by 1 point for each foot grown to a maximum of 25 strength, this additional strength is lost if the creature returns to its original size or is shrunk to a smaller size. When a creature's size is decreases its original strength is unaffected, but the creature's dexterity increases by 1 point of each foot shrunk to a maximum of 25 dexterity, this additional dexterity is lost if the creature returns to its original size or grown to a larger size. When a creature's size category changes it takes on all the characteristics of its new size category.

Table : Size Category				
Size Category	Size in Inches/Feet	Movement Per Segment	Reach	Space
Micro	Less than 1"	1 foot	1 inch	1"
Fine	1" – 6"	5 feet	6 inch	6"
Diminutive	7" – 12"	10 feet	1 feet	1'
Tiny	1'1" – 2'	10 feet	2 feet	2'
Small	2'1" – 4'	20 feet	5 feet	5'
Medium	4'1" – 8'	20 feet	5 feet	5'
Large	8'1" – 16'	25 feet	10 feet	10'
Huge	16'1" – 32'	30 feet	15 feet	20'
Gargantuan	32'1" – 64'	35 feet	20 feet	40'
Colossal	64'1" – 128'	40 feet	30 feet	60'
Macro	128' +	5 feet	40 feet	120'

Chapter 11: Combat in The Multiverse

Flow of Time in Combat: In combat, everything is broken down into six second segments called a Combat Segment (or just segment for short). Ten Combat Segments is a melee round, which is one minute of time. Ten Combat Round is a turn, which is ten minutes of time. When every creature in combat has taken their actions that is one Game Round.

Combat Segment: A Combat Segment is six seconds in combat, during a single Segment a creature can move 20 feet, draw a weapon, pull an item out of a pocket or bag where the item is easy to find, make a single attack with a fist, casting a spell with a casting time of Free, Quick, or Reaction, and use a magic items effect or cast a spell-like ability with a action type of Action, Free, Quick, or Reaction.

Melee Round: A melee round is one minute or ten combat segment, during a single round a fighter could move 20 feet in 1 segment than attack four times with a dagger taking 8 segments before moving away from the creature another 20 feet or the fighter could move 40 feet in 2 segment and attack a creature once with a longsword taking 6 segments.

During a single melee round a creature make one attack or cast a spell, move up to their movement speed (provided the total number of segments doesn't exceed 10), and use one spell-like ability or magical item effect. Attack or spells whose weapon speed or casting time would exceed 10 segments does not finish until the next melee round at the segment remaining, i.e. A weapon with a weapon speed of 12 would take one whole melee round and two segments to make one attack. As a option they can make a full attack by using a full-round action (making more than one attack if you are duel wielding or have the Attacks per Round feature, though you don't have use all of your attack if you have more than two) and move up to their movement speed (before, in between, and after your attacks). Creatures under the effects of haste can make their first attack on the 1st Segment of the Round regardless of weapon speed provided you have the weapon already drawn; you then start the count for your next attack on the 2nd Segment (unless you choose to move instead) provided you are within range of a creature you want to attack. Creatures under the effects of slow make their actions starting on the 2nd segment of the first Round of combat after having the spell casted on them, or a segment later than normal if they moved first (i.e. it takes two segment to begin the attack sequence rather than just one).

Combat Conflict: A Combat Conflict is ten minutes or ten melee rounds, most encounters with weaker creature will often take less than a full conflict to resolve, but more powerful creatures like dragon may take several conflicts to kill.

Actions In Combat: There are five basic kinds of action a character can take within a single melee round; each kind of action takes a certain amount of time to use. The five basic types of action in combat are Free Actions, Swift Actions, Reactions, Move Action, and Action. There are also special types of actions like the Full-round Action, Tactical Retreat Action, Run Action, and Fight Defensively Action that can be used by spend your rounds use of certain basic actions. You only can take one reaction, move action, action, and either a free or swift action per melee round.

Free Action: Free action are small action that can be completed quickly, they never take a full segment to complete. Free actions only take $\frac{3}{4}$ of a segment to complete and also happen after all other kinds of action during a combat segment. You cannot use a free action during the same melee round you take a swift action.

Swift Action: Swift action are extremely quick action that happen during the beginning of a combat segment and happen before any other kind of action except reactions. A swift action takes $\frac{1}{2}$ of a segment to complete. You cannot use a swift action during the same melee round you take a free action.

Reaction: Reaction are the fastest kind of action; they are used in response to the action of another creature or event. Reaction takes $\frac{1}{6}$ th of a segment to complete and take place during the same time in the segment as the action they are in response to. So, a reaction can take place during the beginning, middle, or end of a combat segment.

Move Action: Move actions is what you use when you character what to move up to their movement speed within a single melee round. The amount of distance a creature is able to move within a single segment is dependent on its size category. A small or medium size creatures can cover 20 feet each segment of movement, so long as it doesn't exceed their total movement speed for a single melee round. Tiny and Diminutive creatures can cover 10 feet each segment of movement. Fine creatures can cover 5 feet each segment of movement and micro size creature can cover 1 feet each segment. Creatures of large size can cover 25 feet each segment. Huge creatures can cover 30 feet each segment. Gargantuan size creatures can cover 35 feet each segment. Colossal size creature can cover 40 feet each segment, while macro size creature can cover 50 feet each segment.

Action: Actions are the most basic kind of action, you can use an action to make an attack (depending on weapon speed determines when the attack would finish, i.e. Hit the creature on a successful attack roll), start casting a spell with a casting time of 1 segment (six seconds) or more, activating a magical item, or using a class ability the stipulates an action. With the exceptions of attack with a weapon and casting a spell with a casting time of more than one segment a action takes 1 segment to complete.

Note on action and Skills: Certain thing like skill can be started with an action or move action depending on the skill, but continues on for a whole round like the singing or dancing skill. In order to continue using a skill like though you must spend the appropriate action at the 1st segment of each melee round or the skill stops.

Table : Actions and Time		
Action Type	Time In Game Time	Time In Real Time
Free Action	$\frac{3}{4}$ segment	4 seconds
Swift Action	$\frac{1}{2}$ segment	3 seconds
Reaction	$\frac{1}{6}$ segment	1 seconds
Move Action	1 segment per 20 feet	6 seconds
Action	1 segment	6 seconds
Full-Round Action	1 melee round	1 minute

Special Actions

Full-Round Action: You can give up your move action and action to perform a full-round action. During a melee round you perform a full-round action, the only actions you can do is move up to your movement speed before or after the full-round action, a reaction, and the full-round action itself. If you are using a full-round action in order to attack more than once during a melee round then you can split your movement up and use it before, in between each attack, and after your attacks rather than either before or after.

Tactical Retreat Action: During combat a creature can choose to withdraw from combat, by giving up their action they can perform a special action called a tactical retreat. You can move up to your movement speed away from a hostile creature, during this retreat your movement doesn't provoke an attack of opportunity from nearby hostile creatures that you pass by. However, movement during a tactical retreat takes twice as long to complete as normal movement. So, a medium size creature would take 2 segments to move 20 feet instead of one, you can still take a move action after completing a tactical retreat.

Run Action: During combat a creature can run by taking a full round action, a creature can move at twice their movement speed and at twice the normal speed. Doing so provokes an attack of opportunity from hostile creatures that you pass through a space within their reach. Running allows you to move at twice your normal speed so a medium creature that can normally move 20 feet per segment can now cover 40 feet per segment. Thus, a medium creature with a movement speed of 120 feet could run 120 feet in 3 segments rather than 6 segments. Furthermore, a creature can use the run action to make a charge attack, in order to perform a charge, the creature must be able to move in a straight line with a weapon drawn ending their movement ramming into a creature. If they do, at the end of their movement make an attack roll against the creature's flat-footed armor class with +5 bonus on the Attack roll. If they succeed on the attack roll, the creature takes the charging creature's weapon damage and they are knocked prone by the charging creature. The creature knocked prone must use an action to stand back up taking 1 segment.

Fight Defensively Action: During combat a creature can choose to fight more defensively, thus making it more difficult to be hit. During the beginning of the melee round you must declare you are going to be fighting defensively, you give up your reaction during each melee round that you fight defensively, and you must have a physical weapon in at least one hand to take this action. While you take the fight defensively action you gain a +1 bonus on armor class for the melee round, this armor class applies to your normal and flat-footed armor class, but not touch armor class.

Attacks of Opportunity: During combat if a creature moves more than 10 feet while within a hostile creature's reach, that hostile creature can use a reaction to make one additional attack with a weapon (this is separate from the normal number of attacks per round a creature might have, and a creature's natural weapons like claws, bite, tail swipe, etc. can be used but not any special, supernatural, or extraordinary abilities) unless the creature moving performed a tactical retreat. Each creature can only make one attack of opportunity per melee round.

Draw Item: During combat you might need to take out an item from a pocket or bag; you may need to draw a weapon from its sheath. Drawing an item or weapon in a pocket, hanging from a belt, or in the top of a bag takes a simple free action to take out and place in your hands. Taking out spell components (provided it's in its spell component pouch, can be done as either a free or swift action. Drawing out an item that is buried in a bag takes an action and a 1d4 must be rolled, the results being how many segments it takes to find the item in question.

Talking: During combat talking doesn't take any kind of action and happens simultaneously with the characters' actions except when using an item's command word (free action), casting a spell (dependent on spell), performing singing (general skill or bard core skill), using a magical effect that requires the user to make verbal noise during the effect like the chant spell, etc.

Combat

Who goes first, what is initiative? You determine who goes first through two processes, the first is determining surprise which can be resolved in two different ways depending on if only one group is actively aware of their environment or if both groups. The second process is initiative which determines which group acts first in a single melee round.

Determining Surprise if one group is unaware of their surroundings: If a group of creatures are focused on a task and not paying attention to their surroundings (like eating and talking, sleeping, daydreaming, etc.) then provided a group of creatures succeed on a roll of 10 or higher with the Move Silently General Skill than the group of creatures succeed on sneak up to the distracted group of creatures. If not then the group of creatures move loud enough to make noise, then the former distracted group of creatures become aware of their surroundings (provided they were not asleep) and can make a Listen General Skill check if their result exceeds the previous Move Silently result then neither group is surprised, if not then the former distracted group is still surprised by the aware group's assault. If the distracted group of creatures are sleeping, unless they have a look out who is still awake, a failure on the Move Silently check doesn't cause the sleeping creature to be awakened by the noise unless the Move Silently check result was 1 in which case the loud noise of the group wakes all sleeping creatures within 60 feet of the group. Each member of the group must make a Move Silently check, when determining surprise.

Determining Surprise if both groups are aware: If both groups are actively aware of their surroundings, the group trying to sneak up on a group of creatures must make a Move Silently General Skill check, while the opposing group must make a Listen General Skill check. You then compare results, if the result of the lowest Move Silently check exceeds the highest Listen check, then the group moving silently succeeds on sneaking up on the listening group causing them to be surprised. If the Listen check exceeds the lowest Move Silently check neither group is surprised. What if neither group knows about the others' presence but are aware of their surroundings and are on lookout for other creatures, well then one, both, or neither group can be surprised. Have everyone in both groups roll both a Move Silently and a Listen General Skill check. Compare the Lowest Move Silently result to the Highest Listen result for both groups. If only one group's Listen result exceeds the other's Move Silently result then the other group is

surprised. If both groups Listen results exceed the other's Move Silent results, then neither group is surprised. If both groups Move Silently results exceed the other's Listen results then both groups are surprised.

What happens when your surprised: When one or more creatures are surprised during the first melee round of combat, no one rolls their initiative. The unsurprised group start their actions on the first combat segment of the melee round, and the surprised creatures start their actions on the second segment. Furthermore, a surprise creature cannot use swift action or reaction during the first melee round. After the first round, both groups roll initiative and combat happens normally. If neither group is surprised, then initiative is rolled and the group with the higher initiative result acts first on the first combat segment with the losers acting on the second combat segment of the melee round. If both groups are surprised, then no one is able to act on the first segment of the round and initiative is rolled. The group who rolled higher on initiative acts on the second segment of the melee round and the loser acts on the third segment. After this first melee round, combat resume normally now that now one is surprised.

Initiative: After you have determined who is surprised and the first melee round is over, or if both or neither group is surprised all creatures need to roll initiative. Initiative is how we determine who gets to execute their actions first in combat, however unlike most modern games all actions are determined before the actual start of the melee round, this allows us to determine when action take place. Each creatures uses an initiative dice to determine their initiative, by default this starts with the 1d6. However, certain species, classes, and monster have abilities or features that increase the initiative dice size by one level, from a d6 to d8, d8 to d10, d10 to d12, and d12 to d20 max. From here I give you two methods for executing actions: the first being everyone states the actions they want to take, then roll their initiative dice, the group with the highest result (Use the highest individual roll of each group) acts first. The second method everyone rolls initiative dice and the group who has the highest individual roll act first, then have players and creatures state acts in order from highest initiative to lowest initiative. Regardless of method, it is easier to keep track of which segment during the melee round a action starts and finished if you map it out with a segment tracker (a table if you will), you DM (Dimension Master) might require you to even make one on paper to making it easier for them, as you can map out your actions while the DM is narrating the results of your action. Though using a segment tracker isn't necessary. Below is a simple example of a segment tracker.

Combat Segment Action Tracker	
Combat	Leema's
Segment	Actions
1 st	Moves 20 feet
2 nd	Moves 20 feet
3 rd	Moves 20 feet
4 th	Begins bastard sword attack
5 th	
6 th	
7 th	
8 th	Bastard sword attack main strike (roll d20)
9 th	Retreat 10 feet
10 th	Retreat 10 feet

Two-Weapons Fighting: Any creature can attempt to fight with a weapon in each hand, however, unless you are a dark elf, drow, or have access to the two-weapons fighting combat style you can only use a dirk, dagger, or hand axe in your off hand. Creatures making a attack with a weapon in both hands take a -4 penalty on the attack roll for the off-hand weapon and a -2 penalty on the attack roll for the main hand weapon. A creatures dexterity modifier reduces their penalty for two-weapons fighting, but cannot give a bonus (once it reduces the penalty to +0, any remaining bonus from high dexterity is ignored even if the weapon has the finesse weapon property), though your strength modifier is still applied normally and can raise it up passed +0. If a creature has the ambidexterity feat, they treat both hands as their main hand for the purpose of two-weapons fighting i.e., -2 penalty with both their left- and right-hand weapon. When determining when your off-hand attack sequence start and ends, you must use a full-round action and the off-hand attack starts during the same segment as your main-hand but strikes on the segment of the off-hand weapons speed. So, if you have a bastard sword with a weapon speed of 5 in your main hand and a dagger with a weapon speed of 2, you spend the first two segments moving 40 feet to your opponent, then you begin your attack sequence on the third segment for both weapons. On the fifth segment your dagger gets the attempt to strike and you roll your attack roll to see if it was successful, but you still got three more segments before your bastard sword can strike. On the eighth segment your bastard sword strike and you roll your attack roll.

Grappling: Grappling is a special kind of action a creature can take during a melee round, that results in one creature holding or pinning down another creature. A creature can start a grapple as a action, provided they are within 5 feet of the creature they wish to grapple. During the first melee round the creature starting the grapple cannot do anything other than attempt and to move with the creature they are attempting to grapple up to their movement speed. The defending creature make a save vs grapple against a DC of 10 + the Strength modifier of the creature that started the grapple + Proficiency bonus if the creature has the Grapple Mastery combat style (see combat styles and combat maneuvers in chapter 7) + wisdom modifier if a monk. If the target creature fails its save throw, then it is held or pinned down by the creature. At the beginning of each melee round the victim is allowed another save throw to attempt to break out of the grapple. The creature grappling its victim can move with its victim or move its victim (doing so requires a save vs grapple make against the victim's grapple DC), make an attack with a punch, kick, or headbutt, or exit the grapple. The creature grappling its target makes all of its attack on the victim using the creatures flat-footed armor class. A creature being grapple can only make one save throw per melee round to break free from the grapple, they can attempt to move 5 feet (though a save vs grapple is necessary to succeed in the movement, and they are unable to make any attacks however. You can only attempt to grapple a creature one size category larger than you or smaller.

Movement and Terrain: Under normal circumstance movement speed is not much an issue during combat, but sometimes the ground might be cover with Debre, large rocks, or be so horrible uneven that moving on the ground is a troublesome task. This is called difficult terrain, moving on difficult terrain take twice as long to move the same distance. So normally a medium creature can move up to 20 feet in one segment, if the terrain is difficult to travel in it take two

segments to travel 20 feet. If that creature wants to perform a tactical retreat, it will take them four segments to move 20 feet rather than the normal two. Likewise, a creature cannot perform a run action on difficult terrain.

Healing Lost Hit Points: Aside from magical healing a character can regain lost hit points by resting for at least one whole day (24 consecutive hours), they will regain 1 hit point + their constitution modifier for each day they rest. If they have a negative modifier, you do not regain lost hit points for one day for each negative point of constitution modifier, after which they regain 1 hit point per day. After seven consecutive days of rest, they regain 2 hit points + their constitution modifier per day ignoring any negative modifier. Any character that rests for four consecutive weeks regain all lost hit points. In order to rest a character must sleep, eat, drink, and ignore all physical exertion (walking long distances, running, lifting heavy objects, fighting, spellcasting, or other such activities).

Using a short rest: A short rest is a period of light activity lasting 15 to 30 minutes. Characters can use the time during a short rest to use the general skill healing or core skill first aid to regain hit points equal to 1d4+ the skill performers wisdom modifier. Certain class and racial abilities also regain a use after a short rest, magic-users can also regain a used spell and spell slot during a short rest using their arcane recovery ability.

Using a long rest: A long rest is a period of sleep, meditation, or relaxation being at least 2 hours long. A character must long rest for at least a full 24 hours in order to regain lost hit points without magical or mundane medical treatment. Spellcasters must rest 2 to 10 hours before preparing new spells for the day or meditate. Racial spell-like ability do not require a long rest to be restored, they automatically regain them at midnight every 24 hours. Any racial ability that says a specific number of times per day and doesn't specifically mention short or long rest functions the same.

Death and Dying: When a creature is reduced to 0 or less hit points they immediately fall down unconscious. Furthermore, the creature is suffering from bleeding and will lose 1 hit point at the end of each melee round, unless the unconscious character succeeds at a stability roll which requires you to roll 15% or less, this percent is increased or decreased by your constitution's stability roll modifier. This roll must be rolled at the end of each melee round until they succeed at the stability roll in which case the creature is no longer bleeding, they are reduced to -10 + your constitution modifier hit points in which case you die (a character with a 18 constitution dies at -13 hit points while a character with a 6 constitution dies at -9 hit points), or another creature heals you with a *cure wounds* spell (in which case you immediately stop bleeding and regain hit points equal to their roll) or they stabilize you with general skill healing or core skill first aid check. If you are reduced to -6 hit points for any reason you must roll on the table of battle injuries on the next page, this means you are permanently injured in some way, this could mean a lost finger or limb, or something as simple as a facial scar.

Defensive Attributes: There are four kinds of defensive attributes use to determine if an attack hits you. This is different from save throws which is your ability to dodge, resist, or ignore effect. The four attributes are Armor Class, Touch Armor Class, Flat-Footed Armor Class, and Psionic Mental Class.

Armor Class: Armor class is your most basic of defensive attributes, when a creature attacks you with a weapon or their claws this is usually the number they have to equal to or exceed in order to deal damage to you. Your Armor Class is 10 + your dexterity modifier + armor bonus from armor, shields, or other protective gear + any miscellaneous bonuses.

Touch Armor Class: This is defensive attribute is more often for spells and special attacks that require the creature or caster to directly touch their target, they make an attack roll in order to succeed and they must roll a number equal to or higher than your touch armor class. Your Touch Armor Class is 10 + your dexterity modifier + any miscellaneous bonuses.

Flat-footed Armor Class: This is a very special defensive attribute which usually applies only in very specific circumstances. The most common ways an attack roll is made against a creature's flat-footed armor class is when it is prone on the ground, being suspended up above ground like by a rope, when a creature come up from behind and attacks your back, when you surprised (see the previous page), or when being flanked by two creatures. Casting spells (but not using spell-like abilities) causes you to be flat-footed until spellcasting is finished. These are all instances of being flat-footed, when a creature is flat-footed it is denied access to their dexterity modifier and can vulnerable to sneak attacks. Your Flat-footed Armor Class is 10 + armor bonus from armor, shields, or other protective gear + any miscellaneous bonuses.

Psionic Mental Class: Psionic Mental Class is your mind's normal resistance to direct psionic attack, Psionicist have had additional training then normal non-psionically gifted creatures and gain a +1 to their psionic mental class. Psionicist core skills allows them to increase the psionic mental class of themselves or other creatures to a set number. A creature's psionic mental class is 8 + charisma modifier + miscellaneous bonuses.

Attacking: When you attack with a weapon, whether it be a melee or range weapon, you make an attack roll. This determines whether or not your attack hits the defending creature. An attack roll is d20 roll that is compared to the defending creature's armor class (this can be touch or flat-footed armor class in special circumstances) if the number rolled equals to or exceeds the defending creature's armor class then your strike hits them dealing the weapons damage to the defending creature's hit points. A natural roll (the number rolled on the dice without any modifiers) of 1 on an attack roll is always an automatic miss and a natural 20 is an automatic hit.

Melee Attacks: When you attack with a melee weapon you are going through a set of parries, blocks, and feints before making your actual strike on the opponent, the time it takes you to put your opponent into the position you need to attempt a real strike at them is dependent on the weapon speed of the weapon you are using. When the actual strike happens roll a d20 + your strength modifier (weapons with the finesse property allows the attacker to add their dexterity modifier instead of strength) + your proficiency bonus if you are proficient with the weapon or non-weapon proficiency penalty if you are not + your class's favored weapon bonus if the weapon is on your class list of favored weapons + any miscellaneous bonuses. You then compare the result of your attack roll to the defending creature's armor class, if it equals to or exceeds their

armor class then your attack hit, otherwise your attack couldn't get through their defenses.

Range Attacks: When you are attacking with a range weapon you are either throwing a weapon like a dagger or loading ammunition into a weapon before shooting it at a creature like with a bow. A range weapons weapon speed determines how long it takes you load ammunition into it, aim, and fire, range weapons with the loaded property also requires you to use up a free, swift, or reaction to load ammunition into the weapon. Once you fire the weapon at the creature make an attack roll using a d20 + your dexterity modifier + your proficiency bonus if you are proficient with the weapon or non-weapon proficiency penalty if you are not + your class's favored weapon bonus if the weapon is on your class list of favored weapons + any miscellaneous bonuses. If the attack roll equals to or exceeds the defending creatures armor class the attack hit otherwise it misses or bounces off the creature's armor harmlessly. Range weapons that your throw function a little differently, you add both your dexterity modifier and strength modifier to your attack roll with a throw weapon.

Aimed Attacks: Sometimes it is necessary or logical to attack a specific part of a creature. Hydras have multiple heads for

example or the eye lord has its many eye stalks in which case you want to perform a special kind of melee or range attack called an aimed attack. This is when you're focusing your attack against a single specific part of the creature's body, most creatures have a head and attacking the head is a quick way to end most fights, this isn't always the case. With normal humanoid enemies though this is a good tactic if the creature isn't heavily armored. When you make an aimed attack against a creature's head, you make a normal melee or range attack roll then compare it against the creature's head armor class. If a monster has a particular head armor class it will be mentioned in its combat statistics otherwise this is how it functions. A creature head has an armor class of 10 + the armor bonus for its helm (if any) + any natural armor bonus it has (unless if mention specific that it isn't applied to head armor class) + the creatures dexterity modifier. If you manage to hit it, your weapon deals three times the damage (this x3 multiple is applied last after all other bonuses, penalties, and other damage multiplies such as backstab) and if this damage brings the creature to 0 or less hit points it is instantly slain instead of just unconscious and bleeding.

Table : Injuries		
%		
Rolled	Injuries	Effect/Notes
1 – 15	Facial Scaring	Comeliness is permanently reduced by 1. The scaring and comeliness lost can only be restored with a <i>wish</i> spell. This injury can happen multiple times.
16 – 30	Body Scaring	Constitution is permanently reduced by 1. The scaring and constitution lost can only be restored with a <i>wish</i> spell. This injury can happen multiple times.
31 – 36	Lost Right Eye	Your right eye is permanently blinded, you have a -2 penalty on attack rolls, general skill search, and general skill spot checks. Creatures attacking you from your right side treat it as if they were attacking you from behind. A <i>regeneration</i> spell casted within 24 hours of being lost will restore the eye, otherwise only a <i>wish</i> spell can restore it.
37 – 42	Lost Left Eye	Your left eye is permanently blinded, you have a -2 penalty on attack rolls, general skill search, and general skill spot checks. Creatures attacking you from your left side treat it as if they were attacking you from behind. A <i>regeneration</i> spell casted within 24 hours of being lost will restore the eye, otherwise only a <i>wish</i> spell can restore it.
43	Lost Digit on Right Hand	Roll d%, 1 - 20 is your thumb, 21 – 40 is your pointer, 41 – 60 is your middle, 61 – 80 is your index, and 81 – 00 is your pinky. A creature without a thumb cannot grasp objects with that hand, if they have three or less digits, they cannot lift object in excess of 5 pounds. A <i>regeneration</i> spell casted within 24 hours of being lost will restore the digit, otherwise only a <i>wish</i> spell can restore it.
44	Lost Digit on Left Hand	Roll d%, 1 - 20 is your thumb, 21 – 40 is your pointer, 41 – 60 is your middle, 61 – 80 is your index, and 81 – 00 is your pinky. A creature without a thumb cannot grasp objects with that hand, if they have three or less digits, they cannot lift object in excess of 5 pounds. A <i>regeneration</i> spell casted within 24 hours of being lost will restore the digit, otherwise only a <i>wish</i> spell can restore it.
45	Lost Digit on Right Foot	Roll d%, 1 - 20 is your big toe, 21 – 40 is your pointer, 41 – 60 is your middle, 61 – 80 is your index, and 81 – 00 is your small toe. You have a -2 penalty on general skill climb and balance checks, and a -5% on core skill climb wall checks. A <i>regeneration</i> spell casted within 24 hours of being lost will restore the digit, otherwise only a <i>wish</i> spell can restore it.
46	Lost Digit on Left Foot	Roll d%, 1 - 20 is your big toe, 21 – 40 is your pointer, 41 – 60 is your middle, 61 – 80 is your index, and 81 – 00 is your small toe. You have a -2 penalty on general skill climb and balance checks, and a -5% on core skill climb wall checks. A <i>regeneration</i> spell casted within 24 hours of being lost will restore the digit, otherwise only a <i>wish</i> spell can restore it.
47 – 49	Lost Right Hand	Your no longer have a right hand to hold items or weapons. If this was your main hand, then attacking with a weapon in your left hand suffers the penalties of two-weapons fighting. A <i>regeneration</i> spell casted within 24 hours of being lost will restore the hand, otherwise only a <i>wish</i> spell can restore it.
50 – 53	Lost Left Hand	Your no longer have a left hand to hold items or weapons. If this was your main hand, then attacking with a weapon in your right hand suffers the penalties of two-weapons fighting. A <i>regeneration</i> spell casted within 24 hours of being lost will restore the hand, otherwise only a <i>wish</i> spell can restore it.
54 – 56	Lost Right Foot	The lost foot causes you to move at half speed with assistance, unless you get a wooden replacement in which case your movement speed is permanently reduced by 30 feet. A <i>regeneration</i> spell casted within 24 hours of being lost will restore the foot, otherwise only a <i>wish</i> spell can restore it.
57 – 59	Lost Left Foot	The lost foot causes you to move at half speed with assistance, unless you get a wooden replacement in which case your movement speed is permanently reduced by 30 feet. A <i>regeneration</i> spell casted within 24 hours of being lost will restore the foot, otherwise only a <i>wish</i> spell can restore it.
60 – 64	Lost Right Arm	This functions identically to losing your right hand.
65 – 69	Lost Left Arm	This functions identically to losing your left hand.
70 – 74	Lost Right Leg	Your no longer have a right leg to walk with. You cannot walk, run, or any other kind of movement that requires two legs. It is possible to move with assistance, but doing so only half your total movement speed and half speed. A <i>regeneration</i> spell casted within 24 hours of being lost will restore the leg, otherwise only a <i>wish</i> spell can restore it.
75 – 79	Lost Left Leg	Your no longer have a left leg to walk with. You cannot walk, run, or any other kind of movement that requires two legs. It is possible to move with assistance, but doing so only half your total movement speed and half speed. A <i>regeneration</i> spell casted within 24 hours of being lost will restore the leg, otherwise only a <i>wish</i> spell can restore it.
80 – 84	Lost Right Ear	Permanent -2 penalty on general skill listen checks. Casting a <i>regeneration</i> spell within 24 hours of lost will restore the ear, otherwise only a <i>wish</i> spell can restore it.
85 – 89	Lost Left Ear	Permanent -2 penalty on general skill listen checks. Casting a <i>regeneration</i> spell within 24 hours of lost will restore the ear, otherwise only a <i>wish</i> spell can restore it.
90 – 94	Cut in Right breast	Movement such as combat and running for five consecutive minutes has a 25% chance of causing labored breathing and exhaustion, a short rest is needed to recuperate from exhaustion. Only a <i>wish</i> spell can repair damage.
95 – 99	Cut in Left Breast	Movement such as combat and running for five consecutive minutes has a 25% chance of causing labored breathing and exhaustion, a short rest is needed to recuperate from exhaustion. Only a <i>wish</i> spell can repair damage.
00	Damage to Groin	Male creature become permanently infertile. The damaged area becomes sensitive to the touch. There is a 25% chance that when a female creature rolls this result that the wound is deep enough to render them infertile. Casting a <i>regeneration</i> spell within 24 hours of the damage will repair any damage to the groin, but only a <i>wish</i> spell can restore fertility.

Appendix 1: Deities of Darastrixoposs

The world of Darastrixoposs is ruled by dragons, inhabited by elves, dwarves, halflings, and humans. The world commonly referred to by the name of Dragon's Rain by the humanoid races, but the dragons have another name for their world Darastrixotoka or Dragon Reign. This world is populated by a vastitude of species and as such have a plethora of gods and goddess in their world that are worshipped.

While Darastrixoposs is the default setting the game is designed around, there is nothing stopping your Dimension Master making their own original setting and creating your own gods and goddess. If that is your wish consider looking at the deities here as a reference on how a god's stats should look and what a channel divinity power should be like for a deity.

Here is an overview of the typical Deity stat block.

The god's name with their divine rank, species, and gender pronoun appears below it first.

Titles: This is the various titles and nicknames the deity response to, a god or goddess automatically knows when a creature says their name or any of their titles, the deity knows the name, alignment, and physical location of any creatures that says their name or any title.

Alignment: This is the deity's alignment and any tendencies they have.

Holy Symbol: This is the shape of the symbol the deity's clerics and faithful wear, some deities have more than one holy symbol that they allow their faithful to use. A god or goddess is able to sense anything going on within the immediate vicinity of any place where their holy symbol is at.

Worshippers: These are the list of common races or groups likely to take up the worship of the deity, whether as a cleric or just as a lay worshiper.

Cleric Alignment: This is the alignment that a cleric must be to gain spells as a cleric of that deity. A cleric usually has to be within one step of their deity's alignment. Example: A chaotic good deity will allow LG, CG, NG, and CN, but not LN, N, NE, LE, or CE. Neutral is one step away from good and Chaos, but Lawful is two steps away from Chaos same goes for Evil. Thus, some gods might allow exception if one part of their worshiper's alignment is within their favored axis. For example, if the CG deity views itself a bastion of morality, even if LG is two steps removed from CG the deity's alignment it might allow a cleric to be of that alignment because they share a moral view point even if they don't share an ethical one.

Portfolio: These are aspects of ideas, daily life, qualities that the deity embodies, a person who idolizes romance for example might take up worship of a deity if he has love as part of his portfolio. Generally speaking a god or goddess can effortlessly perform tasks or miracles if it falls within one of their portfolios.

Domains: This is the list of domains a deity has access to; their clerics can choose a domain from this list to gain access to Domain spells and a Channel divinity power to represent the domain of influence. Domains tend to represent aspects of their portfolios to some degree though normally nowhere near as all encompassing.

Home Plane: This is the plane of existence that the deity spends most of their time in, the core essence of a god or goddess rarely leaves their home plane. Though they do create avatars which they send to other planes of existence to do their work and to further their goals. A deity can only be killed on their home plane and only if you kill their core essence, unfortunately the deity's true self is far beyond the powers of even their avatars. So even if you could kill an avatar of a god, you still would be nowhere near strong enough to kill the god themselves. A deity is hyper aware of anything that goes on around one of their avatars and can hear, see, taste, feel, and smell everything around them (though they can focus their senses on any point within range if they want) within a range based on their divine rank, 1 mile for quasi deities, 5 miles for demigods, 10 miles for lesser goddess, 20 miles for intermediate deities, and 40 miles for greater deities. A deity is always able to sense everything that goes on in their home plane at any time.

Favored Weapon: This shows the weapon the deity favors over other weapons; their clerics can always learn how to use their deities favored weapon. This also shows the name and abilities of the deity's personal weapons, that their avatars always carry.

Afterwards there will be a description of the deity, their goals, history, and known lore about them. Including enemies, allies, origins if known, and any unique thing about their faithful.

This will be followed by the list of Deity spells that clerics of that deity get as well as the channel divinity power that all clerics of that deity get.

The Deities of the Dragons of Darastrixoposs

Arsthyrtiaurathearvoral

Greater Dragon Goddess

Titles: The Mother Dragon, Creator of the Dragonsoul, The Five-Colored Goddess, The Dragon of Light, The Benevolent Dragon Goddess, World Goddess, and The Matriarch Dragon.

Alignment: Neutral tends towards Good

Holy Symbol: The heads of a red and blue dragon on each side of a purple star on a white oval.

Worshippers: True Dragons, Half-dragons, Dragonsouls, Lizard folk, and Humans.

Cleric Alignment: LG, NG, CG, CN, LN, N, LE, NE

Portfolio: Domination, Dragonkind, Order, Status, Peace, and Pleasure.

Domains: Air, Cold, Creation, Destruction, Domination, Dragon, Fire, Good, Healing, Knowledge, Law, Magic, Protection

Home Plane: The Ten-colored Blessed Plains of Athearmartivir

Favored Weapon: Longsword and bite (Purple Scale a +5 longsword of Chromatic Dragons breath, once per round the blade is covered by energy that deal 1d6 points of fire damage,

1d6 points of cold damage, 1d6 points of acid damage, and 1d6 points of electricity damage)

Table : Deities of Darastrixoposs				
Deity Names	Divine Rank	Alignment	Sign	Cleric Titles
<i>Dragon Pantheon</i>				
Arsthyrtiaurathearvorai	Greater Goddess	Neutral (Good)	A five-headed Dragon	Five-Fold Priest
Ashendarlon	Demigod	Chaotic Evil (Neutral)	Red Hot Ash	Anarchist
Bahamut	Intermediate God	Lawful Good	A Platinum Shield	Dragonborn
Gythyra	Intermediate God	Lawful Neutral	A large handwritten Tome	Tome Masters
Perithmarixpathagin	Lesser Goddess	Chaotic Good (Neutral)	A Dragons Egg	Joy Makers
Zinzaxzarmmath	Lesser Goddess	Neutral Good (Chaos)	A hawk	Fast Travelers
<i>Drow Pantheon</i>				
Anistrial	Lesser Goddess	Neutral Good	Sun	Sun Lovers
The Masked Lady	Lesser Goddess	Chaotic Neutral	Eclipse	Sun Stealers (male) Moon Stealers (female)
T'puuli An'ar	Intermediate Goddess	Chaotic Good	Crescent or Full moon	Sword Dancers or Dark Maidens
L'Barra An'ar	Intermediate God	Neutral Evil	New Moon	Dark Masks or Night Shadows
L'Jallil D'Vhid	Greater Goddess	Chaotical Evil	Moonless Night	Black Widows
<i>Dwarven Pantheon</i>				
Unol Grungron	Greater God	Lawful Good	A Adamantine Warhammer	Soul Forgers
Hulie Tassenburge	Greater Goddess	Lawful Neutral	Two Hills with a sun rising in between	Home Matrons
Kune'ilk Ngrokuk	Intermediate Goddess	Lawful Evil	A black hammer resting on top of a book	Shadow Hammers
<i>Elven Pantheon</i>				
Anulo Che	Intermediate Goddess	Neutral Good	Birds Feather	Winged Protectors
Killian An'ar	Greater God	Chaotic Good	Singing	Blade Singers
Meiff D'Arlathil	Lesser God	Chaotic Good	Silver leaf tree	Forest Guardians
Ssin'urn Tralayila	Intermediate Goddess	Chaotic Good	Newborn	Charmer
Ssiness'barra Roo'lar	Demigod	Neutral Evil	Illusionary darkness	Shadow Lords
Tet Drathir	Intermediate Goddess	Chaotic Good	Shaft of Moonlight	Moon Makers
Varn An'ar	Lesser Goddess	Lawful Good	Sword and Shield	High Knights
Zav Shebali	Lesser God	Chaotic Neutral	Dice	Trick Lords
<i>Halfling Pantheon</i>				
Shiela Heartfellow	Greater Goddess	Chaotic Good	Cornucopia	Hearth Protectors
Gildeon Pheniox	Intermediate God	Chaotic Neutral	A Golden Apple	Golden Trickster
Harlia Nearshade	Lesser Goddess	Neutral Good	Grapes	Harvester
Distrophia Nellthime	Quasi Goddess	Chaotic Good	Purple Peach	Givers
<i>Former Human Pantheon</i>				
Mii Daina Elvoreevé	Demigoddess	Chaotic Neutral (Good)	Large Bare Breasts	Love Maidens (female) Love Guardians (male)
Ivory Eryn Rosali	Demigoddess	Neutral Good	Silver Chalice	Veil Keepers
Mana Tessa Allitressa	Demigoddess	Lawful Neutral (Good)	Oak Leaves	Fair Mages
Geneva Xzelia Ebony	Demigoddess	Neutral Evil	Black Longsword and Shield	Dark knights
<i>Orc Pantheon</i>				
H'uok B'kithnektal	Greater God	Chaotic Evil	A Skull	
Galfuk Jublic Dawn	Intermediate Goddess	Chaotic Neutral	A skirt made of Leaves	
Ur'Hark The First Orc	Lesser god	Neutral Evil	An orc with their arms raised holding a sword in two hands.	

The Matriarch Dragon is a powerful and ancient goddess, being the creator of the chromatic dragons, she desires all of dragonkind to follow her. Arsthyrtiaurathearvorai pronounced ARSE-thur-Tee-au-RATH-ar-VORE-all is the younger sister to Bahamut and the creator of the Dragonsouls. The Matriarch Dragon is a Neutral Goddess with tendencies

toward good. Her titles include The Matriarch Dragon, The Five-colored Goddess, The Dragon of Light, World Goddess, The benevolent Dragon Goddess, The Mother Goddess, and The Creator of Dragonsouls. Those who have met the Matriarch Dragon know she has a kind and caring persona; however, she is deeply emotional when it comes to

dragonkind and will lash out if someone puts the harmony she created between chromatic and metallic dragons in danger or attempt to harm her faithful. She is unfortunately a very flawed goddess, she ensured the enslavement of the Human race in order to seal a pact between the metallic and chromatic dragons, which allow Ashendarlon to a mass a large number of human fallowers over 100 thousand years afterwards. While nowadays, she counts humans as one as her most numerous worshipers with the Dragonsoul following up closely, this took thousands of years to accomplish and thanks to Ashendarlon's recent influence has started to unwind her influence among some humans. The Matriarch Dragon counts Humans, Dragonsouls, and Dragons as her worshiper and her favorite tend to be sorcerers or fighters. While she isn't actively enemies with the elven gods, they don't care for her ever since she allowed dragonkind to enslave humanity, L'Jallil D'Vhid is counted as her enemy as she is engaged in a scheme with Ashendarlon to undermine The Matriarch Dragon's influence over humanity. Since has strong relationship with all of the dragon pantheon except with her brother Bahamut who looks upon her with disdain after what she did to the humans and their deities. She counts Shadeveil the human goddess of death as her ally, though technically unwilling as Shadeveil was enslaved by The Matriarch Dragon near the end of the human-dragon war in order to gain power of her realm of death and control over the afterlife though she allows Shadeveil much free reign in continuing her ancient duty of viewing the souls of the dead and escorting them to their fate in the afterlife. The Matriarch Dragon has only one true archenemy, Ashendarlon, though he is only a demigod he has proven to be a difficult foe to get ride of especially with the aid of L'Jallil D'Vhid.

Arsthyrtiaurathearvoral Special Spells	
Spell Level	Spell Name
1 st	Burning Hands
2 nd	Mirror Image
3 rd	Dragons Breath
4 th	Fire Shield
5 th	Polymorph
6 th	Dominate Person
7 th	Power word Stun
8 th	Dominate Monster
9 th	Summon Avatar

Arsthyrtiaurathearvoral's Channel Divinity Power: The Matriarch's Word

The Cleric can state a single sentence command, empowered by the Matriarch holy power. Creatures within 30 feet of the cleric must make a save vs. compulsion or fallow the command, creature that have been marked by a dragonseal do not get any save. Only one creature per every two cleric levels can be affected by this power and the cleric can choose which creatures in range are affected. The creature will attempt to fallow the command to the best of its ability, unlike similar effects like suggestion the cleric need not speak the same language as the target as the divine power imparts the

command directly it's the affected creature's mind. This power is considered sacred to the Matriarch Dragon and any cleric found abusing this power will be punish directly by, minor abuse of power tends to lead to a lost of spells and channel divinity powers 50% of the time while 25% of the time a avatar of the Matriarch Dragon will appear to merit out a Quest spell on the offender usually to perform some task to benefit the creatures abused by them, 20% A avatar appears to physically punish them in some manner and 5% she will banish the offending cleric to some far away land before granting one miracle to all of the abused creatures. If a major abuse of power has been done, she is 60% likely to send a avatar to physically punish the cleric, 30% likely to permanently forsake the cleric (they forever lose all spells and power granted to their by her, until they manage to become a cleric of another deity), and 10% likely to send a avatar to just kill the cleric usually by eating them before granting abused creatures a single miracle.

The Drow Pantheon

Anistrial

Lesser Dark Elf Goddess

Titles: *The Sun Lover, The Obsidian Sun, Kissing Light, Lady of the Blackened Sun, and Mothering Sun.*

Alignment: Neutral Good

Holy Symbol: A black sun with a naked drow whose arms are in the shape of a embrace.

Worshippers: Good Aligned Drow, Dark Elves, Married Couples, Those Who Desire Physical Pleasure, Those Who Wish to be Married, Those Who Love Beauty, and Sex Maniacs.

Cleric Alignment: LG, LN, CG, NG, CN

Portfolio: Enchantment, Illusions of Beauty, Love, Marriage, Pleasure, Sex, and Sunlight

Domains: Chaos, Charm, Good, Healing, Pleasure, and Sun

Home Plane: The Crescent Forest

Favored Weapon: Rods and Clubs (Kiss of Bliss, a +2 Holy Rod of Bliss, functions as a +2 Holy Club of Bliss)

Anistrial Special Spells	
Spell Level	Spell Name
1 st	<i>Charm Person</i>
2 nd	<i>Bustify</i>
3 rd	<i>Bliss</i>
4 th	<i>Charm Monster</i>
5 th	<i>Alter Gender</i>
6 th	<i>Dominate Person</i>
7 th	<i>Soul Bind</i>
8 th	<i>Dominate Monster</i>
9 th	<i>Lover's Heaven</i>

Anistrial's Channel Divinity Power: Sun Lover's Ceremony

The cleric can perform a magical ceremony involving two creatures, the creatures must be within 30 feet of the cleric and must stay within 10 feet of each other for the duration of the

ceremony. The ceremony takes one minute to perform and require two silver or gold ring the creatures give to each other at the end of the ceremony, the cleric can be one of the creatures if desired. Both creatures must be willing for the ceremony to function and no save are necessary unless the cleric is attack during the ceremony in which case, they must make a save vs death, spell vs a DC of 10 + the damage the cleric took, or the ritual fails, and the use of channel divinity is used up. Once the ceremony is successfully complete, the two creatures are officially and magical married. While within the next day, the married coupled deal additional damage with weapons equal to the cleric's wisdom modifier and are immune to charms including all charm and dominate spells. While the married creatures wear their wedding rings and remain within 15 feet of each other, they gain a +1 on all saving throws for every two levels as a cleric the cleric who performed the ceremony had at the time to a minimum of +1. If either creature knowingly cheats on their spouse (engaging in sex with another without their spouse's permission for example), both rings blacken and crumble into dust and all magical benefits of the ceremony is lost forever or at least until another ceremony is performed.

The Masked Lady

Lesser Drow Goddess

Titles: *The Eclipse Thief, Lady Sun Stealer, The Eclipse Maiden, The Lady of Masks, and Mask of Mysteries.*

Alignment: Chaotic Neutral

Holy Symbol: A black circle with a orange outline (representing a solar eclipse) and a Masked face with silver hair at the center or A full-face mask over a long sword outlined by a lunar eclipse.

Worshippers: Chaotic or Good Aligned Drow, Illusionists, Magic-users, Thieves, Prank Loving Dark Elves, and Pranksters.

Cleric Alignment: CG, NG, N, CN, NE, CE

Portfolio: Beneficial Chaos, Eclipses (lunar and solar), Illusions, Magic, Magic-users, Mysteries, Playfulness, Pranks, and Thieves.

Domains: Chaos, Charm, Darkness, Illusion, Healing, Magic, Moon, Sun, and Trickery.

Home Plane: Unknown; Possibly the Material Plane

Favored Weapon: Bastard Sword (Sun Stealer, a +3 Singing Bastard Sword of Spell Turning and The Eclipsing Moon, A Spell Absorbing Cloak of Elven Kind and Protection +3 that turns into a +3 Dancing Bastard Sword of Spell Absorption)

This strange goddess is a very mysterious entity with powers over all magic especially illusions, The Masked Lady is a chaotic neutral goddess. She is known as The Eclipse Maiden, The Eclipse Thief, Lady Sun Stealer, The Lady of Masks, and The Lady of Mysteries. The Masked Lady is a mysterious Drow goddess and no one knows much about her

history, she however is openly friendly to all mortals who come across her, and she is well known as a patron goddess to thieves and magic-users. Illusionist are favorite of the specialist magic-users and young, clever, artistic Illusionists are well known to attract her direct attention. She enjoys harmless pranks of all kinds and spends most of her free time making fun at the other drow deities' expense and she has spread many rumors surrounding her identity underneath her mask. While she doesn't encourage worship of her, she is very caring of anyone who chooses her worship, and is well known for angrily protecting worshiper who are under attack by those who seek to kill the mask of mysteries' faithful. Her favorite weapon are bastard swords and her worshipers are often seen wielding two in honor of her, magic-user who worship her learn spells from the alteration and illusions schools like enlarge, bustify, polymorph, phantasmal image, mirror image, phantasmal killer, and weird. She possession a full facial mask of a special nature, the mask covers her full face from brow to chin, the mask protects her from gaze attacks, inhaling gas effects, and cannot be removed unless she wills it, in fact touching the mask acts as if the mask was not there at all. The Masked Lady doesn't really count any of the other drow deities as her personal enemies, but none of them care for her much. L'Jallil D'Vhid views her as a major annoyance with all her prank, L'bara An'ar is furious at the rumors she has spread about her being one of his or his sister's avatars, Anistrial finds her carefree attitude and rampant sexual escapades frustration (and on the verge of intruding on her portfolio), and T'puuli An'ar view her with great interest with her kind, friendly nature, but feels she takes her pranks a bit too far for the Dark Lady's liking, wishing she would perhaps talk with her to form a kind of alliance.

The Masked Lady Special Spells	
Spell Level	Spell Name
1 st	<i>Shadow Sight</i>
2 nd	<i>Bustify (reversible)</i>
3 rd	<i>Lady's Mask</i>
4 th	<i>Phantasmal Killer</i>
5 th	<i>Sword of Shadows</i>
6 th	<i>Moonbeam</i>
7 th	<i>Weird</i>
8 th	<i>Solar Ray</i>
9 th	<i>Sudden Eclipse</i>

The Masked Lady's Channel Divinity Power: *Eclipse Fire*

As a action, you can call forth pitch-black flame that appear on any part of your body that you desire. This *eclipse fire* last for up to one minute per cleric level, shedding bright silver colored light up to a 10 feet spherical area from the fire and dim light up to 30 feet away from that. The magical light from this fire doesn't affect creature that would otherwise be blinded by light equivalent to daylight, like drow, but it can still harm undead or other creatures that are actually damage by sunlight, like vampires. The caster can attempt to touch a creature with the

eclipse fire, doing so require the cleric to make a touch attack roll, and wither or not the attack was successful the fire goes out after the attempt. A creature hit with *eclipse fire* take 1d8 points of shadow damage per cleric level +1 point of fire damage per caster level. A cleric of 4th level or higher can will the *eclipse fire* to leave their body to form a ball of light that functions exactly like the *dancing light* spell, once this happens it can no longer be used to deal damage or be returned to it prior form.

T'puuli An'ar

Intermediate Dark Elf Goddess

Titles: *Dark Lady, The Silver Dancer, Lady Moonlight, Lady of the Crescent Moon*

Alignment: Chaotic Good

Holy Symbol: A sword and bow over a crescent moon.

Worshippers: Dark Elves, Good Drow, Hunters, Surface Elves, and Any Who Loves Dancing, Singing, or Nature.

Cleric Alignments: CG, NG, CN

Portfolio: Art, Archery, Beauty, Crescent Moon, Dancing, Dark Elves, Fertility, Good Drow, Happiness, Hope, Hunting, Moonlight, Nature, Singing, Swordplay, Redemption, and Wilderness.

Domains: Animal, Charm, Chaos, Good, Healing, Nature, Moon, and Protection.

Home Plane: The Crescent Forest

Favored Weapon: Short Bow and Bastard Sword, including Sword-Bows ("Crescent's Edge" +5 Singing Cold Bastard Sword of Dancing and "Dark Huntress" A +5 Holy Elven Short Bow of Bane against Demons).

Table : T'puuli An'ar Special Spells	
Spell Level	Spell Name
1 st	<i>Faeries Fire</i>
2 nd	<i>Moonfire</i>
3 rd	<i>Bladedance</i>
4 th	<i>Lesser Spellsong</i>
5 th	<i>Arrow of Moonlight</i>
6 th	<i>Spellsong</i>
7 th	<i>Moon Path</i>
8 th	<i>Goddess' Bow</i>
9 th	<i>Greater Spellsong</i>

The Goddess of good Drow and Dark Elves, T'puuli An'ar is Chaotic Good. She is known as The Silver Dancer, Lady of the Crescent Moon, Lady Moonlight, and Dark Lady. T'puuli An'ar is the protector of Drow who wish to move away from the evil ways of their race under the evil grip of L'Jallil D'Vhid and the loving mother goddess of the redeemed Dark Elves who she rescued from her evil mothers corrupting influence. She is a goddess of nature, moonlight, fertility, and swordplay. The Silver Dancer enjoys music, dancing, and any song or dance done in her name gives her much joy. Bards,

fighters, and sword dancers are her favorite worshipers, but she takes all who want her protection and guidance under wing regardless of race or history. Her favorite weapon is a short bow and a bastard sword, her worshippers often use a unique weapon called a sword-bow. T'puuli's arch nemesis is her own mother L'Jallil D'Vhid, who corrupted the original Dark Elves into what they are now, The Drow, and She tried to kill T'puuli's Father Killian An'ar who was D'Vhid's lover. T'puuli's Older brother L'barra An'ar use to hold a grudge against her and took every opportunity to attack her and her people, but now a day the two have reached an understanding and work together now to fighter their mother. Her father and younger sister Varn An'ar are her strongest allies and often come to her aid if needed.

T'puuli An'ar's Channel Divinity Power: *Moonsong*

As a action you can begin the *Moonsong*, make either a General Skill Singing or Core Skill Singing check. For 1 minute per caster level as you sing, friendly creatures within 30 feet of you are healed by a number of hit points depending on your check results and you are healed by the maximum possible value for your results. You can sing continuously for the duration if you wish (within the limitations of the singing skill), all creatures within the *Moonsong's* range receiving healing only at the start of each of your first segment of the round (rolling for the amount healed each time).

Table : Moonsong Results		
General	Core	Hit
Skill	Skill	Points
Results	Results	Healed
10 or less	Higher than base %	1d4 + Cha Modifier
11 - 15	Base % - 10% lower than base	2d4 + Cha Modifier
16 - 20	11% - 20% lower than base	3d4 + Cha Modifier
21 - 25	21% - 30% lower than base	4d4 + Cha Modifier
26 -30	31% - 40% lower than base	5d4 + Cha Modifier
30+	41% - 50% lower than base	6d4 + Cha Modifier

L'Barra An'ar

Intermediate Drow God

Titles: The Shadow, Masked Lord, The Night Stealer, and The Masked Night God

Alignment: Neutral Evil

Holy Symbol: A mask with a dagger behind it.

Worshippers: Assassins, Drow Unhappy with the Matriarchy, Murders, Thieves, and Those Who Wish to Start A Revolution.

Cleric Alignment: CN, LN, NE, LE, CE

Portfolio: Assassination, Cunning, Warriors, Honor, Knives, Lies, New Moon, Poison, Planning, and Sneaking

Domains: Darkness, Death, Evil, Illusion, Knowledge, Trickery, and War

Home Plane: Assassin's Hold

Favored Weapon: Short Sword and Daggers (Night Stealer, a +3 Keen Short Sword of Shadows, deal an additional 1d6 points of shadow damage , and Death Dealer, a +3 Keen Dagger bane against Humanoids)

Table: L'Barra An'ar Special Spells	
Spell Level	Spell Name
1 st	<i>Shadow Sight</i>
2 nd	<i>Deeper Darkness</i>
3 rd	<i>Continuous Darkness</i>
4 th	<i>Poison Blade</i>
5 th	<i>Enchant Weapon</i>
6 th	<i>Improve Darkness</i>
7 th	<i>Creeping Darkness</i>
8 th	<i>Cloak of Darkness</i>
9 th	<i>Destruction</i>

L'Barra An'ar's Channel Divinity Power: *Darkfire*

As a action, you can conjure into your hand a black flame. This flame emits no light but produces heat and therefore can be seen with infravision, the cleric who conjures the *darkfire* isn't harmed by it. The *darkfire* lasts for one minute per cleric level and can be used to make a touch attack on a creature or thrown up to 15 feet as a range attack. On a Successful attack roll, the *darkfire* deal 1d6 point of fire damage per cleric level to a max of 10d6 plus an additional +1 point of shadow damage per caster level. Once an attack is made regardless of success the *darkfire* ends.

L'Jallil D'Vhid

Greater Drow Goddess

Titles: *The Spider Queen, Lady of Chaos, Our Lady of Betrayal, and Black Spider*

Alignment: Chaotic Evil

Holy Symbol: A beautiful drow women with eight spider legs coming out of her back, with a dagger in one hand dripping with venom.

Worshippers: Drow, Demons, Evil Humans, Intelligent Spiders, Insane, Spider Dragons, and Spider Lovers

Cleric Alignment: CN, LE, NE, CE

Portfolio: Betrayal, Chaos, Darkness, Death, Drow, Hatred, Necromancy, Revenge, and Spiders

Domains: Chaos, Darkness, Death, Destruction, Evil, Trickery, and Undeath

Home Plane: The Abyss

Favored Weapon: Whip (Spider's Kiss, a +5 Keen Whip-dagger of Venom. A successful attack roll requires the creature to make a save vs. poison at a DC 25 or Die from the Poison)

Table: L'Jallil D'Vhid Special Spells	
Spell Level	Spell Name
1 st	<i>Command Spiders</i>
2 nd	<i>Summon Spider I</i>
3 rd	<i>Continuous Darkness</i>
4 th	<i>Summon Spider II</i>
5 th	<i>Drider Form</i>
6 th	<i>Summon Spider II</i>
7 th	<i>Disintegration</i>
8 th	<i>Dominate Monster</i>
9 th	<i>Summon Spider Dragon</i>

L'Jallil D'Vhid's Channel Divinity Power: *Cloak of Chaos*

As an action, you can create a dark purple aura that cloaks your body. This cloak lasts for one minute per cleric level, while the cloak last you are protected from light sources like daylight or similar light sources that affect light sensitivity or light vulnerability. Furthermore, you gain a +1 bonus on saves vs. spells, charms, compulsions, and psionics for every two cleric level you have and your armor class increase by 1 and by a additional 1 at 5th, 10th, 15th, and 20th level to a max of 5.

The Human Deities

Mana Tessa Allitressa

Demi Human Goddess (Formerly Greater Human Goddess)

Titles: *Queen of the Forest, The High Maga, The Green Mage, Lady of Magic, and Lady Gia*

Alignment: Lawful Neutral

Holy Symbol: A tree with a four point star on its trunk.

Worshippers: Formerly humans, elves, and magic-users.

Cleric Alignment: Lawful Good, Lawful Neutral, Lawful Evil, and Neutral.

Portfolio: Justice, Knowledge, Magic, and Nature

Domains: Air, cold, earth, fire, knowledge, law, nature, and magic.

Home Plane: Hielford, Formerly Tribe Haven

Favored Weapon: Whip (Dawnstar, a +5 cold knife-whip with a star on the end)

The Queen of the Forest was once one of the four goddess worshipped by the human tribes thousands of years ago, before the human-dragon war. She along with her sisters where the sole deities of the humans. Mana is a lawful neutral goddess of nature, magic, and she hold the pursuit knowledge and justice as valuable tenets to be held by all. She is known as the Queen of the Forest, The High Maga, The Green Mage, Lady of Magic, and Lady Gia. Though not known by humans or even dragonkind these days, Mana had the most worshippers back in the days of human freedom. She is also the oldest of the actual sister, though Ivory is actually older she is technical from a older long since extinct species deity who was taken in by Mana and her sister. Before the human-dragon war, Mana had strong ties with the elven pantheon especially Killian An'ar who holds nature and magic close to his hear, so near the end

of the war when it Ivory was captured by the Matriarch Dragon it was clear that she and her sister wouldn't be able to save humanity from the hordes of dragon. So, Lady Gia went to Killian An'ar and asked for asylum, which he granted. Nowadays she is worshiped by elves most of which are magic-users or druids. Mana dreams about the day when humanity will be free to make their own destiny and she actively support anyone who tries to make changes to the current master/slave dynamic. It was her support that actually led to the improved treatment of human slaves in several of the dragon kingdoms through such intermediaries' centuries ago.

Ivory Eryn Rosali

Demi Human Goddess (Formerly Intermediate Human Goddess)

Titles:

Alignment: Neutral Good

Holy Symbol: A silver Chalice with a hourglass on it.

Worshippers:

Cleric Alignment: Lawful Good, Neutral Good, Chaotic Good, and Neutral.

Portfolio: Death, Fertility, Life and Time.

Domains: Charm, death, good, healing, protection, and travel.

Home Plane: Dead Hold and Tribe Haven

Favored Weapon: Quarter Staff (Staff of Time, +5 Quarter Staff that can use the ability of any staff)

Mii Daina Elvoreevé

Demi Human Goddess (Formerly Intermediate Human Goddess)

Titles:

Alignment: Chaotic Neutral

Holy Symbol: A beautiful female torso hugging a heart.

Worshippers:

Cleric Alignment: Chaotic Good, Neutral Good, Chaotic Neutral, Neutral Evil, and Neutral

Portfolio: Desire, Illusions, Love, Sex, and Pleasure.

Domains: Chaos, charm, destruction, healing, illusions, magic, and protection.

Home Plane: Unknown, Formerly Tribe Haven

Flavored Weapon: Dagger (Bliss Maker, a +5 pleasure strike dagger)

Geneva Xzelia Ebony

Demi Human Goddess (Formerly Lesser Human Goddess)

Titles:

Alignment: Neutral Evil

Holy Symbol: A shield with a sword laid over it that has the impression of female lips in the shape of a kiss.

Worshippers:

Cleric Alignment:

Portfolio: Murder, Luck, Strength, and War

Domains: Death, destruction, evil, luck, protection, and war

Home Plane: Spider's Web, Formerly Tribe Haven

Flavored Weapon: All Swords (Deathdealer, a +5 flaming vorpal shifting arming sword)

Orc Pantheon

H'uok B'kithnekthal

Greater Orc God

Titles: *The Great Warlord, Father of the First One, and Lord of Orcs.*

Alignment: Chaotic Evil

Holy Symbol: A skull with a spear through a eye socket.

Worshippers: Orcs, warlords, and those who value strength above all else.

Cleric Alignment: Chaotic Evil, Lawful Evil, Neutral Evil, and Chaotic Neutral

Portfolio: Chaos, destruction, leadership, pillaging, and war.

Domains: Chaos, destruction, evil, and war.

Home Plane: Vigress, The Tribal Lands.

Favored Weapon: Spear (Eye Gouger, A +5 unholy spear of returning)