

## Core Rules

### The 0e System

#### Some Basics

- NPC's have varying skills based on age, profession, experience, personality, motives, goals, etc.
- A 0-Level character is an NPC that has chosen to become an Adventurer.
- NPC and Creature levels are based on HD (*hit dice*).
- All characters use a single level advancement system.
- Each Race has its own HP value.
- There are no Classes: The NPC Profession is the character's class.
- 0e is as much about exploration, searching, and using your brain as it is about combat.

#### Adjudication, Not Rules

- You don't use Rules; the DM makes Rulings.
- Make observations about the environment, then use description to act.
- Describe any action you like, seriously, any (*use your brain not your character sheet*).
- DM uses common sense and character pathology to adjudicate the action (*DM may ask for a DC check or roll it himself*).

#### Player Skill vs. Character Ability

- Tell the DM where you're looking, what you're doing, and how you're going to do it (*be specific*).
- You won't roll to see if an NPC is lying, or to search for traps (*use your brain*).
- Try to keep your character and other party members alive.
- Player skills count as much as character skills (*use your brain, not the character sheet*).

#### Heroic vs. Superhuman

- 0e begins at a human-sized scale. 0-level characters are barely better than NPC's.
- Character's never become invincible, they gradually become stronger (*think Conan, or Batman*).

#### Game Balance?

- Challenges will not always be tailored to the party's level (*use your brain; slink, crawl, take a wide birth, run if you have to*).
- The party has no "*right*" to win every encounter.
- The DM has no "*right*" to tell the players what they can and cannot do, ever. (*If you want to go off and kill yourself or your fellow party member, well, that's your choice*)

#### Player Tips

- Use your Player brain and your Character brain to analyze the environment.
- Scout, look, listen, think, try some @#!&.
- Don't try to kill everything you come across (*depletes resources*).
- Don't assume you can defeat every obstacle/creature.
- Asking lots of questions helps you make informed decisions (*DM should paint a detailed picture of the environment; use it*).
- Protect the weaker members of the party. They have a significant role to play (*no, not dragon fodder*). Use them.
- Hire and use Cannon Fodder.
- Why is your character with the Party? Why? (*think about it, seriously, think*).

## Character Creation

### Thinking About the Classless System

- Start by considering your NPC age, experience, profession, personality traits, motives, goals, etc. (*not Class*).
- What life experiences and/or events led the NPC to become an adventurer, what drives them, what environmental factors/scenarios have forced that character to make hard choices?
- Use one or more of the Professions as a springboard to creativity.
- It all adds up to your character's pathology.

### Describing Your Character

- Briefly list the character's life events, profession, experience, personality traits, motives, goals, quirks, etc.
- Do not list specific skills, but rather experiences that imply those skills.
- You are going to create a unique individual, not a stereotypical robot.
- Keep it simple: Bullet points or detailed description.
- How will the character act/react under various circumstances?
- Keep pathology simple and rough (*traits, balance the positive with the negative*).
- Leave room for your character to grow.
- Why is your character in the party? (*yep, I said it twice now*).

### Why Bother?

- The process will give you a basic understand of how your character will react under various conditions.
- Gives you greater control and understanding when describing your Character's actions.
- Sometimes you will have to choose between desire (*pathology*) and goal (*party success*).
- Pathology impacts/effects action.

### Changes in Pathology

One thing that doesn't get talked about very often is the aspect of change. Every encounter your character experiences will change them in some way; some more, some less. Your character's pathology will gradually thicken. Sometimes your character will grow in ways you never expected.

## The 0e Experience

### Action (Intent) vs Consequence

Success vs. failure is not always black and white (*pass/fail*). A fail isn't always a fail and a success isn't always a success. Sometimes your character must weigh chance vs. safety. Will you need a resource later on, or is right now the time to use it? Every action has a consequence; sometimes phenomenally good, other times devastatingly bad. Your character may eventually get the door open, but is what's behind that door worth the risk? Did beating the devil out of the door for five rounds, creating a hellish racket and notifying every dungeon denizen within the nearest three continents, warrant the reward?

### What Do You Do?

Try to imagine your character in a living, breathing world, then describe what actions they will take based on the knowledge at hand. Don't limit yourself to placing your character's actions into a "*skill*" or "*feat*." Doing so just turns that living, breathing world into a clunky, broken, one-armed robot with a personality disorder. Describe the actions your character will take based on what you think they can realistically accomplish (*within the bounds of their pathology and the environment*) or must take to affect a desired outcome. Describe anything you can think of, seriously, you can attempt anything you think your character can manage to pull off. Sometimes you may even need to take an iffy chance to move toward a goal. Swing from the rafters; jump down on unsuspecting (*or even suspecting*) creatures; perform acrobatics, slide between the legs of a giant, leap over desks, slap the guard captain, put on a dress and try to woo the Orc sentry, or throw furniture, pots, and pans at the enemy.

*Note:* Take the #@%\$ box, tear it up into little pieces, burn it, grind the ashes to dust, mix them with cement, water, and sand, cook it in a 10,000-degree kiln until it's a deep-black block of carbon, and drop it into the deepest darkest ocean pit you can find so that it may be crushed into the darkness forever. I'm not kidding, forget the #@%\$ rules and your character sheet (*for the most part*).

## Think About pathology

### Ask Yourself

- What outcome do you hope to accomplish?
- What are your intentions?
- What approach will bring your character closer to achieving those intentions (*goals*)?
- Is the approach possible (*based on pathology and environment*)?

Now describe, in as much detail as is needed, your character's actions. Sometimes more is better, but not always. You want to make sure the DM and the rest of the party understand your intentions. If an approach is even remotely possible, if beating the door senseless for five rounds will open it, then the approach is possible and there is no sense in making a roll. Simply state your intension: "*I/we beat the door senseless until it opens*". The DM will adjudicate accordingly. The DM's description of the environment should let you know whether or not you can beat the door into submission.

### Consider the Following:

- **Actions Vs. Outcome:** What possible outcomes can your character's actions produce?
- **Approach vs. Intent:** Does your approach move the character or party toward a desired goal?
- **Success vs. Failure vs. Consequence:** What possible consequences can the success or failure of your character's actions produce (*for themselves and the party*)? (*This is a tough one, because you don't know what might be around the next corner, and you don't know what action right now will hinder or help a subsequent encounter later on; resources are always a premium*).
- **Bad, Worse, & Oh Crap!:** You may have to choose between the lesser of three evils, or give up one thing for another—or even worse, choose between what your character would do (*pathology/desire*) and what they should do (*the greater good of the party*).

### What if an Action is borderline Pass/Fail?

If the approach has no hope whatsoever of succeeding, if it is absolutely outside of the realm of possibilities, the DM will most likely suggest you modify your character's actions prior to the summary round (*if he's nice*). If the approach is borderline, if failure will have a significant impact on the trajectory of the character/party, the DM will ask for a DC check or roll it himself. The outcome of the roll will determine the level of success or failure (*scaled: 1 very bad, 20 awesome*).

### Adjudication

The DM will analyze the environment and the character's pathology to determine if a character's actions are possible. If they are easily or moderately accomplished...*Whoohoo! Success!* If they straddle the line, the DM will ask for a DC check (*or roll it himself*) based on the appropriate attribute(s). The DM will only ask you to roll if the action has a significant chance of adversely affecting the character or party. The degree of success or failure will then be based on a roll of the dice (*random, fate, or otherwise*). Not all characters have the same chance of succeeding at a particular task (*a Halfling has a much better chance of sneaking up and stabbing the guard captain than a Half-Giant*).

## Race Table

Race	Size	Movement	HP	Racial Modifiers	Prime Attributes
<b>Dwarves</b>					
Dark Dwarf	(S) 3.5' – 4'	6	5	+1 CON   +1 WIS   -2 CHA	WIS, INT, CON
Gully Dwarf	(S) 3' – 4'	4	6	+1 DEX   +3 CON   -3 INT	CON, DEX, INT
Hill Dwarf	(M) 4'	5	6	-2 DEX   +2 CON   -2 CHA	CON, STR, WIS
Mountain Dwarf	(M) 4' – 4.5'	6	7	+2 STR   +2 CON   -3 CHA	STR, CON, WIS
<b>Elves</b>					
Dark Elf	(M) 4.5' – 5.5'	9	8	+1 STR   +2 DEX   -2 CHA	WIS, INT, DEX
Gruagach Elf	(M) 4' – 5'	11	8	+1 DEX   +1 CON   -2 CHA	DEX, STR, WIS
Half Elf	(M) 5' – 6'	9	8	+1 DEX   +1 CON   -1 CHA	WIS, DEX, INT
High Elf	(M) 5.5' – 6'	16	7	+2 DEX   -2 CON   +2 CHA	CHA, WIS, INT
Wild Elf	(M) 4.5' – 5'	12	9	+2 DEX   +1 CON   -1 CHA	DEX, CON, WIS
<b>Fey</b>					
Buckawn		7	4		
Pixie		9	6	-2 STR   +2 DEX   +2 CHA	CHA, WIS, INT
Sprite		6	4		
<b>Giantkin</b>					
Cyclops		7	9	+2 STR   +2 CON   -2 CHA	STR, CON, WIS
Goliath		7	10	+2 STR   +1 DEX   -2 WIS	CON, STR, INT
Half-Giant	(M) 7' – 8'	9	12	+2 STR   -2 DEX   +2 CON	STR, CON, INT
Lesser Giant		8	12	+2 STR   -2 DEX   +2 CON	STR, CON, WIS
<b>Gnome</b>					
Common Gnome	(S) 3' – 3.5'	6	6	-2 STR   +2 DEX   +1 CON	WIS, DEX, CON
Rock Gnome		7	6		
Tinker Gnome		5	6		
<b>Half-Folk</b>					
Halfling		6	6	+2 DEX   -1 CON   +1 WIS	DEX, WIS, CHA
Kender		7	6	+2 DEX   +2 WIS   -2 CHA	WIS, DEX, INT
Kobold		6	6		
Uldra		6	6		
<b>Ogrekin</b>					
Half-Ogre	(M) 7' – 8'	10	10	+2 STR   -2 WIS   -2 CHA	STR, CON, INT
High-Ogre (Irda)		9	8	-1 STR   +2 DEX   +2 CHA	CHA, INT, WIS
Minotaur		7	10	+2 STR   +2 CON   -2 INT	STR, CON, WIS
Mischta		9	8		
<b>Other Races</b>					
Bullywug					
Gnoll	(M) 5' – 8'	9	9	+1 STR   +2 CON   -1 CHA	WIS, CON, DEX
Grippli		4	4	-2 STR   +2 DEX   -2 CON	WIS, DEX, INT
Half-Orc		9	9		
Human		9	8	+1 STR   +2 WIS   -1 CHA	INT, WIS, DEX
Lizardman		9	9	+2 CON   +1 WIS   -2 CHA	CON, WIS, DEX
Thri-Kreen	(M) 7' – 8'	6	7	+2 DEX   +1 INT   -2 CHA	WIS, INT, STR
Troglodyte		9	9		
<b>Nemed</b>					
Honey Badger		6	6	+2 DEX   +1 CON   +2 INT	WIS, CON, DEX
Kenku	(M) 5' – 6'	6	6		
Mousen		5	4		
Ratling		6	6		

## Professions

Every character starts their adventuring career as a 0-level character. 0-level characters are individuals who have some profession, some set of skills, some experience that makes them who they are (pathology). The following list describes some of the common professions you might choose from. Choosing a profession doesn't add a specific set of skills or direct dice-rolling benefits per se. The benefits shine as your character attempts to perform certain actions. So, a Woodsman is going to have a much better chance at tracking than say a Cook.

Profession	Typical Attributes
Alchemist	INT, WIS, CHA
Blacksmith	STR, CON, WIS
Commoner	STR, DEX, CON
Cook	DEX, INT, CHA
Engineer	WIS, INT, CHA
Knight	STR, CON, CHA
Mariner	DEX, STR, CON
Miner	STR, CON, WIS
Monk	DEX, CON, STR
Nomad	INT, CON, DEX
Noteworthy	DEX, CHA, INT
Occultist	INT, CON, WIS
Priest	CHA, INT, WIS
Savage	DEX, CON, STR
Soldier	DEX, STR, WIS
Thief	INT, DEX, CHA
Woodsman	DEX, CON, STR

### Alchemist

The alchemist is a master of everything arcane. As lifelong students of the mystical and unknown, they are highly intelligent, impulsively creative, and often delve deep into mysteries that should be left buried and forgotten. They often spend days and weeks on end studying old crumbling parchments in musty, cobweb choked, long forgotten libraries deep within ancient cities and forgotten towers. When not reading they are practicing their newfound knowledge. Step into the laboratory of any Alchemist and you will inevitably see scorch marks and acid etched stone. There are no mysteries, alchemical formulae, or arcane magical knowledge the alchemist cannot discover, or kill themselves in the process of discovery. More than one apprentice has earned their title at the demise of their mentor. The Alchemist covets knowledge, power, and freedom above all else. Should these basic needs be taken away, a swift certain death would certainly ensue.

Alchemists rarely have the need to use weapons or armor. In fact they detest the use of either. They rely on their mind and the vast knowledge stored therein to defend and defeat. However, if cornered, they will, most certainly, resort to physical means. They are not weaklings as some think—quite the contrary. Having spent hour upon hour lifting, rearranging, and cataloging enormously heavy tomes and traveling far and wide to gain knowledge, has hardened them physically and mentally. This is not to say they do not acquiesce to the common belief that they are weaklings. Keeping everyone else in the dark, as to the true nature of the secrets they have striven to unearth, is just part of their nature.

### Blacksmith

### Commoner

The commoner represents everything typically normal about the common, everyday individual. Commoners come from no specific class or talent in their society. These individuals make up the laborers of society, such as: fisherman, herders, farmers, innkeepers, etc. What drives a commoner to pursue the adventuring life you ask? Well, sometimes it comes about because a troll ate the rest of their family, sometimes due to hardships that have forced them to the road, and occasionally they are dared by a friend and just got stuck following some adventurers around and simply forgot to go home.

The commoner never rushes into battle, in fact, they avoid it all costs. They aren't opposed to fighting, but reserve this task for the direst of circumstances. They shine is in their ability to blend into the crowd, finding creative solutions to situations, and one or two specialized abilities. They are good at a lot of general tasks such as hiding in plain sight, climbing everyday common objects such as trees and big rocks, and the most important of life serving tactics: retreat.

A commoner hasn't the pretension or understanding to wear armor, and little understanding of weapons more complicated than a paring knife. So what good are they you ask? They are the MacGyver of the adventuring world. Give the commoner a chicken bone, a spool of string, two pebbles, and a bit of animal fat, and he'll rig you up a trap that will snare the wildest of cave creatures.

No, the commoner is not a fighter, he's not an engineer, he's not even proud of what he does. At the end of the day he's happy if he's still alive. Surprise is his greatest skill of all, followed by retreat. Though many consider the commoner to be the lackey of the adventuring party, they often outlive everyone. They excel at teamwork and one or two other unique skills.

Creativity, fear of battle, and specialization rule the day for the commoner. Don't underestimate the power of these individuals. Their minds are always working. They never rule out the obvious or most obscure of tactics. Every encounter is a chance to solve a problem. Sometimes the solution is simply to run away, at others it is to assist, but never ever is it prudent to tackle the problem head-on.

## Cook

## Engineer

## Knight

Knights were originally created by the highest order of men. Trained from birth to defend castles from evil forces bent on destroying mankind. Knights spend the first half of their life in academic and physical training. They learn to fight with increasingly heavier sets armor and weapons. The knight learns honor, code, respect, and self-discipline. Before a knight leaves the knighthood, they must recite the Knight's Measure, a nine-page doctrine defining the meaning of honor. From that point on the knight begins and ends each day with the Knight's Oath: *'Est solarus oth mithas'* (My honor is my life).

Once knighted, a knight lives a life of servitude, defending those in need from the forces of evil, living life in dutiful servitude. It isn't a painful existence, but rather an honor. By following the Knight's Measure they spend a lifetime following the ideals of heroism and courage. To die protecting those in need is an honor every knight dreams of being granted. A knight feels it is their personal responsibility to protect the weak and oppressed, the poor and enslaved, the falsely imprisoned, fellow Knights, and the defenseless. A knight only takes as much as he can carry easily, and always gives the remaining share, to the poor and needy. A knight never backs down from a fight; they will fight to the death protecting what they believe in.

The knight is a powerhouse of force. By merely walking onto the battlefield the opposition often cowers in fear, while those around him are encouraged. Knights wear only bronze, full, or field plate armor. They often wield weapons one size larger than their class and dual wield weapons one size class lower, thus granting them two attacks per round.

## Mariner

## Miner

## Monk

As a monastic aesthetic, the monk is a master of body and mind. A monk spends years focusing their body and mind into a focused point. Having spend many hours, every day, reading, transcribing, and copying scrolls, tomes, ledgers, and all other sort of written documents, has given the monk a great deal of understanding of all known written and verbal languages.

They tend to be loners but often travel with other adventurers to hone and improve their skills in the real world. Like the knight, the monk has a personal devotion to those in need. Monks come from all walks of life. Most have lost their families to one form of evil or another.

A monk never wears armor and prefers his fists to actual physical weapons. They will employ light or medium weapons from time to time, or use what is nearby, even larger weapons if the need is dire. They dimly detest armor, feeling as though it

restricts their inner spirit, stifling the flow of energy within. When it comes to hand-to-hand combat, the monk rules all. The fluidity, with which their bodies move, put even the best of high elves to shame.

## Nomad

Nomads are wonderers at heart, constantly traveling the world and beyond, ever restless, ever uneasy at heart. There is something out there, in the wide world, in the universe, which calls to them, heart and soul. The nomads' wonderings, never staying in place for long, grant them a wide variety of skills and knowledge. They often live on the fringes of civilization, traveling from one society to the next, never fully integrating, but rather gleaning as much knowledge, skill, and local knowledge as possible before moving on. Nomads tend to be rough looking individuals, adopting small elements of dress and posture from the various cultures they meet, thus making them hard to identify or place culturally. Opponents find this appearance very unnerving and highly unpredictable when trying to judge character. Nomads make friends easily but often keep them at a limited social distance.

Nomads are crazy and unpredictable in hand-to-hand combat, moving around their opponent with an agile grace, uncharacteristic of their appearance mind you, mounting a flurry of blows, then retreating, circling, and gliding in for another round of torture. They tend to develop a set of combat skills, which they have learned, modified, and made their own, from the various cultures they have encountered.

## Noteworthy

The noteworthy has a unique mastery of mind and body, unlike the monk, however, this mastery is of an academic nature. The noteworthy keep their mind and body in peak physical condition. They tend to move around in the upper echelon of social circles, making a name for themselves, while simultaneously moving through the lower orders of society helping the needy. They are typically very common individuals within their race and have been raised in sophisticated, highly structured families. Their exposure to the various aspects of society and life in general give them a diversity of skills.

While growing up, noteworthy spend hours on end studying in arcane libraries and apprentice in every occupation; thus giving them a mind and body primed for any situation. Contrary to what many believe, the noteworthy are typically humble individuals. Their constant contact with all aspects of society, including the academics, gives them a keen insight into the real ebb and flow of life on the planet. These insights ground the Noteworthy, granting them a sympathetic perspective to the needs of every class of citizen.

A host of skills transform the noteworthy into a well-rounded character. Although they can wear any armor and use any weapons, they often wear no armor and use no weapon, opting to use their hands and mind as lethal weapons.

## Occultist

The occultist is a combination of philosopher, grave robber, and witch. Their lives are spent in pursuit of the blackest of arts. The very nature of their pursuits grant them knowledge and understanding of archaic and infernal languages, histories, and subtle nuances. The occultist delves deep into subjects often seen as forbidden or fiendish. They are often known by name in even the most remote and hidden libraries within hundreds of miles of their homeland. Necromancy, demonic possession and summoning, speaking to the dead, everything undead, and communication with the lower planes are what they live for. An obsessive thirst, for every hidden, dark mystery in the universe, compels the occultist. If you are looking to travel underground or through the darker parts of a territory, it is wise to take an occultist along.

## Priest

## Savage

The savage class is an individual, of any race, that has reverted to their most base animal nature. These individuals, for any number of reasons, found themselves in the deepest, darkest, wilds—the heart of darkness if you will—and having no other communication with the greater world, or means of civilized sustainability, have succumbed to the animalistic darkness that dwells within each of us. They maintain their parent racial and personality traits, of course, but the animal within often takes over and drives them body and soul, to survive and thrive, with chaos as a center of gravity.

The savage hates, or rather despises, confinement and restraint. Armor as well as heavy clothing feels suffocating and will drive them mad after a time. The coldness of steel and metal objects warps their spine and drives them into fits. Natural weapons and handcrafted items are the tools of trade for this class. They are just as likely to bash an enemy with said enemy's own appendage, having just been removed forcefully, as they are with a nearby rock.

Outside of battle the savage maintains a demurred composure, for as long as they can master their inner demons anyway. Prolonged stays within, or near, civilized areas will drive them mad after a time. In battle the savage is a force many would rather not contend with. Running, jumping, climbing, hooting and hollering, growling, spitting, biting and clawing, the savage

turns even the worst of battles into maddening chaos. It is said that a savage, when driven to madness, will rend even their own flesh and bone, during such a battle. It is wise to stay on their good side, if they have one, or simply stay out of focus.

### **Soldier**

### **Thief**

The thief is often seen as a despicable character, lurking in the shadows, ready to stab and steal away your life at the least provocation. They are, in fact, lurkers, but not because they are nefarious or wish everyone harm. They are simply products of a system that has abandoned them. Thieves are typically orphans who never knew or have forgotten their families, living as best they can on the mean streets of society. They get by on whatever means necessary. Their safety comes first and foremost above all else. A thief rarely makes friends, but will band with a group if it serves their wellbeing. With a mere glance the thief can appraise the value of any item. After all, this is how they survive, by profiting from the involuntary generosity of others. The hardships of survival have imparted them with an unusual gift for judging the character with just a glance. All of these skills are secondary, however, to their ability to analyze information and glean even the tiniest of insignificant details. Thieves make excellent battle tacticians, and therefore, any party would be lucky to have one.

### **Woodsmen**



## Zero-Level Characters

### Hit Points

All 0-Level characters start out with (9) hit points.

### Weapon Allowance

Choose one weapon from the list below.

#### Initial Weapon

Forest Axe

Hand/Throwing Axe

Quarterstaff

Short Bow + Quiver w/20 Standard Arrows

Shortspear

Sling w/20 standard Sling Bullets

Small Club

Smithy Hammer

Whip

### Armor Allowance

Choose one of the following armor and/or shield types from the table below.

#### Armor

Brigandine

Light Leather

Studded Leather

#### Shields

Buckler Shield

Light Wood Shield

Heavy Wood Shield

#### Padded/Quilted

### Starting Money

A meager 25 cp.

### Starting Items

#### All of These

Backpack, Small

Bedroll

Belt Pouch, Small

Blanket, Light

Chalk, 1 piece

Flint & Steel

Small Sack

Torch

Waterskin

#### Choose 2

Candle

Piton

Hammer

Hemp Rope [25']

Knife, Simple

Net

## Experience

All characters begin at 0-Level.

### XP Per Level

- 1<sup>st</sup> Level: 1,000 xp
- Every level thereafter: + (1,000 \* Level) xp

### XP Awards

- All XP is tallied and divvied up among the characters in the party (awarded periodically)
- 100xp per HD of creature
- 1 XP per gp of treasure
- Additional 50-200 per encounter for roleplaying

## Attributes

Roll 3d6, assign as desired ~ Or ~ Assign the three highest scores, highest first, in order of your Race Prime Attributes.

### Attributes

STR: (Melee dmg / Melee to-hit / Hurling weapon dmg)

DEX: (AC Bonus / Missile to-hit)

CON: (HP bonus per Level)

INT: (# additional Languages)

WIS: (Spell saving throw bonus)

CHA: (# of Hirelings)

### Attribute Descriptions

*Strength* (STR): Measure of muscle & physical power

*Dexterity* (DEX): Hand-eye coord., agility, reflex, balance

*Constitution* (CON): Health & stamina

*Intelligence* (INT): Learning & reason (analyze information)

*Wisdom* (WIS): Willpower, common sense, perception, intuition (awareness of surroundings)

*Charisma* (CHA): Force of personality, persuasiveness, magnetism, leadership, attractiveness

Score	Modifier
1-5	-3
6-9	-2
10-11	-1
12-13	0
14-15	+1
16-17	+2
18-19	+3
20-21	+4
22-23	+5
24-25	+6

## Alignment

Not used in this system

## Hit Points

- Starting Hit Points (0-level) = 9
- Additional HP per level: + (Race HP + CON modifier)

## Movement

Movement rates represent the total distance a character can move (under normal/adventuring encumbrance) in squares (5'), in one full round (1 min).

### Tactical (Combat)

- Tactical (walk) = Rate listed
- Tactical (Hustle) = 2 x Rate (CON-DC / 10 Rnds)
- Tactical (Run) = 3 x Rate (CON-DC / 5 Rnds)

### LOCAL (General/Outdoors) (8 hr day)

- Local (Walk) = Rate (3 miles / hour)
- Local (Hustle/Jog) = Rate (5 Miles / hour) (15 min rest/2 hrs)
- Local (Run) = Rate (7 Miles / hour) (15 min rest/hr)

## Money

- Starting Money = 25 cp
- Money Equivalency = 100 cp / 10 sp / 1 gp / 2 ep / 0.1 pp

## Vision

### Normal Vision

#### Bright Light

In brightly lit areas, characters with normal vision can see perfectly to the extent (edge) of the light source.

#### Dim Light

Light sources such as moonlight, candles, indirect illumination (such a light reflecting into shadows), and phosphorescent plants and animals, etc. Characters with normal vision don't see very well in this type of light. Creatures or animals, not moving, can easily conceal themselves in the shadows.

#### Darkness

Areas where there is no moonlight or other light source to light the immediate area. Characters of normal vision cannot see objects or creatures in this type of light.

#### Darkvision

Darkvision enables creatures to see in complete darkness. The environment is seen in shades of gray. Light sources do not hinder this type of vision.

#### Infravision

Creatures with Infravision can detect infrared radiation. They sense heat rather than light. These creatures can see in complete darkness by sensing changes in radiated heat between objects of differing physical composition, or radiated heat sources.

#### Low-Light Vision

Creatures with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of shadowy illumination, while retaining the ability to distinguish color and detail.

## General Combat

### Offense

- $1d20 \pm \text{STR/DEX modifier}$
- $\text{Result} \geq \text{Opponents AC} = \text{Successful hit}$
- $\text{Damage rolled} + \text{STR modifier}$

### Weapon Use

- Find a weapon, pick it up, all day long, have good luck.

### Ranged Weapons

#### Range Increment (RI)

Represents the maximum firing distance without incurring a penalty.

- $(-2) \text{ Attack penalty} / \text{RI}$
- Thrown Weapons: Max 5 RI's
- Projectile Weapons: Max 10 RI's

### Defense

$\text{AC} = 9 \pm \text{DEX modifier} + \text{Armor modifier} + \text{Racial modifier}$

### Difficulty Checks / Skill Checks

- $3d6 + \frac{1}{2} \text{ Level} + \text{Ability modifier}$
- $\text{Result} \geq \text{DC} = \text{Success}$

Difficulty	(DC)
Easy	(5)
Average	(10)
Tough	(15)
Challenging	(20)
Formidable	(25)
Heroic	(30)

### DC/Stat Checks Equivalencies

Common DC Checks	Prime Attribute
Fortitude	CON
Reflex	DEX
Will	WIS
Search	INT
Bluff	CHA
Climb	STR
Diplomacy	CHA
Disable Device	INT
Disguise	CHA
Fear	WIS
Hide	DEX
Intimidate	CHA
Jump	STR/DEX
Knowledge	INT

Listen	WIS
Move Silently	DEX
Open Lock	DEX
Panic	WIS
Rope Use	DEX
Search	INT
Sense Motive	WIS
Sleight of Hand	DEX
Spot	WIS
Swim	STR
Tracking	WIS

## Opposed Checks

- $3d6 \pm$  Attribute modifier (determined by DM)
- Result > Opponents Roll = Success

## General Actions Per Combat Round

*Note:* A round encompasses one full minute (ten 6 second segments). Ten rounds equal a full turn (10 min).

- Move up to full movement rate
- Move up to  $\frac{1}{2}$  of the movement rate and make a single melee attack
- Move up to  $\frac{1}{2}$  movement rate & make a single missile attack
- Use a Supernatural, Divine, or Psychic ability
- Retrieve a dropped weapon (or) switch weapons & move  $\frac{1}{2}$  of the movement rate
- Drink a potion or pick your nose

## Hand-to-Hand Combat Option

In general, hand-to-hand combat – that of combat with no weapons other than a character's own body – there are three types: General Hand-to-Hand Moves, Grapple Moves, and Martial Arts. Within these groups there are two levels of ability: That of the General character, and that of the Expert.

When describing a character's actions during a combat round – while implementing hand-to-hand combat maneuvers – the player should be as detailed as possible. Keep in mind, for maneuvers such as Multiple and Flurry attacks below, it is not necessary to detail each strike per se, but rather to describe the general flow of the character through the scene/environment. The more details you give the better the GM can adjudicate your character's actions. If you are performing a single specific attack from one of the tables below you should use that maneuver's damage or the damage listed per attack type below. For general attack damage see the appropriate section (Multiple, Flurry, Defensive Attack sections).

### General Character

The general character is not an expert in hand to hand combat, they perform this task more like a street brawl than anything else. The damage inflicted by this type of attack will always be of the non-lethal type. Any opponent whose health is reduced to "0" will fall unconscious for 2d6 turns (1 turn = 10 minutes). The Martial Arts category is not generally suitable for use by the general character; however, that should not deter a character from attempting to use it.

*Note:* Any attempt to use martial arts by a general character will be adjudicated appropriately, based on the DEX-DC roll by either the player or the DM (the DC level for such an attack will be much higher than that of an Expert character).

#### Single Attack

In a single attack the character focuses all of their attention on one specific target, thrashing and wailing on them, pulling of hair, poking eyes, grabbing nostrils, hugging the opponent, swinging wild punches, kicking, etc. During this type of attack the character must be within 5' of their opponent.

##### Attack

- DEX-DC roll (3d6) + DEX modifier
- Min Distance: 5'

##### Damage

- d4 + STR modifier (non-lethal)

#### Multiple Attacks

In the Multiple Attacks scenario, a General Character can attempt to fly into a rage in the midst of a group of individuals (typically 2-4 individuals of the same size class). In the multiple attack scenario, the character is basically yelling obscenities, jabbing here and there, kicking, throwing their body against multiple opponents, basically thrashing around like a madman. This type of attack, for the General character, comes at the cost of reduced accuracy and force, thereby negating any DEX or STR modifier bonuses. The benefit of this type of attack is it creates chaos in the enemy's ranks, thus allowing greater accuracy from the character's own party.

*Note:* This maneuver can only be used against a group of 2-4 targets.

##### Attack

- DEX-DC roll (3d6)

##### Damage/Hit

- 2 hp / target

##### No. Successful Targets

DEX Roll	No. of Moves
3-7	1
8-11	2
12-15	3
16+	4

*Note:* targets hit take -2 to attacks during their present round (depending on their Initiative roll) or on their next.

## Expert Character

The expert character has been trained in some form of martial arts and has a background/pathology granting them a greater advantage over the common adventurer. To perform an Expert Martial Arts move the player describes their attack, in as much or little detail as they see fit, followed by a DEX-DC roll, adding the appropriate modifiers. The DEX-DC represents the level of success based on all pertinent factors, allowing the GM to adjudicate the action appropriately. An Expert can choose to make their attacks “lethal” or “non-lethal” (must be chosen at the time of the attack, not after). Expert characters have five methods of attacking: Single, Multiple, Flurry, String, and Defensive attacks. The type of attack must be stated at the time of the attack.

### Single Attack

In a single attack the character focuses all of their attention into one specific target. During this type of attack the character must be within 5’ of their opponent. The resulting damage will be normal, doubled, or tripled based on the outcome of the DEX-DC roll (see the DEX-DC table below) then added to any STR and Level modifiers.

#### Attack

- Min Distance: 5’
- DEX-DC roll (3d6) + DEX modifier + Character level

#### Damage

- 1d6 + STR modifier

#### DEX-DC Table

DEX Roll	Damage Multiplier
3-9	1
10-16	2
17+	3

### Multiple Attacks

In a Multiple Attacks scenario, the character targets two to three opponents, all within close proximity (must be within 5’ of each other). A successful attack results in each target taking the full damage from a single attack, plus any STR modifier.

*Note:* This maneuver can only be used against multiple targets.

#### Attack

- DEX-DC roll (3d6) + DEX modifier

#### Damage/Target

- 1d4 + STR modifier | (*to each target*)

#### No. Targets Table

DEX Roll	No. Targets
3-9	1
10-16	2
17+	3

### String Attack

In a String Attack, a character targets one specific opponent with a string of attacks. The player can, and should describe what they specifically aim to accomplish. i.e. the player states they will punch the target's throat, kick them in the knee, then finish up with a haymaker. Optionally they can simply say they are performing a String Attack and let the DM adjudicate accordingly.

#### Attack

- DEX-DC roll (3d6) + DEX modifier

#### Damage/Target

- 3 hp/successful move + STR modifier
- i.e if the DEX roll is a 12, where two moves are pulled off = (3 + 3) + STR modifier

#### No. Successful Moves

DEX Roll	No. Moves
3-8	1
9-14	2
15+	3

### Flurry Attack

A flurry of attacks allows a character to hit a quantity of opponents (up to five) in a general area without targeting any specific individual. This type of attack negates accuracy and force for quantity. Each opponent will incur 2 hp of damage upon a successful roll. The benefit of this type of attack is it creates chaos in the enemy's ranks, thus allowing greater accuracy from the character's own party.

#### Attack

- DEX-DC roll (3d6) + DEX modifier

#### Damage

- 2 hp | (to each opponent)

*Note:* targets hit take -2 to attacks during their present round (depending on their Initiative roll) or on their next.

### Defensive Attack

During a defensive attack the Martial Arts Expert maintains a constant vigil against attacks. Attacks of this nature give the character a defensive advantage from opponent attacks, both direct and indirect. The character is always aware of their surroundings in this state. The goal of this type of attack is to target specific areas on an opponent (generally speaking) to disable/hinder their ability to defend and attack while defending one's own hide. This type of attack can only be performed against one opponent.

#### Attack

- DEX roll (3d6)+ DEX modifier

#### Damage

- 3d2 | (to one opponent)

#### Successful Attack Result

-4 to the target's AC and attack during the next/subsequent round

*Note:* If a successful attack is incurred by an opponent before they have made their attack in a given round (due to initiative), their attack during that round will be at a -4, as well as the normal -4 to their next/subsequent round's AC and attack.



## Grapple Maneuvers

To grapple an opponent a player must make a successful opposed grapple roll. Once the grapple has been initiated the player only need make successive opposed grapple checks each round thereafter to maintain the hold. Different types of maneuvers result in different types of results (listed below). The type of grapple (see table below) should be announced (but can be left to DM's discretion).

### 1st Round

- Opposed DEX roll (3d6) + DEX modifier + Character level

### Subsequent Rounds

- (upon successful opposed DEX roll the previous round)
- Opposed DEX roll (3d6) + DEX modifier

### Results

- (refer to Grapple table below)

### Grapple Moves Table

Move	Damage
Arm Lock *	n/a
Arm Twist ^	n/a
Bear Hug *	n/a
Headlock *	n/a
Leg Lock *	n/a
Leg Twist ^	n/a
Throw ~	n/a
Trip ~	n/a

(\*) Move can be held for extended period of time or until broken. Requires apposed check. A headlock, if held for three rounds, will result in the opponent passing out for 1d6 rounds (1 round = 1 min).

(^) Opponent takes a -2 to AC and attack rolls on their next round.

(~) Opponent is knocked prone and takes a -4 to AC and attack on their next round

## Additional Combat Options

### Hold Action

- Hold any action at the start of your turn/round for a specific trigger or time frame.
- Must be specific.

### Charge

- Movement rate x 1.5
- +2 Attack (no STR bonus)
- Double Damage: Roll x 2
- Spiked shield: + 1d4 damage
- Min 15' distance
- Character cannot attack during the next round.
- Charge once every 5 rounds

### Defensive Stance

- Full Defensive Stance: +2 to AC (no movement)
- Partial Defensive Stance: +1 to AC (1/2 movement rate)

## Retreat

- Withdraw: 1/3 movement rate
- Flee: Chaotic scramble, free attack from opponent

## Spell Saving Throw DC

- DC = 9 + casters level + Prime attribute modifier (unless otherwise noted)

## Time/Initiative/The Round

### Time

- 1 Round = 1 minute = (10) Six second segments
- 10 Rounds = Turn
- 6 Turns per hour

### Surprise

- Surprised = 1 or 2 on 1d6
- Forfeit all actions that round

### Initiative

- Initiative: 1d10
- Lowest number goes first

## Equipment, Armor, & Other Stuff

0-Level characters by default come with only a few sparse items (see 0-level section above). They have not yet begun their adventuring career and thereby will not have the resources to purchase anything above the bare essentials. However, anything they find along the way is fair game, provided it actually fits or is in their size class.

Any item found—whether it be a weapon, armor, or some other item—can be used provided it falls within your character's size class. If you find it, or rip it out of the hands of an ugly Orc, you can use it.

### Weapon & Equipment Sizes

Each Race—due to its typical size—will fall within one of the various size categories (see Creature Size table below). These size classes correlate to the categories on weapon charts (small, medium, etc.) and show the damage that size of weapon does to its target (not the damage it does to that size of creature). Likewise, armor comes in different sizes as well.

### Creatures Size

Type	Size	Weight
Fine	< 6"	< 1/8 lb.
Diminutive	6" – < 1'	1/8 - 1 lb.
Tiny	1' – < 2'	1 - 8 lbs.
Small	2' – < 4'	8 - 60 lbs
Medium	4' – < 8'	60 -500 lbs.
Large	8' – < 16'	500 lbs - 2 tons
Huge	16' – < 32'	2 - 16 tons
Gargantuan	32' – < 64'	16 - 125 tons
Colossal	> 64'	> 125 tons

## Familiars

Familiars are typically small animals such as bat, cat, crow, hawk, lizard, owl, rat, raven, snake, toad, weasel, etc. Other creatures can be familiars as well, such as those with ½ HD or less (consult your DM about the possibilities). Any character who can afford to purchase a familiar is welcome to do so. Each familiar will have its own set of stats and abilities just like a normal character, and should be role-played as such by the player, in conjunction with their character.

## Supernatural Abilities

### Arcane Energy

Arcane energies flow hidden, throughout nature, the world, the universe; it is everywhere. It flows to, from, in, through, and around every tangible and intangible space; it is woven and bonded at the subatomic level. The Gods were born from and use arcane energy to create everything that exists. It is life, without it there would be nothing. There are several types of individuals that can control, use, channel, and manipulate arcane energies: Philosopher, Sage, Ödic, Immortal, & Necromancer.

### Philosopher

The Philosopher is an individual who devotes every day to the search for knowledge; these individuals are in perpetual pursuit of wisdom. They know they are lacking in wisdom, so they hound it relentlessly. The Philosopher greedily gobbles every ounce of knowledge; every tome, scroll, and parchment; every spell they can find, steal, procure, bargain for, or stumble upon. They have knowledge and understanding of archaic languages. The Philosopher does not have a good grasp on the nature or inner workings of arcane energy, so they are always searching for some hidden truth within it, some revelation that will show them the true meaning of life and how it should be lived. The Philosopher employs every opportunity they can to practice the knowledge they have gained, using it wantonly, rabidly, carelessly. Eventually they come to know it more deeply, gradually developing a personal belief system, a school of thought about it. It is then that the Philosopher becomes a Sage.

Certain parts of the mind are used to understand and thereby manipulate arcane energy. Initially, the Philosopher only has the ability to perform a certain number of abilities each day. Gradually, as they become more adept, growing their mental muscle, they are able to perform for longer periods of time. The philosopher is agile and loose, opting to move quickly from place to place, never staying put for long. There is always something to be learned, some knowledge to be gleaned, some “thing” to know, some other place dripping with discovery. That place may only be five feet away, it is hard to tell. It’s all about perspective.

### Mechanics

- Spells are gathered as the character adventures.
- Spells must be kept in a book or by loose leaf on the character’s person at all times.
- The nuances of manipulating arcane energy must be read from their source at the time of use. Scrolls may be created, one scroll per spell. Each scroll is consumed in the casting process.
- Characters gain Mental Stamina (MS) each level (see below).
- There are no armor or weapon restrictions per se, though freedom of movement is imperative (matching the norms of the race is fine).
- Metal severely hinders, often negating, any ability to manipulate arcane energy (use it at great risk).
- Knowledge and understanding of Archaic languages (includes reading and writing).
- At each level the Philosopher rolls percentage dice (% chance = 9 \* Level). A successful roll (< %) means they can become a Sage, if they so choose.

### Mental Stamina (MS), Spell Progression & Use

- Initial Spells: (3) 0-Level spells
- Additional Spells thereafter: Additional spells must be found, discovered, traded, stumbled upon
- Initial Mental Stamina (at 0-level): INT score
- Subsequent MS each level: (1 + INT modifier) / Level
- Spell Level = MS cost (in points)
- Once MS is used up the character must rest for a full 8 hours to restore.
- If MS is reduced to 0 the character must rest for 1d4 turns (character is unable to move or think straight).

## Sage

The Sage is a philosopher who has attained wisdom and means to channel that wisdom toward the pursuit of some specific goal or lifestyle. They have come to know the nature of arcane energy and mean to harness it for their own ideals. The Sage, very much like the Philosopher, uses their knowledge to manipulate the fabric of arcane energy, using it to meet their needs and desires. Every Sage, due to training from a mentor, as well as their own personal belief system, will typically have one school of thought pertaining to what should and should not be done with their knowledge of arcane energy. They have come to love it as a child, and often fear if they delve too deep, toy with it one too many times, they will bring ruin to themselves, and everyone and everything around them. They are stingy with their wisdom, only using it when they must, when immediate action dictates that it must be done. For no other reason, purpose, or individual will they be manipulated or coerced into using their wisdom. The Sage is cagey about wearing any kind of restrictive armor, opting instead to wear flowing robes or soft, supple leathers (this is not a restriction); a better option for getting in tune with arcane energies, and hide the subtler nuances of their craft.

### Mechanics

- Any Philosopher who has attained Sage status is granted 9 spells (see below).
- Characters gain Mental Stamina (MS) each level (see below).
- Additional spells can be chosen at a rate of 1d4 per level, from spells at or below the level of the Sage.
- Spells chosen should meet the Sage's personal belief system or be used for that purpose only.
- The sage no longer needs to read spells from their source at the time of use. Scrolls may be created, one spell per scroll. Each scroll is consumed in casting process.
- There are no armor or weapon restrictions per se, though freedom of movement is imperative (matching the norms of the race is fine).
- Metal severely hinders, often negating, any ability to manipulate arcane energy (use it at great risk).
- Knowledge and understanding of Archaic languages (includes reading and writing).

### Mental Stamina (MS), Spell Progression & Use

- Initial Spells (at 0-level): 9 (from 0 to 4<sup>th</sup> level spells, at least one from each level)
- Additional Spells thereafter: Spells Found (plus) 1d4 spells / Level (from spells at or below Sage's level)
- Subsequent MS each level: (1 + INT modifier) / Level
- Spell Level = MS cost (in points)
- Once MS is used up the character must rest for a full 8 hours to restore.
- If MS is reduced to 0 the character must rest for 1d4 turns (character is unable to move or think straight).

## Ödic (Ödyle)

The Ödic is born with innate abilities to see, guide, and channel arcane energy. They do not need to study ancient tomes or pursue knowledge and wisdom, they simply understand, in the fiber of their being, the minutiae of arcane energy. This type of phenomenon typically occurs when a mother, still pregnant, comes into contact with a stray or concentrated pocket of arcane energy; either through the misguided, reckless attempts at seeking the meaning of life by a crazy philosopher, or some naturally occurring pocket in nature where arcane energy has pooled. Unlike the Philosopher and the Sage, the Ödic feels a deep and enduring bond with arcane energy, a personal connection to it. They don't try to will or desire it; they don't bend it, force it, call it, or otherwise manipulate it. They simply allow it to flow through them, of its own free will. This bond allows the Ödic to recognize and understand the arcane energy flowing within physical objects (high-level Philosophers, all Sages, and Immortals can bond arcane energy to physical objects). The Ödic can determine what these energies are, and how they are used/released.

An Ödic learns very early to channel arcane energy; otherwise it becomes uncontrollable, coming to life with a mind of its own, escaping the Ödic, and entering into the physical world causing havoc, devastation, and chaos. Ödics have been burned, beaten, and shunned throughout history. Mothers, at least the ones who become aware early on, either murder these children immediately, abandon them to the elements, or help them learn to control it. Some Ödics are nervous about using their ability in public for fear of being stoned or driven away, while others openly use their ability for the greater good. Those who choose to force a connection with arcane energy, to manipulate its power toward their own selfish goals, become Necromantic outcasts. Their reckless abandon, and wanton use of the energy, quickly begins to warp and deform their bodies and minds. (see Necromancer below). Ödics use their own life force (hp) to channel arcane energy (spell level = hp expended).

The player should come up with some overarching ideal for their character, some driving force that compels them to go out into the world adventuring for some greater good/reason. The pathology of the character should so reflect, and the character should only use their ability for those specific reasons, and no other.

### Mechanics

- Choose 3 spells each level (from the character's current level).
- All spells should be chosen to meet some need/personal ideal of the Ödic.
- Spells can be used at will (keep in mind the Ödic's philosophy—only if they must!).
- There are no armor or weapon restrictions per se. (matching the norms of the race is fine).
- Metal severely hinders, often negating, any ability to manipulate arcane energy (use it at great risk).
- Ödics can identify the energies and their uses within physical objects at will (they simply see it).

### Spell Progression & Use

- Initial Spells (at 0-level): 3 spells from character's current level.
- Additional spells each level: 3 spells from character's current level (or) from any level, after 9<sup>th</sup> level.
- Spell Cost: Spell Level = HP expended (some spells may have a per round cost).
- If HP drop to, or below 0, death will immediately ensue.

### Notes

- <http://www.encyclopedia.com/topic/OD.aspx>
- <http://www.dictionary.com/browse/odyle>

## Immortal

Immortals were once physical beings created by the Gods. They were given the various physical shapes of every race, in order that they could walk among the mortals as mediums for the gods, go-betweens if you will, between both worlds. They were granted unending physical life, and escape from the inevitabilities of death by aging or disease. They do not bleed or age, nor do they have a need to eat or sleep. Their physical bodies can be damaged, but do not heal naturally as mortals do; they must be healed by taking the arcane energy from a healthy living mortal, thereby ending its life prematurely. The degree to which an immortal is wounded matters not in this affair. Once the arcane energy is released, whether it is for 1 hp or 100, the affected creature's life is forfeit. When an immortal's essence has been reduced to zero they cease to exist; their bodies crumble to dust. Some simply allow this happen, unwilling to take a mortal life, seeing their existence as something special, a gift given to them by the Gods. Others choose to take the life so they can continue to wander from place to place, educating the mortals, helping them realize some greater meaning or destiny.

The Immortals were slaves of the Gods, bound physically to do their bidding. During the Age of Darkness, the Gods waged war amongst themselves, wrecking and destroying lands, heaving up whole oceans, tearing apart planetary bodies, and creating chaos and havoc everywhere. When it was all said and done, when the dust settled and the planetary bodies coalesced once more, and the miniscule creatures and living things came back into the light of day, the Gods were gone, nowhere to be found. The Immortals were left behind, to fend for themselves, to discover a new existence. They roam from one place to the next, watching the mortals come and go, passing like leaves in the wind.

Immortals have no special powers, such as the gods have. They cannot call down lightning from the heavens, or raise an ocean, or squash the mortals like little bugs. They have the ability to assist mortals in the healing process by temporarily activating the threads of arcane energy within their bodies. They are also master craftsmen, able to manipulate materials with ease, creating masterwork armor, weapons, and other items of interest. They can imbue items with arcane energy if they so choose, but it requires taking the life of a mortal or living thing. They have no power over the arcane energies that flow throughout the world other than that of mortals and other living things. Their outlook on life is either hopeful or dulled from years of existence. They do not fear war or death. They will wade into battle to protect the lives of mortals, if they so choose—which many see as innocent or a thing to be cherished—oblivious to their own needs.

There is a second type of immortal known to exist. A normal Mortal can become Immortal either through the will of a God, or from the power of a high-level Sage or Ödic. Both options require the life of a Mortal, full of health and vigor, to be taken. Taking the life of a mortal is often difficult and fraught with danger in and of itself.

Every Immortal has a pool of arcane energy they can use to heal mortals. Once the pool is used up it can only be refilled by taking it from a living Mortal, full of health and vigor.

### Mechanics

- Initial Energy Pool (EP): CON score + STR score

- Additional Energy Points thereafter: CON modifier + STR modifier (in points each level)
- Ability to heal 2d6 hp to any one character once per day.
- Create Masterwork weapons, armor, & items (2 items per level)
- Create arcane energy imbued items (requires the life of a healthy Mortal) (typical magic items)

## Necromancer

The Necromancer is a combination philosopher, undead master, and witch. Like their brother, the Philosopher, they strive to gain every ounce of knowledge they can about arcane energies. The Necromancer is similar in certain ways to the Ödic, but bend the threads of arcane energy to their own dark endeavors; for this mischief they pay dearly. (see Physical Deformities below). Necromancers typically discover their thirst for arcane energy at a very young age. Some mutation in their DNA initiates a sudden change, typically around puberty, in the arcane energies that flow through their body. They begin to draw energy from the world around them until a Wild Talent emerges (see Wild Talents below).

Necromancers spend a lifetime in pursuit of arcane energy's secrets, though for many that lifetime is very short. They have knowledge and understanding of archaic and infernal languages. They delve deep into subjects often seen as forbidden or fiendish. They are often known by name, even in the most remote and hidden libraries, hundreds of miles of their homeland. Necromancy, demonic possession and summoning, speaking to the dead, undead summoning and creation, as well as communication and summoning from the lower planes are what they live for. An obsessive thirst, for every hidden mystery in the universe, compels the Necromancer.

Necromancers do not memorize spells or ask assistance from deities. Their skills are based in knowledge, experience, and fact. One of their defining features is their thirst for forbidden knowledge. A Necromancer can, and often will, fall prey to their own desires, eventually driving themselves mad.

### Mechanics

- Dark Skills: Use HP to perform their skill
- Dark Skills (see Dark Skills section below).
- Wild Talents – One wild talent develops at 0-level
- Physical Deformities: Cumulative 5% chance of developing a Physical Deformity each level.
- Insanity/Madness: Cumulative 5% potential to develop insanity or madness each level.
- Knowledge and understanding of Archaic and Infernal languages (includes reading and writing skills).

### Spell Progression & Use

- Initial Dark Skills (spells): (total combined spell levels) = Total character HP
- Spell Cost: Spell Level = HP expended (some spells have a per round cost)
- If HP drop to, or below 0, death will immediately ensue.

### Wild Talents

- Every character develops one wild talent at 0-level. Roll a d20 and consult the table below. (Descriptions can be found in the AD&D Complete Book of Necromancers)

### Wild Talent Table

D20	Talent
1	Animal Form
2	Animate Dead by Touch
3	Augmented Hit Points
4	Augmented Spellcasting
5	Bestow Dying Curse
6	Chilling Touch
7	Command Undead
8	Enhanced Vision
9	Fear Aura
10	Food Corruption
11	Magic Resistance

12	Regeneration
13	Scabrous Touch
14	Shadow Form
15	Skull Scry
16	Somnolent Gaze
17	Spell Immunities
18	Unholy Blessing
19	Unnatural Ability Scores
20	Weapon Immunities

### Physical Deformities

Each time a character advances in level there is a 5% chance of becoming physically deformed. The percent chance is cumulative per level until the deformity presents itself. Once a deformity has presented, the % chance begins anew at 5% and accumulates until a new (additional) deformity develops. Each deformity is permanent (for the life of the character). Each time a deformity presents roll a d20 and consult the table below. If the deformity rolled is already present roll again until you get a different result. (Descriptions can be found in the AD&D Complete Book of Necromancers)

- Begin checking for physical deformities at 1<sup>st</sup> level
- Percentage Chance: Level \* 5%
- Check: % Die roll  $\geq$  Percentage chance of failure = Success (no deformity presents)

### Deformity Table

D20	Deformity
1	All hair permanently turns white or falls out
2	Fur or scales cover body and frame face
3	Club foot/lameness in a leg
4	Eyes similar to animal's (like a cat or wolf)
5	Face resembles that of a particular animal
6	Hands or feet are misshapen claws or talons
7	Hands turn coal black or blood red
8	Hunchback (combat ability unaffected)
9	Malignant stench of decay or aura of malevolence in a 10' radius
10	Physical aging, 1-20 years
11	Second mouth appears at the base of the skull
12	Six-fingered hands (or six-toed feet)
13	Skin gains the cold blue pallor of a corpse
14	Small horns appear on head
15	Smile or laughter appears cruel and evil
16	Teeth (or ears) are long and pointed
17	Three-foot long tail sprouts from lower back
18	Tongue is forked or serpentine
19	Vestigial, leathery wings on back
20	Voice sounds evil, low, whispery, or inhuman

## Insanity or Madness

Each time a character advances in level there is a 5% chance of becoming Insane or going mad. The percent chance is cumulative per level until the insanity/madness presents itself. Once it has presented, the % chance begins anew at 5% and accumulates until a new (additional) insanity/madness develops. Each presentation is permanent, for the life of the character. Each time one presents (failed % roll) roll a d6 and consult the table below. If the presentation rolled is already present roll again until you get a different result. (Descriptions can be found in the AD&D Complete Book of Necromancers)

- Begin checking for insanity or madness at 1<sup>st</sup> level
- Percentage Chance: Level \* 5%
- Check: % Die roll  $\geq$  Percentage chance of failure = Success (insanity or madness does not present)

## Insanity/Madness Table

D6	Presentation
1	Phobia
2	Melancholy
3	Delusion
4	Paranoia
5	Hallucinations
6	Amnesia

## Dark Skills

Necromancers gain dark skills as they advance in level. Dark skills can be performed as long as the Necromancer has enough energy/life to perform them. The level of each skill equates directly to the number of HP required to perform that skill (skill level = character HP). If the Necromancer drops to zero HP, death will immediately ensue.

The Necromancers must choose their dark skills wisely. Once a skill has been chosen it cannot be unlearned. Each time a character advances in level they may choose new skills. The maximum number of combined skill levels cannot exceed the total number of HP that character currently has (i.e. a 1st level character with 15 hp can choose and use no more than 15 combined levels of dark skills/spells). Therefore, it is wise to think ahead and consider what skills you may want to use in the future. If you choose (15) 1st level skills at 1st level, you will only be able to choose 5 additional levels of dark skills at your next level. You may decide to choose only 6 levels of dark skills at 1st level and then choose an additional 12 levels at 2nd level, or some other combination.

## Max Skills

- Max dark skills (spells): (total combined skill levels) = Total character HP
- Dark Skills (spells) and their descriptions can be found in the AD&D Complete Book of Necromancers.

## Notes

*Abbreviations:* TOM = Tome of Magic; WH = Complete Wizard's Handbook; SH= Complete Sha'ir's Handbook; FOR = Forgotten Realms Adventures; AA = Arabian Adventure. The rest can be found in the 2nd Edition Player's Handbook.

## Divine Abilities

### Mystic

### Occultist

### Ideas:

Mysticism



Aether manipulation

The Mentalist's Handbook: An Explorer's Guide to Astral, Spirit, and Psychic ...

By Clint Marsh

Mentalist:

<https://books.google.com/books?id=jQ3ECZ1bQawC&pg=PA13&clpg=PA13&dq=aether+manipulation&source=bl&ots=BMZuA3q1OI&sig=zZcARYrK-5T-ifV-qzjiH21B6pY&hl=en&sa=X&ved=0ahUKEwisyeuapbXLAhVFKiYKHQZZCRYQ6AEIXDAR#v=onepage&q=aether%20manipulation&f=false>

## Psychic Abilities

### Incantations

Incantations are one of the earliest forms of spells that tapped into Arcane Energy. Ancient Sages used them before spells were refined, perfected, and stabilized for everyday use. Incantations can be found in old dusty libraries, in the form of old tomes and scrolls. They are typically written in Arcane but can sometimes be found in other languages. One does not need to comprehend Arcane to perform an incantation, however, the individual must be able to perform the required physical and verbal components, which includes being able to physically read the words written on the paper. (4d3) Incantations can typically be found in any one library.

The details for each Incantation are often transcribed into common along with the incantation itself in Arcane. The incantation must be read aloud in the Arcane tongue. The inciter does not need to understand the words, they need only speak them. Only characters with an INT score of 12 or above can invoke an incantation. Any who try to invoke an incantation with an INT score lower than 12 will most certainly suffer the “*Fragmentation*” consequences. An incantation can be performed as many times as desired. Unlike scrolls, the scroll or parchment itself is not consumed or used up in the incantation unless otherwise noted.

Incantations come in two version: Long and Short. Long incantations typically consist of three to five sentences, while short incantations consist of three to five words. Any interruption during the process will result in one or more adverse effects. Incantations, by their very nature, tap into the raw arcane energy flowing around the inciter. They tap into the fabric of life, the very force that enables life to exist, and therefore are very unstable. Every incantation has one or more possible side effects and ramifications. Any who choose to perform an incantation, should do so wisely.

### Definitions

*Inciter:* The person invoking (speaking) the incantation

### Incantation Types

*Short:* typically consist of several words and takes less than 2 tenths of a round to perform

*Long:* Typically require from three to seven sentences to be recited and often take 2d4 rounds to perform.

## Revision Notes

Rev 3.3.2 – Initial draft

Rev 3.3.3 – Cleaned up format/layout

Rev 4.0.0 – Revamped Movement Rates, added Vision section, set ability score modifiers to standard d20 SRD, updated Race Table movement rates and added various new sections.

Rev 4.0.1 – Added Thri-Kreen to Race table. Modified row height of the Race table.

Rev 4.0.2 – Cleaned up formatting, including tables, bullets, fonts. Updated Supernatural Abilities, Divine Abilities, and Psychic Abilities sections. Added Professions section.