



Count TriStar's AD&D Castle

(me and my pet dragon)



Count TriStar's AD&D Link Index

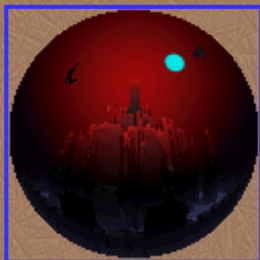
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My Own Writings

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[Magic](#)
[Paladins](#)



New

Classes



Characters Section

WELCOME TO MY AD&D SITE

Welcome to my castle. If you got here, you probably are wanting to find new stuff for AD&D. That is good. True AD&D players are always on the lookout for new variations for an exciting game.

Above is a list of links. Others Works will take you to the AD&D realm you wish to learn about. My Works currently has links to my other pages with new classes and some Paladin info. It has a little bit of information on some of the characters adventuring in my world soon. I also hope to put up some Tips for new DMs and players.

I hope you enjoy this page. It is my first ever.

Note (to all those people who think AD&D is satanic):AD&D is in no way shape or form satanic. It is just a game, nothing else.

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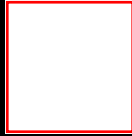
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NEW TO THE AD&D REALM? THESE ARE THE BOOKS YOU WILL NEED.

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V3-URL

I got it for free at <http://come.to>

Artist

Album Title

Song Title

This site is dedicated to E.C.K.



Links to the Domain Of Dread

[Secrets of Karharane: The Home of Ravenloft On The Net](#)

[Richten's Laboratory](#)

[Kaeht Lyoncourte's Ravenloft Page](#)

[The Lonesome Road](#)

The World Of Ravenloft

Ravenloft is an AD&D campaign world of gothic horror. Most travel here through the dreaded mists, which could have them end up ANYWHERE. Ravenloft is filled with vampires, werewolves, ghosts, and many undead beings. It is the true "village of the damned."

The master of this realm is Count Straud Von Zarovich, a truly evil vampire lord.

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Count TriStar's Castle

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Straud and TriStar have helped **238** people through the Domains Of Dread.



The Links

[Dark Sun: The Dead Tombos
Den](#)

Dark Sun

This is TSR's most savage setting- a desert realm scorched by a relentless sun, blasted by the destructive magic of generations of evil wizards. It is a land of evil sorcerer-kings and powerful psionicists who command astounding mental powers. In this wild and brutal landscape, a single adventurer can alter the course of history and forever change the world. One of these heroes could be yours!

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This page has scorched 77 heroic visitors.



The Links

- [Yet Another Forgotten Realms](#)
- [WebPage](#)
- [The Storyteller's Inn](#)
- [Phred's Tower](#)

Forgotten Realms

Forgotten Realms is byfar the most popular and detailed campaign world in all of AD&D. In this world, gods walk the Earth, and armies often clash. This is the home of Elminster the sage and Drizzt the dark elf-two heros featured in the Forgotten Realms novel line.

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These pages adventured by 247 heroic men of might .



The Links

[The World Of Grey Hawk](#)

[Welcome To Cyndriel](#)

[My Public GreyHawk](#)

[Page](#)

[Aloha GreyHawk](#)

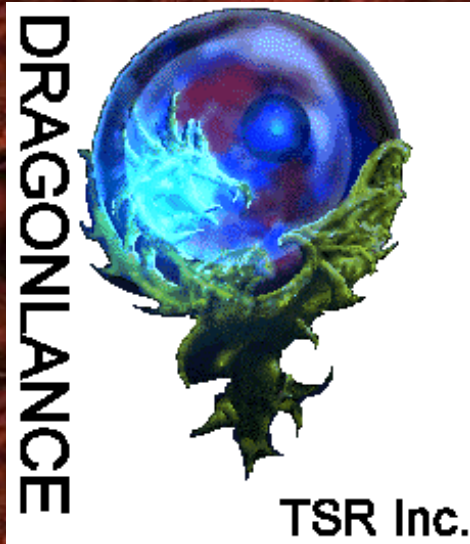
The World Of Grey Hawk

Bigby, Tenser, Mordenkainen, Leomund...If you have persued the spells and magical items for the AD&D game, you've discovered their famous names. These and other personalities hail from the GreyHawk campaign setting, the oldest in TSR. Steeped in tradition, the GreyHawk campaign abounds with castles and valient knights. It is also a realm of free-wheeling adventure and mercenaries for hire. In the wake of a recent war, the nations live with an uneasy truce. Now heros face new challenges in the endless struggle for the cause of good, from eluding the nefarious spies of the Scarlet Brotherhood to evading the ghoulish army of Ivid the Undying.

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This page has been visited by **256** brave adventurers.



The Links

[Dragonlance](#)

The Dragon Lance Realm

This is the generic setting for AD&D. It is about a place called "Krynn." This place is filled with adventure. You will find races of all kinds and the deadly dragons that dwell within. Some of the evil red dragons fill the sky with their deadly fire. The glorious gold and silver dragons do battle for the good side. This is a place where anyone can become a hero.

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The world of Krynn has been traveled [613](#) times by adventurous dragon hunters.



Advanced Dungeons And Dragons

Advanced Dungeons and Dragons (AD&D) is a game in which you can play crafty wizards, mighty warriors, mischievous thieves and other classes. You can be an elf, a tinkering gnome, a human, or other races. In this game, you role play a character and pretty much can do whatever you want. It is a game of choices, and the choices are yours.

AD&D Core Links

[Dom's AD&D Page](#)

[Elwood's AD&D](#)

[Page](#)

[The Thieves Circle](#)

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[My Main Page](#): <----- [click here](#)

Newcomers have romed these sites **166** times.



The Links

[I Am The Mimir](#)

[A Tiefling's Exulation](#)

[Cadence Of The](#)

[Planes](#)

[Kristian's Planescape](#)

[Ruined Halls](#)

The World Of Planescape

Until now, only the most powerful wizards could peek into the magnificent wealth of multiuniverse, but no longer! Now every adventurer can enter the mighty planes-but surviving them is another matter entirely. Infinite universes of infinite variety and danger lie beyond the portal, beginning with Sigil, the City of Doors, where all worlds in existence meet.

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Planescape has twisted the mind of **212** visitors.

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MAGIC

Wizard Magical Spells

- [Ball Of Fangs](#)
- [Breathbarb](#)
- [Sapphire Shield](#)
- [Beneath The Surface](#)
- [Blade Of Memory](#)
- [Brester's Beam Of](#)
- [Light](#)
- [Onsible's Key](#)
- [Runefinger](#)
- [Smashing Strike](#)
- [Standfast](#)
- [Tanatha's Melt](#)
- [Tentaclad Visage](#)

Priest Spells (coming soon)

Misc. Magic (coming soon)

Magick has interested people **1892** times.

Here are the links to my other pages filled with Paladin info.

(more to come soon)



The Links

Class Qualifications: [what a character need to become a Paladin](#)

Pregenerated Ability Score Table: [if your GM allows](#)

Some Other Useful Tables: [print the page for easy access](#)

Paladin Spells: [the spells available to Paladins](#)

Intro. To The Paladin Class: [What exactly is a Paladin?](#)

Things Paladins Should Own: [the things they strive for](#)

The Ideal Wardrobe Of A Paladin: [acquired over the course of his career](#)



Paladins have won the battle 282 times.



SOME OF THE CLASSES NOT IN THE AD&D PH

Listed below are the links to some new classed that might help you in your campaign. If they will not help, they will be fun to play. Enjoy, and as always, HAPPY GAMING!

The Classes

[DracoPaladin](#): A paladin with some unique dragon abilities.

[BladeSinger](#): short description of the class

[Jester](#): as the name implies

[Monk](#): A religious fighting machine.

This page has been visited **339** times.

Some Characters.....

(to be used as NPCs)



The Characters

[Beaumont \(Beau\)](#): a female fighter/mage

[Thor \(not the god\)](#): a male fighter/mage



In your campaign **216** NPCs joined the party.

A W A R D S



This page has been visited **4** times.

Ball Of Fangs

(Evocation)

Level:3

Range:60 yrds.

Components:V

Duration:Instantaneous

Casting Time:1

Area Of Effect:10'-radius globe

Saving Throw:1/2

This spell brings into being a whirling ball of flashing, translucent magical force. It actually turns the air momentarily into solid, razor-edged planes. The ball of fangs flashes in a straight line to any spot within range chosen by the caster, affecting all creatures it strikes, and then abruptly fades away. Targets who come into contact with any part of a ball of fangs are slashed for 3d6 hp damage unless they make a successful save vs. spell, whereupon damage is reduced to 1d8 hp.

This page has been visited **59** times.

Breathbarb

(Evocation)

Level:3

Range:12 yds.

Components:V

Duration:Varies

Casting Time:1

Area Of Effect:Special

Saving Throws:N/A

This spell requires the use of a dragons breath weapon immediately after being cast and transforms its cone of effect into a glittering, many-faceted, spindle-shaped crystal five feet long and just over a foot in diameter that whirls out to the full extent of the breath weapons effect. If the crystal strikes anything solid during this flight, it will shatter amid spectacular sparks but inflicts no damage, both the spell and breath weapon are lost. Otherwise, it reaches the full extent of the breath weapon, halts, and floats in midair, spinning and whirling.

The breathbarb can freely be handled and moved by its caster without being affected in any way, but if someone else touches it, it vanishes with a flash, visiting its effects (breath-weapon damage) on the person who touched it. Any number of breathbarb crystals can be created and positioned so as to block doorways or other areas, but they can't be made to strike each other, mesh together, or occupy the same space.

Magical attacks on the crystal have no effect on it. The crystal lasts for one month per level of the caster, and in the final month, they slow their spinning.

This page has been visited **25** times.

Sapphire Shield

(Evocation)

Level:4

Range:60 yds.

Components:V

Duration:1 rd.

Casting Time:1

Area Of Effect:One creature

Saving Throw:Neg.

This spell cloaks one chosen being in a flickering sapphire-hued aura, unless the target successfully saves vs. spell, in which case the magic collapses and fails. A saving throw must be made regardless of the targets wishes.

A sapphire shield protects the being against all psionic attacks and psionically-caused effects, breaking existing psionic contacts and influences for the duration of its existence. It can't be made to protect more than one being and can be effectively cast on the same being only once in a week. If it is cast more often on the same being, it automatically fails, producing only a momentary wash of green radiance around the target creature.

This page has been visited **208** times.

Beneath The Surface

(Alteration)

Level:1

Range:Touch

Components:V, S, M

Duration:1 rd.

Casting Time:3

Area Of Effect:Special

Save:N/A

This spell causes any one surface directly touched by the caster to become transparent to the caster's gaze. The surface may be of any size so as long as it is one continuous piece no thicker than three inches. The magic cannot penetrate two surfaces, so it is foiled by a tapestry on the other side of a door, or even the two surfaces of a hollow core door.

This spell is commonly used to allow a caster to see who or what is on the other side of a door or to look through a tabletop for cheating at games. The surface seems transparent only to the casters gaze, no to others, and the magical sight provided by a beneath the surface spell cannot penetrate living things or the secretions of living things. The casters gaze functions normally with respect to distance, available light, and so on, so staring into a closed, lightless box shows the caster only impenetrable darkness.

This page has been visited **21** times.

Blade Of Memory

(Evocation)

Level:1

Range:0

Components:V, S, M

Duration:Special

Casting Time:3

Area Of Effect:Special

Save:N/A

This spell can take effect any time after casting. It consumes as its material component any edged weapon that the caster has the strength and reach to wield one-handed. Proficiency in the weapon isn't necessary.

At any time after casting, the caster can activate the blade of memory spell by speaking a single trigger word, which brings a ghostly replica of the weapon into being in the caster's hand. This translucent "phantom" blade can be seen by all, but it is intangible. It can't be felt or dropped, won't conduct electricity or magnetic forces, can't cut objects of any sory, and can't parry or even bump into things. It is solid only against one intended target, chosen by the caster at the time of activation.

Against its target, a blade of memory is +4 to hit on the round of activation, +3 on the next round, +2 on the third round, +1 on the fourth, then vanishes. It causes normal damage for its weapon type, and it can't leave the caster's hand-it can't be thrown, changed from hand to hand, or given to another. The caster of the blade of memory can will it out of existence instantly at any time but cannot cause it to "wink out" and then reappear.

This page has been visited 32 times.

Brester's Beam Of Light

(Alteration)

Level:1

Range:Touch

Components:V, S, M

Duration:1 rd/level

Casting Time:5

Area Of Effect:Special

Save:N/A

This spell allows its caster to "snare" an existing beam of light, and bend it to shoot in another direction. The caster can make only one bend in the shaft of light, but that bend can be adjusted by the caster at any time during the spell duration, as often as desired, by touching the illuminated path.

This page has been visited **20** times.

Onsible's Key

(Alteration)

Level:1

Range:Touch

Components:V, S, M

Duration:3 rounds

Casting Time:3

Area Of Effect:A key

Save:N/A

This spell enables its caster temporarily to alter an existing key to fit another lock of roughly the same size. The real key can't be more than twice nor less than half the size of the altered one. The wizard must be able to touch both key and lock but need not be familiar with how the lock opens.

The magic changes the shape of the key but not its appearance. When the altered key is touched to the lock, its chance of opening the lock, its chance of opening is equal to 65% plus the caster's level. In the three rounds before the key lapses back into its true shape, three opening attempts can be made; if any succeeds, the door can't be locked again until the spell expires.

This page has been visited **18** times.

Runefinger

(Illusion/Phantasm)
Level:1
Range:0
Components:V, S, M
Duration:1 hour/level
Casting Time:6
Area Of Effect:Special
Save:N/A

This spell causes one of the caster's fingers to appear to flicker with a blue-white flame. At will, the caster can cause patterns traced in the air or on a surface by the finger to glow, remaining in place for the spell duration either moving with breezes or the movement of an object it's traced upon, or remaining stationary despite changing conditions around it. These patterns can't be active magical runes, sigils, symbols, or glyphs, but they can have the appearance of genuine magic, either as instructions to another spellcaster, or as a ruse to fool intruders. This spell is often used to draw directing arrows or spell out clear inscriptions. Its magic enables the caster to cause the lines made by certain finger movements to glow and other tracers not to, so clear and concise symbols can be created, not an endless squiggly line that builds up into one symbol after another.

This page has been visited 23 times.

Class Qualifications Tables



ABILITY REQUIREMENTS:

Strength.....12
Constatution...9
Wisdon.....13
Charisma.....17

PRIME REQUISITES:

Strength
Charisma

RACES ALLOWED:

Human

ALLIGNMENTS ALLOWED:

Lawful Good



Qualified characters to be Paladins **208** times.

PreGenerated Ability Score Table-For Paladins



Roll 1D6	Str	Dex	Con	Int	Wis	Cha
1	12	8	16	10	15	18
2	18	10	10	9	14	17
3	13	9	12	11	16	18
4	15	14	15	11	14	17
5	17	12	11	9	15	17
6	16	17	9	12	15	17



This page has PreGenerated **31** new Paladins.

Some Other Useful Tables For Your Paladin Needs



EXPERIENCE TABLE:

Level	EXP. Needed	Hit Dice(d10)	THACO
1	0	1	20
2	2,250	2	19
3	4,500	3	18
4	9,000	4	17
5	18,000	5	16
6	36,000	6	15
7	75,000	7	14
8	150,000	8	13
9	300,000	9	12
10	600,000	9+3	11
11	900,000	9+6	10
12	1,200,000	9+9	9
13	1,500,000	9+12	8
14	1,800,000	9+15	7
15	2,100,000	9+18	6

PROFICIENCY SLOTS:

Level	Weapon	NonWeapon
1-2	4	3
3-5	5	4
6-8	6	5
9-11	7	6
12-14	8	7
15-17	9	8
18-20	10	9

SAVING THROWS:

Level	PPDM	RSW	PP	Breath	Spell
1-2	12	14	13	15	15
3-4	11	13	12	14	14
5-6	9	11	12	11	12
7-8	8	10	9	10	11
9-10	6	8	7	7	9
11-12	5	7	6	6	8
13-14	3	5	4	3	6
15-16	2	4	3	2	5
17+	2	3	2	2	4

SPELL PROGRESSION:

Paladin Level	Casting Level	Preist Spell Levels			
		1	2	3	4
9	1	1	-	-	-
10	2	2	-	-	-
11	3	2	1	-	-
12	4	2	2	-	-
13	5	2	2	1	-
14	6	3	2	1	-
15	7	3	2	1	1
16	8	3	3	2	1
17-18	9	3	3	3	1
19	9	3	3	3	2
20	9	3	3	3	3

TURNING UNDEAD AS A PALADIN:

Paladin Level	Catagory of Undead												
	1	2	3	4	5	6	7	8	9	10	11	12	13
3	10	13	16	19	20								
4	7	10	13	16	19	20							
5	4	7	10	13	16	19	20						
6	T	4	7	10	13	16	19	20					
7	T	T	4	7	10	13	16	19	20				
8	D	T	T	4	7	10	13	16	19	20			
9	D	D	T	T	4	7	10	13	16	19	20		
10	D*	D	D	T	T	4	7	10	13	16	19	20	
11	D*	D*	D	D	T	T	4	7	10	13	16	19	20
12-13	D*	D*	D*	D	D	T	T	4	7	10	13	16	19
14-15	D*	D*	D*	D*	D	D	T	T	4	7	10	13	16
16+	D*	D*	D*	D*	D*	D	D	T	T	4	7	10	13

Key To Catagories:

- 1: Skeleton (1HD undead)
 - 2: Zombie
 - 3: Ghoul (2HD undead)
 - 4: Shadow (3HD undead)
 - 5: Wight (4HD undead)
 - 6: Ghast (5HD undead)
 - 7: Wraith (6HD undead)
 - 8: Mummy (7HD undead)
 - 9: Spectre (8HD undead)
 - 10: Vampire (9HD undead)
 - 11: Ghost (10HD undead)
 - 12: Lich (11HD undead)
 - 13: Special Undead
- * means 2d4 of this creature turned



The Paladin Spell Table



Spell Level	Spell Name	Sphere
1	Cure Light Wounds	Healing
1	Detect Magic	Divination
1	Detect Poison	Divination
1	Detect Snares and Pits	Divination
1	Endure Cold/Heat	Protection
1	Magical Stone	Combat
1	Locate Animals and Plants	Divination
1	Protection From Evil	Protection
1	Sanctuary	Protection
1	Shillelagh	Combat
2	Augury	Divination
2	Barkskin	Protection
2	Chant	Combat
2	Detect Charm	Divination
2	Find Traps	Divination
2	Know Alignment	Divination
2	Resist Fire/Cold	Protection
2	Slow Poison	Healing
2	Speak With Animals	Divination
2	Spiritual Hammer	Combat
2	Withdraw	Protection
3	Dispel Magic	Protection
3	Locate Objects	Divination
3	Magical Vestment	Protection
3	Negative Plane Protection	Protection
3	Prayer	Combat
3	Protection From Fire	Protection
3	Remove Curse	Protection
3	Remove Paralysis	Protection
3	Speak With Dead	Divination
4	Cure Serious Wounds	Healing
4	Detect Lies	Divination
4	Divination	Divination
4	Neutralize Poison	Healing
4	Protection From Evil, 10' Rad.	Protection
4	Protection From Lightning	Protection

Paladin Spell Table

4	Reflecting Pool	Divination
4	Repel Insects	Protection
4	Spell Immunity	Protection
4	Tongues	Divination

Paladins have cast **97** good spells upon you.

Introduction To The Paladin Class



What comes to your mind when you think of the word-Paladin? An adventurous knight of the middle ages? A sworn warrior of life? This introduction will explain the basic motivations, abilities, and hindrances of a Paladin of TSRs AD&D game system.

The Paladin is a noble warrior who fights for the good of the people. He is a true holy symbol. A Paladin NEVER knowingly commits an act of violence or evil. A Paladin must be human (or be a demi-paladin, explained elsewhere in my pages{coming soon!}). His strength must be 12, his Constitution 9, his Wisdom 13, and his Charisma 17. The prime requisites of a Paladin are Strength and Charisma. A Paladin is always lawful good. If a Paladin has both prime requisites 16 or above, he gets a bonus of 10% to his experience.

A Paladin has the following special abilities:

- ~Detect presence of evil intent.
- ~+2 bonus to all saving throws.
- ~Immune to all forms of disease.
- ~Heal by laying-on-hands.
- ~Cure disease.
- ~Surrounded by an aura of protection.
- ~Special benefits with a Holy Sword.
- ~Power to turn undead.
- ~Call for a bonded mount.
- ~Cast some Priest spells.

A Paladin has the following hindrances:

- ~Cannot possess more than 10 magical items at any given time.
- ~Never retains wealth.
- ~Must thithe (give) 10% of ALL income to his religious organization.
- ~Does not attract followers.
- ~May employ only Lawful Good henchmen.



Men have sworn faith to their religion **74** times to become known as a Paladin.

The Things Paladins Should Own



Paladins take their equipment very, very seriously. They buy the best they can afford. It reflects their honor, status, and even principals.

*Shield= vow to uphold ethos.

*Sword= the edges represents the privilaged, and the common class.

*Armor= loyalty to state.

*Helmet= loyalty to religion.

*Clothing= purity of spirit.

ARMOR- Most Paladins strive for the full plate. This is because of its protection and prestige. This armor is very expensive, so most Paladins will settle for banded or splint, or even the cheaper chain mail.

SHIELD- Most Paladins will carry medium shields. This is because they offer good protection from front and flank attacks. They are also light enough to carry on horseback.

WEAPONS- Most Paladins will always carry a long sword, a lance, and a dagger. The sword is rested in a wooden (cover with leather) scabbard which attaches to his belt on the left side. The dagger will hang from the opposite side. Most Paladins will want a jousting lance. These are somewhat expensive so Paladins will opt for any other lance.

This page has been visited **60** times.

The Ideal Wardrobe Of A Paladin



This wardrobe is to be acquired over the course of a Paladin's career.

- ~2 loose silk shirts with long sleeves.
- ~2 pairs of trousers/breeches, these are made of wool.
- ~Armor lining.
- ~2 pairs of cotton undergarments.
- ~2 pairs of silk hose and garters.
- ~Riding boots.
- ~Leather shoes.
- ~2 sleeveless knee-high tunics.
- ~Surcoat.
- ~Full cape made of cotton, higher level character may want silk.
- ~Wide leather belt.
- ~Cotton cap.
- ~Ceremonial coif (a tight fitting cap covering hair and ears).

Other things of interest to Paladins-

- ~2 cotton towels.
- ~Formal dinnerware.
- ~Complete tack for mount.
- ~2 heavy blankets.
- ~Mirror.
- ~Lance cup.
- ~Horse grooming kit.
- ~Cosmetics kit.
- ~Coat of Arms.

This page has been visited 82 times.

DracoPaladin



ABILITY REQUIREMENTS: Str-13, Dex-12, Con-13, Cha-15

PRIME REQUISITE: Str, Wis, Cha

RACES ALLOWED: Human

WEAPONS ALLOWED: as Paladin

ARMOR ALLOWED: All

ALIGNMENT: as for dragon

SHPERE: All, Elemental, Protection, Gardian as Paladin

Save, THAC0, Proficiencie, Level Progression, and Money as Paladin.

The DracoPaladin must choose a kind of dragon (red, gold, crystal, mercury) and behave like he was from their kind.

POWERS: Immune to normal and magical disease, Lay on Hands Talk to dragon as his kind at will Gain wing (fly at 18 (D)) at level 3 Gain dragon talon and teeth attack at level 6 Gain dragon breath at level 15 Polymorph into dragon once a week at level 20

RESTRICTIONS: Max 10 magical items Must give 10% income to dragon of his type Can't kill his type of dragon Must behave like a dragon of his kind



This page has been visited **99** times.



THE BLADE SINGER CLASS



RACES: Human, Half-Elf, Elf, Drow

REQUIREMENTS: Int-14, Dex-16, Str-14, Cha-15

PROFICIENCIES: Bonus-religion (Milil) Required-singing, blind-fighting

BENEFITS: Lay-on-hands and turn undead as a paladin. Learn spells of 1 school of magic, not necromancy. +1 to THAC0 and dmg. vs. undead or necromancers. Can detect undead on a range of 60 ft. Able to fight w/2 weapons(equal size) w/o disadvantages.

DISADVANTAGES: Must be of good alignment Can only own 10 magical items at a given time. Must not attack unarmed characters or monsters.

SPECIAL FIGHTING STYLE: Blade Singing +2 to THAC0, dmg., and 2 attacks per round

Every 5 levels, +1 to THAC0 and dmg.

ARMOR: up to drow chain

THAC0: as per warrior

HD: 1d10

HP:above lv1.9;+2

Weapons Allowed: bladed weapons

EXP: as a wizard

ROLE: Is a warrior of the god of Milil. When bladesingers fight, they sing and move their blade to their voice. Their weapons bring sounds to mix with their singing. This gives foes fear and rises the morale of fellow adventurers.



This page has been visited **296** times.

THE JESTER CLASS



RACES: Human, Half Elf

ABILITY REQUIRMENTS: Dex-13, Int-11, Wis-11, Cha-15 (charisma, in this case, is refered to how funny he is)

ALIGNMENTS: NG, N, CG, or CN

BONUS PROFICIENCIES: juggling, musical instrument (1), repel projectiles (works on any non-magical, trown weapon; sucessful check means the player rolls to hit, failure results in automatic hit (does not count as PCs action for that round)

RECCOMENDED PROFICIENCIES: gaming, legend,lore.

BENEFITS: 1)alters morale the same as bards 2)+10% on rolls involving luck 3)50% chance to befuddle any character with INT. lower than 3 4)can efficiently reproduce the effects of a Taunt spell by insulting opponents; can be done while preforming other actions 5)automatically cast cantrip once per day 6)at any time may do a spontaneous performance in a street or bar; usually earning a little money 7)can do slight of hand magic tricks;useful for slipping whoophe cushions under seats, etc.

DISADVANTAGES: 1)a roll of 20 on a Cha. check means the jester has said something offensive and may be in trouble 2)not taken too seriously

ROLE: The jester insures "never a dull moment." Jesters see the world differently than others. Why have a Sword of Slaying when you could have a Stinking Cloud Staff? Jesters tend to do foolish and reckless things, and see things that are so obvious that others may miss them.

If the PC is a court jester to a king or duke, he may be improtant to them and have access to important info. or resourses.

This page has been visited **89** times.

The Monk Class



MONK (Psionicist Subclass) by grimess@alpha.hendrix.edu
(An Excerpt from "The Netbook of Classes")

Ability Requirements:

Strength	15
Intelligence	12
Wisdom	15
Dexterity	15
Constitution	11

Prime Requisites: None

Alignment Requirements: Any Lawful (LE, LN, or LG)

Races Allowed: Human, Spirit Folk (from OA)

Multiclass Options: None

Proficiencies:

Initial Weapons:	1	# Levels:	2
		Penalty:	-3

Initial Nonweapons:	3	# Levels:	3
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Groups: General, Warrior, Rogue, Psionicist, Priest

Hit/Save: Psionicist Tables (no bonuses)

Monk's Experience and Hit Dice Table

Level	XP	Hit Dice
1	0	1d6
2	2250	2d6
3	4750	3d6
4	10000	4d6
5	22500	5d6
6	47500	6d6
7	98000	7d6
8	200000	8d6
9	350000	9d6
10	500000	9d6 +2
11	700000	9d6 +4
12	950000	9d6 +6
13	1250000	9d6 +8
14	1750000	9d6 +10

+ 500,000 xp per level and + 2 hit points per level hereafter

Thief Skills

Move Silently	10 %
Find (but not remove) Traps	10 %
Hide in Shadows	5 %

Climb Walls 60 %
 20 initial discretionary points, 15 additional per level

Inherit Potential

Ability Score	Base Score	Ability Modifier
15	19	0
16	21	+1
17	23	+2
18	25	+3

Per level: the character gets 9 + Wisdom Ability Modifier

Level	Psionic Progression			Monk Abilities				
	Discips	Sciences	Devots	AC	MR	Att/R	Dam	Surprise
1	1	-	1	6	12	1	1d4	0
2	1	-	2	5	13	1	1d6	+1
3	1	1	3	4	14	1	1d6 +1	+1
4	2	1	4	3	15	5/4	1d6 +1	+1
5	2	1	4	3	15	5/4	2d4	+2
6	2	2	5	2	16	5/4	2d4 +1	+2
7	2	2	5	2	16	3/2	2d4 +1	+2
8	3	2	6	1	17	3/2	2d6	+3
9	3	3	6	1	17	3/2	3d4	+3
10	3	3	7	0	18	2	3d4	+3
11	3	3	7	0	18	2	3d4 +1	+4
12	4	4	8	-1	19	2	4d4	+4
13	4	4	8	-1	20	5/2	4d4 +1	+4
14	4	4	9	-2	20	5/2	5d4	+5
15	4	5	9	-2	20	5/2	4d6	+5
16	5	5	10	-3	21	3	4d6	+5
17	5	5	10	-3	21	3	6d4	+6
18	5	6	11	-4	21	3	6d4	+6
19	5	6	11	-4	22	3	5d6	+6
20	6	6	12	-5	22	4	8d4	+7
21	6	7	12	-5	22	4	6d6	+7

Note: The character does not automatically get psionic defense modes. He must buy them as telepathic powers. Conversely the character is treated as having no primary discipline so that the only restriction on getting powers is that he must have twice as many devotions as sciences.

"Name" Levels

Level	Title	% Vacancy/yr
12	Master of (Red, Green, or White) Dragons	3%
13	Master of the North Wind	1%
14	Master of the West Wind	1%
15	Master of the South Wind	1%
16	Master of the East Wind	1%
17	Master of Winter	2%
18	Master of Autumn	2%
19	Master of Summer	4%
20	Master of Spring	6%
21	Grandmaster of Flowers	10%

Abilities

- 1) When the character hits on a natural "20" he stuns his opponent for 1d6 rounds.
- 2) When attacked by a normal missile attack the character may save vs. petrification to avoid being hit; note that this is counted as his attack for the round.
- 3) When the character is hit by a non-magical attack he may once per day per level take no damage from it on a successful save. At 13th level this ability improves to the point where the character takes half damage even if he fails his saving throw.)

4) When falling the character can escape damage as follows:

- At 5th level a monk can fall up to 20' safely if he is within 1' of a wall.
- At 10th level a monk can fall up to 30' safely if he is within 4' of a wall.
- At 17th level a monk can fall any distance safely if he is within 8' of a wall.

5) When the character reaches 12th level he may form a satellite monestary. Heis given 2-5 first level monks to staff the monestary plus 1-2 additional for every level above that. The character is also given 2-5 first level clerics (sohei) and 1 6th level cleric (sohei) commander who will help defend the monestary.

Restrictions

1) The character cannot wear armor or use a shield. He is restricted to certain weapons. The character may ride, but never own a horse. The character may only have up to 2 magic weapons and any three magic items useable by any class or by thieves or psionicists. The character can only carry enough money to make his own way. The rest must be donated.

2) The character does not get any hit or damage bonuses from strength nor does he get any hit or AC bonuses from dexterity.

3) The character cannot have any hirelings until 10th level. At that point he may hire up to 2 henchmen + 1 per level after 10th up to his charisma limit.

4) At 12th level the character must face in combat one of the three Master's of Dragons in a one-on-one duel. If he fails then he ends up back at the midpoint of 11th level. He must repeat this at every level after this point in order to advance. He must face repeated challenges. The only exception is the Grandmaster of Flowers who is allowed to retire gracefully.

5) The character is unaffected by the Book of Exalted Deeds or the Book of Vile Darkness. The Manuals of Stealthy Pilfering and Pussiant Skill at Arms are incomprhensible to the character. And the Librams of Silver Magic, Gainful Conjuraction or Ineffiable Evil affect the character as any nonmage.

~SORRY THIS PAGE IS KIND OF SCREWED UP~



The Grand Master of Flowers has greeted **155** souls in this page.

Beaumont

GENERAL-

Name: Beaumont
Alignment: LN
Race: Elf
Class: Fighter/Mage
Level: 3/2
Sex: F
Age: 121
Hight: 54"
Weight: 61 lbs.
Hair: Red
Eyes: Green

ABILITIES-

Strength: 18/93
Dexterity: 19
Constitution: 16
Intelligence: 18
Wisdom: 14
Charisma: 11

ARMOR CLASS-

AC: 5
Surprised: 9
Shieldless: 5
Rear: 9

SAVING THROWS:

PPDM: 14
RSW: 11
PP: 13
BW: 15
S: 14

SKILLS-

NonWeapon: Blind-Fighting, Navigation, Reading/Writing-Elf, Set
Snare, Ettiquette, Fire Building, Rope Use, Endurance
Weapon: Long Sword-specialized, Long Bow, Dagger
Languages: Elf, Common, Goblin, Troll
Racial: 90% resistance to charm/sleep spells, Surprise Opponent,
Infravision 60 ft., Hard to conseal doors from Elvs, +1 when
using bows and long/short swords

EXPERIENCE-

Fighter: 4001
Mage: 4501

HP:24

GP: 44
SP: 0
CP: 26

EQUIPMENT-

BackPack
Sm. Belt Pouch
Rope
Candle-5
Flint and Steel
Sm. Tent
Touuch-5
Winter Blanket
Iron Rations-5 wks
Knife Sheath
Sword Scabbard
Bow Strings-2
Ring Of Warmth
Ring Of Turning
Eyes Of Charming
Long Sword
Long Bow
Sheaf Arrows-18

This page has been visited 85 times.

Thor (not the god)

GENERAL-

Name: Thor
Alignment: LG
Race: Elf
Class: Fighter/Mage
Level: 3/2
Sex: M
Age: 121
Ht: 60"
Wt: 102
Hr: Brown
Eyes: Green

ABILITIES-

Str: 18/80
Dex: 19
Con: 12
Int: 17
Wis: 14
Cha: 15

ARMOR CLASS-

AC: 4
Surprised: 8
Shieldless: 4
Rear: 8
Defenses: Ring Of Protection +1

SAVING THROWS-

PPDM: 14
RSW: 11
PP: 13
BW: 15
S: 12

SKILLS-

NonWeapon: Spellcraft, Hunting, Survival, Set Snares, Animal Training,
Rope Use, Riding-LB, Armorer
Weapon: Long Bow-specialized, Long Sword, Throwing Axe
Languages: Common, Elf, Orc, Ogre
Racial: All that apply to Elves

EXPERIENCE-

Fighter: 4001
Mage: 4501

HP: 19

GP: 41

SP: 57

CP: 68

EQUIPMENT-
Basic Clothing
Quiver
Sheaf Arrows, 18
Long Bow
Sword Scabbard
Long Sword
Knife Sheath
Dagger
Rope
Sm. Tent
Flint & Steel
Touuch, 5
Winter Blanket
BackPack
Grappling Hook
Iron Rations, 2 wks
Candle, 5
Ring Of Protection +1
Ring Of Fire Resistance
Gauntlets Of Ogre Power

This page has been visited 57 times.