

Great Classes & Kits Netbook

Tome 2

version 1.1

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Introduction

Disclaimer

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What do I change ?

Lizard (lizard@mrlizard.com) noticed me that some classes were copyrighted. Lizard told me : « ...Specifically, the Alchemist and Barbarian classes are lifted, almost word-for-word, from Arduin Grimoire Volume I. Some of the other entries seem 'familiar', but, without all my gaming materials at hand, I'm not going to make accusations... ».

I want the Great Classes & Kits Netbooks to be compilations of Internet people fancies and not copies of existing books. So I removed the Alchemist, Barbarian classes.

Special Thanks

I would hereby like to thank the people of the Net Community who helped me out with this work. Without them, this book could not have been distributed. These are:

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Section 1: New classes

Archer

Experience	Level	HP (d8)	Level Title	Abilities Gained
0-1,100	1	1	Novice	A
1,101-2,200	2	2	Bravo	-
2,201-4,400	3	3	Bowman	B
4,401-10,000	4	4	Quickdraw	C
10,001-20,000	5	5	Sureshot	D
20,001-40,000	6	6	Deadeye	-
40,001-80,000	7	7	Marksman	E
80,001-150,000	8	8	Expert	-
150,001-300,000	9	9	Archer	F
300,001-500,000	10	9+2	Master Archer	-
500,001-700,000	11	9+4	Master Archer(11)	G
700,001-900,000	12	9+6	Master Archer(12)	-
900,001-1,100,000	13	9+8	Master Archer(13)	H
+200,000/level	+1	+2/level	Etc.	-

Use any pull bow and short swords

Wear only leather and no shield

Archers are users of mainly bows (except short swords as noted) and wear little armor. They increase their number of bow shots (noted below) as they increase in level. They are mostly a subclass of thief but they hit on the fighters' chart.

Acquired Abilities:

- A. +1 shot/round
- B. +1/2 shot/round
- C. 1st level thief abilities
- D. +1/2 shot/round
- E. +1/2 shot/round
- F. +1/2 shot/round
- G. +1/2 shot/round
- H. +1/2 shot/round

Additional notes:

Archers may be any alignment but good. When archers get thief abilities they go up at a rate of 1 level of ability per 1 level experience. Archers get their backstabbing ability with bows when they get thief abilities.

Blademaster

Experience	Level	HP (d10)	Level Title	Abilities Gained
0-3,000	1	1	Veteran	-
3,001-6,000	2	2	Contester	A
6,001-12,000	3	3	Duelist	B
12,001-24,000	4	4	Warrior	C
24,001-45,000	5	5	Champion	D
45,001-90,000	6	6	Expert	E
90,001-140,000	7	7	General Expert	F
140,001-200,000	8	8	Master Expert	G
200,001-260,000	9	9	Swordsman	H
260,001-550,000	10	10	Master Swordsman	I
550,001-850,000	11	11	True Swordsman	J
+850,000	12	12	Guildmaster of Swordsmen	K

Use any kind of sword

Wear any kind of armor up to studded leather and shield

Blademasters are fighters that use only swords and become extremely proficient with them. As their levels increase, so does bonuses to hit probability and damage. All blademasters belong to the Swordsmen's Guild and must attend a meeting at least once a month. The highest level a blademaster can obtain is 12th. When the blademaster has enough experience to become 12th level he/she must find the nearest Guildmaster of Swordsmen and fight to the death, the winner being 12th level. There are 25 such guildmasters existing, each controlling a 200 mile radius area. The guildmaster is in charge of all the guilds in his/her area. Also the guildmaster in charge of paying all fees but gets all the dues.

Acquired Abilities:

Abilities	Bonus hit	Bonus damage	Other
A.	-	+1	
B.	+1	+1	
C.	+1	+2	Hits as a +1 magic weapon
D.	+2	+2	
E.	+2	+3	
F.	+3	+3	
G.	+3	+4	Hits as a +2 magic weapon
H.	+4	+4	
I.	+4	+5	
J.	+5	+5	
K.	+5	+6	Hits as a +3 magic weapon

Additional notes:

Blademasters can be any alignment. Blademasters that have reached 12th level can still increase abilities and hit points but by magical means only (not by experience).

Cerebral Knight

The cerebral knights are a class of characters, who train in both psionics and the art of warfare. They believe that in order to become master warrior (or knight) it is just as important train and discipline the mind as it is to exercise

and develop the body. In fact, the two must go hand in hand, because the body and mind are one, and must thus be trained together.

Anyone who is eligible to become a psionicist, and has a strength and constitution of at least 13, may become a cerebral knight. Thus the ability requirements are: STR 13, CON 13, INT 12, WIS 15. A cerebral knight may NOT be multi-classed, and must be lawful in alignment (there is in fact a very strict ethos, which must be followed at all times, see below).

Cerebral knights advance as shown on the table below. They get d8's for hit dice and are allowed the fighter constitution bonus as well as percentile strength. They may become proficient with any weapon, and are allowed to specialize in a single one. They use the fighter combat values and get multiple attacks just as fighters do. They may use any magical item allowed to either fighters or psionicists, but may never own more than 10 such items. In addition, they have the same armor restrictions as psionicists do (or suffer the same consequences if the optional rules about heavy armor are used).

Cerebral knights do not gain access to the metapsionic discipline, but are free to choose any of the others. Unlike psionicists, they do not gain defense modes automatically, but have to learn them (defense modes can always be learned, even if the cerebral knight does not have access to the telepathic discipline). In order to learn a psionic power, the psionicist must spend psionic power slots. It costs 1 slot to learn a devotion, and two slots to learn a science (it is permitted to save psionic power slots and spend them in the future). The cerebral knight starts out with 10 PSP's and at every level (including first) rolls a d10 to see how many additional PSP's are gained. They do get extra PSP's for high wisdom scores just as psionicists do. This is summarized below

Level	Experience	HD (d8)	Psi disciplines	Power slots
1	0	1	1	4
2	3,000	2	1	6
3	6,000	3	1	8
4	12,000	4	2	10
5	25,000	5	2	12
6	50,000	6	2	13
7	100,000	7	2	14
8	200,000	8	2	15
9	400,000	9	3	16
10	700,000	10	3	17
11	1,000,000	10+2	3	18
12	1,300,000	10+4	3	19
13	1,600,000	10+6	3	20
14	1,900,000	10+8	4	21
15	2,200,000	10+10	4	22
16	2,500,000	10+12	4	23
17	2,800,000	10+14	4	24
18	3,100,000	10+16	4	25
19	3,400,000	10+18	5	26
20	3,700,000	10+20	5	27

WIS Score	Bonus PSP's
16	+1
17	+2
18	+3
19	+4
20	+5
21	+6
22	+7

23	+8
24	+9
25	+10

A cerebral knight starts out with 4 weapon and 4 non weapon proficiencies. New proficiencies are gained every 3 levels. There is a -3 penalty for using a weapon without being proficient in it. Non-weapon proficiency slots may be spent on general, warrior or psionicist proficiencies.

Cerebral knights use the following saving throw table:

Level	Paralisation, poison or death magic	Rod, staff or wand	Petrification or polymorph	Breath weapon	Spell
1-2	14	16	13	17	15
3-4	13	15	12	16	14
5-6	12	14	11	15	13
7-8	10	12	10	13	12
9-10	9	11	8	12	10
11-12	8	10	7	11	9
13-14	6	9	6	9	8
15-16	5	8	5	8	7
17-18	4	6	3	7	6
19-20	3	5	2	5	5
21+	2	4	2	4	4

Cerebral Knights belong to a very strict and disciplined order. Loyalty to the order, and strict adherence to the code of conduct is of paramount importance. The code of conduct is summarized below:

- 1) The Knight owes absolute loyalty to the order and shall always follow its commands to the best of his/her ability.
- 2) The Knight shall obey the commands of higher order knights. Higher order knights shall not abuse this for personal gain.
- 3) The Knight shall always treat other Knights with respect and courtesy. Fighting between knights (other than for practice or demonstration) must be avoided at all cost.
- 4) The Knight shall never abuse his/her abilities and training, as this reflects badly upon the order as a whole.
- 5) The Knight shall be diligent in his/her training, and shall not look for training outside the order, nor shall he/she offer to train others (except as authorized by the order).

Besides those powers already mentioned, the cerebral knight gains the following as he/she advances in level.

4th Level (Initiate)

- +1 to initiative
- is surprised only on a 1 or 2 (d10)

8th Level (Knight)

- +1 to initiative
- +1 to save vs mind affecting spells
- is only surprised on a 1
- immune to 1st level illusions

12th Level (Master)

- +1 to initiative
- +2 to save vs mind affecting spells
- immune to 2nd level illusions
- +1 to hit and damage
- is never surprised

- may open his/her own school and train cerebral knights

18th Level (Grand Master)

- +2 to initiative
- immune to mind affecting spells
- +2 to hit and damage
- immune to all diseases

All bonuses are cumulative

The Great Master is the overall head of the order of cerebral knights. This office is always conferred for life onto the 'most worthy candidate' by a general assembly of all masters. This 'most worthy candidate' is not necessarily the highest level cerebral knight in the world, in fact any master may occupy this position, but the Great Master has some authority over (and responsibility to) all other cerebral knights (even those of higher level).

Chronomancer

A chronomancer is a wizard who specializes in the school of chronomancy. Chronomancy deals with everything concerning time or one's perception of it. Since space/time is one of the least understood things there is, a character must have an INT of 13 to be a chronomancer. When one lays his hands on space/time, he is tampering with the most powerful forces in nature, so a chronomancer must also have a WIS of 16. The school of chronomancy is most closely linked to alteration, but it also contains divination spells (seeing into different parts of space/time), necromancy spells (death is a significant event in time), and enchantment/charm spells (changing how time is perceived). Spells that make permanent changes are much favored and also included. The school has few spells, but they tend to be fairly powerful at higher levels. The barred schools for a chronomancer are abjuration and conjuration/summoning.

A character must be a human or elf to be a chronomancer, as half-elves do not have the unique sense of time that elves do, and gnomes are not adept enough at magic. They have a +1 to save against spells of this school and others save at -1 against these spells when cast by a chronomancer. Elves can advance to 15th level.

At 17th level a chronomancer can withdraw once per day as per the 2nd level priest spell. He can tell you with 95% accuracy what time of day it is. If he fails the check, he is off 5 minutes for every number over 95. Since this ability depends on the positions of the sun, moon, stars, along with the tides and weather patterns, being underground reduces the accuracy. Every day spent underground reduces this chance 10%. Every day spent above ground improves this chance again 15% per day up to 95%. At 20th level he gains an additional +1 to his saves vs. chronomancy. From now on, they do not experience the aging side effects of certain spells.

Chronomancers, as a group, tend towards neutrality more so than any other group of wizards. They know that time is largely unaffected by the actions of the petty doing of mere mortal creatures, so they just sit back and let it roll by. If anything there is a slight tendency towards law and good because they create less disturbance, but most are still at least partially neutral.

CHRONOMANCY SPELLS

1st : Cantrip, Lasting Breath, Sleep

2nd : Continual Light, Death Recall, Forget, Past Life

3rd : Delay Death, Haste, Slow

4th : Dimension Door, Extension I, Mordenkainen's Celerity, Rary's Mnemonic Enhancer, Replay*

5th : Extension II, Stone Shape, Teleport

6th : Contingency, Death Spell, Extension III, Legend Lore, Mordenkainen's Lucubration, Permanent Illusion, Reincarnation

7th : Delayed Blast Fireball, Dramij's Instant Summons, Finger of Death, Limited Wish, Reverse Gravity, Teleport without Error, Vanish

8th : Permanency

9th : Chain Contingency, Temporal Stasis, Time Stop

Replay is a new spell of my own for the chronomancy school. Only chronomancers may learn it. Other spells (perhaps adapted from the new priest sphere of Time, but go easy on this) could easily be created for this school. Time is a big subject to deal with. Replay is rather closely related to the wild magic spell Alternate Reality.

Replay

Range: 0

Components: V,S

Duration: Instantaneous

CT: 4

Area of Effect: the caster

Saving Throw: None

This spell has two versions, which I call the combative and investigative versions.

In the combative version, the caster causes the events of the last round to come undone for him. He gets to re-do the events of the previous round, re-rolling damage inflicted or saving throws, or anything else that depends on chance. For instance, let's say Rummo the chronomancer just cast a fireball but did miserable damage (hardly fazed his opponent) and later that round got hit by a blindness spell and missed his save. In round two he casts a Replay and can re-roll the damage of his fireball and try again to save versus the blindness. If a successful check is made on d20 against half his intelligence he can even change his actions of the previous round. For example, Rummo realized that casting his fireball at that red dragon wasn't too smart. In round two he casts Replay. If he successfully rolls a d20 under half his intelligence he can decide to cast a cone of cold instead, or some other spell.

In the investigative version the caster gets a renewed clarity of the past up to a number of minutes or rounds equal to his level. In essence this allows the DM to remind the chronomancer of pertinent details in recent happenings that have been overlooked. In this reverie he remembers only things that he actually did witness in that time. For example, if Rummo is 10th level the DM can remind him of details that he's seen in the last 10 minutes that he might not have paid attention to, or saw out of the corner of his eye, or heard faintly but ignored. The DM should be careful not to give too much away, however. If the sound was too faint or the object too small to be witnessed normally at that time the chronomancer cannot enhance it through use of this spell. He just remembers more fully and with more clarity.

Condottiere

Ability Requirements:

Strength 15

Dexterity 12

Constitution 13

Intelligence 16

Wisdom 14

Charisma 16

Prime Requisites: none

Races Allowed: Human, Elf, Half-elf, Dwarf

The condottiere is a fighter subclass which has been given exceptional, extensive training in the use of melee and missile weapons, mounted combat, and weaponless combat, as well as given instruction in being a leader and a mercenary. Condottieri are also trained extensively in the skills of animal handling, falling safely, horsemanship, survival, and tracking. These skills are learned in all environments, and the condottiere is skilled enough in all environmental conditions to be able to survive anywhere on a basic level, at least. A condottiere must have the following minimum ability scores in order to qualify for the class : Strength 15, Dexterity 12, Constitution 13, Intelligence 16, Wisdom 14, Charisma 16. There is no prime requisite score for the condottiere class, for all abilities are of great importance to the condottiere, and thus, condottieri do not receive a bonus to earned experience for

exceptional ability scores. Condottieri gain a constitution bonus of +1 hit point per point of constitution above 13, and this replaces the normal constitution bonuses detailed in the Players Handbook.

Condottieri also gain a bonus of +5% to both their system shock survival and resurrection survival rolls, and this bonus will still apply, even if the adjusted percentage is greater than 100% (automatic survival).

A condottiere must be neutral in alignment in some respect. The only alignments that are forbidden are the extreme alignments (LG, CG, CE, LE). Any change to a non-neutral alignment causes the condottiere to become a fighter (without the privilege of weapon specialization) of one level lower than he or she was as a condottiere, and to lose all special condottiere abilities. The character is everafter a fighter, and can never regain condottiere status.

Mountain dwarves, grey elves, high elves, half-elves (of grey elf or high elf descent), and humans may become condottieri. Dwarven, elven, and half-elven condottieri may not be multi-classed, and human condottieri may not dual-class; the combination of a condottiere with another class in a multi-class or dual-class character is strictly forbidden. There is not enough free time for a condottiere to engage in the pursuits of an additional character class.

Condottiere Table I :

Level	Experience	HD (d10)
1	0-3950	1+4
2	3951-7950	2
3	7951-16500	3
4	16501-32500	4
5	32501-49250	5
6	49251-98750	6
7	98751-197500	7
8	197501-395000	8
9	395001-790000	9
10	790001-1185000	10
11	1185001-1580000	11
12	1580001-1975000	11+4
13	1975001-2370000	11+7
14	2370001-2765000	11+10
15	2765001-3160000	11+13
16	3160001-3555000	11+16

The condottiere begins with 1d10+4 hit points at first level, and thereafter gains 1d10 hit points per level for each level up to and including the 11th. 395000 experience points per level for each level beyond the 16th. Condottieri gain 4 hit points at 12th level, and 3 hit points per level beyond the 12th.

Condottieri use the same combat tables as all other fighter classes, and may use any type of armor, shield, or weapon. A condottiere, however, will disdain the use of leather, padded, studded leather, or other nonmetal armor types, preferring instead to wear piecemeal metal armor, bronze, silver, or even no armor. The only time a condottiere will wear nonmetal armor is when there is absolutely no other choice, and even then, will do so grudgingly and want to replace it as soon as possible. In addition, if a condottiere has a suit of field plate or full plate armor, it will always be undecorated. Condottieri do not apply ornamentation to armor or weapons, or to any other articles or items which they use while campaigning. Magical armor will be preferred only if it is primarily constructed of metal.

A condottiere begins with five initial weapon proficiency slots, and of the initial weapons chosen, a sword, a bow, and a lance must be included. Any type of sword may be chosen except for the falchion, the khopesh, and the two handed sword (except that a dwarven condottiere may use a falchion); the bow may be of any type which is not a crossbow, and the lance may be of any type.

In addition, condottieri prefer to use certain weapons over others, and will tend to attain proficiency in those weapons before any others. The preferred weapons of the condottiere are as follows (in no particular order of preference): longsword, battle axe, spear, bow, dagger, lance, short sword. The falchion is also a preferred weapon for dwarven condottieri. Other commonly used weapons are: bastard sword, javelin, broadsword, morning star, horseman's military pick, staff, rapier, trident, and pallspar.

Because of exceptional vigorous training, a condottiere may choose one single, specific weapon in which his or her skill in its use excels beyond simple proficiency. Such a weapon must either be one of the preferred weapons of the condottiere (listed above), or approved by the Dungeon Master. This weapon must be some sort of melee weapon, not a bow or other missile weapon. The weapon most often chosen by condottieri is a sword of some type, though it is not required to be such. With this specific weapon, the condottiere's skilled weapon of advancement, the condottiere gains a bonus of +1 "to hit" and +1 to damage at first level, and an additional +1 "to hit" and +1 to damage for every three experience levels attained by the condottiere beyond first level. The condottiere also gains additional attacks with his or her skilled weapon of advancement at higher levels. At 7th to 12th level, the condottiere may attack twice per round, and at 13th level and above, may attack three times per round with this specific weapon. This applies only to the condottiere's skilled weapon of advancement, and not to any other weapon in which the condottiere has proficiency.

A condottiere may also take a proficiency in two weapon fighting. This allows the condottiere to fight wielding a weapon in each hand without penalty, provided that each individual weapon can easily be wielded in one hand. This proficiency also allows the condottiere one additional attack per round with the second weapon. The skill costs one weapon proficiency slot, and the two weapons to be used with this proficiency must be specific (i.e. longsword and dagger is specific enough, two swords is not.). The condottiere can only use the specified weapons together without penalty; any other two weapon combinations will incur the standard penalties for two weapon use, as per the Players Handbook. Obviously, the condottiere cannot use a shield while wielding a weapon in each hand. Unlike the ranger, the condottiere need not be wearing any specific armor types when using this skill. When a condottiere wields a weapon in which he or she is not proficient, a non-proficiency penalty of -3 is applied.

In addition to weapon proficiencies, condottieri are also extensively instructed in weaponless combat. When employing weaponless fighting techniques, the condottiere attacks two times per round, and always wins initiative. The condottiere may attack with either two hand strikes, or a hand strike and a kick when fighting without a weapon or a shield. When a condottiere utilizes weaponless combat, the player must state which weaponless attacks will be employed each round which the condottiere is using his or her specialized techniques. "To hit" rolls must be made for each attack. Reaction adjustments for dexterity apply to "to hit" rolls, and strength bonuses to damage apply to condottiere weaponless combat. Damage per attack varies with the level of the condottiere, and the table for this is given below.

A condottiere may also attempt to kick at the end of a melee round in which he or she attacked with a weapon, if the condottiere is not carrying or using a shield, however, the kick is delivered at -3 "to hit", and the condottiere must make a dexterity check vs. 4d6 or fall prone and be stunned and unable to attack for two rounds. Such a penalty only applies if the condottiere is holding a weapon while doing so, and such a maneuver is impossible if he or she is holding or using a shield, but it is possible if the condottiere is wielding a weapon in each hand.

Condottiere Table II : Weaponless Combat Damage

Level	Hand Damage	Kick Damage
1 - 4	1d3+1	1d4+1
5 - 8	1d4+1	2d3
9 - 11	2d3	1d6+2
12 - 14	1d6+2	2d4+2
15+	2d4+2	2d6+2

Condottieri begin with 4 nonweapon proficiency slots at first level, and as fighters, gain one additional proficiency slot for every three levels of experience attained by the condottiere. Unlike any other class, the

condottiere is entitled to choose nonweapon proficiencies from any of the five groups without penalty. Of these initial four slots, the condottiere is required to spend one to have a proficiency in either direction sense or in weather sense. Additionally, at second level, a condottiere gains three nonweapon proficiencies in survival, at no cost of proficiency slots, due to their extensive training in multiple environments. A condottiere may improve nonweapon proficiencies, as other classes may, as described in the Players Handbook.

To advance in level, a condottiere must be trained by another condottiere of at least 8th level, or of a level at least two levels higher than the level which the trainee is newly achieving, whichever is greater. At 8th to 12th level, a condottiere may train himself or herself without need of the services of a higher level condottiere, however, he or she must attend a training academy for condottieri during this training. At 13th level and beyond, a condottiere may train himself or herself regardless of circumstances.

Due to their intense, extensive training, condottieri save as fighters, but at two levels higher than their actual condottiere level. In addition, due to their extensive physical and mental discipline, condottieri have superior willpower, and will never be affected by any form of fear, and are 85% immune to beguiling, charm, domination, or possession. Condottieri are also able to overcome control exerted over them by intelligent weapons 50% of the time due to this.

Condottieri learn other major skills as well, with the great effectiveness of these skills resulting from extensive education in many varied environments and climates. These skills are as follows :

Animal Handling - a condottiere can exercise greater than normal control over any type of animal, with a chance of success equal to 5% per point of wisdom of the condottiere. Wild animals incur a -25% penalty to this ability, but trained domestic animals which are not hostile apply a bonus of +20% to this ability. If the handling check is successful, the reaction of the animal shifts one place in the desired direction; if it fails, the animal becomes one place more hostile. Animal handling ability does not include the ability to speak with animals.

Falling - as a result of continuous, extensive training, condottieri are adept at falling safely from heights. A condottiere will never sustain any damage from a fall of 20 feet or less, and is 25% unlikely to receive damage from a fall from a greater height, assuming that there is some proximate surface for the condottiere to use for controlling his or her descent. If a condottiere does sustain damage from a fall, the damage sustained is calculated as if the fall were 20 feet less than in actuality. A condottiere is still subject to the "death from massive damage" rule if he or she takes 50 or more hit points of damage from a fall.

Horsemanship - a condottiere is arduously educated in the riding of horses and other such mounts, cavalry tactics, and mounted combat continuously. As a result, a condottiere is 95% unlikely to be thrown from the saddle by sudden actions of the mount, and will never be injured by a fall from any mount. A condottiere is also 40% unlikely to be forcibly dismounted by a weapon employed against him or her while mounted, and this ability increases by 2% per level above first, to a maximum of 98% at 30th level.

Survival - every condottiere has the secondary skill of "Expert Survivalist" in their choice of terrain/climate. This is the only secondary skill that a condottiere may have.

Tracking - a condottiere has the ability to track outdoors as a ranger of equal level, and the ability to track indoors as a ranger two levels lower than his or her condottiere level. The Dungeon Master may add other skills and/or restrictions as he or she sees fit pertaining to individual condottiere player characters.

Since condottiere training commences at a very early age, dwarven condottieri are allowed the possibility of possessing a horse as a steed. This stems from the fact that the dwarf has been trained to suppress his or her fear and distrust of horses at a very early age, and instruction has continued over a period of many years. Even with this instruction, a dwarf will prefer a more stable, calm mount, and if the player and Dungeon Master agree upon the idea, the dwarven condottiere may have any suitable replacement for the horse as a mount. Any special mount for a dwarven condottiere will be trained for war. Note that condottiere training does not suppress a dwarf's aversion to heights or water, and thus, a dwarven condottiere will never have a waterborne or airborne mount.

Condottieri never summon or hire henchmen, men at arms, soldiers, or mercenaries, however, at 8th level and beyond, a condottiere may train and educate lower level condottieri. The price paid to the condottiere is variable from one individual to another, however, it should not exceed the average cost of training for level advancement in the area. A condottiere, regardless of his or her level, may not train any other character class, not even other fighter types.

At 13th level, or anytime thereafter, a condottiere may establish a training academy for condottieri. Few actually do this, unless they are greatly renowned in the area in which they intend to build. This is accomplished by clearing a section of land in a 20 to 50 mile radius of all monsters and other antagonistic beings, and building a fortress within this cleared area. The fortress will serve as the training academy, and the founding condottiere will receive 500 silver pieces per new student, plus regular training fees. The founding condottiere also receives 10 copper pieces annual revenue from each citizen living in the area protected by the academy. Upon establishing such an academy, the condottiere will attract the services of :

- 1 - 3 11th level condottieri, as captains at the academy
- 3 - 10 9th level condottieri, as instructors at the academy
- 5 - 20 8th level condottieri, as trainers at the academy
- 20 - 70 1st to 7th level condottieri, who train at the academy
- a full time army of fighters, clerics, magic users, and thieves. This army keeps order in and guards the academy and surrounding territory from hostile beings, collects revenues, and performs other duties as the founding condottiere sees fit. These people will all serve faithfully, providing their needs are met, and they receive a just, generous salary.

After a condottiere has established an academy, no more than 2% of the total income of the academy should be withheld by the founding condottiere as personal income; the remaining amount should be used to maintain the academy and pay the staff. If the army and the trainers at the academy are not paid well, they will leave and find employment elsewhere.

If a condottiere fails to meet the needs of the employees of the academy and loses their support, he or she immediately loses 1975000 experience points, is stripped of all special condottiere abilities, and becomes a fighter, incapable of advancing in level thereafter. The ex-condottiere also loses the respect, and gains the contempt of all citizens and creatures within a 300 mile radius. There is a good chance that these people, and possibly the former army will attempt to banish or execute the ex-condottiere.

Starting Age :

The starting age for a beginning condottiere character is 45+4d6 years for a mountain dwarf, 135+4d8 years for a grey elf, 120+4d8 years for a high elf, 21+3d4 years for a half-elf, and 17+2d6 years for a human.

Starting Money and Equipment for Condottieri :

Since every condottiere is assumed to have been a member of a training academy before becoming an adventuring character, a condottiere begins with equipment beyond that which is available to other characters at the start of their career. This equipment is given to the condottiere by his or her master and trainer at the academy attended. For each condottiere, roll 1d100 for equipment, and consult the table below :

d100 result	Starting Equipment
01 - 20	20 - 50 sp, scale mail, sword1, dagger, lance7, and light riding horse.
21 - 35	20 - 80 sp, scale mail, sword1, dagger, lance7, shield5, and medium riding horse.
36 - 65	30 - 100 sp, chain mail3, sword1, dagger, lance7, shield5, shortbow6, and medium riding horse.
66 - 80	50 - 120 sp, chain mail3, sword2, dagger, shield5, lance7, shortbow6, weapon9, and light warhorse.
81 - 90	70 - 120 sp, chain mail4, sword2, dagger, shield5, lance7, bow8, weapon9, and medium warhorse.
91 - 98	80 - 150 sp, chain mail4, sword2, dagger, shield5, bow8, lance10, weapon9(x2), and heavy warhorse.
99 - 00	130 - 180 sp, armor11, sword2, dagger, shield5, bow8, lance10, weapon9 (x3), and heavy warhorse.

1 : longsword or short sword (or falchion, for dwarven condottieri) only.

2 : any type allowed to the class.

3 : no special types of chain mail.

- 4 : there is a 20% chance that an elven or half-elven condottiere will receive elven chain mail.
- 5 : any size shield.
- 6 : shortbow only; does not include short composite bow.
- 7 : light or medium lance only.
- 8 : any type except crossbow.
- 9 : includes morning star, battle axe, javelin, horseman's military pick, staff, palspar, trident.
- 10 : any type lance.
- 11 : includes all types of armor up to and including field plate. If chain mail is chosen, see #4.

Death Master

Death masters may start as any alignment but every even-numbered level roll d10. 1 means he moves one step towards chaos, 2-3 means he moves one step towards evil. These alignment changes do not incur XP penalties. If the character commits acts that vary from his alignment in the direction of law or good, the DM can warrant rolling a smaller die, with 1's and 2's having the same effect (penalizing the death master for being too goodie-goodie). This would cause alignment penalties to XP. The character may also of his own volition become more evil or chaotic. This incurs XP penalties also. If, when rolling, the die comes up 1 and the character is already as chaotic as possible, ignore it. Likewise for rolls of 2 and evil. The DM should keep the player informed of his alignment (at least advise him when it's changed) so that he can play the character more efficiently.

Death masters must have a 9 STR, 12 DEX, 14 CON, 16 INT, and LESS THAN AN 8 CHA! They must also be human AND MAY NOT EVER DUAL-CLASS!

Weapons allowed: knife, dagger/dirk, sickle, scythe, whip, scourge, scimitar. May use any magical version of these except flame-tongue scimitars. When touching aligned weapons treat him as chaotic evil. If he touches some weapon more evil or chaotic than he actually is, he takes no damage and an alignment check (on d10, as above) must be made right then and there. He takes no damage for touching CE weapons. Otherwise he takes 2x the ego damage.

Armor allowed: none and no shields.

Magic: may learn any of the following wizard spells to be transcribed into his spellbook (must follow the same rules as a mage for learning and casting spells): all Necromancy, as well as low-level (3rd and less) abjuration, invocation/evocation, and conjuration/summoning. Also divination (up to 4th). Can only use rings, rods, staves, wands, and other magic that concerns death, undead, or protection (and absolutely none that concern fire unless it is directly related to one of these—a wand of fireballs is not allowed even though it's probably used to cause death—a wand of corpse cremation would be OK). Spells of Elemental Fire are a no-no, regardless of school.

Psionics: they have the following psionic powers (and these only, no extra wild talents): life draining (and 11 PSP's) at 4th level, aging (and 8 PSP's) at 5th level, death field (and 13 PSP's) at 13th level. Beginning at 4th level they gain 3 PSP's per level (they do not get PSP's for the levels they already have). Using these powers does NOT make them more evil—it's natural for a death master to explore these areas.

Abilities: can identify a potion of undead control by tasting a single drop—they get twice the effect and duration they can command unintelligent undead (skeletons, zombies) as an evil cleric of equal level (they do not have to be evil) at 4th level they can speak with intelligent undead telepathically at 7th level they may speak with dead as cleric of the same level, with out the spell, once per day at 9th level they are immune to undeads paralysis and holds at 11th level they save vs. death to avoid undeads level draining at 18th level they can command any undead as a cleric of half their level (they do not have to be evil) they learn necromancy spells at +10% chance, other spells at -25% chance they can research necromancy spells as if they were 1 level less difficult for the purposes of time and expense.

Followers: henchman must be evil and human, hirelings cannot be more good or lawful than the death master currently is. If a 13th or greater level death master is killed on Orcus' Feast (Halloween) he is animated by Orcus as undead (because he will eventually come to worship Orcus).

Death masters save and fight as wizards, unless noted otherwise.

Level	XP	HD	(d4)	Spells by level								
				1	2	3	4	5	6	7	8	9
1	0-	1+1	1	-	-	-	-	-	-	-	-	-
2	1333-	2+1	1	1	-	-	-	-	-	-	-	-
3	2666-	3+2	2	1	1	-	-	-	-	-	-	-
4	5333-	4+2	2	1	1	-	-	-	-	-	-	-
5	13333-	5+3	3	2	1	1	-	-	-	-	-	-
6	26667-	6+3	3	2	2	1	-	-	-	-	-	-
7	53333-	7+4	3	3	3	1	1	-	-	-	-	-
8	113333-	8+4	4	3	3	2	1	-	-	-	-	-
9	233333-	9+5	4	3	3	2	1	-	-	-	-	-
10	466667-	10+5	5	4	4	2	1	1	-	-	-	-
11	933333-	10+6	5	4	4	3	2	1	-	-	-	-
12	1333333-	10+7	6	5	4	3	2	1	-	-	-	-
13	1833333-	10+8	6	5	5	3	3	1	1	-	-	-
14	2333333-	10+9	6	5	5	4	3	2	1	-	-	-
15	2833333-	10+10	7	6	5	4	3	2	1	-	-	-
16	3333333-	10+11	7	6	6	4	3	3	2	-	-	-
17	3833333-	10+12	8	7	6	5	4	3	2	1	-	-
18	4333333-	10+13	8	7	6	5	4	3	2	1	-	-
19	4833333-	10+14	9	7	7	5	5	3	3	1	-	-
20	5333333-	10+15	9	8	7	6	5	4	3	2	-	-
21	5833333-	10+16	9	8	7	6	5	4	3	2	1	-

+500,000 for every level hereafter

at 22nd they get an additional 1, 2, and 3rd level spell
 at 23rd they get an additional 4 and 5th level spell
 at 24th they get an additional 6 and 8th level spell
 at 25th they get an additional 7 and 9th level spell
 continue this pattern for higher levels

Devil Hunter

Experience	Level	HP (d10)	Level Title	Abilities Gained
0-2,500	1	1	Seeker	A
2,501-5,000	2	2	Finder	B
5,001-10,000	3	3	Destroyer	C
10,001-22,000	4	4	Evil Slayer	D
22,001-40,000	5	5	Hunter	E
40,001-75,000	6	6	Full Hunter	F
75,001-130,000	7	7	Master Hunter	G
130,001-250,000	8	8	General Hunter	H
250,001-450,000	9	9	Holy Man	I
450,001-700,000	10	10	Exorciser	J
700,001-1,000,000	11	10+2	Exorciser (11)	K
1,000,001-1,300,000	12	10+4	Exorciser (12)	L
1,300,001-1,600,000	13	10+6	Exorciser (13)	M
+300,000/level	Etc.	+2/lvl	Etc.	-

Use any kind of weapon

Wear any kind of armor

Demon/devil/undead hunters, easier known as D/D/U hunters, are mainly a religious class. They show considerable amounts of respect for the gods they choose. Often they will donate large sums of treasure to the temple of their god. This class can show no contempt of evil types, such as demons, devils, and undead as the name states. The D/D/U hunter gets bonuses on the following evil types: demons, devils, undead, evil clerics, and evil magic-users. Until they reach a certain level, D/D/U hunters do not have to save vs. fear except from greater devils, demon princes, gods, etc. They have a 50% base chance to attack evil -5%/level.

Acquired Abilities:

- A. Detect demon/devil/undead/evil within 90' and attacks "evil" at +1
- B. Detect magic once a day
- C. Cure light wounds once a day
- D. Protection from evil 10' radius once a day and attacks "evil" at +2
- E. Remove curse once a week (as the spell)
- F. Totally resistant to all fear
- G. +3 on all saves vs. evil creatures, +1 vs. magic, and attacks "evil" at +3
- H. Bless once a day
- I. Detect charm or possession 75% chance
- J. Exorcise once a week
- K. Save vs. everything at +1 and attacks all "evil" at +4
- L. +3 to armor class (blessed by the gods)
- M. Cure critical once a day and attacks "evil" at +5

Additional notes:

D/D/U hunters *MUST* be lawful good.

D/D/U hunters will give at least half of all treasure obtained (excluding magic items) to the temple of their god.

Dirksman

Experience	Level	HP (d10)	Level Title	Abilities Gained
0-2,000	1	1	Novice	A
2,001-4,000	2	2	Parrier	B
4,001-8,000	3	3	Foiler	C
8,001-18,000	4	4	Thruster	D
18,001-35,000	5	5	Fencer	E
35,001-70,000	6	6	Skewerer	F
70,001-125,000	7	7	Veteran	G
125,001-250,000	8	8	Expert	H
250,001-500,000	9	9	Dirksman	I
500,001-750,000	10	10	Master Dirksman	J
750,001-1,000,000	11	11	Master Dirksman(11)	K
1,000,001-1,250,000	12	11+3	Master Dirksman(12)	L
+250,000/level	Etc.	+3/lvl	Etc.	-

Use only rapier, dirk, and composite bow

Wear no kind of armor

Dirksmen are a combination fighter-thief, mostly fighter, that use rapiers and dirks. Rapiers do 1-8/1-8 damage and hit as a long sword while dirks do 1-3/1-4 damage and hit as a dagger.

The amazing thing about these weapons is that they get both dexterity and strength bonuses on them. Dirksman increase their number of swings as they increase in level, not to hit and damage bonuses. Dirksmen wear no armor but their base armor class decreases as levels increase (dexterity bonuses do count).

Acquired Abilities:

Abilities	# of swings/round				Other
	Rapier		Dirk		
	Attack	Parry	Attack	Parry	
A.	1/1	1/4	1/4	0/1	base AC 10
B.	1/1	1/4	1/3	0/1	
C.	1/1	1/3	1/2	1/4	
D.	1/1	1/3	1/1	1/4	base AC 9
E.	3/2	1/2	1/1	1/3	1 st level thief abilities
F.	2/1	1/2	1/1	1/3	
G.	2/1	1/1	3/2	1/2	
H.	2/1	1/1	2/1	1/2	base AC 8
I.	5/2	3/2	2/1	1/1	ability to dodge as a monk
J.	3/1	3/2	2/1	1/1	
K.	3/1	2/1	5/2	1/1	
L.	3/1	2/1	3/1	1/1	base AC 7

Additional notes:

Dirksmen may be any alignment. Dirksmen get backstabbing bonuses with rapier and dirk when thief abilities are gained. Dirksmen do not get the backstabbing bonuses with bows. Thief abilities for a dirksman go up at a rate of 1 level/3 levels of experience.

Expert

Experience	Level	HP (d10)	Level Title	Abilities Gained
0-2,000	1	1	Trump	-
2,001-4,000	2	2	Scimp	A
4,001-8,000	3	3	Galliard	B
8,001-18,000	4	4	Halycion	C
18,001-35,000	5	5	Rapscallion	D
35,001-70,000	6	6	Harridan	E
70,001-125,000	7	7	Puissant	F
125,001-250,000	8	8	Rogue	G
250,001-500,000	9	9	Expert	H
500,001-750,000	10	10	Expert(10)	I
750,001-1,000,000	11	11	Expert(11)	J
+250,000/level	Etc.	+2/1vl	Etc.	-

Use any one weapon

Wear any kind of armor up to studded leather and shield

Experts are fighters that choose one weapon type to use for all time. For example: at the start of the game the expert chooses a 2 handed sword. The only weapon he can use and get experience with is a 2 handed sword (he/she could use a long sword but not get any experience). The expert, however, can use any 2 handed sword with no problem (if a magic one is found). The expert gains to hit and damage bonuses as levels increase.

Acquired Abilities:

Abilities	Bonus to hit	Bonus damage
A.	+1	-
B.	+1	+1
C.	+2	+1
D.	+2	+2
E.	+3	+2
F.	+3	+3
G.	+4	+3
H.	+4	+4
I.	+5	+4
J.	+5	+5

Additional notes:

Experts can be any alignment. Experts do not get more natural bonuses after 11th level.

Healer

Experience	Level	HP (d8)	Level Title	Abilities Gained
0-2,000	1	1	Galmart	A
2,001-4,000	2	2	Farrier	-
4,001-8,000	3	3	Consultant	B
8,001-18,000	4	4	Dresser	-
18,001-35,000	5	5	Medico	C
35,001-70,000	6	6	Reviver	-
70,001-125,000	7	7	Affector	D
125,001-250,000	8	8	Paralogist	-
250,001-500,000	9	9	Pundit	E
500,001-750,000	10	10	Chiurgeon	-
750,001-1,000,000	11	10+2	Chiurgeon(11)	F
+250,000/level	Etc.	+2/lvl	Etc.	-

Use any kind of weapon

Wear no armor of any kind

Healers are mostly clerical in nature. Their weapon use, armor use, and some of the spells are a noticeable difference. They can also fight on the fighter's table when a certain level is obtained.

Acquired Abilities:

- A. Detect magic 75% base chance + 5%/level
- B. +1 to constitution
- C. Now fights as a fighter and not as a cleric
- D. +1 to wisdom
- E. Read magic at will
- F. Identify magic (as the spell)

Spell Table:

Spell Level	1	2	3	4	5	6	7
1	2	-	-	-	-	-	-
2	2	1	-	-	-	-	-
3	2	2	-	-	-	-	-
4	3	2	1	-	-	-	-
5	4	2	2	-	-	-	-
6	4	3	2	-	-	-	-
7	4	3	2	1	-	-	-
8	4	4	3	1	-	-	-
9	4	4	3	2	-	-	-
10	5	4	3	2	1	-	-
11	5	4	3	3	2	-	-
12	5	5	3	3	2	1	-
13	5	5	4	4	3	2	1
14	6	5	5	5	4	3	2
15	6	6	6	6	5	4	3

1 st level spells	2 nd level spells	3 rd level spells
Bless	Augury	Animate dead
Command	Detect charm	Continual light
Cure light wounds	Detect illusion	Create food & water
Detect evil*	Find traps	Cure blindness*
Protection/evil*	Hypnotism	Dispel magic
Purify food & water	Know alignment	Feign death
Remove fear*	Resist fire	Locate object
Resist cold	Silence 15' radius	Remove curse*
Sanctuary	Slow poison	Sleep
	Snake charm	Speak with the dead
	Speak with animals	Strength*
		Water breathe

4 th level spells	5 th level spells	6 th level spells	7 th level spells
Cure serious wounds*	Cure critical wounds*	Animate object	Control weather
Confusion*	Dispel evil	Emotion*	Earthquake
Detect lies	Dispel illusion	Find the path	Finger of death
Divination	Flame strike	Heal*	Gate
Exorcise	Feeblemind*	Part water	Regenerate*
Lower water	Insect plague	Stone tell	Resurrection*
Neutralize poison*	Quest	Restore life level*	Restoration*
Protection/evil*	Raise dead*		Symbol
Speak with plants	Stone to flesh*		Temporal stasis
Sticks to snakes	True seeing		Wind walk
Tongues			

Additional notes:

Healers cannot be evil. Healers do get wisdom bonuses on the spell table.

Holy Fighter

Ability Requirements:

Strength 17 (before racial adjustments)

Constitution 14

Wisdom 14

Prime requisite: Strength, Wisdom

Races allowed: All (Optional: only demihumans)

The Holy Fighter is a warrior, much like a paladin, under direct command of the church. He is not bound to LG alignment, but must have the same alignment as his deity. He uses the XP progression of paladins. He may use all types of armor, but is restricted in his choice of weapons. A Holy Fighter may only be multi- or dualclassed if that is for the good of the church (a Holy Fighter/Specialty Priest combination should not normally be allowed). The Holy Fighter is as strongly bound to his church as the paladin.

The Holy Fighter must always seek to further the belief of his deity. A CE Holy Fighter of grief and pain must always cause as much pain and grief as possible, and a CN Holy Fighter of thievery may very well be a multi- or dual-class thief. A N Holy Fighter must fight to keep the balance, etc... Use the guidelines for the Specialty Priests when deciding this.

If the Holy Fighter ever commits an act knowingly against the interests of his deity, he loses all powers _and_ one level of experience. This level may not be restored by a "Restoration" spell, but may be regained in the normal fashion. The lost powers may only be regained if the deity wants, and that is considered very unlikely, as the character has shown himself unworthy. If he commits such an act unknowingly and/or unwillingly, he must seek a priest of the same deity as soon as possible.

The Holy Fighter has the following benefits:

May specialize as a normal fighter in his god's preferred weapon(s). (A Holy Fighter of Thor is probably specialized in warhammer.) Upon reaching 4th level, he may call upon the power of his deity to aid him in combat. The Fighter may only do this once per day, and may not do anything else the round he calls for this aid. The call is not disturbed if the Fighter receives damage. The Aid starts at the very start of the next round.

The power manifests itself as a "Prayer" -spell, with the duration of 2 rounds per level of the Fighter. For every 4th level attained, the Holy Fighter must attain a quest to prove himself worthy.

The first quest, at 4th level, will, if successful, grant him a Special Mount (as for Paladin).

The second quest, at 8th level, will give him a +2 weapon, with the alignment of his Deity and 1d3+3 curing spells of level 1-2.

The third quest, at 12th level, will give him a +4 weapon, with the alignment of his Deity and 1d6+4 curing spells of level 2-3.

The 4th quest, at 16th level, will grant him a Holy Avenger-type weapon of unique design. The spells of the first two weapons may be recharged by a Specialty Priest of 12th level or greater. These weapons are not given to the Fighter from the Church, but placed at the end of the adventure by one minion of the deity (at 8th and 12th level) or by the deity himself (the Holy Weapon). The spell functions of the weapons work only when the Holy Fighter is using the weapon. Furthermore, if the weapons are used by any other character, they lose one "plus" (the two first) or is a +2 weapon (the Holy Weapon)

If the Holy fighter fails in one of these quests, he may try again after advancing at least one level.

These quests should be modified by the DM to fit the level of magic in his campaign. The exact powers mentioned here are mere suggestions. If he feels that the Holy Fighter should not get these weapons at these specific levels, or get them at all, he may modify the levels and/or the whereabouts of these weapons.

The Holy Fighter is immune to all diseases upon reaching 5th level. Holy "Preferred Weapon" gives basically the same benefits as Holy Sword for paladin, but the powers that depends on alignment (protection, +10 damage, etc.) works only vs. Holy Fighters, paladins or priests of an enemy deity (Ex: Holy Fighter of Thor vs. a Frost or Fire Giant Shaman).

The DM is encouraged to design new Holy Weapons for these fighters. A "Hammer of Thunderbolts" would be a nice base for "Holy Hammer of Thor", and to balance it all perhaps lower the MR rate. Cast priest spells from the war and combat spheres upon reaching 9th level (use spell progression for paladins, no bonus spells for high wisdom).

He attracts a body of fanatic elite soldiers upon reaching 9th level. (If he has a stronghold, that is.) To decide what units he attracts, use the "Elite Units"-table on pg. 27 of the PH, or design your own. Upon reaching 9th level, he receives a power called "Enhance Weapon". This power adds +1 one weapon of the Fighter's choice. The weapon may only be used by the fighter. If anybody else use it while this power is in operation, the duration expires. This power have a duration of 2 rounds/level, and may be used only once per day.

The Holy Fighter has the following restrictions:

May only be proficient in his deity's preferred weapon(s). May not possess more than 8 magical items, any items exceeding this must be given to the church. He must give all his incoming money, gems and art (except maximum 20 gp of cash per level) to the church, who will pay for his equipment. He may borrow money from the church to pay for expenses on missions that further the belief and attitudes of his deity. Abuse of this confidence will cause loss of all XP for the adventure. The church will help him build a stronghold when they feel the time for that has come.

May only employ NPC's of same alignment and, as far as possible, of the same faith.

Jedi

Jedi Class Description

Alignment:	Any Lawful
Ability Requirements:	Strength 12, Constitution 12, Wisdom 14, Charisma 13 (only for the good side)
Prime Requisites:	Strength, Wisdom, Charisma (good side)
Races Allowed:	Any
Patron Deity:	The Force (It is not a deity, It is the natural Force)

Warning: This kit does not contain anti-munchkin rules, thus, use it carefully, watch the movie and try to create a similar character.

I will not explain what is a Jedi since, I suppose, if you are reading this you had seen the Star Wars Trilogy. However, for game purposes a Jedi is a lawful fighter that use his own Will and his mental power to increase his abilities. A mighty warrior who follow the Way of the Unseen, who can reach his Will and use The Force.

There are two kinds of Jedi, two sides of the Force: good and evil. It is possible to be a Lawful Neutral Jedi but he must choose one side and his alignment certainly, gradually be twisted towards good or evil.

Change sides is possible, but it means change alignment. The most common change is good to evil, from the hard way to the easy way, from the right side to the dark side.

Evil to good changes are possible but very rare and the evil Jedi will need help from a good Jedi that cares for him. The Evil Jedi, probably, will die after the change. They destroy your own bodies and can't live without the dark force.

A Jedi is a psychokineticist, this mean, his primary discipline is psychokinesis. A Jedi must learn Telekinesis as his first science, and must follow the Jedi order when trailing the Way. As a psionist a Jedi cannot wear armor or he will suffer the penalties described in the complete psionics handbook.

Order of Disciplines: Psychokinetic, Telepathic, Clairsentient, Metapsionic, Psychometabolic, Psychoportive.

Every Jedi master the secrets of the Lightsaber. This secret can only be passed throw the Jedi Master to his only follower and only in the 9th level. If any Jedi betray this principle he will be punished by his master. The Lightsaber will have a weak ego at this level and may not work in other hands. All Jedis learn how to make his own weapon, but his knowledge is enough only to build that particular weapon. The Jedi must provides all the materials (metal, etc.) and the necessary equipment. He uses his mental powers in the process (something similar to empower or molecular rearrangement), so, only Jedis can reproduce this method and only Jedis can uses this kind of weapon. A Jedi can only have one weapon at a time. He can only make another if the first was destroyed.

The punishment to betray a Jedi principle is different in each side or situation. A good master may get the traitor and erase his knowledge with Psychic Surgery or Mindwipe. In this case the traitor will forget everything about Jedis and all levels and powers will be lost. He wouldn't remember that he had been a Jedi. In dark side betray means certain death (or maybe worst).

A dead Jedi (12th level or higher) may appear to an young disciple or follower to teach him or give some guidance.

A Jedi can try to master the High Science of Psychokinesis (Megakinesis) after the 20th level. (See: The Will and The Way)

A Jedi from the dark side go up on levels more quickly (+50% in XP) but he loses a point in comeliness (or charisma) per level. Loyalty is measured by the fear he can make on his followers and henchmen (Jedi level in the charisma table). The evil Jedi sacrifice his physical appearance to go up in levels.

All Evil Jedi are direct or indirect followers of the Emperor. The Emperor is the master of all evil Jedis and the ruler of his own country (planet, city-state, solar system, galaxy or anything the DM wishes). He is a very evil, ugly, cruel and powerful Jedi (20th level fighter, 30th level psionist and maybe something more that nobody knows).

The Emperor apparently do not grow older (Who is able to know? With that ugly face aging seems nothing). Some legends told that he has more than 800 years. One thing is certainly his always was the Emperor and nobody remember when another. He is know as the Emperor and nobody knows his real name ("if that ugly, repulsive, hideous, revolting, #\$\$% @@ had a name it will not make any difference").

Jedi Progression Table

Fighter up to 20th level / Psionist up to 30th level

Jedi Fighter Class & Powers Progression Table

Level	Experience	HD(d8)	THAC0	Init.	Damage	AC	W. Eq.	#AT
1	0	1	20	-	-	-	-	1
2	2,000	2	19	-	-	-	-	1
3	4,000	3	18	-	-	-	-	1
4	8,000	4	17	-	+1	-	-	1
5	16,000	5	16	-	+1	-1	+1	1
6	32,000	6	15	-	+1	-1	+1	3/2
7	64,000	7	14	+1	+1	-1	+1	3/2

8	125,000	8	13	+1	+1	-1	+1	3/2
9	250,500	9	12	+1	+2	-2	+2	3/2
10	500,000	9+2	11	+1	+2	-2	+2	3/2
11	750,000	9+5	10	+1	+2	-2	+2	3/2
12	1,000,000	9+7	9	+1	+2	-2	+2	2
13	1,250,000	9+10	8	+1	+2	-2	+3	2
14	1,500,000	9+12	7	+2	+2	-2	+3	2
15	1,750,000	9+15	6	+2	+3	-3	+3	2
16	2,000,000	9+17	5	+2	+3	-3	+3	2
17	2,250,000	9+20	4	+2	+3	-3	+4	2
18	2,500,000	9+22	3	+2	+3	-3	+4	2
19	2,750,000	9+25	2	+2	+3	-3	+4	2
20	3,000,000	9+30	1	+3	+4	-4	+4	5/2

The psionist progression is the same as the normal psionist. Forget psionist hit points, this table include everything, except XP.

Init.: Initiative bonus

Damage: Damage bonus

AC: Armor Class bonus

W.Eq.: is the Weapon Equivalence of the lightsaber use it when deciding what kind of creatures it can hit. (e.g. at 9 level the lightsaber is able to hit any creature damaged only by +2 or better weapon to hit.)

#AT: Number of attacks per round

The Lightsaber (Jedi's Weapon Powers Progression)

Level

- 1) The weapon is equivalent to a bastard sword, The Jedi knight must use it two handed to get full bonus, half bonus (rounded down) if used one handed. No bonus with any other weapon (This include All of them AC, Damage, Initiative, ...).
- 5) The weapon radiate a dim light and always appears to be clean and shining.
- 9) At this level the Jedi gains access to all secrets about the construction of the Lightsaber. After one week of training he can construct his first true Lightsaber. The weapon will radiate an intense light, can reduce it's size and it is comparable to a +2 weapon. The weapon intelligence at this level is 6, with ego equal to 2.
- 12) The weapon intelligence increase to 8 and ego to 6.
- 15) The weapon has the abilities of a Sharpness. (It is a sharpness in all game aspects) The intelligence increase to 12 with an ego equal to 10.
- 17) The weapon intelligence is equal to the Jedi with an ego equal to 20.
- 20) Fighter Level Limit. Use psionists progression throw 30th level from Dragon Kings (Dark Sun Accessory).

Jedi Saving Throws (Fighter/Psionist)

Level	PP&DM	RSW	P&P	BW	Spell
1-2	13	15	10	16	15
3-4	13	15	10	16	15
5-6	11	13	9	13	14
7-8	10	12	9	12	13
9-10	8	10	8	9	11
11-12	7	9	8	8	10
13-14	5	7	6	5	8
15-16	4	6	5	4	7
17+	3	5	4	4	6

Jedi's Recommended Psionic Powers List

Order of Disciplines: Psychokinetic, Telepathic, Clairsentient, Metapsionic, Psychometabolic, Psychoportive.

Complete Psionics Handbook = None
The Will and The Way = (WW)
Dragon Magazine #204 = (DM #204)
Dragon Kings - Hardcover = (DK)

Psychokinesis:

Recommended Sciences: Telekinesis, Project Force, Microkinesis (DM #204), Telekinetic Flight (WW)
Recommended Devotions: Ballistic Attack, Deflect (WW), Inertial Barrier, Magnetize (WW), Mass Manipulation (WW), Molecular Manipulation, Molecular Bonding (WW), Momentum Theft (WW), Return Flight (DK), Static Discharge (WW)

Telepathy

Recommended Sciences: Domination, Mindlink, Probe, Bonding (DM #204)
Recommended Devotions: Amnesia (WW), Attraction, Awe, Conceal Thoughts, Contact, Daydream, Empathy, Identity Penetration, Invincible Foes, Invisibility, Life Detection, Mind Bar, Mysterious Traveler (DK), Passive Contact (WW), Post-Hypnotic Suggestion, Psychic Messenger, Send Thoughts, Sight Link, Suppress Fear (WW), Telepathic Projection, Truthhear

Clairsentience

Recommended Sciences: Aura Sight, Precognition, Detection (WW), Spirit Lore (WW)
Recommended Devotions: All-Round Vision, Combat Mind, Danger Sense, Feel Light, Hear Light, Know Course (WW), Know Location, Know Direction, Predestination (DK), Radial Navigation, Safe Path (WW), Sensitive to Observation (WW), Watcher's Ward (WW)

Metapsionic

Recommended Sciences: Appraise, Psychic Surgery, Split Personality,
Recommended Devotions: Cannibalize, Cognitive Trance (WW), Convergence, Fighting Trance (WW), Iron Will (WW), Martial Trance, Probability Manipulation (WW), Psionic Sense, Retrospection, Splice

Psychometabolism

Recommended Devotions: Adrenalin Control, Biofeedback, Body Equilibrium, Catfall, Enhanced Strength, Graft Weapon, Heightened Senses, Mind Over Body, Strength of the Land (DK), Suspend Animation

Psychoportation

Recommended Devotions: Astral Projection, Dimension Blade (WW), Time/Space Anchor

Forbidden Sciences (good side only)

Detonate, Create Object, Disintegrate, Animal Affinity, Death Field, Metamorphosis, Life Draining, Regenerate (WW), Shadow-form, Poison Simulation (WW), Mindflame (WW), Switch Personality, Teleport, Time Travel (WW), Wormhole (WW), Summon Planar Creature, Banishment, Ultrablast (WW), Psychic Clone, Vader's Suffocate, Emperor's Lightning bolts, and, of course, all "only for evil" powers.

* The DM can forbid any science or devotion that he thinks "do not fit". (I recommend you to get most of the recommended powers).

Jedi's Empowered Items

A Jedi may try to empower his lightsaber with another interesting powers. This can make very interesting results. Here, I list some Jedi Items.

- Luke's Special Lightsaber

Alignment: LG
PSPs: 44
Receptacle: 256 PSPs
Intelligence: 16
Ego: 20
Discipline: Psychokinesis
Sciences: Telekinetic Flight (I can go anywhere)
Devotions: Static Discharge, (+ shock) Return Flight, (go and back) Inertial Barrier, (stop missiles)
Molecular Manipulation,(create the breakpoint and cut anything) Compact (I can make me smaller)

- Yoda's Protection Robe

Alignment: LG
PSPs: 52
Receptacle: 500 PSPs
Intelligence: 18
Ego: 13
Discipline: Psychokinetic
Sciences: Telekinetic Barrier (Wall of Force)
Devotions: Deflect, (stop attacks) Inertial Barrier, (stop missiles) Molecular Bonding, (auto fixing robe)
Deflection (better AC) Levitate Others (Master go up)

- Vader's Evil Lightsaber

Alignment: LE
PSPs: 72
Receptacle: 400 PSPs
Intelligence: 17
Ego: 20
Discipline: Psychometabolic
Sciences: Energy Containment, Life Draining
Devotions: Graft Weapon, Enhanced Strength, Strength of the Land, Adrenalin Control, Aging (Damage + Aging), Cell Adjustment.

- Emperor's Empowered Rod

Alignment: LE
PSPs: 116
Receptacle: 600 PSPs
Intelligence: 18
Ego: 29
+ Ruby: 200 PSPs
Discipline: Metapsionic
Sciences: Appraise, Suppress Magic, Aura Alteration (I am LG)
Devotions: Receptacle*, Convergence (I and my master against you), Iron Will, Probability Manipulation, Martial Trance, Psionic Sense, Stasis Field, Magnify, Psionic Vampirism, Psychic Blade (I can fight too).
* this staff can fill his own receptacle.

Knight

Experience	Level	HP (d10)	Level Title	Abilities Gained
0-2,000	1	1	Novice	A
2,001-4,000	2	2	Servant	-
4,001-8,000	3	3	Believer	B
8,001-18,000	4	4	Gallant	-
18,001-35,000	5	5	Hero	C
35,001-70,000	6	6	Watcher	-
70,001-125,000	7	7	Protector	D
125,001-250,000	8	8	Keeper	E
250,001-500,000	9	9	Saviour	F
500,001-750,000	10	9+2	Knight	G
750,001-1,000,000	11	9+4	Sir Knight	H
1,000,001-1,250,000	12	9+6	Lord Knight	I
1,250,001-1,500,000	13	9+8	King	J
+250,000/level	Etc.	+2/lvl	Etc.	-

Use any kind of weapon

Wear any kind of armor

Knights, for the most part, are minor paladins. They need less to change levels, but do not get as many abilities. Their nature is the same being do-gooders and helping out people at almost every opportunity. The notes above say that knights can use any weapon and wear any armor but favor plate armor and 2 handed swords (the reason being is that they get +1 AC and +1 on to hit and damage respectively).

Acquired Abilities:

- A. Make all saves at +1
- B. Cure light wounds once a day
- C. Track as a ranger at 50% base chance + 3%/level
- D. Make all saves at +2
- E. Detect enemies within 60'
- F. Cure light wounds twice a day
- G. Detect magic at 20% base chance + 5%/level
- H. +1 hit prob., damage, and parry on any one weapons (+2 on 2 handed swords)
- I. Detect illusions at 20% base chance + 2%/level
- J. Cure light wounds thrice a day, and receive a kingdom (must first fulfill a quest to the king that originally knighted the character).

Additional notes:

Knights, of course, must be lawful good. Knights strongly worship their gods and the same evil actions taken by a knight is subject to the same discrediting as a paladin.

Magician

Nature of the Magicians :

The Magician combines the qualities of a wizard with the qualities of a rogue. A magician is more than just a spellcaster, and he is more than a mere thief or bard that can do parlor tricks.

The Magician relies on sleight of hand and illusion for his survival. Examples of a magician run the gamut of history, from the ancient Egyptian magicians of Pharaoh (Exodus 7:11-12) to modern ones like Houdini and David Copperfield. Magicians can make an object "disappear" by sleight of hand or trick, but could also rely on magical powers to perform the same trick.

Requirements and restrictions

The Magician's edge is his dexterity and intelligence, for performing the deft movements of the hand and of mechanical "false bottomed" boxes, mirrors, and so forth, as well as the smarts required to fool his opponents into believing what he wants them to believe.

Attribute prerequisites : A minimum Dexterity, Intelligence, and Wisdom of 12 are required for a character to be a Magician.

Racial limitation : Humans, Elves, Half - Elves, and Gnomes may be Magicians. Elves have a maximum of 10th level in this class, Half - Elves can rise up to 12th level, and Gnomes can attain 14th level.

Equipment limits : Magicians can use any weapon allowed to thieves, but are forbidden armor better than leather, and cannot cast spells while in armor at all. They may use any magical item except for weapons, armor, and rods, staves, and wands without restriction. Magical weapons not usable by thieves are forbidden, as is any armor of a class better than 2. Rods, staves, and wands may be used but with the penalty as incurred by Dwarves using magical items outside their class (20% of device malfunction whenever it is used or activated), but cursed items cannot be gotten rid of like Dwarves can.

Spellcasting

Schools : Magicians can learn and cast any spell from the school of Illusion/Phantasm as a wizard of equal level. He can also learn and cast spells from the Alteration and Enchantment/Charm schools as a wizard of two levels lower; a Magician must be at least 3^d level before he can cast spells of these schools. The only exception to these rules are the Alteration Polymorph spells *Polymorph Other*, *Polymorph Self*, and *Polymorph Any Object*, which can be cast at normal level.

Cantrips : A Magician gains extra memorization slots for cantrips equal to his experience level. These extra slots can be used only for cantrips, and do not count towards his usual allotment of spell progression slots.

Thief skills

Magicians acquire a few thief skills as well as spellcasting abilities. They have the following: Pick Pockets (or Sleight of Hand), Open Locks, Find / Remove Traps (to undo complex puzzles like the "three rings" trick), and Escape Bonds (as found in the Player's Option: Skills & Powers book on pp. 52 - 54). They get the normal base of each skills as a thief does, but receives 20 points at 1st level to distribute and 10 points for each additional level.

For those who do not have the Player's Option book mentioned above, here is a brief description of this particular skill, as quoted from its source.

"Escape Bonds: There comes a time in every thief's career when his luck runs out and... he is apprehended. The ability to escape bonds such as ropes, leather thongs, manacles, chains and even straight jackets is a feat of

contortion and determination. The thief must roll to break every device binding him. If he's tied at the wrists and at the ankles, then he must make two successful rolls to free himself. This skill takes five rounds to use. A thief might hurry his efforts, but he suffers a -5% penalty for each round he tries to shave. Locked items also require the thief to successfully pick the locks. A failure on any attempt means that the thief cannot loose that bond or pick the lock." (Player's Handbook: Skills and Powers, pp. 52)

The Escape Bonds skill has a base chance of 10%. Half - ogres add 5% to their Escape Bonds, and Halflings add 10% to their scores. For every point of DEX below 12, subtract 5% from Escape Bonds; for every point of DEX above 16, add 5%.

Miscellaneous

Here are the standard statistics for the class:

Hit Dice Size: 1d5 (1d6, reroll 6's, or 1d10 / 2 and round up fractions), gaining +1 hp every level above IXth.

THAC0 progression: As Rogue.

Saving throws : As Wizard.

Proficiencies slots : as Rogue.

Proficiency group access: Wizard, Rogue, General.

Experience level progression table :

Level	Experience	HD
1	0	1d5
2	5,000	2d5
3	10,000	3d5
4	25,000	4d5
5	50,000	5d5
6	75,000	6d5
7	100,000	7d5
8	200,000	8d5
9	350,000	9d5
10	750,000	9d5+1
11	1,150,000	9d5+2
12	1,550,000	9d5+3
13	1,950,000	9d5+4
14	2,450,000	9d5+5
15	2,850,000	9d5+6
16	3,250,000	9d5+7
17	3,650,000	9d5+8
18	4,050,000	9d5+9
19	4,450,000	9d5+10
20	4,850,000	9d5+11
21	5,250,000	9d5+12

* 400,000 per level above 9th.

Magus

Experience	Level	HP (d4)	Level Title	Abilities Gained
0-3,000	1	2	Page	-
3,001-6,000	2	3	Prentice	-
6,001-12,000	3	4	Seer	A
12,001-24,000	4	5	Sage	-
24,001-47,000	5	6	Namer	B
47,001-96,000	6	7	Changer	C
96,001-190,000	7	8	Summoner	D
190,001-380,000	8	9	Enchanter	E
380,001-725,000	9	10	Sorcerer	-
725,001-1,050,000	10	11	Mage	-
1,050,001-1,400,000	11	12	Arch Mage	F
1,400,001-1,750,000	12	12+1	Lord Wizard	G
1,750,001-2,100,000	13	12+2	Lord Wizard(13)	H
+350,000/level	Etc.	+1/lvl	Etc.	-

Use any kind of weapon
Wear no armor of any kind

Magi (maguses) are a combination magic-user, illusionist, and fighter in that order. Magi are a class that can cast both magic-user and illusionist spells at the rate they're limited to. On the spell table below, the number given is the number of either magic-user or illusionist spells that can be told. The fighter part stands out is there because the magus can use any weapon and hits on the clerics' table.

Spell Table:

Spell Level	1	2	3	4	5	6	7	8	9
1	1	-	-	-	-	-	-	-	-
2	2	-	-	-	-	-	-	-	-
3	2	1	-	-	-	-	-	-	-
4	3	2	-	-	-	-	-	-	-
5	4	2	1	-	-	-	-	-	-
6	4	3	1	-	-	-	-	-	-
7	4	3	2	-	-	-	-	-	-
8	4	3	2	1	-	-	-	-	-
9	5	3	3	2	-	-	-	-	-
10	5	4	3	2	1	-	-	-	-
11	5	4	3	3	2	-	-	-	-
12	5	5	4	3	2	1	-	-	-
13	5	5	4	3	2	2	-	-	-
14	5	5	4	3	2	2	1	-	-
15	5	5	4	4	2	2	2	-	-
16	5	5	5	4	3	2	2	1	-
17	5	5	5	4	3	3	2	2	-
18	5	5	5	4	4	3	3	2	1

Acquired Abilities:

- A. Gain the ability to use rings.
- B. Detect magic 25% base chance +5%/level and gains the name of a demon/devil at 1/2 levels here after
- C. Detect poison 10% base chance + 5%/level
- D. +1 to dexterity
- E. Casts any charm spells at -3 on saving throws
- F. +1 to intelligence
- G. Gain the ability to use potions, cast polymorph spells at -2 on saving throws
- H. +1 to strength, and gains a familiar (it's possible to have 2)

Additional Notes:

Magi can be any alignment. Magi can use cleric scrolls.

Martial Artist

Monastic aesthetics who practice rigorous mental and physical training and discipline in order to become a human fighting machine.

STR 15+, WIS 15+, CON 13+, DEX 15+

Can't wear armor; -3 to hit & -2 to damage with all but M-A weapons (-1/-1 if similar).

Move silently 15% at 1st level; +5% per level.

Level	HP
1	Standard
2+	1d10

ABILITIES, MARTIAL—Many of the abilities that a M-A has are martial abilities. To use a martial ability, or to make an Open Hand attack, the M-A must utilize Chi points. Chi points are internal energies the M-A can focus into martial activities (similar to a spellcaster focusing energies into spells). Each martial ability has a level. The higher the level, the more Chi points that are used up when that action is attempted. The cost is 10 Chi points times the level of the ability. The Open Hand attack is a martial ability that has no level. The cost to do this activity is 1 Chi point per attack (per opponent). [If the M-A strikes with an Open Hand attack at one opponent, the cost is 1 Chi point. If the attack is done against multiple opponents, the cost is 1 Chi point per opponent being attacked, because that is a more complex action.]

The M-A begins with 100 Chi points as 1st level and gains (1d4+2) x 10 Chi points for each level attained thereafter. Chi points are regained by resting at the rate of 5 points per hour of rest.

Open Hand attacks are the strikes, and damage, that a M-A does with bare hands and feet using a Martial Art. The M-A can Open Hand attack more than one opponent at once, if desired, but all targets must be within reach. One roll to hit & one roll to damage is made and damage is evenly distributed amongst those hit. [For example, if 3 people are hit by the M-A for a total of 6 points of damage, then each person takes 2 points of damage.] The amount of Open Hand damage the M-A can inflict is based on level:

L	L	L	L	L	L	L	L	L	L	L	L		
1	1d6	5-6	2d8	11-12	4d6	15	4d8	18	7d6	21	9d6	24	2d30+10
2	2d4	7-8	3d6	13	3d10	16	6d6	19	6d8	22	10d6	25	15d6
3-4	2d6	9-10	3d8	14	5d6	17	5d8	20	8d6	23	11d6		

Martial abilities which are gained as the M-A gains levels (similar to a mage acquiring spells). Some of these abilities have pre-requisites and/or are pre-requisites themselves. The M-A must have the pre-requisite ability for at least 1 experience level before obtaining the higher level ability requiring the pre-requisite. (i.e. A M-A must

have Discipline I before obtaining the Discipline II ability, but cannot obtain both Discipline I and II at the same time.) A M-A may not change an ability once selected. He may take a lower ability than one he is entitled to, in order to build a set of abilities he likes (but never a higher ability than he is entitled to). Many abilities require the M-A to concentrate, meditate, or enter a trance to prepare for their use.

The rate at which the M -A gains these martial abilities are shown in the following chart:

M-A's Level	Ability Level						
	1	2	3	4	5	6	7
1	+1	-	-	-	-	-	-
2	+1	-	-	-	-	-	-
3	+1	+1	-	-	-	-	-
4	+1	+1	-	-	-	-	-
5	+1	+1	+1	-	-	-	-
6	+1	+1	+1	-	-	-	-
7	+1	-	+1	+1	-	-	-
8	-	+1	+1	+1	-	-	-
9	+1	-	-	+1	+1	-	-
10	-	+1	+1	-	+1	-	-
11	+1	-	-	-	+1	+1	-
12	-	+1	-	+1	-	+1	-
13	+1	-	+1	-	+1	-	-
14	-	+1	-	+1	-	+1	-
15	+1	-	+1	-	-	+1	-
16	+1	+1	-	+1	-	-	-
17	+1	-	+1	-	+1	-	-
18	-	+1	-	+1	-	+1	-
19	+1	-	+1	-	+1	-	-
20	-	+1	-	+1	-	+1	-
21	-	-	+1	+1	+1	-	-
22	-	-	+1	-	+1	+1	-
23	-	-	+1	-	+1	+1	-
24	-	-	+1	-	+1	+1	-
25	-	-	-	-	-	-	+1

The list of abilities that the M -A can gain are as follows:

NOTE: A * means the ability is a pre-requisite for 1 or more higher level abilities. CAPITALIZED means the ability has 1 or more prerequisites.

Level 1

- *Break Boards
- *Cat's Ears
- *Cat's Nose
- *Cat's Walk
- *Deflection I
- *Detect Illusion
- *Discipline I
- *Eat Pine Cones
- *Flying Kick
- Protect/Sleep
- *Walk On Fire
- *Withstand Exposure
- *Withstand Pain

*Zen Bowmanship

Level 2

*BREAK TIMBERS

*Cat's Eyes

*CURE OWN WOUNDS

*DEFLECTION II

*DISCIPLINE II

Esp

PYROGENESIS

Rope Trick

*SELF-CONTROL

Throwing

*ZEN BOWMANSHIP II

Level 3

Arm Breaking

*BREAK BRICKS

*Cat's Paws

*Cat's Sleep

*Clairaudience

*Commune/Animals

*Consult I Ching

CURE OWN DISEASE

*DEFLECTION III

*DISCIPLINE III

*FLOATING JUMP

KYUJUTSU

*NEUTRALIZE POISON (SELF)

Telekinesis

Level 4

*BREAK STONES

CLAIRVOYANCE

*COMMUNE/PLANTS

*CURE OWN SERIOUS WOUNDS

*DEFLECTION IV

*DISCIPLINE IV

*LEVITATE

NINJUTSU

*SPINE KICK

Level 5

Astral Projection

*BREAK NORMAL WALLS

*COMMUNE/OBJECTS

*DEFLECTION V

*DISCIPLINE V

FLY

*HEAD KICK

MIND BLANK

*REGENERATE FLESH

*SACCHI-JITSU

Teleportation

Level 6

Attract Disciple
BREAK THICK WALLS
COMMUNE/UNIVERSE
CONTROL BODY CHEMISTRY
DEFLECTION VI
DISCIPLINE VI
Freeze Time
KILLING KICK
REGENERATE NERVE

Level 7

Be In Two Places...

An explanation of each of these abilities follows:

Level 1

BREAK BOARDS: Pre-requisite for all higher Breaking abilities. The M-A must concentrate for 1 minute, after which he can break boards up to 1 inch thick with bare hand/foot. Usable against light doors & other thin wood structures. Usable with no preparation against wood-hafted weapons. (+1 to hit vs. armor class)

CAT'S EARS: Pre-requisite for Ninjutsu. Adds 10% to Hear Noise, when activated.

CAT'S NOSE: Pre-requisite for Ninjutsu. Allows detection/analyze of scents, when activated. The chance of correct assessment is 15% + 5% per level after first level.

CAT'S WALK: Pre-requisite for Ninjutsu. Allows a +15% to walk silent, when activated.

DEFLECTION I: Pre-requisite for all higher Deflection abilities. Increases M-A's a/c vs. missiles by 1 and allows 15% chance to deflect 1 missile up to 60 degrees from path (It may hit elsewhere).

DETECT ILLUSION: Pre-requisite for Self-Control and Mind Blank. Allows M-A to detect illusions automatically, and adds 15% chance to saving throws vs. other forms of illusion such as Charm Person, when activated. Last for 10 rounds.

DISCIPLINE I: Pre-requisite for all higher Discipline abilities. Allows the M-A a parry vs. melee weapons, increases a/c by 1.

EAT PINE CONES: Pre-requisite for Neutralize Poison (Self) and Control Body Chemistry. Allows M-A to eat/digest any organic material, but does not protect against poison. Must meditate for 1 hour afterwards.

FLYING KICK: Pre-requisite for Floating Jump, Fly, Spine Kick, Head Kick and Killing Kick. A long jump followed by kick to body of opponent. Up to 10' from standing start; 20' if get 20' run first. Roll to hit. 1 on 1d20 misses completely (roll on crit to self impact chart). 2-3 misses completely and lands on arse. 4-10 misses but lands on feet. 11-20 hits opponent. Then roll for damage (Open-Hand). Any creature man-size or less is knocked down.

PROTECTION FROM SLEEP: Allows the M-A to do without sleep for 24 hours + 24 hrs/level at no loss to efficiency. Also allows 100% immunity from Sleep spell. When ability runs out, the M-A cannot use the ability for a time equal to the time he went without sleep and he must get 1 hour of sleep per 4 hours he stayed awake. Cost is 10 Chi points per 24 hours period.

WALK ON FIRE: Pre-requisite for Pyrogenesis. Allows M-A to touch fire, hold hot objects, and even penetrate Walls of Fire without harm. The M-A must enter a trance for 1 minute (While in trance [only] he is also immune to fireballs) At other times fire based attacks are -1 on hit and damage (per die) against him. Lasts for 10 rounds.

WITHSTAND EXPOSURE: Pre-requisite for Control Body Chemistry. Allows M-A to ignore cold down to 30 degrees F, +5 degree/level, when activated. Lasts for 2 hours.

WITHSTAND PAIN: Pre-requisite for Cure Own Wounds, Cure Own Disease, Cure Own Serious Wounds, Regenerate Flesh and Regenerate Nerve. The M-A must meditate for 10 minutes after which he can ignore pain for 1 hour/level. Cost is 10 Chi points per use (not hour).

ZEN BOWMANSHIP: Allows M-A to use a bow with no penalty on weapon use, when activated. Pre-requisite for Zen Bowmanship II. Lasts for 2 hours.

Level 2

BREAK TIMBERS: Requires Break Boards; Pre-requisite for higher Breaking abilities. Can break pieces of timber up to 3" thick after concentrating 1 minute/inch. Also usable against plaster walls and normal doors. (+2 to hit vs. armor class).

CAT'S EYES: Pre-requisite for Ninjutsu. Allows character to see normally up to 120' even in utter darkness, when in effect. Lasts for 10 rounds.

CURE OWN WOUNDS: Requires Withstand Pain; Pre-requisite for Cure Own Disease, Cure Own Serious Wounds, Regenerate Flesh, and Regenerate Nerve. M-A goes into trance and heals self; time required is 10 minutes per hit point restored. Cost is 20 points per time ability is used (not number of minutes or hit points).

DEFLECTION II: Requires Deflection I; Pre-requisite for higher Deflections. Betters a/c vs. missiles by 2; allows 30% chance of deflecting 1 missile up to 70 degrees.

DISCIPLINE II: Requires Discipline I; Pre-requisite for higher Disciplines. Betters a/c in melee by 2.

E.S.P.: Requires the M-A to enter trance, during which he can pick up surface thoughts and emotions from a single subject. Lasts for up to 10 rounds.

PYROGENESIS: Requires Walk on Fire. M-A can start small fires by concentrating. Range 100' on paper, straw & other easily lit stuff. Cost is 20 points per time used.

ROPE TRICK: M-A goes into trance and compels a rope to rise in air and become taunt. Can do 10' rope/level. Can climb rope himself and/or others. Lasts until commanded by M-A to undo (30 min max.).

SELF-CONTROL: Requires Detect Illusion; Pre-requisite for Mind Blank. Allows a +10% addition to save vs. Charm and Hold based spells, while in effect. Lasts for 10 rounds.

THROWING: Allows M-A to throw one opponent (man-sized or smaller) on a roll of 12+ on 1d20. Opponent gets a save. If successful, he take 1d3 of damage and is laying on the ground. If unsuccessful he takes 1d6 of damage and is laying on the ground stunned for 2 rounds. [If character fails to make throw, he is holding onto the opponent, upclose and personal.]

ZEN BOWMANSHIP II: Requires Zen Bowmanship I. Allow the character to be +1 to hit with bow, when in effect. Lasts for 10 rounds.

Level 3

ARM BREAKING: M-A can break a man-sized (or less) opponent's arm or leg on a roll of 11+ on 1d20. Damage to the opponent's hit points is equal to the character's open-hand damage. Modifiers apply for armor class. [If character fails to break opponent's limb, he is holding the opponent, upclose and personal.]

BREAK BRICKS: Require lower Breakings; Pre-requisite for higher Breaking abilities. Can shatter bricks after concentrating 1 1/2 minutes per inch of thickness. Can break through dungeon doors and wood-frame exterior walls.

CAT'S PAWS: Pre-requisite for Ninjutsu. Allows the character an additional 10% added to climbing ability, when in effect. If the total is still below 75%, will boost it to 75%. Lasts for 15 rounds.

CAT'S SLEEP: Pre-requisite for Ninjutsu. Allows character to sleep lightly (no matter how tired they are) and makes them difficult to surprise. This sleep is only 1/2 restful as normal. Lasts up to 12 hours.

CLAIRAUDIENCE: Pre-requisite for Clairvoyance. Allows the character to enter a trance & duplicates the mage's clairaudience spell (but this not blocked by lead). Lasts 10 rounds.

COMMUNE WITH ANIMALS: Pre-requisite for higher Commune abilities. The character enters a trance and becomes able to communicate with any warm blooded creature. This ability does not, however, automatically make the animal friendly or be able to talk smart. Lasts for 10 rounds.

CONSULT I CHING: Pre-requisite for Commune with Universe. Character may use this ability to use the mystic yarrow sticks to ask questions of the essence of the world. Up to three questions can be asked. The answers are usually in an oriental philosophy mode. This may be used only once per day. Yarrow sticks cost 30gp per set.

CURE OWN DISEASE: Requires Withstand Pain and Cure Own Wounds. M-A may cure any disease he gets. Trance 1 hr/level of disease.

DEFLECTION III: Requires lower Deflections; Pre-requisite for all higher Deflections. Improves a/c vs. missiles by 3. Allows a 45% chance to deflect one missile up to 80 degrees.

DISCIPLINE III: Requires lower Disciplines; Pre-requisite for all higher Disciplines. Improves melee a/c by 3.

FLOATING JUMP: Requires Flying Kick; Pre-requisite for Levitate & Fly. Can jump up to 30' horizontally from a standing position OR up to 50' horizontally with a 20'+ running start. (The 50' begins at the end of the running start.) This action may end with a Flying Kick if desired.

NEUTRALIZE POISON (SELF): Requires Eat Pine Cones. Pre-requisite for Control Body Chemistry. Can neutralize organic poisons by spending 10 minutes/level of poison in trance. If poison starts to take effect before M-A enters trance, time needed is doubled.

TELEKENESIS: M-A enters trance and is able to move objects at walking speed. Limit is 1 kg/level. Lasts for 10 rounds.

Level 4

BREAK STONES: Requires all lower Breaking abilities; Pre-requisite for higher breaking abilities. Can break stones up to 6" thick after concentrating for 2 minutes per inch of thickness. Ordinary brick walls and heavy wood beams may also be broken.

CLAIRVOYANCE: Requires Clairaudience. M-A enters trance and can duplicate the mage's clairvoyance spell but this is not blocked by lead.

COMMUNE WITH PLANTS: Requires Commune/Animals; Pre-requisite for higher Commune abilities. M-A enters trance & can talk with plants and cold-blooded animals.

CURE OWN SERIOUS WOUNDS: Requires Withstand Pain and Cure Own Wounds; Pre-requisite for Regenerate Flesh and Nerve. M-A goes into trance and heals self--3 pts per 10 minutes in trance.

DEFLECTION IV: Requires lower Deflections; Pre-requisite for higher Deflections. A/C vs. missiles better by 4. Allows M-A a 60% chance of deflecting 1 missile up to 85 degrees.

DISCIPLINE IV: Requires lower Disciplines; Pre-requisite for higher Disciplines. A/C in melee is better by 4.

LEVITATION: Requires Flying Kick and Floating Jump; Pre-requisite for Fly. Allows character to levitate self (only). Requires 1 minute of meditation and must meditate while levitated. Must begin in the lotus position.

NINJUTSU: Requires ALL Cat's Senses. Allows M-A to hide almost anywhere, even in plain sight. He knows how to hide in shadows, and even how to stand so still in plain sight that he is unnoticed. Includes knowledge of entering and leaving a place unseen, of holding oneself motionless without moving, etc.

SPINE KICK: Requires Flying Kick; Pre-requisite for Head Kick & Killing Kick. 1 on 1d20 misses completely (roll on crit to self impact chart). 2-3 misses completely and lands on arse. 4-10 misses but lands on feet. 11-20 hits opponent. Roll Open Hand damage and if 11+ pts of damage, there is 25% chance of victim becoming paralyzed (temporarily or permanent).

Level 5

ASTRAL PROJECTION: Allows M-A to enter trance and travel on the astral planes. Lasts 1 hour/level.

BREAK NORMAL WALLS: Requires lower Break abilities; Pre-requisite for Break Thick Walls. Can break hole through a brick or stone wall up to 12" thick; must concentrate 1 1/2 minutes per inch of thickness before doing.

COMMUNE WITH INANIMATE OBJECTS: Requires Commune/Animals & Plants. Enter trance and may "ask" questions of inanimate objects. Answers will not/cannot exceed 3 words. Max of 7 questions.

DEFLECTION V: Requires lower Deflections; Pre-requisite for next Deflection. Improves A/C vs. missiles by 5 and allows 75% chance to deflect 1 missile up to 90 degrees.

DISCIPLINE V: Requires lower Disciplines; Pre-requisite for next Discipline. Improves A/C in melee by 5.

FLY: Requires Flying Kick, Floating Jump, and Levitate. M-A seats himself in lotus position, meditates, and remains concentrating while he flies. (Not as versatile as the magical spell.)

HEAD KICK: Requires Flying Kick, Spine Kick ; Pre-requisite for Killing Kick. 1 on 1d20 misses completely (roll on crit to self impact chart). 2-3 misses completely and lands on arse. 4-10 misses but lands on feet. 11-19 hits opponent. 20 hits opponent and does 3x damage plus there is a 25% chance of 1 of following (1d8 roll): 1-Break opponent's jaw 2-Blinds one eye 3-Dislocates spine 4-Breaks nose 5-8 unconscious.

MIND BLANK: Requires Detect Illusion & Self Control. Allows M-A to enter a trance and avoid detection by any magical means and/or from other planes. After 2 hours, however, his mind begins to go blank at the rate of 1 IQ point/hour over the original 2 hours. If IQ reaches 0 he is a permanent vegetable; otherwise it is recovered at the rate of 1 point per week.

REGENERATE FLESH (AND BONE): Requires Withstand Pain, Cure Own Wounds, and Cure Own Serious Wounds. Pre-requisite for Regenerate Nerve. Does as it says, will restore even a limb (though this may take months), but cannot regenerate the nerves.

TELEPORTATION: Similar to magic spell of same name, but must enter a trance 1 minute before teleporting. Self only and the character is exhausted afterward.

Level 6

ATTRACT DISCIPLE: Allows M-A to attract either a level 1 M-A for teaching (01-75) or other follower (76-00). Disciples will be loyal unless treated grossly unfair. They get full experience, but will voluntarily turn over all valuables they find to their mentor. M-A must spend at least 1 week in 10 instructing his disciple. Only 1 disciple at a time is allowed.

BREAK THICK WALLS: Requires all lower breaking abilities. Can knock a hole in a wall up to 3' thick, but requires 15 minutes of preparation first.

COMMUNE WITH UNIVERSE: Require lower Commune abilities and Consult I Ching. M-A goes into trance lasting 1 day and may ask 3 questions of the referee.

CONTROL BODY CHEMISTRY: Requires Eat Pine Cones, Withstand Exposure & Neutralize Poison (Self). M-A can control his metabolism. He can neutralize all poisons, counter the effects of drugs and speed/slow his body processes.

DEFLECTION VI: Requires all lower Deflections. Improves A/C vs. missiles by 6 and allows a 90% chance to deflect 1 missile up to 95 degrees.

DISCIPLINE VI: Requires all lower Disciplines. Improves melee A/C by 6.

FREEZE TIME: Can speed up thought process to think out a complicated line of thought, plan a maneuver, etc. (This speeds up only thought, not the character's body.)

KILLING KICK: Requires Flying, Spine & Head Kick. 1 on 1d20 misses completely (roll on crit to self impact chart). 2-3 misses completely and lands on arse. 4-8 misses but lands on feet. 9-16 does 6d6 damage. 17+ kills. This kick is tremendously exertive and M-A can do nothing for 2 minutes afterward.

REGENERATE NERVE: Requires Withstand Pain, Cure Own Wounds, Cure Own Serious Wounds, and Regenerate Flesh (and Bone). Does as its name implies, regenerates nerves.

Level 7

BE IN TWO PLACES SIMULTANEOUSLY: Allows the M-A to become 2 M-A, each having the original's full capabilities. They can be up to 10'/level of the M-A apart. (They do not have to be in sight of each other.) Each knows all that happens to the other. Only 1 total of hit points is kept, and if either "copy" is killed, the M-A is dead. For each 30 seconds he was doubled, the M-A must spend 2 minutes afterward recovering. Last up to 1 hour.

MARTIAL ARTIST WEAPONRY

The Martial Artist knows 5 weapon skills at 1st level. If the school a martial artist went to has a specialty, those must be chosen first.

Hand Weapons	S-M	L	Wt	Cost (gp)
Bo	1-6	1-6	3.0	25
Gunsen (Tessen)	1-5	1-4	0.5	20
Jitte	1-4	1-6	3.0	40
Jo	1-4	1-4	2.0	15
Kama	1-6	1-6	2.0	65
Kiseru	2-7	2-4	3.5	30
Konsaibo (18+ STR required)	3-8	3-12	20.0	80
Manrikigusari	1-10	1-10	0.6/ft	15/ft
Masakari (2-handed weapon)	1-10	1-10	7.5	85
Nun-chaku	1-6	1-8	2.0	40
Ono	1-8	1-8	5.0	70
Sai	1-4	1-6	3.0	45
Tekagi, 1 pr (Nekode)(Shuko)	1-4	1-6	0.2	50
Tetsu-bishi, 10 (Caltraps)	1-2	1-2	---	1
Tonfa	1-6	1-6	2.5	20
Vajra (Yawara)	1-2	1-2	1.0	15
Yari-naga	1-6	1-6	2.0	40

Missile Weapons	S-M	L	Wt	Cost (gp)
Shuriken	1-4	1-4	0.2	10

Polearm Weapons	S-M	L	Wt	Cost (gp)
Bishamon-yari	1-10	1-10	7.5	65
Fumata-yari	1-6	1-10	6.0	55
Magari-yari	1-10	1-8	7.0	60
Mojiri	1-6	1-6	6.0	45
Nagamaki	1-6	1-8	5.0	55
Naginata (Bisento)	1-8	1-12	7.0	55
Sasumata (Military Fork)	1-6	2-8	5.0	50
Sodegarami	1-8	1-8	5.0	60
Yari	1-6	1-10	4.0	50

MARTIAL ARTIST SCHOOLS

School Name	Specialties	Dice Roll
Ryu Aki	Fight in self defense only	01
Ryu Daito	Gunsen	02-09
Ryu Itto	Sword (see following)	10
Ryu Juki	Kama & Vajra	11-18
Ryu Kage	Tekage & Testsu-bishi	19-26
Ryu Kito	Tonfa	27-34
Ryu Kobo	Swimming	35-42
Ryu Kukishin	Bo	43-50
Ryu Masaki	Nun-chaku & Manrikigusari	51-58
Ryu Nihon	Archery	59
Ryu Shin-no	Shuriken	60-67
Ryu Sinanju	Open Hand (see following)	68
Ryu So-hei	Warrior Clerics (see following)	69
Ryu Tendo	Polearms	70-76
Ryu Tenjin	Ono & Masakari	77-84
Ryu Tokugawa	Sai & Jitte	85-92
Ryu Yoshin	Kiseru & Konsaibo	93-00

MARTIAL ARTIST SCHOOL SPECIAL INFO

Ryu Itto:

This school specializes in teaching sword skills. Only if a martial artist comes from this school may he know the use of a sword. There are five types of swords the school teaches with. While possible to learn them all, usually a martial artist is familiar with only one. The swords are:

Weapon	S-M	L	Wt	Cost
Katana	1-8	1-12	3.0	160
Sang Kauw (Parrying Sword)	1-6	1-6	3.0	95
Sword, Seagull	1-8	1-10	8.0	95
Sword, Short	1-6	1-8	3.5	60
Sword, Broad 1-edged	1-8	1-12	7.0	80

Ryu Sinanju:

This school specializes in Open Hand Damage. This specialty is to such a degree that martial artists from this school may not use weapons (unless granted by one of their abilities, such as with Zen Bowmanship). Martial

Artists from this school excel at open hand damage, and therefore do more open hand damage than other martial artists. The Ryu Sinanju damage chart for open hand is:

Level	Damage	Level	Damage	Level	Damage
1	2d6	2	2d8	3	3d6
4	3d8	5	4d6	6	3d10
7	5d6	8	4d8	9	6d6
10	5d8	11	7d6	12	6d8
13+	8d6				

Ryu So-hei:

This school specializes in Warrior Clerics. A martial artist from this school has the ability to gain and cast clerical spells, as well as have the "normal" abilities of a martial artist. The martial artist starts out with 1d10 x 10 spell points and 1 spell. For each level the martial artist attains, he receives 1d6 x 10 more spell points and 1 additional spell.

Mind Warrior

Minimal Requirements :

The Mw belongs to the Warrior Classes

Ability Requirements: Strength 15, Wisdom 15

Prime Requisite: Wisdom

Allowed Races: Human, Elf, Half-Elf

Proficiency slots or cp's: As fighter

A Mindwarrior is a fighter type class but doesn't fight only with his physical strength he also uses his mental strength. He gains special mental powers (no this isn't a psionic) to empower himself and his sword. When he is born he has a special birthright when he reaches age 18 he will receive a special weapon it is a mind sword +1 (see chapter 4 for attributes). He then will be a mindwarrior for his life time until he loses his weapon or he is death.

Experience Table

Level	Xp	HD (d10)	Title
1	0	1	Apprentice Squire
2	2500	2	
3	5000	3	Squire
4	10000	4	
5	20000	5	Apprentice Mindwarrior
6	40000	6	
7	80000	7	
8	120000	8	
9	150000	9	Mindwarrior
10	225000	9+2	
11	300000	9+4	
12	600000	9+6	
13	1200000	9+8	Apprentice Mindleader
14	1500000	9+10	
15	1800000	9+12	
16	2250000	9+14	
17	2500000	9+16	Mindleader

18	3000000	9+18	
19	3200000	9+20	
20	5000000	9+30	Mw. Of the Dark

To gain level 20 you must also kill the current Mw of the Dark In the end there can be only one.....(note this is not highlander)

The Mind Sword +1 or Ms

(The attributes are given in the players option: combat and tactics method). The Mindsword can be used 1 or 2 handed and it is always the char's primary weapon.

Name	Wt	Size	Type	Speed	Melee Reach	Dam Sm - Med	Dam Large	Knockdown
Mind Sword	6	M	S/P/B	Av(7)	1	1d8	1d10	d4

As you can see the weapon is compared to other weapons rather weak but..... As a Mind Warrior increases in levels he gains a 1 time use special power and that is used to improve his weapon (abilities following).

Abilities of the Mindwarrior

To use on of this skills you must forfeit 1 attack the casting time is instant unless otherwise stated.

The Mindwarrior has the following abilities:

Level	Name Ability	Specials	Effect	Sp Cost
1	Mw's Detect	Always active	A	0
1	Mw's Concentration	Always active	B	0
1	Mw's Life	Touch a Mw.	C	0
1	Ms's reader	Touch a Ms.	D	0
3	Regenerate	Always active	E	0
3	Empower I	Touch your Ms.	F	0
3	Illusion	See Effect	G	2/round
3	Enhanced Str.	See Effect	H	10
5	Empower II	Touch your Ms.	I	0
5	Mw's Communication	See Effect	J	5
5	Enhanced Dex.	See Effect	K	10
5	Enhanced Regeneration	Always Active	L	0
9	Empower III	Touch your Ms.	M	0
9	Enhanced Con.	See Effect	N	10
9	Advanced Regeneration	Always Active	O	0
9	Killer Combo	See Effect	P	50
13	Empower IV	Touch your Ms.	Q	0
13	Enhanced Wis.	See Effect	R	10
13	Purify Self	See Effect	S	100
13	Summon Familiar	See Effect	T	100
17	Empower V	See Effect	U	0
17	Chain of Command	See Effect	V	10
17	Blaster Be am	See Effect	W	50
17	Relimb self	Always Active	X	0
20	Summon Mw.	Summons a Mw	Y	15
20	Manipulate Elements	Point at an Element	Z	10

A. If a Mw. is within 30 feet range you can sense it.

- B. This power allows you to concentrate so that all your physical and mentally checks have a +2 or 15% extra chance to succeed
- C. With this power you can touch a Mw. and it shows the current state of his life (age, hp, diseases, poisons and curses)
- D. With this power you can touch a Ms. to show the Ms's stats
- E. This ability allows you to regenerate 1 hp/5 rounds
- F. See chapter 6 for info on Empower
- G. This allows you to create an illusion like the spell adv. Phantasmal force.
- H. This ability increases your strength by 1d4 points for 1d4 rounds
- I. See chapter 6 for info on Empower
- J. This ability allows you to communicate mentally to another Mw in sight
- K. This ability increases your dexterity by 1d4 points for 1d4 rounds
- L. This ability allows you to regenerate 1 hp/2 rounds
- M. See chapter 6 for info on Empower
- N. This ability increases your constitution by 1d4 points for 1d4 rounds
- O. This ability allows you to regenerate 2 hp/2 rounds but it also regenerates wounds caused by acid and fire
- P. This ability allows you to increase your number of attacks to 5 attacks/round for 1d4 rounds
- Q. See chapter 6 for info on Empower
- R. This ability increases your wisdom by 1d4 points for 1d4 rounds
- S. This ability heals you of all the curses, diseases and poisons after using this ability you will need to rest for 1d4 weeks
- T. Summons a pseudodragon or a normal creature to assist you
- U. See chapter 6 for info on Empower
- V. This ability allows you to give a command to a Mw that is in your clan
- W. This ability allows you to shoot a beam of destruction from your Ms. it does 1d100 points of damage and can cause structural damage
- X. This ability allows you to regenerate a lost limb but the original limb is needed and it must be put in place at the time the ability is used
- Y. This spell allows you to summon a Mw. that is in your clan
- Z. This ability gives you the total might of the world and that is control and manipulation of the elements that means that you can throw water, fire, earth and air out of your Ms. and that you can increase and decrease all kinds of effects by 10% and all damage gained from the elements are halved and that you can survive on the 4 elemental planes.

The Empower skill

The Empower allows you to upgrade your sword but.....how does it work ? Well lets start with the strength of the various Empower skills

Empower	Nr. of Empowers Empower	Strength Points/empower
I	5	1
II	4	2
III	3	3
IV	2	4
V	1	1

You cannot use multiple empowers to receive 1 power

Ms. Skill	Strength Points needed	What does it do?
+1	5	Gives a +1 (up to +5 total)
Mage Spell	1/spell level	Gives a spell once a day
Priest Spell	3/spell level	Gives a spell once a day

Level 9 the change

When you reach level 9 you aren't a lone Mw anymore you then can begin to create a clan you will attract 5d4 Mw of 1st level and 1 of 2d4th level All this Mw's will be loyal to you and will never try to throw you off your position unless.....the elections have began.

The Elections

When a follower gains level 9 then he can challenge you for the leadership of the clan and that is named The Elections. The Elections are a series of games that must be completed by both parties. The games are:

1. The Quest the elections always begin with a quest the quest is decided by the current leader and they both must complete it. The one who first can complete the quest gains 5 points The quest must be on the same plane where the clan guild is and spells like teleport may not be used.
2. The test of the Leader The test of the Leader is a game where both parties recruit 10 men and then try to take a castle. The 2 castles they try to take must be of the same strength the one who comes closest to victory with as little resources as possible gains 2 points. And again no funky spells like teleport or spells that instant kill all soldiers in the castle in one instant.
3. The test of the Warrior The test of the Warrior is a game where both parties are battling each other in an arena the battle will go on until one party gives up the one who wins gets 3 points.
4. The test of the Survival as 3 but not in an arena but in an environment chosen by the leader the winner gets 4 points.

After all the games are played then the clan members will vote the one with the most votes gets 2 points The one who has the most points wins the contest and stays leader if the challenger loses he also loses all his levels and xp until level 8. If the challenger wins then the current leader is banned from the clan. If you are banned from the clan you must find followers on yourself.

Ninja

Experience	Level	HP (d6)	Level Title	Abilities Gained
0-3,200	1	1	Disciple	A
3,201-6,400	2	2	Brother	B
6,401-15,000	3	3	Master	C
15,001-30,000	4	4	Genin	D
30,001-60,000	5	5	Dragon Genin	E
60,001-120,000	6	6	Master Genin	F
120,001-240,000	7	7	Chunin	G
240,001-480,000	8	8	Dragon Chunin	H
480,001-750,000	9	9	Master Chunin	I
750,001-1,000,000	10	10	Jonin	J
1,000,001-1,375,000	11	10+2	Dragon Jonin	K
1,375,001-1,750,000	12	10+4	Master Jonin	L
1,750,001-2,125,000	13	10+6	Ninja	M
2,125,001-2,750,000	14	10+8	Dragon Ninja	N
+2,750,001	15	10+10	Master Ninja	O

Use any kind of weapon but prefer light weapons
Wear only heavy cloth (+1)

Ninjas are the oldest order of spies. They are proficient in the ways of disguise, espionage, concealment, assassination, and very proficient in martial arts. Ninjas gain special abilities that pertain to the 4 elements; earth, wind, water, and flame, plus ninjas believe in a fifth element, ku, which they consider to be what binds all the other elements together (perhaps this could be considered the ethereal plane). They are also very similar to monks because of their knowledge in the martial arts.

Acquired Abilities:

base # o.h.

a.c. move attacks damage misc.

Abilities	AC	Move	#attacks	Open Hand Damage	Misc.
A.	9	17	1	1-4	way of the earth I and misc.
B.	8	18	1	1-6	way of the wind I
C.	7	19	1	2-7	way of the water I
D.	6	20	3/2	2-8	way of the flame I
E.	5	21	3/2	3-9	way of the earth II
F.	4	22	3/2	2-12	way of the wind II
G.	3	23	2	3-12	way of the water II
H.	2	24	2	3-13	way of the flame II
I.	1	25	2	4-13	way of the earth III
J.	0	26	5/2	4-16	way of the wind III
K.	-1	27	5/2	6-17	way of the water III
L.	-2	28	5/2	5-20	way of the flame III
M.	-3	29	3	6-24	way of the mind I
N.	-4	30	4	5-30	way of the mind II
O.	-5	33	5	8-32	way of the mind III

Explanation of Abilities:

Miscellaneous (gets all at start of game)

- I. has all assassin abilities at equal level
- II. has all thief abilities at -1 level
- III. can be proficient with 6 weapons + 1 weapon/2 levels
- IV. has saving throws, dodging ability, and hits as a monk

The way of the earth:

- I. can in effect cast a tree spell (as a druid) at will
- II. transfer 1 hit point/level in damage to the earth
- III. can jump 30' in any direction and 15' high

The way of the wind:

- I. can go without breathing for 5 rounds + const. Bonus
- II. can in effect cast an invisibility spell
- III. the ability to wind walk once/week (as the cleric spell)

The way of the water:

- I. ability to swim at same speed as ground movement
- II. water breathe 1 level/round
- III. can move and fight underwater as per ring of free-action

The way of the flame:

- I. can alter body temperature +/-5 degrees/level
- II. locate and identify anybody in a 20' radius
- III. ability to create fire seeds 1 seed/level/week

The way of the mind:

- I. gets one of the selected abilities from the list below
- II. gets one additional ability (total of 2)
- III. gets one additional ability (total of 3)

Selected abilities:

- 1. body equilibrium as per psionic ability
- 2. cell adjustment as per psionic ability (on self only)
- 3. domination as per psionic ability

4. hypnotism as per psionic ability
5. mind over body as per psionic ability
6. body control as per psionic ability
7. mind bar as per psionic ability
8. E.S.P. as per magic-user spell
9. telepathic emotion as per psionic ability
10. ku, which is the special ninja ability to place his/her mind and body in ku. What happens is their body molecules break their bonds but retain their respective positions, making the ninja a "spirit". In this state nothing may contact the ninja and visa-versa. Finally the ninja can move only at half speed. This ability can be used once/week and lasts for 5 + 1 round/level for 5 rounds minimum.

Additional notes:

Ninjas must be lawful and cannot be good. Ninjas will not tell their occupation but only to their best friends. Ninjas will not go back on their word. Ninjas in effect get 10 psionic points/level when ways of the mind are achieved to determine duration and other factors. Ninjas may use poison.

There are only a limited number of ninjas starting at 10th level. There are 9 at 10th and from then on there's 5 at 11th, 4 at 12th, etc. up to 1 at 15th. Like monks, the character must fight the ninja (or any one of the ninjas) that already occupy that level. This fight is performed honorably (no dirty stuff) and will be decided by the challenged ninja whether it will be fought by hand or with weapons.

Outlaw

Experience	Level	HP (d6)	Level Title	Abilities Gained
0-2,000	1	1	Clod	-
2,001-4,000	2	2	Chump	A
4,001-8,000	3	3	Creep	-
8,001-18,000	4	4	Punk	-
18,001-35,000	5	5	Crumb	B
35,001-70,000	6	6	Hood	-
70,001-125,000	7	7	Crook	-
125,001-250,000	8	8	Bastard	C
250,001-450,000	9	9	Convict	D
450,001-650,000	10	9+2	Outlaw	E
650,001-850,000	11	9+4	Master Outlaw	F
850,001-1,050,000	12	9+6	Master Outlaw(12)	G
+200,000/level	Etc.	+2/lvl	Etc.	-

Use only thief weapons

Wear only thief armor

Outlaws are a thief subclass. As noted above, they use thief weapons and armor but they get some special abilities that thieves do not get. The character choosing this class is not necessarily a breaker of the law initially but must become one to achieve 10th level. One problem with this class is that the law is always giving outlaw types a hassle. Even if the outlaw isn't doing anything wrong, they can still get arrested and have very bad times in court (usually winding up guilty even if totally innocent). Outlaws get normal thief abilities also.

Acquired Abilities:

- A. Evade at 25% base chance +5%/level and 50% base chance of getting true or near true rumors every hour
- B. Add 2 languages learned and track as a ranger at -2 levels
- C. Gain the ability to use any weapon

- D. Detect poison 50% base chance + 5%/level
- E. Gain the ability to use magic -user scrolls with 15% chance of backfire
- F. +1 to strength and +1 to dexterity
- G. Add 2 languages learned

Additional notes:

Outlaws can be neutral at best. Outlaws cannot use holy water.

Psionic Healer

A healer must have at least a 9 CON, 14 INT, and 13 WIS. Prime req's are INT and WIS; a 16 or better in these two areas gains 10% bonus exp. A healer must be smart enough to know certain doctoring skills, wise enough to make tough judgment decisions related to his duties, and tough enough to stand the conditions he will be subjected to. Character race may be dwarf, elf, gnome, halfling, or human (half-elves have problems with their weird anatomy). Multi-classing is not possible, although dual-classing always is. Healers may not be of any evil alignment. Healers may not use any edged or pointed weapons other than knives, daggers, and dirks. They have taken up this profession because they highly respect life; taking it for no purpose sickens them. Only in extreme circumstances will a healer take an intelligent life, although he will defend himself and his compatriots. They realize the necessity of hunting, and killing animals for human use raises no qualms with them. They always make weapon attacks last unless hasted (or the enemy is slowed) when they may roll initiative normally. Healers may never wear armor that is entirely metal (any chain but elven, any plate, scale, etc.) for this hampers their ability to rush to the aid of comrades or others that need attention. Shields are allowed. They may use any magical armor of a type allowed them as well as any magical defensive items. When healers do enter melee they get a +2 to damage simply because they know where to hit.

Healers advance in the following fashion (with a few exceptions): a healer is equivalent to a priest 2/3 his level, rounded normally; he is equivalent to a wizard of half his level, rounded down; he is equivalent to a psionist of half his level, rounded down. For example, Marcus the halfling is a 7th level healer. He has spells like a 5th level priest, a 3rd level wizard and PSP's like a 3rd level psionist. For the most part, healers are restricted to healing and protective powers. They must follow the normal rules for acquiring spells and powers (praying, studying from spellbooks, etc). They are hesitant about using powerful magicks obviously contrary to their alignment (animate dead, destruction, etc). Healers may use rod/staves/wands or healing or protection, or any other that may not be used offensively. Healers can use scrolls and other miscellaneous magic allowed to either priests or wizards. Healers do not need a holy symbol to cast priest spells. If some magical effect affects mages and priests differently, the effects should be merged into something between the two to be applied to healers. Since healers do not have to meet all the ability requirements for being psionists use the following table (an extension of Table 5 in The Complete Psionics Handbook) for PSP's:

Ability Score	Base Score	Ability Modifier
13	13	0
14	17	0

Healers have healing proficiency as a bonus. This should be allowed them even if the proficiency rules aren't used. They must also choose herbalism by 3rd level. A person under the care of a healer heals at 3 times the normal rate, 2 times if engaged in nonstrenuous activity or traveling (4 times and 3 times if he also has herbalism, see below). If nonweapon proficiencies are used, characters under the care of a healer have a +3 to their save vs. poison (see healing proficiency, 2nd Ed. AD&D Players' Handbook).

They can turn undead as a cleric of 1/3 their level, rounded down. This is because even though they are not clerics, healing deities show special favor on them (doctors should be fairly spiritual people, after all that's how they're getting their spells in this system). At 10th level level-draining attacks do not affect healers beyond normal hit point damage, if they successfully save vs. death magic.

Healers are NOT clerics of a healing deity. Clerics of a healing deity are out to serve their god, and they do it by healing people. Healers are out to heal people, and they do it by praying to get spells (and some other stuff, too). They are people concerned with the physical welfare of others. They will study and use any method that can possibly help them do better in their chosen role. Healers may find a deity of healing such as Apollo appropriate to be worshipped, however, and they must worship some deity to turn undead. At 3rd level they can detect slimes, molds, jellies, and fungi (not type, just presence) at a distance of 40' by concentrating one round (can scan one quadrant per round--scanning 360 degrees takes 4 rounds). At 8th level the healer can brew non-magical healing potions that cure 1d(die closest to healer's level, but not more than 12) per flask drunk. Brewing is slow, no more than 1 flask per week can be brewed. At 14th level their desire to help life is strong enough that they can survive on the Pos. Mat. Plane without being consumed by the life-giving forces there. At 17th level their ties to the Pos. Mat. Plane are strong enough that they can survive on the Neg. Mat. Plane. If survival from elemental forces is taken care of, these powers allow existence on the Pos. and Neg. quasi-planes, also.

Healers have a base 10% chance to read languages that increases by 5% per level to a maximum of 95%. Healers get 1 XP for every hit point healed by proficiency or spell use. They get XP equal to twice the max hps of any character they raise from death in any manner. Healers make saves on the priest's scale with a +3 vs. paral/poison/d. magic.

Dwarves are restricted to 11th level and cannot learn wizard spells of greater than 1st level strength (stopping wizard advancement at healer level 5). This is due to their nonmagical nature. Halflings can advance to 12th level, with the same wizard spell restrictions as dwarves. Gnomes can get to 14th level and 2nd level wizard ability, stopping wizard advancement at healer level 9. Elves can work up to 17th level, but cannot advance in psychic powers past healer level 6.

At tenth level healers attract 1d6 first level healers as understudies, provided that he's built some kind of clinic. He may build the clinic before 10th level but doesn't get followers for it then. They also attract 1d3 mage/thieves of 1st level ability in each class. Dwarves has a 75% chance to attract psionicist/thieves instead of mage/thieves. 50% of the time these followers are of the same race as the healer.

A healer's primary reason for adventuring will probably be to look for new treatment methods and rare herbs, tending the unfortunate sick along the way. And treasure troves are good for financing clinics and finding old tomes with healing recipes.

It was mentioned before that healers cannot be evil. If one does change to an evil alignment (intentionally or not) he loses all ability to affect undead, all saving throw bonuses for being a healer (except vs. poison), but they gain a +2 to save vs. acid. They can brew poison instead of healing potion. They gain Neg. Mat. Plane survival at 13th level but never get Pos. Mat. Plane protection. Normal alignment change penalties apply, of course. All healers start as non-evil. Evil healers are called leeches (since they like to use them more than healers) and may use polearms and scythes.

Remember, this is just a guide. Extraordinary circumstances may dictate atypical behavior, as may historical events in the character's life. The key to having fun with any character is the quality of the role-playing, which may be tough with a class like this. (Who said being a doctor was easy?)

Priest spells learnable, by sphere:

Major to All, Healing, Necromantic. Minor to Protection. Total INT, WIS, and CON of 44 or better, 30 of which must be INT and WIS, gains first level access to 2 of the following (one PC choice, one DM choice): Divination, Plant, Elemental, Sun. Healers can learn 6th and 7th level spells from the Healing sphere regardless of WIS.

Wizard spells learnable, by school: Lesser Divination, Necromancy, 1st-4th level Abjuration, 1st level Invocation/Evocation.

Psionicist disciplines learnable: Psychometabolism, and the defense modes.

Wizard specialization and WIS spell bonuses are not applicable.

Level	XP	HD (d4)
1	0-	3
2	2250-	4
3	4750-	5
4	10000-	6
5	22500-	7
6	47500-	8
7	97500-	9
8	200000-	10
9	350000-	11
10	500000-	11+2
11	750000-	11+3
12	1000000-	11+5
13	1250000-	11+6
14	1750000-	11+8
15	2250000-	11+9
16	2750000-	11+11
17	3250000-	11+12
18	4000000-	11+14
19	4500000-	11+15
20	5000000-	11+17

every additional, 350,000 XP

THAC0 is as psionicist, but can never get better than 10

Proficiency Slots :

WP			NWP	
Init	#Lev	Penalty	Init	#Lev
0	5	-5	5	3

From General, Wizard, and Priest groups--may not take any that pertain directly to a combat skill.

Starting money as wizard

Level	Priest eq.	Wizard eq.	Psi eq.	Priest Spell Prog							Wizard Spell prog					Psi Spell prog		
				1	2	3	4	5	6	7	1	2	3	4	5	Sc	Dev	DefM
1	1	-	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	
2	1	1	1	1	-	-	-	-	-	-	1	-	-	-	1	3	1	
3	2	1	1	2	-	-	-	-	-	-	1	-	-	-	1	3	1	
4	3	2	2	2	1	-	-	-	-	-	2	-	-	-	1	5	1	
5	3	2	2	2	1	-	-	-	-	-	2	-	-	-	1	5	1	
6	4	3	3	3	2	-	-	-	-	-	2	1	-	-	2	7	2	
7	5	3	3	3	3	1	-	-	-	-	2	1	-	-	2	7	2	
8	5	4	4	3	3	1	-	-	-	-	3	2	-	-	2	9	2	
9	6	4	4	3	3	2	-	-	-	-	3	2	-	-	2	9	2	
10	7	5	5	3	3	2	1	-	-	-	4	2	1	-	3	10	3	
11	7	5	5	3	3	2	1	-	-	-	4	2	1	-	3	10	3	
12	8	6	6	3	3	3	2	-	-	-	4	2	2	-	3	11	3	
13	9	6	6	4	4	3	2	1	-	-	4	2	2	-	3	11	3	
14	9	7	7	4	4	3	2	1	-	-	4	3	2	1	4	12	4	

15	10	7	7	4	4	3	3	2	-	-	4	3	2	1	-	4	12	4
16	11	8	8	5	4	4	3	2	1	-	4	3	3	2	-	4	13	4
17	11	8	8	5	4	4	3	2	1	-	4	3	3	2	-	4	13	4
18	12	9	9	6	5	5	3	3	2	-	4	3	3	2	1	5	14	5
19	13	9	9	6	6	6	4	2	2	1	4	3	3	2	1	5	14	5
20	13	10	10	6	6	6	4	2	2	1	4	4	3	2	2	5	15	5

Rune Weaver

Experience	Level	HP (d4)	Level Title	Abilities Gained
0-3,000	1	1	Initiate	A
3,001-6,000	2	2	Novice	-
6,001-12,000	3	3	Spell Spinner	-
12,001-24,500	4	4	Spell Weaver	-
24,501-47,000	5	5	Runeling	-
47,001-96,000	6	6	Rune Weaver	-
96,001-190,000	7	7	Master Rune Weaver	-
190,001-380,000	8	8	High Rune Weaver	-
380,001-725,000	9	9	Red Rune Weaver	B
725,001-1,050,000	10	9+1	White Rune Weaver	-
1,050,001-1,400,000	11	9+2	Gray Rune Weaver	-
1,400,001-1,750,000	12	9+3	Black Rune Weaver	-
1,750,001-2,100,000	13	9+4	Silver Rune Weaver	-
2,100,001-2,450,000	14	9+5	Gold Rune Weaver	-
2,450,001-2,800,000	15	9+6	Death Weaver	C
2,800,001-3,150,000	16	9+7	Moon Weaver	-
3,150,001-3,500,000	17	9+8	Star Weaver	D
+350,000/level	Etc.	+1/lvl	Etc.	-

Use only staves and daggers

Wear no armor of any kind

Rune weavers were the original magic-users, learning their craft from the reptilian races of eld. Their magic, however, is lengthy in its conjuration (taking 50% longer rounded up). Rune weavers may cast spells higher than they currently have. When trying to cast a spell 1 level higher than normal there is a 30% chance of failure. When trying 2 levels above normal there is a 90% chance of failure. If failure occurs use the following chart:

01-50	nothing happens
51-85	goes off in random direction at partial strength
86-99	boomerangs back onto spell caster
00	spell goes off as planned

Acquired Abilities:

- A. 100% chance of dispel magic (takes 1 round/level of magic)
- B. 100% chance to fully identify any magic item (20 rounds)
- C. can transport rune weaver and up to 4 people to any plane of existence
- D. can banish any creature to its original plane of its existence (creature cannot return to plane banished from for 1 year)

Additional Notes:

Rune weavers can be any alignment. Rune weavers can use their special abilities only once a day unless otherwise noted.

Sage

Experience	Level	HP (d4)	Level Title	Abilities Gained
0-2,500	1	1	Novice	-
2,501-5,000	2	2	Student	-
5,001-10,000	3	3	Bookworm	A
10,001-22,500	4	4	Memorizer	B
22,501-40,000	5	5	Learner	-
40,001-60,000	6	6	Reader	-
60,001-90,000	7	7	Translator	C
90,001-135,000	8	8	Researcher	-
135,001-250,000	9	9	Scholar	D
250,001-500,000	10	9+1	Professor	-
500,001-875,000	11	9+2	Sage	-
875,001-1,250,000	12	9+3	Sage(12)	E
+375,000/level	Etc.	+1/lvl	Etc.	-

Use only staves and daggers
Wear no armor of any kind

Sages are characters devoted to learning. They are well versed in history, natural sciences, and languages. They are intermediately acquainted with all aspects of books, scrolls, and manuscripts. As they increase in level, they increase their limits in the fields that they choose to work with. Sages also seek out all things that they might feel would increase their knowledge in such fields, thus being easily persuaded into going adventuring.

Sages, like alchemists, are hired for their knowledge and abilities to find out and get information on certain things. Thus, sages get 1 experience point/10 gold pieces made.

As the sage increases in levels, he/she chooses the categories that is wanted and the amount of knowledge the sage wishes to have devoted to such fields chosen. The sage gets to start out with 3 categories and 30 percent points to divide up among these categories. Then, at every increase in level, the sage can choose 1 more category and gets 20 more percent points to divide among the rest of the categories.

Acquired Abilities:

- A. Sage receives set of books from teacher to add to knowledge of categories (determined by D.M.)
- B. Sage can add to abilities by means other than reading (i.e. talking, witnessing, etc.)
- C. Can instantly tell what form of language is being spoken, is written, etc.
- D. Sage receives second set of books from teacher (as above)
- E. Can obtain information from local sage at either discount or can trade information for information

Fields of Study:

History	Languages	Natural	Worship
General events	Humankind	Druidism	General
Geography	Demihumans	Biology	True Names
Theology & Myths	Special types	Fauna	Clericism (Spells)
Laws & Customs	Runes & Symbols	Flora	Summonings
Legend Lore			

Magic	Alchemy	Phys. Sci	Misc.
General	General	Architecture	Guilds/Groups
Abjuration	Elements	Electronics	Planes (Inner)
Alteration	Compounds	Physics	Planes (Outer)
Conjuration/Summoning	States of Matter	Geology/Mineralogy	Planes (Spec.)
Divination	Chemical Construction	Meteorology	
Enchantment/Charm			
Evocation			
Illusion/Phantasm			
Necromantic			
Possession			

Shaman

Experience	Level	HP (d6)	Level Title	Abilities Gained
0-2,250	1	1	Acolyte	A
2,251-4,500	2	2	Acolothist	B
4,501-9,000	3	3	Healer	C
9,001-20,000	4	4	Curer	D
20,001-40,000	5	5	Lama	E
40,001-80,000	6	6	Priest	F
80,001-135,000	7	7	High Priest	G
135,001-250,000	8	8	Priest-Wizard	H
250,001-500,000	9	8+3	Miracle Man	I
500,001-775,000	10	8+6	Shaman	J
775,001-1,200,000	11	8+9	Shaman (11)	K
+300,000/level	Etc.	+3/lvl	Etc.	-

Use only daggers and staves

Wear no kind of armor

Shamans are a cleric sub-class, thus using the clerics' hitting table. Shamans cast mostly cleric spells but they also have some magic-user spells.

They have the natural ability to raise the dead, with only one chance of raising the intended victim. This class does not have a large number of spells in each book, but only the most necessary are chosen. Shamans use daggers at a bonus of +1 to hit.

Acquired Abilities:

- A. 1% chance/level of experience of raising the dead
- B. Make poisons at 1 die/level
- C. Tracking as a ranger at 30% base chance + 2%/level
- D. Natural cure light wounds once a day
- E. Sense undead within 60'
- F. Detect magic 50% base chance + 1%/level
- G. Detect poison 70% base chance + 1%/level
- H. Natural cure serious wounds once a day
- I. Natural cure disease once a week
- J. Natural cure serious wounds twice a day
- K. Natural speak to the dead once a week

Spell Table:

Spell Level	1	2	3	4	5	6	7
1	2	-	-	-	-	-	-
2	2	1	-	-	-	-	-
3	3	2	1	-	-	-	-
4	4	2	2	-	-	-	-
5	4	3	2	-	-	-	-
6	4	3	2	1	-	-	-
7	4	4	3	1	-	-	-
8	4	4	3	2	-	-	-
9	5	4	3	2	1	-	-
10	5	4	3	3	2	-	-
11	5	5	3	3	2	1	-
12	5	5	4	4	3	2	1
13	6	5	5	5	4	3	2
14	6	6	6	6	5	4	3

1 st level spells	2 nd level spells	3 rd level spells
Detect evil*	Augury	Animate dead
Detect magic	Charm person	Dispel magic
Light	Command	Enfeeblement
Magic missile	Cure light wounds*	Read magic
Resist cold	Hold person	Resist fire
Shocking grasp	Knock	Strength
Sleep	Shield	Trip
Slow poison	Water breathe	
Web		

4 th level spells	5 th level spells	6 th level spells	7 th level spells
Cure serious wounds*	Darkness	Cone of cold	Heal
Feeblemind	Ice storm	Cure critical wounds*	Legend lore
Haste	Invisibility		Maze
Lightning bolt	Neutralize poison*	Polymorph others	Passwall
Locate object	Remove curse*	Rock to mud	Permanent curse
Phantasmal force	Suggestion	Stone to flesh*	Polymorph self
Slow			Regenerate
Tongues			Teleport

Additional notes:

Shamans cannot be evil. Shamans do get wisdom bonuses.

Squire

Squire is the demi-human version of the paladin. As they are not allowed to be true paladins (that is the humans' bonus) the truly devout fighters must settle for this. It requires at least an 11 STR, 9 CON, 11 WIS, and 13 CHA. A squire cannot be evil or chaotic.

If a squire commits a chaotic act, he must go to a lawful good cleric, confess his error, atone, and do penance, just as a paladin. However, the penance is likely to be less. If he does an evil act while under enchantment he loses his status and powers; until he can atone he is a fighter. If he willingly and knowingly commits an evil act he is

permanently a fighter of equal level (dropping experience above that required to be a fighter of equal level) ever after.

Squires may detect evil within 30' if concentrating. They are allowed a saving throw vs. breath to avoid catching a disease. They can heal 2 hp per level by laying on of hands once per week. They have a limited ability to turn undead. At eighth level they gain a limited ability to cast spells from the priest spheres of combat and protection. They may not have more than 10 magic items including not more than 1 suit of armor, 1 shield, and 4 weapons.

They must tithe to an NPC institution of choice and retain only enough wealth to live modestly.

They attract the same type of followers as fighters but in lesser numbers. Roll as you would for a fighter, then divide the number by 3. Hirelings must be non-chaotic, non-evil; lawful good preferred.

A human squire may, at any time up to tenth level, choose to change alignment to lawful good and become a true paladin (if his abilities are high enough). He does not suffer alignment change penalties because of this (since it's actually a step up for him) except that he no longer feels the need for followers and he releases any he has from service. He is not dual-classed, he is now simply a paladin and not a squire.

Dwarves may advance to 14th, elves to 13th, gnomes to 11th, half-elves to 15th, and halflings to 10th. Humans, of course, are unlimited.

Level	HD (d10)	XP	Casting level	Spells				Turning Undead									
				1	2	3	4	1	Z	2	4	5	G	6	7	8	9
1	1	0-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
2	2	2250-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
3	3	4500-	-	-	-	-	-	19	20	-	-	-	-	-	-	-	-
4	4	9000-	-	-	-	-	-	13	16	19	20	-	-	-	-	-	-
5	5	18000-	-	-	-	-	-	10	13	16	19	20	-	-	-	-	-
6	6	36000-	-	-	-	-	-	7	10	13	16	19	20	-	-	-	-
7	7	75000-	-	-	-	-	-	7	10	13	16	19	20	-	-	-	-
8	8	150000-	1	1	-	-	-	4	7	10	13	16	19	20	-	-	-
9	9	300000-	1	2	-	-	-	4	7	10	13	16	19	20	-	-	-
10	9+3	600000-	2	2	1	-	-	4	7	10	13	16	19	20	-	-	-
11	9+6	900000-	2	2	2	-	-	T	4	7	10	13	16	19	20	-	-
12	9+9	1210000-	3	2	2	1	-	T	4	7	10	13	16	19	20	-	-
13	9+12	1375000-	3	3	2	1	-	T	4	7	10	13	16	19	20	-	-
14	9+15	1650000-	4	3	2	2	-	T	4	7	10	13	16	19	20	-	-
15	9+18	1925000-	5	3	3	2	1	T	T	4	7	10	13	16	19	20	-
16	9+21	2200000-	6	3	3	3	1	T	T	4	7	10	13	16	19	20	-
17	9+24	2475000-	6	3	3	3	1	T	T	4	7	10	13	16	19	20	-
18	9+27	2750000-	6	3	3	3	1	T	T	4	7	10	13	16	19	20	-
19	9+30	2925000-	6	3	3	3	1	T	T	4	7	10	13	16	19	20	-
20	9+33	3300000-	6	3	3	3	1*	*D	T	T	4	7	10	13	16	19	20

*Best possible turning and casting.

Techno

Experience	Level	HP (d4)	Level Title	Abilities Gained
0-2,500	1	1	Probationer	A
2,501-5,000	2	2	Student	-
5,001-10,000	3	3	Student Tinkerer	B
10,001-22,500	4	4	Tinkerer's Assistant	-
22,501-40,000	5	5	Tinkerer	C
40,001-75,000	6	6	Master Tinkerer	-
75,001-130,000	7	7	Techno Apprentice	D
130,001-250,000	8	8	Techno 3 rd class	-
250,001-450,000	9	9	Techno 2 nd class	E
450,001-700,000	10	9+1	Techno 1 st class	-
700,001-1,000,000	11	9+2	Techno	F
1,000,001-1,300,000	12	9+3	Master Techno	-
1,300,001-1,600,000	13	9+4	Laboratory Assistant	G
1,600,001-1,900,000	14	9+5	Assistant Scientist	-
1,900,001-2,200,000	15	9+6	Scientist	H
2,200,001-2,500,000	16	9+7	Research Scientist	-
2,500,001-2,800,000	17	9+8	Inventor	I
2,800,001-3,100,000	18	9+9	Master Inventor	-
3,100,001-3,400,000	19	9+10	Master Manufacturer	J
+300,000/level	Etc.	+1/lvl	Etc.	-

Use bows and crossbows (also what they make)

Wear no armor (except special armor they make)

Technos are specialists that initially disbelieve in magic 100% and work from a strictly scientific point of view. They are constantly dismembering dragons to see where the flamethrower was hidden. They initially don't trust magic-users and grudgingly tolerate clerics. Since technos' views and equipment is so much different than that of everybody else's, they are often ridiculed or held in belief as being something "evil".

Acquired Abilities:

- A. 75% base chance + 5%/level of figuring out mechanisms (clocks, crossbows, mechanical traps, etc.)
- B. 25% base chance + 5%/level of detecting mechanical traps, ability to build better bows, and beginning architecture
- C. ability to build even better bows, build better armor, and 25% base chance + 5%/level of detecting structural weak points
- D. intermediate architecture, beginning chemistry, build best bows, beginning biology, and build even better armor
- E. advanced architecture, intermediate chemistry, build best armor, intermediate biology, and beginning electronics
- F. advanced chemistry, advanced biology, intermediate electronics, simple construction, and beginning physics
- G. advanced electronics, intermediate construction, and intermediate physics
- H. advanced construction and advanced physics
- I. +3 to intelligence, +2 to wisdom, ability to believe and start to understand the qualities of magic and magic-use, and believes in the existence of divine beings
- J. can continue to keep advancing in any of the previous fields mentioned (biology, chemistry, etc.)

Explanation of Abilities:

Figuring	as it states
Detecting	as it states
Better bows	adds + 1/2 point/level of damage to any bow beginning arch. understanding how buildings are made, what materials are used, and price estimation even
Bet bows	adds +1 point/level of damage (must build bow)
Better armor	makes any armor or shield +1
Detecting w.p	as it states
Int. Arch	ability to build or supervise the construction of edifices
Beg. Chemistry	understanding what elements and compounds are
Best bows	same as above but adds 1 shot/4 rounds/level
Beg biology	understanding what living things are and what they are composed of even bet. Armor make any armor or shield +2
Adv. arch.	can build or have built edifices structurally sound using lighter and less inexpensive materials
Int. chemistry	ability to concoct simple solutions; alcohol, low acid, etc. (see alchemist)
Best armor	same as above but +1 to initiative and can build flack jacket (a.c.6, init. adj. -1)
Int. Biology	understanding how life evolved, the effects of certain conditions on any given species, and the scientific characteristics of any given species
Beg. elect.	understanding the concept of positive and negative, what materials will conduct electricity, and +2 on all electrical saves and -1/die of damage
Adv. Chemistry	ability to concoct complex solutions; medium acid, physical attribute boosters, gunpowder, etc. (see alchemist)
Adv. Biology	ability to understand basic biochemistry thus giving the ability to bind wounds on anyone (or thing) for 2d.8 + 1 point/level, cure natural diseases, and +2,+3 on all attacks (knows how nervous systems are arranged, where vital organs are, etc. giving knowledge of weak spots)
Int. Elect.	ability to construct crude power cells (batteries) and crude electromagnets
Simp. constr.	ability to make crude bombs and alloys (see alchemist)
Beg. Physics	understanding the concepts of potential and kinetic energies and simple motion concepts
Adv. elect.	ability to construct simple electronic parts, simple circuits, good power cells, and good electromagnets
Int. constr.	hand grenades (4-48 damage goes off in 14 rounds, 2" rad.) and dynamite (see alchemist)
Int. physics.	understanding the properties of light, sound, and gravity (magnetism)
Adv. constr.	bazookas, fireworks, sterno, gasoline, flashlights (along with light bulbs), and magnets
Adv. Physics.	understanding the qualities of light, sound, and gravity (magnetism)
Cont. Fields	the techno can pursue knowledge in any of the fields available but must tell the D.M. what aspect of what field he/she attempts to pursue and what the techno expects to gain from such knowledge

Additional Notes:

Technos may be any alignment. Any kind of cure or heal done on a techno has a 50% chance of not working due to the disbelief the techno has concerning divine beings (this changes in time).

Technologist

Master of technology, such as it is. Dwarves are the true builders and craftsman, advancing to 13th. Gnomes, however, like to tinker and putter around, advancing to 14th. Elves think it's interesting but don't take it very seriously (10th). Must have a 14 INT and 13 WIS. High DEX and STR are also useful.

They are allowed weapons that have some degree of complexity in their use or manufacture: arquebus, battle axe, bow (any), crossbow (any), dagger, hand axe, mancatcher, sickle, sword (any). They can use any armor of a type that they have proficiently made (in the time of the campaign, things made before don't count) because they've spent enough time with that type to know it fairly well. To use an 'across-the-board' magical protective device such as bracers or a cloak they must roll successful WIS *and* INT checks, or they are never allowed to use that type of device. A generous DM may allow new checks for times when the character's INT or WIS is boosted. They may specialize in one weapon of a type they have proficiently made and get the bonuses with that type of weapon. However they do not get the attack/round bonus that all warriors get without having to specialize.

A technologist will, of course, try to do a service to everyone by attempting to get them to use his devices more often. However, most people will be distrustful of this technology, and won't use it. You should not allow the technologist character to totally reshape the world! Only in extreme circumstances should his devices be accepted and used for any length of time (even the scientist gets to save the day!). An example of this would be where he saves a starving village by inventing a steel-bottom plow and new irrigation procedures, that when combined with his new pumping system, saves the people from slow, painful death.

They have the ability to open locks and remove (not find) traps like a thief. Their base chance is like a thief's base chance, modified for race and DEX and armor. These abilities increase 5% per level to a maximum of 95%.

Technologists cannot multi-class with priests or wizards. Starting funds are (2d4+1)x10 gp.

Saving Throws:

Level	Para/Pois/DMagic	R/S/W	Petr/Poly	Breath	Spell
1-4	15	13	17	18	19
5-8	13	11	14	15	18
9-12	12	9	12	13	17
13-16	10	7	9	10	15
17-20	9	5	8	8	13
21+	7	4	6	5	10

Level	XP	HD (d4)	THAC0
1	0-	2	20
2	2500-	3	20
3	5000-	4	20
4	9000-	5	19
5	18000-	6	19
6	32000-	7	19
7	64000-	8	18
8	100000-	9	18
9	200000-	10	18
10	400000-	11	17
11	600000-	11+1	17
12	800000-	11+2	17
13	1250000-	11+3	16
14	1500000-	11+4	16
15	2100000-	11+5	16
16	2400000-	11+6	15
17	2700000-	11+7	15
18	3000000-	11+8	15
19	3300000-	11+9	14
20	3600000-	11+10	14

+1	+300000	+1 hp	
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Proficiencies:	Technologist Nwp Group	
appraising	1	int/0
armorer	2	int/-1
artistic ability	1	wis/0
blacksmithing	1	str/+1
bowyer/fletcher	1	dex/0
brewing	1	int/+1
carpentry	1	str/+1
cobbling	1	dex/+1
gem cutting	2	dex/-1
leatherworking	1	int/+1
mining	2	wis/-2
pottery	1	dex/-1
reading/writing	1	int/+1
seamstress/tailor	1	dex/0
stonemasonry	1	str/-1
weaponsmithing	2	int/-4
weaving	1	int/0

BONUS: engineering na int/-3 some of the listed modifiers are different than the ones listed in the PH—only Technologists get THESE values. Of course, they may also take NWP from the General group.

Proficiencies:

Weapon Non			Weapon	
Initial	Levels	Penalty	Initial	Levels
2	5	-4	5	2

One of my favorite ideas for a technological weapon (easy to make, besides) is a Leyden jar charged full of static electricity. You throw it and it breaks (it's glass) on contact, doing 1d3+(his level) damage to everyone within 5 feet. A friend I mentioned this class to said, "Awesome! I'm gonna build a tank or maybe a mech-suit!" DM's, DO NOT ALLOW THIS! A fully hydraulic suit of mechanized battle armor that is mobile and still agile enough to fight in, that protects you besides, is much too powerful for a mere PC to make. *Perhaps* some 2,000th level NPC genius, but not a PC. If he tries he's gonna have to restructure the world's economy by introducing assembly lines and precision made parts, and remember these didn't even come about in our world until around 1900. That's at least 350 years of development our world had between the era AD&D is played in and "the present". I doubt one man should be allowed to make that sort of jump.

Tentacle Assassin

Alignment: Lawful Evil, Neutral Evil (Chaotic Good - Renegade)
 Ability Requirements: Strength 10, Dexterity 13, Intelligence 13, Wisdom 13
 Prime Requisites: Dexterity, Intelligence, Wisdom
 Races Allowed: Human

Tentacle is an organization of rental assassins commanded by the powerful Mandarin. Mandarin is the mysterious ruler of this powerful organization and his powers are not totally known. Nobody knows the personal motivations of Mandarin but his organization is famous for its efficiency, efficacy and honor to those who can afford it. Every agent obeys a strictly code of honor (like the Ninjas) and they can never leave the organization

alive. When an agent reaches high levels (20 or more), the organization normally offers a management job. From this point forward she can deliver missions to her subordinates, assuming responsibilities for any fails.

If an agent doesn't fulfill a mission or tries to abandon the organization, she is marked as "renegade" and will be hunted to death. Once killed, her body comes back to the organization to be an example or to be resurrected as a mindless zombie with full abilities but without ambitions or desires [Elektra lives].

An agent can become a rebel thanks to an alignment change, thus, it is possible to find a chaotic good agent but she probably won't live to come upon anyone. There are some rumors of a high level rebel (called Elektra) who was able to survive all assassination attempts, but, it is just rumors.

All agents are reasonably independents and are free to perform individual tasks. However, when a mission is ordered it must be executed. Failure means death. Good performance in a mission is, sometimes, rewarded (with a magic weapon or any kind of treasure) depending on mission's danger and efficacy on results.

The Mandarin has a permanent contact (made with psionic surgery) with all agents and he can use it to locate or punish an agent, or give info about important missions. Some of the area managers from the Hand are able to use this method of contact to deliver missions to an agent.

The honor of the Tentacle is well known everywhere. Lucky is anyone the Tentacle consider "honored", this mean, Mandarin himself considers this particular individual (friend or foe) an equal. This lucky individual will never be molested by an agent and can only be challenged with the accomplice ceremony and in adequate conditions (no special advantages). This grants, at least, a fair fight, in the organization point of view, of course.

Every agent must look for a local area base from time to time for physical and mental training. All bases are secret and only the agents know how to find one. There are one (and only one) local area base in every big city or capital.

Agents always learn martial arts and how to use oriental-like weapons (listed hereinafter). They must build or acquire their weapons on local area bases. They can spend proficiency slots, without additional charges, as fighters, psionicists or rogues.

Below you will find a table resuming all assassins' abilities and the progression as a thief. Improved THAC0, attacks/round (1W#AT), Two-weapon fight attacks/round (2W#AT) with sai, dagger or short swords, natural armor class, bonus psionic powers and abilities, normal backstab, experience and hit dice. Agents gains martial arts proficiency free.,

Agents can specialize (earning the bonus listed below) in one weapon (normally katana) or in one style of two-weapon fight (sai, dagger or short sword) spending two weapon proficiency slots for each specialization. Agents start 2 years older than normal due to the extended martial training time.

Agents must respect three restrictions: 1) They can never use any kind of armor, or they will not gain any bonus and become unable to use any special abilities. 2) The organization is more important than their lives, they must fulfill all organization's desires (no choice, no negotiation, honor is everything). 3) Agents cannot attract attention to themselves, thus, they cannot retains or exhibit wealth and they can only have very few followers (1-3). Tentacle agents are very powerful, thus, the few restriction should be strongly used and role-played very well.

Special Abilities

Level	Bonus Psi Power & Abilities
1	All Round Vision
3	Two Identical Weapons (hit-2)
5	Danger Sense
7	Switch Personality
9	Two Identical Weapons
12	Astral Projection
16	Can use Wizard Scrolls and Items
20	The Hand's Empower Ceremony
22	Advanced Domination
24	Incite Berserker Rage
26	Raise Dead (Ceremony)
28	Mental Magic Resistance
30	Mandarin Level

Progression Tables

Thief Class up to 30th level / Psionicist up to 30th level

Thief Class Progression Table

Level	Experience	HD (d6)	THAC0	1W#AT	2W#AT	AC	Bkst.
1	0	1	20	1	-	10	x2
2	1,250	2	19	1	-	9	x2
3	2,500	3	19	1	2 (-2)	8	x2
4	5,000	4	18	1	2 (-2)	8	x2
5	10,000	5	18	1	2 (-2)	7	x3
6	20,500	6	17	1	2 (-1)	7	x3
7	40,000	7	16	3/2	2 (-1)	7	x3
8	70,000	8	16	3/2	2 (-1)	6	x3
9	110,500	9	15	3/2	2	6	x4
10	160,000	10	15	3/2	2	6	x4
11	220,000	10+2	14	3/2	2	5	x4
12	440,000	10+4	13	3/2	2	5	x4
13	660,000	10+6	13	3/2	2	5	x5
14	880,000	10+8	12	3/2	2	4	x5
15	1,100,000	10+10	11	3/2	2	4	x5
16	1,320,000	10+12	11	2	2	3	x5
17	1,540,000	10+14	10	2	2	3	x5
18	1,760,000	10+16	10	2	2	2	x5
19	1,980,000	10+18	9	2	3	2	x5
20	2,200,000	10+20	9	2	3	1	x5*
21	2,500,000	10+22	9	2	3	1	x5*
22	2,800,000	10+24	9	2	3	0	x5*
23	3,150,000	10+26	8	2	3	0	x5*
24	3,500,000	10+28	8	2	3	-1	x5*
25	3,900,000	10+30	8	2	3	-1	x5**
26	4,300,000	10+32	8	2	3	-2	x5**
27	4,750,000	10+34	7	5/2	3	-2	x5**
28	5,200,000	10+36	7	5/2	3	-3	x5**
29	5,700,000	10+38	7	5/2	3	-3	x5**
30	6,200,000	10+40	6	5/2	3	-4	x5***

* Save vs. Death of Die

** Save vs. Death at -2 or Die

*** Save vs. Death at -4 or Die

Saving Throws

Level	Paralysation, poison or death magic	Rod, staff or wand	Petrification or polymorph	Breath weapon	Spell
1-4	13	14	10	16	15
5-8	12	12	9	15	13
9-12	11	10	8	13	11
13-16	10	8	7	12	9
17-20	9	6	6	11	7
21+	8	4	5	9	5

Same as thief/psionicist

They receive all thieving skills as a normal thief.

At the 20th level the psionicist progression may be stopped. Once inside the high cycles, the agent is able to learn the forbidden ceremonies: Raise Dead, Advanced Domination (as 10th level spell – Dragons Kings), Psychic Surgery, Incite Berserker Rage (similar to Tenser's Transformation - 1/day). At 28th she develops Mental Magic Resistance (70% + 10%/level above vs. mind affecting magic).

Bonus psionic powers are learned automatically regardless of access to the respective discipline. If the agent already knows the power the power score is increased by 2.

Tentacle's Empower Ceremony is a special form of empower and enchant an item. The character can create weapons up to +3 using the same rules for enchant an item and during this time they can empower the weapon with a +2 bonus to any necessary power score.

Order of Disciplines

Option 1 (Psylocke):

Thought Agent: Telepathic, Clairsentient, Metapsionic, Psychometabolic, Psychokinetic, Psychoportive.

Option 2 (Elektra):

Executioner: Telepathic, Psychometabolic, Metapsionic, Psychokinetic, Clairsentient, Psychoportive.

Recommended Sciences/Devotions

None Complete Psionics Handbook

(DM) Dragon Magazine #204

(DK) Dragons Kings

(WW) The Will and The Way

Telepathic:

Recommended Sciences: Bonding (DM), Domination, Hallucination (WW), Mass Domination, Mindlink, Mindwipe, Mindflame (WW), Probe, Superior Invisibility, Switch Personality, Ejection, Tower of Iron Will

Recommended Devotions: Acceptance (DK), Amnesia (WW), Attraction, Aversion, Awe, Conceal Thoughts, Contact, Daydream, Ego Whip, ESP, Empathy, False Sensory Input, Id Insinuation, Identity Penetration, Inflict Pain, Invisibility, Life Detection, Mind Bar, Mind Thrust, Phobia Amplification, Passive Contact (WW), Psychic Messenger, Repugnance, Send Thoughts, Post-Hypnotic Suggestion, Psychic Crush, Psychic Impersonation, Telepathic Projection, Truthhear.

Clairsentient:

Recommended Sciences: Aura Sight

Recommended Devotions: Danger Sense, All-Round Vision, See Sound, Combat Mind, Feel Light, Hear Light, See Ethereal (WW), Sensitive to Observation (WW), Watcher's Ward (WW)

Psychometabolic:

Recommended Sciences: Death Field, Complete Healing, Energy Containment, Life Draining, Shadow-form.

Recommended Devotions: Accelerate (WW), Biofeedback, Adrenalin Control, Body Control, Body Equilibrium, Cause Sleep (WW), Catfall, Double Pain, Enhance Strength, Graft Weapon, Heightened Senses, Mind Over Body, Immovability, Suspend Animation, Strength of the Land (DK).

Metapsionic:

Recommended Sciences: Psychic Surgery, Aura Alteration, Split Personality, Empower.

Recommended Devotions: Cannibalize, Cognitive Trance (WW), Iron Will (WW), Fighting Trance, Magnify, Psionic Sense, Splice, Psychic Blade (WW).

Psychokinesis:

Recommended Sciences: Telekinesis, Microkinesis (DM), Project Force, Telekinetic Flight (WW)

Recommended Devotions: Ballistic Attack, Control Body, Deflect (WW), Inertial Barrier, Levitation, Molecular Manipulation, Static Discharge (WW).

Psychoportive:

Recommended Sciences: Probability Travel

Recommended Devotions: Astral Projection, Dimensional Blade (WW), Time Shift, Shadow Walk (WW)

Related Information

Various Oriental weapons can be found in PHBR1 (The Complete Fighter's Handbook) on page 118, PHBR4 (The Complete Wizard's Handbook) page 48, and PHBR10 (The Complete Book of Humanoids) page 114. Reproducing all of these here is possible, but will not be done for copyright reasons. If you need them, asking on the net should get them, and has less chance of attracting the attention of sharks.

In addition, the spell that is mention that is in the Dragon Kings accessory will not be included, as it also a copyright violation. Anyway, it is a good accessory, especially considering how badly done the rest of the game world is.

Trader

Experience	Level	HP (d6)	Level Title	Abilities Gained
0-2,500	1	1	Learner	-
2,501-5,000	2	2	Farer	A
5,001-10,000	3	3	Traveler	B
10,001-22,500	4	4	Pioneer	C
22,501-45,000	5	5	Accessor	D
45,001-90,000	6	6	Trader of Experience	E
90,001-145,000	7	7	Master	F
145,001-265,000	8	8	Jack of all Trades	G
265,001-400,000	9	9	Trader	H
400,001-850,000	10	9+1	Leader of Traders	I
850,001-1,500,000	11	9+2	Master of Traders	J
1,500,001-1,950,000	12	9+3	Guildmaster of Traders	K
+450,000/level	Etc.	Etc.	Etc.	-

Use any non-missile or non-pole arm weapon

Wear only leather and shield

Traders are an unusual class. They seem to have bits of all characters in them. They can bargain for reduced prices of many things, sell for commission hard to find items, and gain many abilities from other classes. This class hits on the clerics' table and can use any magic item of any other class if the trader has gained any abilities from that class. The traders get an amazing ability to start talking fast and babble. The other person will either: 1) help you, 2) be so confused as not to hinder you, or 3) flee in confused agitation.

Acquired Abilities:

- A. Bargaining and appraising abilities
- B. Directional and 1st level thief abilities
- C. Read magic ability and add 2 languages learned
- D. Equivocate ability and add 1 to intelligence
- E. May use crossbows and add 5 languages learned
- F. 1st level monk abilities and 3rd mate seafarer abilities
- G. Bribery ability and 1st level assassin abilities
- H. May use any missile or pole arm weapon
- I. Add 7 languages learned
- J. 1st level illusionist abilities
- K. Detect magic ability and automatic guildmaster

Explanation of Abilities:

Bargaining	base 5% discount + 2%/level (50% maximum)
Appraising	50% base accuracy + 2%/level
Directional	35% base chance + 1%/level
Read magic	20% base chance + 1%/level
Equivocate	15% base chance + 2%/level (50% maximum)
Bribery	30% base chance + 2%/level
Guildmaster	500 g.p./month kickbacks, maintains a residence in a city
Detect magic	10% chance base + 1%/level

Additional Notes:

Traders can be any alignment. Traders that are guildmasters gain 1,000 g.p./month in wages in a large city.

Weapon Master

Experience	Level	HP (d10)	Level Title	Abilities Gained
0-3,200	1	1	Rogue	-
3,201-6,400	2	2	Contemplator	A
6,401-15,000	3	3	Veteran	B
15,001-30,000	4	4	Puissant	C
30,001-60,000	5	5	Armipotence	D
60,001-120,000	6	6	Expert	E
120,001-240,000	7	7	Tactical Warrior	F
240,001-480,000	8	8	Master	G
480,001-750,000	9	9	Weaponsmaster	H
750,001-1,000,000	10	10	True Weaponsmaster	I
1,000,001-1,250,000	11	10+3	True Weaponsmaster(11)	J
1,250,001-1,500,000	12	10+6	True Weaponsmaster(12)	K
1,500,001-1,750,000	13	10+9	True Weaponsmaster(13)	L
1,750,001-2,000,000	14	10+12	True Weaponsmaster(14)	M
+250,000/level	Etc.	+3/lvl	Etc.	-

Use any kind of weapon

Wear any kind of armor up to studded leather and shield

True weaponsmasters are a class that actually can obtain the full potential of any weapon. Unlike other fighter types that choose a certain weapon type, this class gets its bonuses on all weapons. This class gets to hit/damage and parry bonuses of all weapons and also increases the # of swings a round. The character can also hit as plus weapons (on monsters that need +1 or better to hit, for example).

Acquired Abilities:

Abilities	Hit prob	Damage	Parry	Swings/rnd	Other
A.	-	+1	+1	1/1	
B.	+1	+1	+1	5/4	
C.	+1	+2	+1	5/4	
D.	+2	+2	+2	4/3	Hits as +1
E.	+2	+3	+2	4/3	
F.	+3	+3	+2	3/2	
G.	+3	+4	+3	3/2	

H.	+4	+4	+3	3/2	Hits as +2
I.	+4	+5	+3	2/1	
J.	+5	+5	+3	2/1	
K.	+5	+6	+4	2/1	
L.	+6	+6	+4	2/1	Hits as +3
M.	+6	+7	+4	5/2	

Additional notes:

True weaponsmasters can be any alignment. True weaponsmasters get no additional bonuses after 15th level.

Werewolves

Werewolves are perhaps the most numerous lycanthropes in all the worlds. They're especially common in DnD, Ravenloft and FR. Like most wolves, werewolves prefer wooded terrain. In beast form, their hearing and sense of smell are excellent. Their wolf vocabulary includes yipes, barks, growls, whines, and howls. The howl can be heard up to five miles away, and causes unease in those who hear it.

Werewolves are chaotic creatures. They beastly nature urges them to hunt and kill. According to many tales, werewolves are cursed to hunt the ones they love. In truth, when the moon is full a werewolf may become lost in the blood-lust of his beast form and kill any prey he finds alone or vulnerable -including people he knows.

The Brethren-werewolves and their wolf followers-gather in packs, each with its own leader, hierarchy, and territory. A pack generally consists of 1d4 werewolves and 2d4 wolves with a territory of about 56 square miles (an 8 mile hex). Territories can support larger packs only if the werewolves hunt domestic animals or import more wild animals. The werewolves dominate the normal wolves and may fight among themselves for the right to lead the pack. Despite this squabbling, a strong bond unites the pack. When one member is threatened, the entire pack responds.

Occasionally, neighboring werewolves unite their packs into a single devastating force. The leaders of each pack may challenge one another for positions within the chain of command. The hierarchy generally falls along experienced levels, with the most experienced werewolf commanding the entire pack. Any werewolf who wishes to be above another werewolf in the chain of command must challenge him. If the opponent accepts the challenge, they must fight to the death, or until one submits. Declining a challenge indicates acceptance of the other werewolf's authority.

Werewolves usually know human identities of their fellow pack members. They vow to guard this knowledge with their lives, for discovery would jeopardize the entire pack.

PC Werewolves

When in human form, many werewolves try to hide their nature and live normal lives. This can be difficult. Werewolves must take care to avoid silver and wolfsbane-their reactions to these substances may expose their secrets.

Equally noticeable are the reactions animals have to werewolves. Horses show fear, and may strike out or bolt from the werewolves's presence. Dogs may challenge a werewolf intruding their territory-to them, a werewolf smells more like a rival dog than a human.

Wild wolves, on the other hand, may be drawn to the werewolf's abode. It's not uncommon for werewolves to have "pet" wolves hanging around.

Werewolves may retain some physical characteristics of their human form when in wolf form. For instance, a human who limps may also limp in wolf form. Black-haired werewolves are black-furred in wolf form; auburn-

haired werewolves have a touch of red in their gray fur. As with normal wolves, most werewolves are paler on their outside (throat, chest, and belly). Eye color remains the same in human or in wolf forms.

Generally, the larger a werewolf in human form, the larger he is in beast form. Most werewolves weigh, in wolf or wolf-man form, 1.5 times their human weight. A 6' werewolf weighing 170 lbs (in human form) stands about 3' at the shoulder in wolf form, weighs 225 lbs, and is a little over 6' long (including tail).

Werewolf Level Advancement Table

Experience level	XP	HD	Special Abilities	AC
Cub	-12.000	1d8	I	7
Whelp	-9.000	2d8	II, III	7
Scamp	-6.000	3d8	IV, V	6
(NM)	0	4d8	VI, VII	5
1	12.000	5d8	-	
2	36.000	6d8	-	
3	84.000	-	VIII	
4	180.000	7d8	-	
5	372.000	8d8	IX	
6	672.000	9d8	-	
7	972.000	-	X (wolf)	
8	1.272.000	10d8	-	
9*	1.572.000	+2 hp	Wolf-Man	

* + 300,000 XPs per level thereafter, + 2 hit points per level thereafter
Constitution bonus no longer applies.

Special Abilities

- I. Must take wolf form the night of the full moon, as well as the preceding and following nights. Can take wolf form any night the moon is visible.
- II. Normal Weapons do 1/2 damage (round up). Can transform at night (even without the moon).
- III. Can speak with wolves and other werewolves while in wolf form.
- IV. Can take wolf form at any time, including day-time.
- V. Normal Weapons do only 1/4 damage.
- VI. Immune to normal Weapons.
- VII. Can summon 1d2 normal wolves, provided some are in the area. Wolves arrive in 1d4 rounds if in the immediate vicinity; otherwise 1d4 turns. A werewolf can summon 1d4 wolves at 2nd-level; 1d6 at 4th-level; 1d8 at 6th-level; and 1d10 at 8th-level. Every 4 levels thereafter, add 1d10. Werewolves at 1st level and higher can summon and command Dire wolves as well as normal wolves.
- VIII. Can recover 1d4+1 hp for every full day and night of rest while remaining in were-form; increase by +1 every 3 additional levels.
- IX. Can summon werewolves as well as normal wolves. The DM determines how many of the creatures summoned are werewolves.
- X. (wolf) The Howling. At 7th level and above, werewolves can utter an eerie howl so terrifying that any creature hearing it must save vs. spells or run away in fear. Intelligent creatures lucky enough to be inside when a werewolf howls frantically lock all entrances and take similar precautions. The effect of howling have a range of 180 yards (180' if the sound must penetrate buildings or other barriers to reach the victim) and last for one

turn. Each day, a werewolf can howl once. Werewolves can't select individual victims-everyone within range may be affected. Creatures with many HD or experience levels as the howler are immune.

The Wolf-Man

At 9th level (1,572,000 XP), a werewolf gains the ability to transform into a wolf-man. This beast-man form has the head of a wolf and the body of a human with thick fur and elongated, claw-tipped fingers. A wolf-man has all the capabilities that come with mastering the beast-man form.

Combat

A werewolf's natural AC at normal monster level and above is 5, plus or minus any dexterity bonuses for the beast form. His move is 180' (60') Werewolves attack with one bite per turn, doing 2d4 points of damage (cubs do only 1d4). When running with the pack, preferred tactics include surrounding the prey, attacking from all directions simultaneously; luring the prey into an ambush (a favorite when hunting were-hunters); or chasing the prey in relays until weakest or slowest victims succumb to exhaustion. A werewolf's morale is normally 8.

Carrying Capacities

A werewolf can carry 1,000 cn at full speed; 2,000 cn at 1/2 speed. This assumes some method of securing the load to the werewolf's back-a rider clinging to his fur, or a pack harnessed around his chest. For werewolves with beast-form armor, the barding multiplier is x 1/2.

Witch

Experience	Level	HP (d4)	Level Title	Abilities Gained
0-2,500	1	1	Medium	A
2,501-5,000	2	2	Soothsayer	B
5,001-10,000	3	3	Sibyl	C
10,001-22,500	4	4	Mystic	D
22,501-40,000	5	5	Oracle	E
40,001-60,000	6	6	Siren	F
60,001-90,000	7	7	Enchantress	G
90,001-135,000	8	8	Sorceress	H
135,001-250,000	9	9	Witch	I
250,001-500,000	10	9+1	Amethyst Witch	J
500,001-875,000	11	9+2	Topaz Witch	K
875,001-1,250,000	12	9+3	Sapphire Witch	L
1,250,001-1,625,000	13	9+4	Ruby Witch	M
1,625,001-2,000,000	14	9+5	Emerald Witch	N
2,000,001-2,375,000	15	9+6	Diamond Witch	O
2,375,001-2,750,000	16	9+7	Crystal Witch	P
2,750,001-3,125,000	17	9+8	Eternal Witch	Q
3,125,001-3,500,000	18	9+9	Demonette	R
+375,000/level	Etc.	+1/lvl	Etc.	-

Use only staves and daggers
Wear no armor of any kind

Witches are pretty self-explanatory. This class does most of the things witches are fabled to. They can make certain potions, learn languages, enchant, and make magic items. This class uses a combination of clerics' and magic-users' spells. As the name implies, this class can only be occupied by females.

Acquired Abilities:

- A. Brew poisons, narcotics, and hallucinogens
- B. Make a bag of holding
- C. Brew love potions
- D. +1 to charisma
- E. Dance of seduction
- F. Brew truth drugs
- G. Read and use magic-user, druid, and illusionist scrolls
- H. Gain familiar
- I. Add 5 languages learned
- J. Disguise
- K. Brew control potions
- L. Brew other potions
- M. Brew acids
- N. Gain the voice
- O. +1 to charisma
- P. Transfer hit points
- Q. Enchant items
- R. +1 to charisma

Explanation of Abilities:

Brew poisons, etc	for each level the witch is, she can brew 1 d8 strength poison, narcotics are sleep drugs, hallucinogens cause confusion
Bag of holding	there may be only 1 bag of holding for each witch, if lost or destroyed it takes 1 month to make a new one
Love potions	they act as a rod of beguiling, if the ratio of brew points (1d.8/lvl) is 1 or more than the victims, the effect last 1 week (15% chance/day of wearing off)
Dance	all humanoids are susceptible, it takes 1 turn to perform, victims are entranced as long as the witch is present unless attacked, there's a 10% chance/lvl that it's successful - 10%/level over 5 th of victim(s)
Truth drugs	save vs. poison or answer accurately a # of questions = to the witch's level, then a deep sleep sets in
Familiar	the witch automatically gains a familiar as the spell (it's possible to have 2)
Disguise	as an assassin
Brew acid	as an alchemist's low acid
Voice	a witch may shout a command no more than 10 words long (count them out beforehand) and those failing to save vs. magic at -2 will obey the command for 1-4 rounds, the voice cannot be used more than 1/3 rounds on the same person
Transfer hit points	a witch may permanently transfer her hit points to anyone else, if done within 1 turn of death it will revive that person giving them that many hit points, characteristics of others may also be raised at a cost of 4/1 up to 13, 6 for 13 to 14, 7 for 14 to 15, 8 from 15 to 16, 9 from 16 to 17, 10 from 17 to 18, and 12 from 18 to 19 (loss of hit points is permanent)

Spell Table:

Spell Level	1	2	3	4	5	6	7	8	9
1	1	-	-	-	-	-	-	-	-
2	2	-	-	-	-	-	-	-	-
3	2	1	-	-	-	-	-	-	-
4	3	2	-	-	-	-	-	-	-
5	4	2	1	-	-	-	-	-	-
6	4	3	1	-	-	-	-	-	-
7	4	3	2	-	-	-	-	-	-
8	4	3	2	1	-	-	-	-	-

9	5	3	3	2	-	-	-	-	-
10	5	4	3	2	1	-	-	-	-
11	5	4	3	3	2	-	-	-	-
12	5	5	4	3	2	1	-	-	-
13	5	5	4	3	2	2	-	-	-
14	5	5	4	3	2	2	1	-	-
15	5	5	4	4	2	2	2	-	-
16	5	5	5	4	3	2	2	1	-
17	5	5	5	4	3	3	2	2	-
18	5	5	5	4	4	3	3	2	1

1 st level spells	2 nd level spells	3 rd level spells
Cure light wounds*	Charm person	Clairvoyance
Dancing lights	Detect invisible	Color spray
Detect evil*	ESP	Cure disease*
Detect illusion	Locate object	Hold person
Detect magic	Purify wine & water	Invisibility
Detect poison	Read languages	Magic missile
Faerie fire	Sleep	Phantasmal force
Shocking grasp	Speak in tongues	Fly

4 th level spells	5 th level spells	6 th level spells
Cure serious wounds*	Animate dead	Control plants
Fear	Anti-magic shell	Cure critical wounds*
Hallucinatory terrain	Plant growth	Destroy life level*
Infravision	Lightning bolt	Flesh to stone*
Neutralize poison	Produce flame	Hypnosis
Polymorph self	Protection from evil*	Vision
Remove curse*	Ray of enfeeblement	
	Summon elemental	

7 th level spells	8 th level spells	9 th level spells
Astral projection	Antipathy/sympathy	Control weather
Dispel illusion	Blindness	Dispel magic
Earthquake	Death spell	Fireball
Improved invisibility	Feeblemind	Gate
Polymorph others	Heal*	Monster summoning V
Quest	Maze	Otto's irresistible dance
Spirit wrack	Passwall	Prismatic sphere
True sight	Permanent curse	Prismatic spray
	Reincarnation	Shades
	Shape change	Wish

Additional Notes:

Witches can be neutral at best. Witches do not get a wisdom bonus on spells for they are more magic-user than cleric.

Witch

The concept of adapting witchcraft to the AD&D game has existed at least since the early days of Dragon magazine, culminating in issue #114 with a fantastic adaptation by Bill Muhlhause, which succeeded rather well in capturing the nature of witchcraft. With the advent of edition two, however, the witch was reduced to a mage kit, and lost many of the characteristics which had made the first edition version workable. Anyone familiar with the witches of Greek myth, or of medieval legend would know that the witch is not simply a subclass of the mage, locked in an internal battle against arcane spirits. Witches such as Circe, Rhiannon, or even Morgan LeFey were priestesses of Gods and Goddesses who were lesser know, but ultimately no more or less nefarious than their better known kindred. The essence of witchcraft is knowledge, secrecy, ritual, and a sense of respect for the powers of nature. Evil is not a necessary part of witchcraft, though certainly the secrecy of their sects has opened them to numerous rumors. Whatever their alignment, witches have more in common with druidic priests than any other class of character, though the way in which their spells work often is reminiscent of magecraft. The following is not intended to be a revision of the Dragon #114 witch, but rather a totally new version, to modernize the witch class, and bring it more completely into the second edition.

Witches raise in level as mages do, use 4-sided hit dice until 11th level, thereafter gaining 1 hitpoint per level. Witches must have a minimum intelligence of 14, minimum wisdom of 14 and minimum charisma of 12. Humans, half-elves and elves of any sort may become witches.

Religions: The religions of witchcraft are most often forgotten or forbidden by the societies in which they dwell, perhaps the primary reason why all witches are rumored to be evil. Even in instances where witches might worship a relatively well known deity, such as Selune in Faerun, the sect itself is rather secretive, and may have very little contact with their deity's more commonplace priests. Witchcraft religions more often focus on female deities than male, and for this reason perhaps, most witches are female, though this is not a given rule, and certain sects welcome males among their numbers. Masses are highly ritualistic, and typically involve the combining of individual powers into group cabalistic magic. Witch covens are often involved in important world events, though they do so quietly, and behind the scenes. Covens tend to tolerate a high degree of individuality and autonomy among their members, as it is expected that the paths of the individuals serve the deity in some way. All witchcraft sects have an appreciation of nature, either its beauty or brutality, and as such no witch will willingly cause damage to nature. Dignity is of foremost concern to witches, and should they deign to travel among common society, they display the trapping so their religion openly, unless the will of their deity is better served by temporary subterfuge. However, as a function of this, all witches are granted immunity from the effects of cantrips by their deities, as cantrip effects often serve to embarrass. Witches may use cantrips normally however, much as a mage. However, witches pray for their spells as a priest would.

Similarly, witches are granted Wisdom bonuses for spells as priests are. All witches feels a sense of sisterhood, and as such witches of different religions often interact more peacefully than might a witch with priests of her own religion. This does not preclude witches from working against each other of course, should their deities be opposed.

Special Powers Like specialty priests, witches are granted special powers by their deities. These powers are generally meant to aid witches in their interactions with society, and witches are often sought out by commoners for these. It should be noted that, in spirit, most of these are not intended to be combat-oriented (save for those defensive abilities against undead), for example it could be assumed that a witch's curse takes hours of preparation, and prayer, and can not be simply tossed off in the heat of battle. The powers are granted as such:

- Immunity to cantrips (1st Level)
- Glamour (1st Level): This ability grants the witch to temporary raise or lower her charisma by 1 point for every four levels of experience. This does not actually change the witch's appearance, but gives other the impression she is more formidable or impressive or frightening, depending upon if the charisma is raised or lowered. It lasts for 1 round/level. Circle of Protection (2nd level) By means of special dusts placed upon the ground in a ritual circle, the witch is able to create a sphere of protection which will ward off undead to the same degree as a priest's turning ability at the same level. Undead are not actually turned however, simply act as if an invisible barrier lies between them and the witch. The circle is 10' diameter, and takes 1 turn to place down. The surface upon which it is placed must be relatively smooth, and a mild wind will blow the circle away, as might the feet of a careless party member.

- Brew Poisons and Narcotic (3rd Level) Each dose takes one hour to brew. Both are ingestive, narcotics requiring a save versus poison or rendering the individual unconscious, poisons also requiring a save versus poison or rendering the individual dead. Both take 1 turn to take effect.
- Brew Truth Drug (4th Level) Each dose takes 4 hours to brew. Any humanoid ingesting a dose of this must save versus poison or answer 1-4 questions as truthfully as possible. The witch will be able to note that the drug has taken effect by the slurred speech of the recipient.
- Immunity to Undead Fear Attacks (5th Level) At this level, no undead fear-based attack, such as that of a vampire, the touch of a ghost or the wail of a banshee will affect the witch. The witch is not immune to fear-based attacks originating from any other source however.
- Longevity (6th Level) From this point forth, the witch ages at 1/10 her normal rate. This does not grant immunity from magical aging however.
- Use all Magical Scrolls (8th Level) Before 8th level, witches can only read scrolls penned by other witches. From this point forward they are able to read magical styles common to mages or priests. They may also cast spells directly from a mage's spell book, though they may not memorize such spells, and casting in this manner erases the spell as if it were on a scroll, causes the witch 1-4 h.p. damage from uncontrolled magic flowing through her, and has a 25% chance of erasing the entire spell book.
- Manufacture Minor Magical Items (9th Level) As per AD&D rules. This includes potions and scrolls and charge based magic items such as wands. It should be noted that most witches simply can not afford to be manufacturing Staves of the Magi. Immunity to Disease (10th Level) This includes all normal non-magical diseases, and grants a 25% immunity to any magical diseases, such as a cause disease spell on top of her normal save.
- Acquire Familiar (11th Level) Witches familiars are somewhat unique. They have 1-4h.p., which they grant to the witch. Should the familiar perish prematurely, the witch only loses the original 1-4 h.p., not double. Witches may specify the type of animal they wish to acquire, though it must be native to the area she is in, and no bigger or more unusual than a cat or small owl. The animal will be intelligent and capable of telepathy with the witch, and the witch may experience what the familiar is seeing and hearing if she concentrates on it and does nothing else.
- Immunity to Life-Draining Undead Attacks (12th Level) At this level, the witch need never fear the level-draining attacks of wights, wraiths, specters and the such. However life-draining spells or magic are still something of a problem.
- Brew Flying Ointment (13th level) Each takes 8 hours to brew. Rubbing this upon her body will act like a potion of flying.
- Acquire Apprentice (14th Level) The witch's fame has finally reached beyond her coven, and a young naive woman seeks her out to learn the ways of the sect. It is the witch's choice to accept or not, though doing so has advantages and disadvantages. The advantages to the witch includes the accompaniment of an assistant, and the favor of her deity for one week (equivalent of a bless spell). However, should the apprentice die while in the witch's care, the witch will take 1-10 h.p. damage from utter grief (though this damage will never directly kill her), and be forced to perform a quest for her deity to atone. Refusing the apprentice frees the witch from responsibility of a bungling low-level farm irl. However, the deity will be miffed, and will refuse to grant spells of 7th level or higher until the witch performs a quest of atonement. The apprentice will be a 0-level human, and must accompany the witch on a single quest on behalf of their deity. Upon completion of the quest, the apprentice is raised to 1st level, invited into the coven, and no longer under the servitude of the witch, though they might still work together by choice if they got along.
- Manufacture Permanent Magical Items (15th level) Again, AD&D rules apply, though witches simply don't sit around making gauntlets of ogre power when there are matters to attend to. Oracle (16th level) Once a month, the witch is granted a telepathic communication with her goddess, and may actually discuss any matter of concern. The deity need not answer if she declines to of course. Oracles often occur during sleep, and deities

usually will speak in metaphors and riddles. Even many High Priestesses hate oracles, though once the power is granted it is expected to be used each month.

- **Witch's Blessing (17th level)** At this level, the witch may grant one blessing each month upon an individual she deems worthy. The recipient of the blessing must not have his or her life-path directly linked with the witch (i.e. not a party member). The blessing can take one of the following forms:
 - 1) **Newborn blessing**--the witch may cast this blessing on newborn infants, granting them lifelong health, beauty, strength or luck, witch's choice, and they shall evermore function as if they have a permanent bless cast upon them.
 - 2) **Glorious Battle**--if granted upon a military or political leader before a critical battle, his or her force will function as if twice in number, and the leader will strike at +2, doing double damage, though his armor class is reduced by 3, due to the air of glory he carries along with him or herself.
 - 3) **Oracle**--grants an individual an opportunity to speak directly with her deity. The deity may actually be clearer with a poor peasant than she might be with her own witch.
 - 4) **Deathwatch**--grants an individual a spectral shadow, which will cast aside the individual at the moment a mortal blow is about to be struck and take the blow itself. The deathwatch works only once.
 - 5) **Favor**--the individual is granted the permanent effects of a bless spell. Obviously the witch may not use these blessings on herself, her coven members or any of her close associates. However, many individuals may offer rewards in exchange for a witch's blessing, though witches are generally forbade from granting them for profit. Blessings take one round to bestow.

- **Witch's Curse (19th level)** Also usable once per month, the witch may level these against whomever she chooses, though doing so might attract the attention of deities other than her own, or potentially other nefarious creatures wondering why such powerful manna is being thrown around, so the witch is cautioned against using these frivolously. Curses take a full day to bestow, and the witch must be uninterrupted. The witch may choose from the following effects
 - 6) **Wasting**--the recipient of this will loose 1 Constitution Point each week as the individual sickens and dies, until the constitution reaches 0.
 - 7) **Ill-Fortune**--the recipient of this will be the victim of continuous negative life events, such as poor health, failed business ventures, death of family members, betrayal from friends or loved ones, etc.
 - 8) **Disfavor**--the recipient is affected permanently as by the reverse of a bless spell.
 - 9) **Chaos**--this curse, when placed upon a military or political leader on the eve or a critical battle, will breed confusion and fear among his or her troops rendering them only 50% effective. Similarly, the leader will have a -2 to hit and hits done to him will do double damage.
 - 10) **Portends**--the recipient is haunted by evil nightmares and visions, to the point he or she is unable to function normally. When used upon a priest or mage, they are unable to study or pray for spells. It should be noted that a witch's curse can only be removed by slaying that witch, even a Wish spell won't do it, as the Curse is enforced directly by the witch's deity. Curses can be easily identified by other priests however, chances equal to rolling over a 10 on a D20, modified by the difference between the observer's level, and that of the witch (i.e. a 20th level Priest need roll above a 9 to discover a 19th level witch's curse). However identifying the specific witch who cast it is more difficult, with circumstances up the specific DM.

- **Shape Change (20th level)** Usable once/day as per the spell. **Candle Magic--Limited wish (22nd level)** Usable once/month as per the spell. Casting this requires a week long ritual, and is named due to it's use of literally thousands of candles. Spells As mentioned, witches pray for spells, as priests do, giving them an advantage over mages, though their range of spells is somewhat restricted to offset that advantage. All spells are as per the 2nd Edition Players Manual except for those detailed below. Spells witches use are generally limited to Enchantment, Conjunction, Evoking, Alteration, with some Abjurement. Necromancy and illusions are generally avoided, the former due to its contrast with nature, the latter because they are not dignified' magic. Witches do not use their holy symbols in conjunction with spell casting. Witches advance both in level, and in spell casting as mages do, though they may have bonus spells, in accordance with high wisdom.

Witches' spell list

Level 1	Level 2	Level3	Level 4
Alarm (w1)	Message (w1)	Ray Enblemnt(w2)	Animal Summ.I (p3)

Burnin g Hands (w1)	Walls of Mist (w1)	Spectral Hand (w2)	Prot evil 10' (w3)
Charm Person (w1)	Bind (w2)	Summon Swarm(w2)	Haste(w3)
Compreh. Lang. (w1)	Detect Invis. (w2)	Clairvoyance(w3)	Wind Wall(w3)
Detect Magic (w1)	ESP (w2)	Clairaudiance(w3)	Confusion(w4)
Detect Undead (w1)	Flaming Sphere(w2)	Fireball(w3)	Emotion(w4)
Erase (w1)	Irritation (w2)	Gust of Wind(w3)	Enchanted Weap.(w4)
Hypntotism (w1)	Locate Object (w2)	Lightning Bolt(w3)	Fire Charm(w4)
Identify (w1)	Scare (w2)	Non-Detection(w3)	Ice Storm(w4)
Read Magic (w1)	Tasha's Lghter(w2)	Prot. Norm missls(w3)	Magic Mirror(w4)
Write Magic (w1)	Blink (w3)	Suggestion(w3)	Minor Globe Inv.(w4)
Shield (w1)	Hold Undead(w3)	Tongues(w3)	Polymorf Other(w4)
Sleep (w1)	Secret Page(w3)	Charm monster(w4)	Polymorf Self(w4)
Servant Sprit (w1)	Know Algmnt (p2)	Detect Scrying(w4)	Plant Growth(w4)
Alter Self (w2)	Hold Person(p2)	Dispel Magic(p3)	Stoneskin(w4)
Darkness 15' (w2)	Bless(p1)	Cure disease(p3)	Wall of Ice(w4)
Prot.From Evil(p1)	Find traps(p2)	Neg Plane Prot.(p3)	Dismissal(w5)
Anml.Frendshp(p1)	Speak w/Animls(p2)	Remove Curse(p3)	Dream(w5)
Create Water (p1)	Hold Animal(p3)	Starshine(p3)	Cure Serious(p4)
Cure Lt. wnds(p1)	Gwen's Garden**	Spirit of Avalon**	Divination(p4)
Invis to Undead (p1)	Neutralize Pois(p4)		

Level 5	Level 6	Level 7	Level 8	Level 9
Contagion(w4)	Animal Summoning II(w4)	Chain Lightning(w6)	Prismatic Spray(w7)	Permanency(w8)
Dim. door(w4)	Cloudkill(w6)	Control Weather(w6)	Antipathy/Sympathy (w8)	Crystal Britt(w9)
Wall Fire(w4)	Domination(w5)	Geas(w6)	Demand(w8)	Gate(w9)
Chaos(w5)	Contingency(w6)	Charm Plants(w7)	Mass Charm(w8)	Imprisonment(w9)
False Vis.(w5)	Discintegrate(w6)	Control Undead(w7)*	Maze(w8)	Succor(w9)
Hld Mnstr(w5)	Enchant an Item(w6)	Finger of Death (w7)	Otto's Irres. Dance(w8)	Earthquake(w9)
Sending(w5)	Ensnarement(w6)	Forcecage(w7)	Screen(w8)	Sunray(p7)
Telekin(w5)	Eyebite(w6)	Power Word Stun(w7)	Serten's Spell Imun.(w8)	Windwalk(p7)
Teleport(w5)	Globe Inv.(w6)	Spell Turning(w7)	Symbol(w8)***	Banish**
Anti-Mag Shl(w6)	Mass Suggestion(w6)	Vanish(w7)	Trap the Soul(w8)	Exaction(p7)
Legend Lore(w6)	Reincarnation(p7)	Vision(w7)	Astral Spell(w7)	Meteor Swarm(w9)
Lower Water(w6)	Stone to Flesh(w6)	Binding(w8)	Foresight(w9)	
True Seeing(w6)	Banishment(w7)	Mind Blank(w8)	Regenerate(p7)	
.Produce Fire(p4)	Live Oak(p6)	Death Spell(w6)		
Commue(p5)	Wall of Roses**			
Dispel Evil(p5)	Worship**			
MoonBeam(p5)				
Dolor**				
Immunity**				

*Witches will use this only temporarily, as they generally despise undead, and will ultimately destroy their charges.

** New Spell, described below.

*** Fear, Hopelessness, Insanity, Pain or Sleep.

Gwenhywfar's Glad Garden(Conjuration/Summoning)

Level: 2

Components: V,S,M

Range : Touch

CT: 2

Duration: 8 hours+1hour/lvl

Save : None

Area of Effect: 10' square

Casting this spell calls into being a 10' square patch of garden flowers, daisies, petunias and the like, each of the flowers bearing little smiling faces, which turn to face the witch wherever she may go. They will sing for her on command, and their voices are quite good, but their true function is one of guarding. Should the witch need to take rest while traveling in a wooded area, the garden will keep watch over her. Should any humanoid or creature come within 50' of the witch, the garden will detect them. The approaching creature(s) must roll a saving throw versus spells, or the garden will be able to detect their alignment. Should good or neutral creatures be approaching, the garden will be singing happy songs. If evil creatures begin approaching, the garden chooses to sing a dirge. If the garden does not detect the approaching creatures alignment, it will sing a war march. At any rate, the singing will wake up the witch, if not the rest of her party. The material component of this spell is a handful of wildflower seeds. Should the garden be watered daily with Sweetwater, it will survive beyond its normal duration.

Spirit of Avalon (Conjuration/Summoning)

Level: 3

Components: V,S,M

Range: Touch

CT: 1 turn

Duration : 10 turns+1turn/lvl

Save : None

Area of Effect: Special

The witch may cast this spell on herself or another, granting them the temporary servitude of a nature spirit. The spirit will function much the same as an Unseen Servant, carrying things, opening doors, and the like, but also has one additional benefit. Though the spirit of Avalon will not normally enter combat, should its master be knocked to the ground, rendered unconscious, or be otherwise incapacitated, the spirit will partially materialize and defend its master. The spirit has an armor class of 3 and 6HD, doing 1-12 damage with a ghostly sword. The spirit will not enter the battle at large, only defending its master, and will dissipate should its master be slain. The material component of this spell is a piece of a standing stone.

Dolor (Enchantment/Charm)

Level: 5

Components: V

Range: 5yards+ 1yard/lvl

CT:5

Duration: Special

Save: Special

Area of Effect: One creature

Casting this spell on another humanoid or creature causes it to experience searing racking pain all along its body. These spasms causes the afflicted to be at -4 to hit, and -4 to armor class and -3 to saves. Each round, the afflicted has a 10% cumulative chance of falling unconscious. The spell lasts as long as the witch concentrates on it, or for three rounds after the witch stops concentrating (in other words the witch can choose to simply cast it and have it last 3 rounds, or can maintain it for longer). For Prime Material based creatures, a save versus spells will negate the effects of this spell. For Outer Planar creatures, this spell is 20% likely per round to send them back to their plane of existence, and they must save versus spells at -2 to negate the effects.

Immunity (Abjuration)

Level: 5
Components: V,S,M
Range: Touch
CT : 8
Duration: 10turns/lvl
Save: None
Area of Effect: One being.

The effect of this spell grant the witch temporary immunity from all sorts of natural poisons and diseases. Furthermore, the witch gains a +4 save versus poisons and diseases of an enchanted or magical nature, such as green dragon breath, for the duration of the spell. The material component of this spell is a mandrake root or the eye of an alchemist.

Wall of Roses (Conjuration/Summoning)

Level:6
Components : V,S,M
Range : 20 yards/lvl
CT : 1 round
Duration : 7 days + 1/lvl
Save: None
Area of Effect: 100 sq.yards/lvl

This spell calls into being an enormous wall of thorny rose bushes. A high level witch could effectively encircle a small city with such a wall, should she choose. The wall rises to a height of only ten feet, but is extremely effective in keeping land based creatures out. The roses are resistant to non-magical burning, and save as a 10HD creature against magical burning. Any creature trying to force or hack it's way through the roses will take 2-20+1 h.p/lvl of caster damage to do so, as the vines tend to swing when disturbed and it is impossible to protect oneself against them. Note that the wall will snake it's way around pedestrians when forming, so the witch can not simply cast this spell onto an opposing army, slaying them all in one fell swoop. The material component of this spell is a single live rose blossom.

Worship (Enchantment)

Level: 6
Component: V
Range: 20 yards
CT: 6
Duration: 10 turns+1 turn/lvl
Save: Neg at -4
Area of Effect: One Being

Any humanoid being who fails its save versus spells at -4 is under the complete and utter control of the witch, performing any task she should ask, short of the obviously suicidal. The affected believes the witch to be a benevolent goddess, and shall act accordingly. The witch and the affected will be able to understand one another, despite any language differences. The affected will perform slave labor, fight in combat, or cast spells for the witch, but will not blindly throw away their own life. Once the duration expires, the affected falls into a deep sleep, which lasts 1 day, after which they remember nothing of their servitude to the witch. A creature's magic resistance is reduced by 50% when saving against this spell.

Banish (Conjuration/Summoning)

Level: 9
Component: V
Range: 10 yards
CT: 9
Duration: Special
Save: Special

Area of Effect: One Being

This very powerful spell will instantly send the targeted creature to a random Outer Plane, with no means of getting back. If this spell is cast upon an outer planar being, they have no save versus the effect, and are returned to their home plane for 1 year/lvl of the witch, despite any magic resistance or other protections against this spell. If this is cast on a Prime Material being, they are allowed a save versus spells at -5, their fate to be determined by the DM. Exposure to certain outer planes usually means instant and irretrievable death, while it is conceivable that a powerful being might make its way back from certain others, noticeably displeased of course.

Witch Knight

The Witch Knight is a special variant of the Paladin, found on a world similar to Earth's medieval Europe (13th-16th centuries) in technology and religious belief. Here, after the sudden death of the Pope in Rome (a speculated assassination), a flurry of Clergy, Bishops, and Archbishops schemed and maneuvered in an effort to gain power and the papacy. In the end, Pope Levictus the I—a former monk turned Priest from England—was declared the official Pope. He spent his first few years clearing malcontents and plotters out of his offices and then proceeded to employ old Rome's vast system of roads to unify Christian Europe through better communication.

Pope Levictus the I also had a secret, he was a practitioner of what the Church had come to call the 'Dark Arts'-- Divination, spirit channeling, future reading, charm making. In his years of study in the Monastery he had become fascinated by the copied records of the ancient Jewish system of magic, known as the Qabalah. He continued his studies and began to practice when he broke his vows and made the transition from Monk to Priest. From there, his road lead relatively quickly to the seat of the Pope, with cautious warnings from others within the Church who knew of his practices throughout.

The Inquisition was in full swing at the time he ascended to his station, as were the Crusades. Pope Levictus issued a declaration within a few years of his ascendancy, now known as the (Peace of Nations), in which he stated that both the Inquisition and the Crusades were abominations to the Lord. In a few more years, after thwarting numerous assassination attempts, he quietly replaced nearly all the Clergy in Rome with loyal supporters of his actions, sending the argumentative ones to new assignments on the far off borders of the known world. At the same time, the Spanish Church, outraged at the Pope's declaration and filled with holy wrath, succeeded from Rome, thus splitting the Church in two.

Pope Levictus urged a return to more Christian values, peace, love and forgiveness of ALL people, built on understanding. The Burning of women and men at the stake for the crime of 'witchcraft' was outlawed, and the men who had penned the "Malleus Maleficarum" (The Witches' Hammer) were hunted down and imprisoned for writing and condoning the methods of torture devised and listed within.

War with other nations for the sake of God and Country was also made illegal, though stopping war altogether was unfortunately beyond Pope Levictus' power.

Those displaying 'unique powers' were no longer viewed as consorting with Satan, but viewed as being blessed by God. Thusly, these women and men were no longer burned at the stake or tortured in most Roman-Christian countries.

The Spanish still held firm to their original beliefs about what they had come to term 'witchcraft' and still continued to torture and kill anyone accused of witchcraft, and continued to war on their neighbors in the name of God.

Pope Levictus the I's reasons for the declaration were manifold. Firstly, he himself felt that the powers of magic as presented in the Qabalah were not in and of themselves evil, as their whole purpose was to cleanse and purify the individual so that they might see God on his heavenly throne. He believed that it was the use of the power that made it good or evil, and that the passages in the Bible condemning the use of magic were in fact referring to the use of unGodly, heathen magic. Secondly, he felt that God had given him a vision, and in that vision he saw a

world depopulated and destroyed, filled with war and hunger, because of the path it's Priests, Kings and Popes were on. He saw that the current methods and actions of the Church were not entirely Christian, they smacked of 'heathen savagery, power mongering, and politicking'. So he determined to change the course of history by radically altering current belief and practice. Lastly, he himself did not wish to lose the Pope's seat--which he believed was his by divine right--if it were ever discovered that he was practicing what was essentially believed to be 'witchcraft'.

This sudden reversal of Church attitude spurred the Renaissance early: art, literature, science, and philosophy all emerged from the darkness of ignorance and into the light of exploration.

Acceptance of these new ways of thinking was long in the coming, though. After centuries of hatred and belief in a violent 'divine justice', most people still viewed anyone practicing or displaying special powers as sinister in some unknown way---"Touched by God and Satan" as one famous theologian wrote.

Though no longer burned or openly murdered, the same individuals were ostracized and shunned by society, and at the same time respected and feared for their gifts. Jail instead of the stake would now await anyone with these powers whom angered a local villager.

In these strange times, another religion sprang up, borrowing from the Christian-inspired mythos that had been built around the concept Witches Sabbats and service to Satan, and partaking in the new attitude towards philosophy and redefinition of old beliefs. The followers of this new religion were referred to by most as Satanists, though in truth, they called themselves Witches and had as many sects and denominations as Christianity itself. They formed themselves around the belief that Satan was not the great Deceiver or Tormentor of humanity as the Church taught, but that he was God's divine judge, put in place to determine the worth of humanity based upon it's actions.

Christ, however, they revered as the son of Satan, come as his father's vessel to enlighten and free humanity, and this was why the power-mongering Church had feared the Witch so much.

Pope Levictus the I, in an effort to make peace with these men and women, invited them to create an order of Holy Knights like the Templars and Hospitalers whom would be based in Rome. A few sects agreed to this and sent some of their willing young to Rome to be knighted and trained. Thus were born the Witch Knights.

Minimum Ability Score requirements :

STR 9
CON 12
INT 13
WIS 17

Prime Requisites: Wisdom, Constitution

Races Allowed: Human, Half-Elf (i.e.--has Faerie blood, or Sidhe ancestors)

THAC0, Saving Throws, and Hit Dice as Priests

Level Advancement as Paladins

Fighter bonus for High Constitution

Exceptional percentile strength allowed

The Witch Knight is the downtrodden defender of a new way of life, the oppressed hero who believes feverently in something good, honorable, and just that the majority of the populace unquestioningly considers evil or unwholesome. They exist on the fringes of society, protected by their status, but unliked, unwelcome, and feared by the majority. They observe a religion or sect that is small, secretive, and arcane, and related in some way to the dominant faith of the area. Their ceremonies are often the opposite of the conservative establishment, based upon the altered folklore of what supposedly happens at the meetings of those not of the dominant Faith, and they involve magic.

Witch Knights are the warriors of the mystic and arcane religions. They receive power from a spirit or deity which has some connection to Magic and esoteric powers. They are free thinkers, philosophers, and survivors, often

existing in lands hostile to those of their beliefs and religious persuasions. They redefine the relationship and roles of the being they serve to the dominant faith, bringing new thought and explanation to old forms of thought. They are gifted with unique abilities, an inherent talent for magic, the ability to see spirits, and such, which marks them as different from others in their society.

They fight injustice and hatred based upon pre-conceived notions and misunderstandings, they battle to keep the peace, for them and theirs to be left alone to live as they would. They are warriors who are pushed by the conviction of their faith to undertake the most dangerous and noble quests to prove themselves and their ideals as worthy and righteous. They are the first into a fight, and the last out. However, they are also the first to talk peace and attempt to negotiate. They will not wantonly kill any living being, unless it poses a personal threat to them or another. They know what misunderstandings can do, what persecution can do, and what hasty words and actions can lead to. They often side with the Underdog, as they feel great kinship with them, though they will never willingly side with a force of evil.

Witch Knights must be Neutral Good. If they ever willingly commit an evil act, they lose their status as a Witch Knight and all attendant powers. If acting evil under magical compulsion, the Witch Knight must go on a quest of atonement to reaffirm their faith and cleanse their soul. This is because Witch Knights, the supreme mortal examples of their faith, are perceived to be evil followers of an evil religion, and thus **MUST** show by virtue of action, thought, and word that they are **NOT** evil. Any slipping from their code of honor, and the unjust stereotype will be reinforced, endangering them and all those of their religion. The Witch Knights, like any order of Knights, also hold to a strict code of Ethics. This code stresses honor, justice, and perseverance. They will act with integrity and forthrightness no matter the circumstance, they will always do what is right, in a moral sense, though perhaps not always in a social sense. They will defend the innocent, the downtrodden, contributing to charity and worthy causes, they will act as arbiters and judges in disputes in an effort to bring them to an amenable conclusion. They will never give up, no matter what. If there is no chance of going back, they will plod on in the most hopeless of circumstances. They will retreat only once their friends have escaped. If justice is better served by their survival, they will retreat only if given the permission to do so. They are not many, so retreat is not considered dishonorable, and if a battle goes badly, they will be the first to sound the retreat.

Witch Knights tend to ride alone, though great quests may band up to ten of them together. They try to keep a low profile where ever they travel, only revealing themselves when and if they determine that the locals will not react in an adverse manner. Though, in spite of this, they are constantly looking for quests and challenges to meet, good deeds to do, and ways to prove themselves by noble accomplishment. Even if the deeds go uncheered by a thankful but begrudging populace.

When competing in tournaments, they will not use their gifts of magic to beat their opponents. This is considered unfair. Though a battle between Witch Knights may result in a spectacular battle of sword and sorcery! Most Witch Knights tend to wear thick black cloaks to conceal their armor, and thus their profession. Sometimes, the cloaks will have symbols or badges sewn into them, from wavy golden sunbursts, to tiny sigils stitched in midnight blue so as to be nearly invisible unless close up.

A Witch Knight has the following powers:

CLAIRVOYANT DETECT ALIGNMENT 60'

By passing over or near an object, an area, a tree, or person the Witch Knight can detect the overall alignment of it. For objects and areas, this is determined by the uses the object was put to, or the happenings in the area. Only strong emotions will contribute to this, so many areas and objects will have either no alignment impression, or merely a faint jumbled blur. The Witch Knight can detect the emotions and their intensity, such as strong/weak hate/fear/anger love/peace/courage, and may have a small glimpse of the overall scene (if the emotions creating the impression were strong enough).

A just King's court might register a Lawful Good alignment, while the abandoned torture chamber below (from the days of the dictator) might register as Chaotic Good (and may even give a brief glimpse of pain, fire blood and death).

The tyrant who lives in the Barony over the hill might register as Lawful Evil, as might his Knights, but the ceremonial sword he uses to knight those despotic knights might not even register an alignment. Just because an object is held by an evil person does not mean the object itself will have the impression of the wielder.

This is not a 'bloodhound' like ability. They must spend one round concentrating to activate the power, though they may receive minor twinges in an emotionally charged area.

HEALING AND HEXING

Before becoming a Witch Knight, they were members of an arcane religious sect whose members are all taught various magical techniques, including the ability to use natural energy to heal themselves. They can go into a meditation which will heal 1 hit points per 15 minutes (rounds) spent. They may only heal up to 2 hit points per level of experience. This power can only be used once per day.

If there are five Witch Knights, they may perform a ceremony upon a sixth person (present or not). If the subject is not present, they must know at least what the person looks like and have a name that the person calls themselves by (not necessarily the true one), otherwise the ceremony will not work. This complex ceremony can heal or harm the sixth person they are performing it upon. Total the levels of all five Witch Knights and divide by five. This is the working level of the Witch Knight's circle, they may heal or injure 2 hit points per working level, 1 hit point per turn spent working the ceremony. They may also heal or inflict one natural disease upon the person instead. This takes one hour to effect. Only one ceremony can be performed per week by the Witch Knight.

ASTRAL TELEPATHY

Using this power, the Witch Knight can communicate with a Priest or Priestess of his religious sect and with any other Witch Knights by traveling astrally across the world until he finds them and leaves his message. The Witch Knight must be able to sleep comfortably for a full night when using this power, if he is awakened, or drifts in and out of sleep, the power can not be used. The receiver of the message, if a Witch Knight, will not be able hear the message until they themselves sleep. If the receiver of the message is a Priest/ess, then they will receive the message whether awake or asleep and will be able to hold two-way communication. This power is not limited by distance, though it may not cross planar boundaries.

DETECT MAGIC 60'

The Witch Knight can Detect Magic as per the first level Wizard's spell. This power functions once per day, and advances at 1/3 the normal rate (ie-- the Witch Knight at 1st level uses it as cast at first level, not until third level can it be used as though cast at second level).

CANTRIP

All Witch Knights can cast Cantrip once per day per level (i.e.-- a third level Witch Knight can cast three cantrips per day).

ANIMAL SYMPATHY

At 5th level, the Witch Knight has a choice. They may either choose to find a familiar, as per the Magic User's first level Find Familiar spell (familiar available being limited to small-to-medium sized natural creatures only: cats, hawks, mice, toads, etc); or they may choose the ability to shapechange into a single small to medium sized natural animal of their choice (cat, mouse, dog, goat, etc) with all equipment currently worn. Once the choice of animal has been made, it can never be changed. Likewise, once the choice of having a familiar or shapechanging is made it can never be changed, even if the familiar dies (a new familiar must be found). The shapechange power may be invoked once per day, though they may change back into a human whenever they wish.

MAGICAL ITEM CREATION

Witch Knights gain the ability to create magical items, pen scrolls, and brew potions at 13th level. There are no other modifiers to this ability as it functions exactly as the Wizard ability.

SPELLCASTING

Witch Knights are trained in the Art of Magic, though not as fully as Wizards. Since their youth is spent learning arms and armor, riding and other knightly things, they have little time to spend in study of the arcane rituals of which their religion is made. Still, those who would be Witch Knights find time, meditation takes the place of prayer, self-study and worship the place of the clergy's sermons. Witch Knights must learn and memorize spells in

the same way as Wizards. They must spend one turn per spell level in study and meditation upon the spells they wish to cast that day. Their spells are kept in a small book, which is a record of the basics of ritual and observance, magical correspondences, and religious holidays. This book is not needed to study spells, although without it, they are denied access to one spell per level. Most Witch Knights inscribe their armor (and even shields) with arcane sigils and runes which effectively function as their spellbook, and even, in extreme circumstances (for the armor is destroyed by this use), as a spellscroll.

They can use even damaged armor to memorize spells from, and with time can repair the armor itself, with the spells fully written upon it again. Even a piece of nearly destroyed, inscribed armor can be used. The Witch Knights say that they do not need to remember the spells or patterns on the armor, because the metal sings it to them (If they do not have their small ritual book for this process, they are unable to reinscribe one spell per spell level). At third level, Witch Knights gain the ability to cast spells as follows:

Level	Casting Level	Wizard Spell Levels				
		1	2	3	4	5
3	1	1	-	-	-	-
4	2	2	-	-	-	-
5	3	2	1	-	-	-
6	4	2	2	-	-	-
7	5	3	2	1	-	-
8	6	3	2	2	-	-
9	7	3	3	2	1	-
10	8	3	3	3	1	-
11	9	3	3	3	2	1
12	10	3	3	3	3	2
13	11	4	4	4	3	2
14	12	4	4	4	3	3
15	13*	4	4	4	4	3
16	13*	4	4	4	4	4
17	13*	5	4	4	4	4
18	13*	5	5	4	4	4
19	13*	5	5	5	4	4
20	13*	5	5	5	5	4
21	13*	5	5	5	5	5

*maximum spell ability

After reaching 21st level, Witch Knights no longer gain magic spells. Witch Knights are only allowed to pick spells from the following magic spheres, though they may also choose from the following priest spheres:

Magic User Spheres Priest Spheres

- Abjuration All
- Conjuration/Summoning Animal
- Greater Divination Charm
- Necromancy Combat
- Earth Divination
- Air Elemental
- Fire Healing
- Water

(Note that some spells in the spheres above may not be suitable for a Witch Knight, the spells a Witch Knight chooses are subject to DM approval)

The Witch Knight must learn and memorize spells from the Priest spheres the same as those from the Magic User spheres. Witch Knights gain bonus spells based on Wisdom as Priests, but the bonus spells may only be taken from spells in the Priest spheres. These bonus spells may only be memorized and used once per day.

If they specialize in one sphere of magic, they can NOT cast spells from ANY other sphere, though they gain an effective +1 to their level for the purposes of memorizing and casting spells (they still can not learn spells before 3rd level though!). Specialization is only applicable to magic users spheres (though they still may not cast spells from ANY other spheres, including Priest).

FULL MOON SABBATS

Every full moon, Witch Knights must attend a Sabbat, the religious gathering of their folk. If they can not attend in person, they must concoct a 'Flying Ointment' out of a number of herbs and materials totaling no less than 100 gold pieces value. This ointment must be rubbed on the bare skin and the Witch Knight must lay down in front of a source of warmth, such as a fire, because the substance chills the body. The ointment activates their Astral Telepathy power and gives them a feeling of flying across the landscape to be drawn to the area where the rite is taking place. They can then participate in the rite as if they were physically present.

They can not be woken from this unconscious state until morning. Missing a Sabbat requires the completion of a quest, most likely a pilgrimage to a nearby power area (where magic runs naturally through the earth), where the Witch Knight must enter a meditative trance for a day and speak to the spirits that present themselves. If a quest is not completed, they lose all powers of a Witch Knight until such time as the next attended Sabbat (which MUST be in person) or their atonement and completion of a quest.

OTHER RESTRICTIONS

They may own only a small cottage, that which fits within it, and anything they can carry on their backs. They are not required to donate funds to charity, though during any adventure in which they donate enough of their money, they will receive a 10% bonus to experience points for that adventure ('enough' means giving away all wealth until the Witch Knight has only enough left for their personal expenses and a few frills).

Witch Knights suffer a -2 on their reaction scores when entering any social situation because of the stigma associated with them. Witch Knights may not gain a hold or followers at 9th level. They must fight in tournaments that will have them, at least once a year. They must attend and participate in a philosophy debate at least once a year.

« I am the unquenchable fire, The center of all energy,
The stout heroic heart, I am the truth and the light,
I hold power and glory in my sway,
My presence disperses dark clouds.
I have been chosen to tame the Fates
I AM THE DRAGON »

New Classes in a Table

Class	Requirements	Hit dice	Alignment
Archer		d8	any but good
Blademaster		d10	
Cerebral Night	str 13, con 13, int 12, wis 15	d8	any lawful
Chronomancer	int 13, wis 16	d4	rather neutral
Condottiere	str 15, dex 12, con 13, int 16, wis 14, cha 16	d10	any neutral
Death Master	str 9, dex 12, con 14, int 16, char <8	d6	any
Devil Hunter		d10	lawful good
Dirkman		d10	
Expert Healer		d10 d8	
Holy Fighter	str 17, con 14, wis 14	d10	lawful good
Jedi	str 12, con 12, wis 14, cha 13	d8	lawful good
Knight		d10	lawful good
Magician	dex 12, int 12, wis 12	d5	
Magus		d4	any
Martial Artist	str 15, wis 15, con 13, dex 15	d10	
Mind Warrior	str 15, wis 15	d10	
Ninja		d6	
Outlaw		d6	any neutral
Psionic Healer	con 9, int 14, wis 13	d4	any evil
Rune Weather		d4	any
Sage		d4	
Shaman		d6	any but evil
Squire	str 11, con 9, wis 11, cha 13	d10	any but chaotic evil
Techno Technologist	int 14, wis 13	d4 d4	
Tentacle Assassin	str 10, dex 13, int 13, wis 13	d6	loyal evil, neutral evil or chaotic good (renegade)
Trader		d6	any
Weapon Master		d10	any
Werewolves		d8	
Witch		d4	any neutral
Witch			
Witch Knight	str 9, con 12, int 13, wis 17		

Section 2 : Priest Kits

Curative

The curative is a specialized form of healer. He relies on his knowledge of herbs and other plants to create potions and salves for most any injury. Only good characters may be a curative as they dedicate their lives to finding cures for maladies to help others. Many curatives run small shops to sell their wares to earn money for their expeditions. A wealthy curative would periodically hire adventurers to find rare herbs and plants for various uses. This kit is normally taken by mages and clerics although the occasional thief has been known to become a curative just to make gratuitous amounts of money, as the herbs are not cheap, but this is extremely uncommon.

Social Ranks

Curatives are commonly from the middle ranks of society. Nobility finds such a profession low and "dirty" while most lower class citizens do not have the tenacity to pursue such a scholarly career.

2D6 Roll	Rank
2-4	Upper Lower Class
5-7	Lower Middle Class
8-11	Middle Middle Class
12	Middle Upper Class

Recommendations : Curatives must have an Intelligence/Knowledge score of 15 and a Wisdom/Intuition score of 15. This kit is open to humans, elves, half-elves, gnomes, halflings, tieflings, and barmans.

Weapon Proficiencies : The curative can only use weapons that are small and easy to use. Therefore they are restricted to thief and mage weapons. They are also allowed to use a sickle, for the purpose of collecting plants and herbs.

Recommended Non-Weapon Proficiencies : Agriculture, Brewing, Fire Building, Weather Knowledge, Fungi Recognition, Healing, Herbalism, and Veterinary Healing.

Equipment : Most curatives have a small shop that contains their wares. All curatives start out with a basic distillation apparatus for extracting fluids from plants. He also starts with a full healer's bag.

Recommended Traits : Fast Healer, Inherent Immunity/Poison, Keen Smell Sense, and Keen Taste Sense.

Benefits : The Curative receives a +3 to his healing and herbalism proficiency checks.

Hindrances : The Curative's apparatus is not portable so the character must have a base of operations to work from. If the Curative does not have access to his equipment he does not receive the bonuses to healing and herbalism.

Wealth : The curative starts with twice the regular starting money.

Section 2: Psionic Kits

Psiducer

Description : The Psiducer is a telepath who uses her (or his) psionic ability to for pleasure and power. Like the mage seducer, the Psi- Seducer seeks pleasurable experiences through manipulation of others. Like the rogue seducer, the Psiducer seeks wealth and power.

The Psiducer is always looks wonderful. The mind is great but the body looks the best. The Psiducer dresses quite elegantly favoring silk clothing above all others (some sages say that silk helps channel psionic power).

In addition to the normal requirements for a psionicist, the Psi- Seducer must have a minimum 16 Charisma. The Psiducer can be of any alignment allowed by psionicists. Telepathic is her primary discipline.

Role: The Psiducer is a much desired person. A beautiful person with a good mind; what a combination (and probably dangerous). The Psiducer is concerned with her own needs which mainly revolves around the pleasures of the mind and body and most Psiducers will pursue this avenue to the end. As part of the Psiducer's vanity, she strives for large quantities of material wealth and will use her powers of seduction to get it. Having money brings power which keeps the Psiducer's lifestyle pleasing.

Chosen disciplines : Required: Telepathic Recommended: Psychometabolic, Clairsentient

Sciences: Required: Split Personality. Recommended: Domination, Mass Domination, Switch Personality, Probe, Aura Sight, Clairaudience, Clairvoyance, Create Object, Appraise.

Devotions: Required: one Sexual Psionic Devotion, Attraction, Awe, Empathy. Recommended: Conceal Thoughts, Contact, Daydream, ESP, False Sensory Input, Psychic Impersonation, Repugnance, Post-Hypnotic Suggestion, Telepathic Projection, Inflict Pain.

Weapon skill: Recommended: Dagger, or some other small weapon easily hidden and carried about.

NonWeapon skill: Bonus: Etiquette, Artistic Ability, any two sexual NWP. Recommended: Languages (Modern), Singing (Rogue, no penalty), Gaming.

Equipment: The Psiducer spends a fair amount of money on beautification. The Psiducer doesn't wear armor as it hides her beautiful body.

Special benefits: The Psiducer is a pleasure to be around and doesn't need any more benefits.

Special hindrances: Because they use their psionic abilities for earthy reasons, the Psiducer is looked down upon by other psionicists. This results in a reaction penalty (usually 5%) decided by the GM.

Races: Any that may be a psionicist.

Notes: Here are some creative uses for existing powers:

- Disintegrate clothes
- Expansion of Bust or Hips
- Probe for sexual experience or preference
- Induce pleasure on herself
- Summon Planar Creature - Succubus
- Adrenaline Control - Increase Constitution

Here are psionic powers that creative psionicist are working on:

- Below Waist Project Force

- Disease Sense
- Ecstasy Field
- Create Insanity (a very special Psychic Surgery)
- Beautification (a very special Metamorphosis)
- Desire Whip
- Sexual Insinuation
- Sexual Daydream
- Desire Amplification
- Graft Partner

Section 3 : Rogue Kits

Seductress

Description: The Houris does it for sleazy pleasure, the Seducer/Seductress mage does it for professional pleasure, but the rogue Seductress does it for the wealth.

The Seductress is a female rogue who uses her special abilities of seduction to get what she wants. Unlike the mage Seductress who is in it more for lust, the rogue Seductress is more materialistic using lust to get things.

In addition to the normal requirements for a rogue, the Seductress must have a minimum Dexterity of 12, a minimum Wisdom of 13, and a minimum Charisma of 15. The prime requisites are dexterity and charisma. A Seductress can be any chaotic alignment or neutral evil.

Role: Seductresses are the women that men gawk over. They are manipulators in cunning and subtle ways typically getting what they want which is usually money. And if they have some wonderful sexually experiences, they better.

Many thieves guilds have at least one Seductress high up in the organization. Most Seductresses latch onto the guild leader and use their powers to control the leader as a puppet and thus rule the guild from behind the scenes.

Skill Progression: The Seductress has the thieves skills of Pick Pockets, Move Silently, Hide in Shadows, and Detect Noise. The Seductress doesn't have the thieving skills of Open Locks, Find/Remove Traps, Climb Walls, and Read Languages.

Weapon skill: Recommended: Dagger, or some other small weapon easily hidden and carried about.

NonWeapon skill: Bonus: Etiquette, Dancing, Disguise, any one sexual NWP.
Recommended: Languages (Modern), Singing, Gaming.

Equipment: The Seductress should spend a fair amount of money on good clothing, perfume, and other items of beautification. The Seductress doesn't wear armor as it hides her beautiful body unless she's on a thieving excursion and then leather armor is acceptable.

Special benefits: The Seductress uses a special power of seduction described in the "Seduction For The Professional" section with the following formula rather than the one given:

Seductress level + (her Charisma / 2)

Victim's level + modifiers + Wisdom bonus vs. charm spells

Special hindrances: The Seductress must maintain her wardrobe, and is constantly replacing articles which have been muddied or torn. They are such perfectionists in their craft that they will dispose of anything that will harm their seductive craft unless it can be perfectly mended. They will also pay 10% -100% more than the normal cost whenever making a purchase due to their exacting standards.

Note also that the Seductress also has a great love for jewelry. After all a woman is only as beautiful as her accessories. So the Seductress is required to spend a considerable amount of money on such things.

The rogue Seductress is typically looked down upon by Houris and mage Seducers. They usually go out of their way to make life difficult for Seductresses when possible.

Wealth option: The Seductress begins with 5d4x10 gold pieces of starting money to simulate his higher standing. However, he must spend 50% of it on clothing.

Races: A Seductress can theoretically be any race that can be rogues, although most GMs would probably prefer to limit it to humans, elves, and half-elves.

Seductress' guilds: These guilds are mostly in large cities and often found in matriarch cities. The guilds provide training for seductresses and will provide most often cheap room and board. The guilds are often connected to the government officials. This way they can provide service without any need for secrecy.

The guild will give information on other guild locations and places where males are the minority of a population. That way a working woman can be financed easily. The guilds are often against any male ruled kingdoms and will pay for services of destabilize these governments. The dues are paid by training and using the facilities of the guild. Such as baths, cosmetics, spells, etc..

The guilds are run by older seductresses. They often have heagmasters and a small council. They set up rules and dress codes for the area Some guilds provide the community with escort services.

Planewalker Thief

A planewalker thief is one of the most feared and respected of all classes on the planes. Everyone knows that a good thief can bob a tanar'ri, get away with murder, give the Harmonium the laugh, and still walk away, not only with their lives still intact, but a whole lot richer, with probably a few more magical items to boot. Planewalker thieves are also well known for the special contacts that they have been known to keep company with, whether it be a clueless prime, a trumpet archon, or a yugoloth high up.

Requirements: A planewalker thief must have a minimum of 15 dexterity and a 12 charisma (the high charisma is required for the contacts they gain. See below).

Role: The role of a planewalker thief is much the same as a prime thief, only on a much larger scale. Backstabbing, picking pockets, bribery... it all remains the same, it's just more dangerous in the planes.

Weapon Proficiencies: The primary weapons of the planewalker thief are small, easily concealed items. Daggers and knives are the most popular, but larger weapons do have their advantages when in the midst of combat. With this in mind, planewalker thieves are allowed to become proficient in any weapon of size M and smaller. A planewalker thief may spend a second weapon proficiency slot to become "specialized" in a dagger OR knife, but never more than one weapon.

Non Weapon Proficiencies: Bonus: Looting (see the Complete Thief Handbook). Required: Danger Sense (normally only allowed for humanoid characters, but planewalker thieves have to keep on their toes, so they have learned to detect things normally undetectable to the average person). Recommended: Running, Information Gathering, Portal Feel.

Equipment: planewalker thieves are limited to studded leather armor, leather, and padded. They must be able to keep themselves quiet so as not to attract any unwanted attention. They usually won't even wear any armor, so as to keep their thieving abilities at maximum. They prefer to wear nice fancy clothing, but realize also when rags and dropcloths are required to keep their cover.

Special Benefits: The planewalker thief has a special ability to Burglarize. This ability comes into play whenever a thief tries to break into a place and steal, kill, or stake out. Whenever a thief tries to break into a place the DM secretly rolls a 1d100. The thief has a base 5% chance per level of burglarize successfully, minus 5% for EVERY level of someone who is at the place. EXAMPLE: Jake is a third level thief trying to burglarize a house. There are 2 people (both level 1) in the house at the time. So Jake has a "base" 15% chance. Reduce this chance by 10% (two people at level 1 each = 2 total levels). Jake now has a 5% chance of burglarizing successfully. If the people at the place the thief is going to burglarize happen to be "guards" of any sort, reduce the chance to minus 7% per level

of the guard. And if the people are sleeping (guards will still be more alert, but still penalized the same amount) add a bonus of 2% per level of the person.

A planewalker thief also has many contacts through different planes. Whenever a planewalker thief rises a level, roll 1d20. if the roll was equal to, or less than the thieves level, he has gained a valuable planar contact (not necessarily to be mistaken with an "ally"). This contact will be from a plane that the thief has visited recently, which could mean a tanar'ri contact (probably not the best thing) if the thief has only been to the Abyss recently.

Special Hindrances: The planewalker thief has some special hindrances that must be addressed. First of all, a thief might have a valuable contact, but remember, if you are willing to be a thief, then apparently you're not very trustworthy in most peoples eyes. Every time the thief gains a level, there is a 20% chance that a "contact" has become disinterested in you and decides not to help you anymore (for reasons thought up by the DM), and of those that do become disinterested, there is then a second roll to be made. 25% of the disinterested former contacts will become hostile toward the thief, attacking him outright, or sending minions to capture or kill him (this is also up to the DM, as it would depend on the contact as to how it would react toward you). One good thing about this is, if you have other contacts, they may help you (depending what kind of contact they might be. A tanar'ri probably won't help you kill another tanar'ri, but then again, it might. Who knows?).

Another special hindrance is the fact that thieves are persued constantly by Harmonium when in (and out sometimes) Sigil. If a thief becomes known to the Harmonium, you can expect to be arrested (or killed, depending on the circumstances) at any moment. Planewalker thieves are the most people in the planes that have a Hard Head pursuing them with a Warrant of Holding (see the Factols Manifesto for information on Warrants of Holding).

Section 4 : Warrior Kits

Celestian Knight

In recent times, proxies have become more numerous, or at least, they have been letting more be known of themselves as of late. And with the seemingly growing population of proxies, there are those mortals who would love to rise to higher positions in the eyes of their deities, and becoming a celestial knight is a sure way of going about it. These cutters are next to none, with the proxies and they know it, and they aren't afraid to admit it, to show that they too can become high ups in the eyes of their deity. More than anyone else though, celestial knights are most likely to be chosen to become a proxy of an upper planar power. There are no such knights of the Neutral or Lower planes.

Role: A celestial knight has nothing to prove to anyone, except his high ups (who are usually a proxy) or his deity. The main reason for these knights to exist is to spread faith, much like a priest, but in a less friendly manner. These are the warriors of the upper planes, similar to a Per, but still mortal, although a celestial knight may also be a proxy or a petitioner, they are mostly mortal. It matters not what the alignment of the knight is, as long as it isn't evil, and he worships a power from one of the upper planes. But there is also one thing to remember, the celestial knight must have an alignment as are required for priests of that deity, but still may not be evil, no matter what.

Requirements: A celestial knight must have a 13 CON, a 12 INT, and a 15 CHR (17 CHR for paladins still).

Weapon Proficiencies: A celestial knight may become a grand master (Combat and Tactics) in his chosen weapon, even if a paladin (who normally can't specialize, but can not specialize in any other weapons). The weapons used by these knights must reflect upon their god though. A long bow for a worshiper of Artimus would be great, and a warhammer for a worshiper of Thor would be good, but not a Whip for a worshiper of Gond, nor a two-handed sword for a worshiper of Mystra. You get the idea cutter. But just because you worship a god of Agriculture still doesn't mean you are limited... you don't have to wield a rake or a shovel, but you can wield a trident (much like a pitch fork) or a scythe.

Non-Weapon Proficiencies: Bonus: Religion. Required: Endurance, Etiquette. Recommended: Healing (for a paladin), Gaming (if you worship a god of games or such), Hunting (if you worship a god of the hunt), any proficiency fits well, and most will reflect on the deity worshipped.

Equipment: They may wear any armor of chain mail or "better". This means no leather armor berk. A servant warrior of the powers is expected to live, not be comfortable. These knight will wear and use any equipment that fits the portfolio of the deity they worship, but they are not limited to this.

Special Benefits: Celestial knights have the unique power to transfer hit points to the wounded. They may transfer up to half their "current" hit points to heal someone by the same amount transferred. These lost hit points may be regained by normal or magical means. They may do this three times per week, if they have enough hit points left to do it more than once.

At 8'th level they gain one point to any one attribute, either chosen by the player, DM, or by a random roll. This is a reward for faithful service to a power, and will NOT be granted if the knight has dishonored the deity. This is much like what happens when a paladin loses all powers. Although the knight may please his god once more, if this sort of dishonor does happen, he will NOT get this bonus point at a later time just for getting back on the gods good side, which means you had better be good at least until level 8 berk. It is also wise to note, that after you have already gained this bonus point, it will remain forever, unless removed by some other means, but the god will not take this away after it was earned.

A celestial knight has a +2 bonus to reaction adjustment when dealing with upper planar creatures. This bonus increases to +4 when the creature is of the EXACT same alignment as the knight.

Special Hindrances: Celestial knights suffer a -6 reaction adjustment with all creatures from the lower planes, and a -2 with all creatures from the neutral planes. They suffer a -8 when dealing with lower planar creatures of the EXACT opposite alignment.

If a celestial knight displeases his god (much like when a paladin loses all powers) he will lose all "benefits" of this kit (with respect to the bonus stat point) but will keep all the hindrances. This is in addition to a paladin celestial knight, which is why most of these cutters are warriors and not paladins.

And one last thing, these cutters are usually attacked by lower planar assassins, as they are almost as high up as the proxies. Sometimes they are even attacked by rival assassins sent by a "good" god, because of something the two gods just don't seem to agree on. Hey, who said murder is only a thing of the lower planes? And any fiend who encounters a celestial knight may enjoy a +4 bonus to morale, because they know, to kill one of these cutters is to please their own high ups and most likely be advanced in the ranks of the fiends.

Wardancer

Role: The Cult of Silence is an organization of Drow warrior-mages who follow an incredibly strict warrior code, the Code of Silence. They strive for excellence in combat, rivaling and, if they survive their first years as Wardancers, surpassing most above-world Bladesingers both in the arts martial and in pure viciousness and toughness. Unlike most Drow they are usually not cruel, but neither are they merciful. They prefer to deal a quick death to their prey, but will occasionally resort to torture, though this is most often left to others who can ask questions verbally. The only time they employ cruelty is when they punish a renegade.

Required stats: Int 15, Dex 16, Con 13, Str 13

Nonweapon proficiencies:

Bonus: blind fighting, dancing

Required: Alertness

Recommended: direction sense, slow respiration, somatic concealment

Weapon proficiencies:

Bonus: ambidexterity, 2 weapon style

Required: battle cloak, longsword or arm blade

Recommended: 1 weapon style, hand crossbow, martial arts

Benefits:

Combat modes:

Offensive attack mode: +1 to hit for every 3 levels, -2 to AC, -1 to initiative

Defensive mode: + (level / 2) +1 to AC, maximum of 1 sword attack possible per round, -2 to hit

Passive mode: +1 to hit for every 5 levels, -1 to AC for every 4 levels. May parry without losing attacks.

Spellcasting mode: no attacks possible, - (levels / 2) to AC, +2 to casting time

Special moves: bonus to negate penalties for special moves is +1 for every 4 levels

Surprise bonus: surprised only on 1, + (level / 2) to surprise others if alone.

Stealth: Wardancers gain the ability to Move silently at 15% +6% / level, and Hide in shadows at 15% +5% / level. Neither of these include adjustments for dexterity or armor adjustment

Penalties:

The Code of Silence: As stated before, the Wardancers strive to operate in complete and utter silence. To this end they carry silenced equipment, wear no or silenced armor and take pains to move as silently as possible. In addition, once a Wardancer has survived basic training he or she is rendered mute.

In addition to serving as a reminder to the Wardancer that silence is his closest ally, it serves to limit the Wardancer's possible outside world contact (after all, who is going to accept the surrender of a Drow whose only mode of communication is the Drow sign language, and how is the same Drow supposed to convince others of

his good intentions when he cannot speak). Another aspect of this is that all the spells that the Wardancer knows must be modified for somatic and material components only. This limits the Wardancer to studying with his appointed masters and makes it even harder for a renegade to survive in the world outside. It also makes it impossible for them to teach their skills to anyone who does not know the Drow sign language.

Armor restrictions: A Wardancer is prohibited from wearing any armor other than leather (ac 7) or elven chain (ac 4), and even in those cases the armor must be silenced. Most Wardancers do not wear armor, preferring instead a Drow spidersilk bodysuit treated with heatbane. Sometimes this suit is the equivalent to padded armor (ac 8). It always has a full face mask.

Becoming a renegade: Should a Wardancer choose to become a renegade, he may expect to be hunted by other Wardancers until the day he dies. Should he ever be caught alive, he will be executed in ritual fashion by his peers. The execution will be overseen by a master. During the ritual the renegade is stripped of all armor and clothing and his hands tied to a stake set in the ground behind him. The renegade ends up kneeling inside a circle of hot stones. Each Wardancer present will then approach the renegade and cut him or her deeply with a ritual knife. The overseer usually has the honor of the first cut and, should the renegade still live after all present members have cut him three times, the honor of ending the ritual by slitting the renegade's throat.

Weapon restrictions: Although a Wardancer may carry and be proficient with any weapon available, he will always choose the cloak and sword (and sometimes the blastpipes) over any other carried weapons. When using any other weapons the Wardancer receives a -2 to his attack roll. Note that a Wardancer may only be specialized in one of the three available sword types but may be proficient in the other two and use both without penalty. A surprising number of Wardancers have their right arm replaced by an artificial one with an arm blade mounted in the forearm.

No family: Once the Wardancer joins the Cult of Silence he is no longer considered a member of his former house or family. No Wardancer will ever be seen wearing any marking related to a house or a family.

Equipment: Drow spidersilk bodysuit treated with heatbane (renders the wearer almost invisible to infravision), elven or silenced boots, cloak (see weapons), adamantine of choice, blastpipes (see weapons) or hand crossbow, poison (death/15, save at -2; sleep/drowsiness). Their clothing is most often matte black, as are their weapons.

Weapons:

Adamantine longsword (d8/d12), arm blade (d6+1/d8) or scimitar (d8/d8). Note that the scimitar is a very rare choice with the exception of Wardancers from the city of Ched-Nasad. The longsword is the most common specialty weapon of the Wardancers, and is often created with a spring loaded dagger blade (d4/d3) in the handle.

Blastpipes are a set of three tubes, mounted together either under or above the wrists, which use a spring loaded mechanism to launch a hand crossbow quarrel. The quarrel is usually coated with poison. The range is the same as that of the hand crossbow, as is the damage (d4+1/d4).

Arm-mounted crossbows: Hand crossbows mounted on the forearm.

The Battlecloak is a silenced (sometimes elven) cloak with an inlaid adamantium web. This enhances the AC of the wearer by 1. Also within the cloak are a set of 5 adamantine spears (d8/d6 together). The cloak may be used to make a fan-like attack causing the aforementioned damage. The hem of the cloak is often strapped to the wearers off-hand and is always attached to the shoulders, not tied around the neck. The spears in both hems of the cloak are telescopic, and so the one attached to the off-hand may be withdrawn out of the way. When not withdrawn the spear may be used to stab (d4+1/d4). The cloak may also be used to disarm opponents and deflect their weapons at +2 to the roll required. The battlecloak is an enormously difficult weapon to use and requires two weapon proficiency slots (one for attack, one for defense). If used without proficiency the penalty to do so is the standard penalty -3 (-8 for wizards, -5 for fighters, etc). If used with only the attack proficiency, the defense options can be used without penalty, if only the defense proficiency is possessed, however, the user suffers a -1 to all attack rolls with the weapon. The Wardancers always carry enough poison of each type to coat their sword at least three times (one flask of poison will coat one sword or ten crossbow bolts). The cloak blades are usually not poisoned.

Note: All Wardancer equipment is usable in daylight. This means that their adamantite weapons and armor (if any) are not magical, rather they are just weapons of non-radiated adamantium. All non-magical adamantium weapons have a +1 to both hit and damage.

Section 5 : Wizard Kits

Cormyrian War Wizard

Description: The War Wizard is a wizard from Cormyr, in the Forgotten Realms setting, although this kit can easily be modified to suit almost any small medieval kingdom. All wizards residing in Cormyr for longer than six months of fourth or greater level are required to become War Wizards.

War Wizards are not required to adopt the Cormyrian War Wizard kit, and War Wizards are allowed to take other kits if they so chose, or none at all. This kit is primarily intended for young mages and specialists who are trained since the beginning of their apprenticeship to serve in the Cormyr's corps of War Wizards. In the rest of this description, the appellation 'War Wizard' refers to mages who have specifically taken the Cormyrian War Wizard kit.

War Wizards are skilled in both military strategy and tactics. They are taught elementary self-defense and methods of employing their spells to most effectively aid small and medium-sized contingents of troops. In addition, most are taught how to ride a horse, and how to study spells under less than ideal conditions.

To adopt the War Wizard kit, a sorcerer must demonstrate both strength and stamina to prepare themselves for the rigors of war and life on the campaign trail. A minimum Strength of 12 and Constitution of 13 are required to adopt the War Wizard kit.

Abandoning this kit is not allowed while the War Wizard continues to reside in Cormyr and it involves withdrawing from the War Wizard organization. Permission must be granted by the King of Cormyr to withdraw from the organization (and hence from this kit), and the wizard is then exiled from Cormyr. Deserters will have a bounty placed upon their head. If a wizard does abandon this kit, all benefits and hindrances are immediately lost, and all former colleagues will do their best to avoid (or capture) the War Wizard depending upon the circumstances of the withdrawal.

A War Wizard's initial spells should be chosen to reflect the military nature of his or her occupation, thus offensive and area of effect defensive spells should be emphasized.

Preferred Schools: The preferred schools of the War Wizard are illusion, alteration, and invocation/evocation. However, the corps of War Wizards includes a few specialists in almost all schools, as each specialist adds to the magical potency of Cormyr's army.

Barred Schools: War Wizards are barred from the school of necromancy, due to the repugnant nature of this discipline to the goodly rulers of Cormyr, and to the debilitating effect having a necromancer in the ranks would do to morale.

Role: The War Wizard is a member of an elite corps of mages and specialists who augment the more conventional forces of the Cormyrian army. In battle their role includes augmenting the conventional military forces, neutralizing enemy wizards, providing reconnaissance information, and neutralizing monsters and magical beasts under the control of the enemy.

War Wizards are expected to stay active in their studies, serve in peacetime garrisons, and mobilize at the first hint of war. In addition, the corps is expected to train itself, and stay current on newly invented or discovered magics.

Secondary Skills: No particular Secondary Skill is recommended or required. A War Wizard receives his Secondary Skill either by choosing or rolling randomly, whatever is normal for the campaign.

Weapon Proficiencies:

Required: short sword

Nonweapon Proficiencies:

Bonus: (Warrior) Endurance, Riding (Land-based), Spellcraft.

Recommended: (General) Swimming; (Wizard) Engineering, Ancient (Military) History, Herbalism, Reading / Writing; (Warrior, takes 1 slot only) Running, (Warrior takes 2 slots only) Blindfighting; (Rogue, takes 1 slot only) Tumbling.

Equipment: The War Wizard may buy any equipment he chooses, keeping whatever money he might not use.

Special Benefits: The War Wizard receives a bonus Weapon Proficiency, in addition to his normal starting total, at no cost. This bonus Weapon Proficiency must be used for the short sword. The War Wizard is specially trained for defense, and thus improves his armor class by two places when specifically defending with the short sword, assuming the War Wizard takes no other action that round. If the optional rules from either the DMG or the CFH are used, this bonus is in addition to any parrying bonus, but only applies in hand-to-hand combat. As a consequence of this defensive concentration, when using a short sword, the War Wizard suffers a -2 penalty to his or her attack rolls.

Due to specialized concentration, a war wizard is trained to memorize spells faster, and under adverse conditions. A War Wizard needs only four hours of reasonably restful sleep (here a "reasonably restful sleep" is left up to the DM's discretion) to memorize spells at the normal rate. If a full night of restful sleep is had, the War Wizard needs only five minutes per spell level to memorize spells. If the sleep is only "reasonably restful", as described above, and the wizard attempts to memorize spells at the accelerated rate mentioned above, there is a chance the wizard will mess up, and have to start over at the slower rate of memorization for any particular spell. This chance is equal to 100% - (% chance to know spells given by intelligence).

In addition, higher level War Wizards often trade spells of equivalent level with their fellow War Wizards, at no extra charge. Higher level War Wizards are expected to tutor at least one other War Wizard of lesser power at least once per year, free of charge. The War Wizard corps act as a loosely knit academy spread throughout Cormyr to which all members contribute and benefit.

Special Hindrances: It is a crime for War Wizards to trade spells with or train any nonmember mage without official permission from Vanderghast (the head of the War Wizards) himself. War Wizards are expected to serve garrison duty two months each year, and to assemble in the nearest Cormyrian city once every three months for a week of training and seminars. Special exemptions can be had from the seminars, but not from the garrison duty except under extreme circumstances. In addition, War Wizards are expected to immediately notify their superiors if they intend any extended leave of absence from the country and they must be reachable at all times while residing in Cormyr.

Freestave

Description: A freestave is a mercenary wizard who wanders the Realms much like the standard mercenary fighter, selling his magical talents to the highest bidder. Many evil mages in the employ of the Zhentarim are freestaves who have found an employer interested only in results and not methods.

A freestave must be able to stand the demands of travel, and hence a minimum Constitution of 9 and Strength of 9 are required in addition to a minimum Intelligence of 9.

Preferred Schools: The preferred schools of freestaves are invocation/evocation and abjuration, although almost any type of specialist will find his talents in demand for appropriate lines of work.

Barred Schools: Freestaves are not barred from any school, although necromancers rarely find consistent employment as mercenaries or have the temperament for such work.

Role: Freestaves serve as the wizardly equivalent of mercenary warriors. They contract themselves out to various employers for a variety of tasks. Many evokers serve in mercenary armies providing magical support. Many diviners serve army commanders directly providing valuable information. Conjurers are often used to “soften up” an area with numerous monster attacks before an invasion. Enchanters make excellent interrogators and spies. Illusionists supplement guerrilla campaigns with great effectiveness. Abjurers are often employed to protect high ranking commanders and to cancel magic employed by opponents. Transmuters and generalist mages provide a large arsenal of magic for general purposes.

Secondary Skills: No particular Secondary Skill is recommended or required. A freestave receives his Secondary Skill either by choosing or rolling randomly, whatever is normal for the campaign.

Weapon Proficiencies: As mage.

Nonweapon Proficiencies:

Bonus: (Warrior) Endurance, Riding (Land-based), Spellcraft.

Recommended: (Wizard) Engineering,

Ancient (Military) History, Reading/Writing; (Warrior, takes 1 slot only) Running, (Warrior takes 2 slots only)

Blindfighting; (Rogue, takes 1 slot only) Tumbling.

Equipment: The freestave may buy any equipment he chooses, keeping whatever money he might not use. A freestave may be loaned powerful items such as magical wands by his employer for the duration of employment.

Special Benefits: A freestave can often demand access to new spells or training as payment from potential employers in exchange for service. Also freestaves are traditionally paid far better than common mercenary troops. Payment of 50 gold pieces a day for a mid-level freestave is not uncommon.

Special Hindrances: A freestave is rarely trusted by his own employer or his fellow troops. Enemy armies often have a corps of assassins who are trained to specifically disable and/or kill enemy wizards. Mercenaries and other soldiers will rarely take a wizard prisoner, immediate execution is the standard operating procedure. Many kingdoms ban known freestaves from their borders. The penalty for discovery is usually immediate imprisonment or death.

Houri

Description : The Houri is a nymph of paradise. She was born in a seedy section of a city, growing up in a poor and miserable life but dreaming of a better future. Yet, instead of turning to a life of thievery like most, her beauty and intelligence leads her to a life a magic. Once there, she specializes in charming, enchanting, and seducing.

Some people look down upon her as a disgusting prostitute and vixen. Others view her as a sensual beauty and the most desirable being on the Prime Material Plane.

In addition to normal magic-user requisites, the Houri must have a minimum Charisma of 15 (her voluptuously alluring beauty and charm being evident). Also, a Houri is female (although adjustments can be made for men and thus a Gigolo wizard sub-class is born). Furthermore, she must be of chaotic alignment.

Preferred schools : The most appropriate school for the Houri is enchantment/charm.

Barred schools : All other schools are barred.

Role: The Houri is a fun-loving, charming person who can find herself mingling at all the high-class parties with many men-a-calling. She can also be found being a high-class prostitute for the wealthy and well-to-do. Her magic abilities are not always known by the company she keeps, which leads to mystery on why she is so alluring.

Having a terrible and trapped childhood, the Houri is glad to adventure, traveling to many cities being the flirt in each. Her abilities of charm and communication make her valuable when in contact with intelligent beings (she's so irresistible). Because of this, she tends to be viewed as the leader of the group, although this probably isn't true (such matters of tactics, marching order, etc. are of little importance to her).

Weapon skill :

Required : dagger or knife. The Houri is often fond of long, thin pins such as hat-pins and hair-pins, which can be easily concealed on the Houri's person and do 1-3 points of damage.

NonWeapon skill:

Bonus: Etiquette, any one of the sexual skills listed in this guide (player's choice).

Recommended : (General) Artistic Ability, Dancing, Languages (Modern), Singing (Rogue, no penalty), Gaming.

Equipment : The Houri can spend her money on anything she likes. Remember, that the Houri should maintain a level of high beauty. Thus, jewelry, fine clothing, and perfumes are a favorite items of purchase for a Houri.

Special benefits : The Houri has a special power of seduction described in the "Seduction For The Professional" section. The Houri receives a +3 reaction modifier from men.

Special Hindrances : A Houri is not allowed to wear protective armor; indeed, the less clothing she wears, the more effective she is. The Houri receives a -3 reaction modifier from women, for obvious reasons. The Houri refuses to live the terrible poor life she once had. Thus, when making purchase, the Houri accepts nothing but the best, whether it be a meal, a room for the night, a weapon, or even a chest to carry her possessions. Any time she buys any item, the Houri must pay 10 to 100 percent more than the listed price. The GM will decide the price paid by the Houri, which may vary from item to item, depending on the quality of merchandise in a particular locale.

Wealth options: The Houri receives only (1d4+1) x 5 GP for starting money.

Races: A Houri can only be human, elven, or half-elven.

Seducer

Description: Where the Houri tends to be bubbly and perhaps a little indiscriminate, the Seducer (Seductress if female) is more subtle and discreet in his efforts. He will be dressed elegantly but not showy, have excellent taste in all that matters, and be very capable of following through on everything he promises... but whether he does, is another story. Seducers are the Valmonts and the Casanovas of the magic world. In addition to the normal requirements for a magic user, the Seducer must have a minimum 15 Charisma and 12 Wisdom (to be able to figure out all the tricky angles to use on which particular person).

Preferred schools: Seducers may not specialize.

Role: The Seducer is the man that all the women swoon over and the Seductress the woman men fight over. They are manipulators in cunning and subtle ways-- yet they are not all evil, some merely wish to explore their sexuality in as many ways as they can, and some are merely looking for a mutual good time.

Weapon skill : Recommended: Dagger, or some other small weapon easily hidden and carried about.

NonWeapon skill: Bonus: Etiquette, Dancing, Artistic Ability, any one sexual NWP. The Seducer is assumed either to have come from a high- class background or to be aspiring to/pretending to have one.

Recommended : Languages (Modern), Singing (Rogue, no penalty), Gaming.

Equipment: The Seducer should spend a fair amount of money on good clothing, and should bear in mind if male that taking all those lovely ladies to dinner will cost a pretty penny.

SPECIAL BENEFITS: The Seducer uses a special power of seduction described in the "Seduction For The Professional" section (in the Complete Guide to unlawful Carnal Knowledge) with the following formula rather than the one given:

Seducer's level + his Charisma

Victim's level + modifiers + Wisdom bonus vs. charm spells

Additionally, the Seducer receives a kind of "professional courtesy" from fellow charmers. Such creatures as mermaids, succubi, medusae, vampires, sirines, or others that use natural charm spells (GM's discretion) will not attack the Seducer and will be friendly toward him as long as he is the same toward them. Some creatures will be neutral to the Seducer's companions so long as those companions are same toward them, but even should the companions attack the creatures will not attack the Seducer until he attacks them.

Special hindrances: The Seducer must maintain his wardrobe, and is constantly replacing articles which have been muddied or torn. They are such perfectionists in their craft that they will dispose of anything that will harm their seductive craft unless it can be perfectly mended. They will also pay 10% -100% more than the normal cost whenever making a purchase due to their exacting standards.

The longer a Seducer practices, the more charming he becomes -- so much so, in fact, that any humanoid of the opposite sex who comes in contact with him must save vs. spell at a penalty equal to the Seducer's level, and with no magical protective aid (no rings of protection, etc., but Wisdom bonus is allowed) or become mildly enamored of him and disposed towards jealousy of any perceived rivals. This can work to the Seducer's advantage, but not when he's trying to seduce the Duchess and the enamored chambermaids are putting mud in her stockings.

Additionally, should a natural 1 be rolled on the saving throw, the victim will become completely obsessed with the Seducer. The victim will do anything (even violate his alignment) to gain the Seducer's love, and will deal ruthlessly with all rivals, real or perceived. This condition will last until negated by a Cure Insanity cast by a cleric of higher level than the Seducer, a Heal, a Limited Wish, a Wish, an Alter Reality or an Angel's Negation is cast on the afflicted. Alternately, 2d12 sessions psychotherapy lasting one hour each will grant the same result as an Angel's Negation.

Wealth options: The Seducer begins with 5d4x10 gold pieces of starting money to simulate his higher standing. However, he must spend 50% of it on clothing.

Races: A Seducer can theoretically be any race, although most GMs would probably prefer to limit it to humans, elves and half-elves.

Wandcaster

Description: These wizards are by no means different from the standard wizard. There are both mages and specialist wizards who call themselves Wandcasters. Wandcasters do not cast spells as normal wizards, instead of memorizing them normally, they channel their spells through wands (or other items). In fact, the wizard stores the spells in his wand in stead of his brain, and then casts the spell straight from the wand. They still need to "memorize" spells from their spellbooks, but they store the spell memorized in wands.

As the name would apply, a Wandcaster's item of power is usually a wand. Other items can be used, and the most common of these are staves and precious gems of all sorts.

Wandcasters must have minimum scores of Int 15 and Wis 12. There are no alignment restrictions.

Barred: No wizards are barred from this kit, but Enchanters and Transmuters seem to be numerous amongst the Wandcasters. Few Necromancers or Abjurers take this kit.

Role: Wandcasters are often advisors to kings and rulers, but the adventuring Wandcasters is not terribly uncommon.

Secondary Skills: Any, although Scribe is most likely.

Weapon Proficiencies: Wandcasters are limited as other wizards.

Nonweapon Proficiencies:

Bonus: Reading/Writing.

Recommended: Ancient or local history, religion, spellcraft, agility casting.

Equipment: Wandcasters always carry a non-magical wand (or other item, see Special Benefits below), which is usually carved with runes of magic, and often appear like "normal" magical wands. The wands detect as magical with Detect Magic and similar spells. The wandcaster must prepare his wand (or special item) for 2d10 days before using it. If the Wandcaster loses his wand (or special item) and has not the time to make the new one in, he must make an intelligence check at -3 each time he attempts to cast a spell. If the check fails, the magic fizzles.

Special Benefits:

As the Wandcaster casts his spells straight from the wand, the wand, in fact replacing the somatic component for the spells. Material Components are stored in special pouches and simply vanish from these as the spell is cast. Casting spells in this way has two main benefits. The first is that the Wandcaster has the casting time of the spell reduced by 1 per 5 levels (1 at 1st level, 2 at 5th, 3 at 10th etc.). No spell is ever reduced below 1 in any case. Spells with casting time measured in rounds or longer are not affected.

The second benefit is that it is very difficult to see what spell the Wandcaster is casting, unless the effects are visual, at which time it is often too late. Anyone attempting to use Spellcraft to determine what spell the Wandcaster is casting must check at 1/3 his normal chance (the formula for a wizard with Int 17 goes as follows: $(17-2)/3=5$. The wizard has to roll a 5 or less on a die twenty to see what the Wandcaster is trying to do).

Special Hindrances:

The main setback of being a Wandcaster is simple; If the Wandcaster ever loses his wand (or other special item) he is in deep doodoo and must find a new item and break it in, see Equipment for more details.

Another side effect is that because the wand (or item) used detects as magical, enemy wizards often try to steal the wands for their own personal use (only to be disappointed, of course, only the owner of the wand can cast spells from it, as an Identify spell will show)

Wealth Options: Wandcasters start with $(1d4+1) \times 10$ gps like other wizards.

Races: Anyone able to become a wizard can become a Wandcaster. Humans, however, seem to be especially drawn to this kit, as elves and gnomes seem to favor traditional wizardry.

Section 6 : Bard kits

Paladins of Torm

Well, my exDM hasn't found my work that I did on the paladins of Torm, so here they are off of the rough drafts that I had laying around my room. I will try to piece it together:

- Paladins of Torm must follow the honor system from the Oriental adventures
- Paladins must also be of the cavalier kit from the CFHB (or UA).
- Additional powers (as if a specialty priest of Torm):
- `_Command_` spell, 1/day at first level
- Paladin's henchmen treat loyalty checks as if the paladin's cha was an 18 (if the henchmen worship, or at least acknowledge Torm's power)
- When spell casting is gained by the paladin the divination and protection spells have double duration.
- May command undead without threatening his/her alignment (though actions that the paladin can command are restricted by his LG align).

The regular paladin abilities:

- detection of evil (intent). A red aura will envelope those that are evil or that intend evil (depending on how the Dm wants this to work). It can be expanded to include items that are magical (with intelligence or made by evil powers/mages/priests for the purpose of spreading evil).
- +2 bonus on all saves (in addition the ST bonuses gained from the cavalier kit)
- Immunity to all natural disease. Not including magical disease and curses such as mummy rot or lycanthropy.
- Can cure disease (as above). This power is performable once per week for every five experience point levels (1 per week level 1-5, 2 per week levels 6-10, etc.).
- Surrounded by an aura of protection with a 10' radius. Within this radius all summoned and specifically evil creatures suffer a -1 to hit, no matter who they attack. The source (the paladin) is easily sensed by those effected by this aura.
- Can heal 2hp per level by laying hands. If hp are kept track of by DM secretly I suggest allowing the paladin to break this up into 2hp blocks rather than an all or nothing thing.
- can turn undead, demons, devils as a paladin as a cleric of 2 levels lower in experience beginning at third level. Also, the paladin, can attempt to command undead rather than turn (as per the specialty priest of Torm).
- At fourth level they can quest for a mount as per the "common" paladin.
- Gain spell casting ability at ninth level, but doesn't gain the clerical Wisdom adj.

Special Hindrance: besides the normal restrictions that face paladins (and those that choose the cavalier kit), the paladin of Torm may never back out of his word. If he does break an oath (though not the same as lie) then he must seek a priest or fellow paladin of Torm of at least 7th level. After confessing to their brethren, their brethren (motivated by Torm) will prescribe them a means of atonement. This is the same as if he were to do a chaotic deed, i.e., fulfill a quest for which he gains no xp. Also paladins of Torm gain no experience point bonus.

Spell Progression :

Paladin level	Casting level	Priestspell level			
		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	9*	3	3	3	1
18	9*	3	3	3	1
19	9*	3	3	3	2
20	9*	3	3	3	3

* maximum spell ability

New experience point chart:

Level	Experience
1	0
2	2,475
3	4,950
4	9,900
5	19,800
6	39,600
7	79,200
8	158,400
9	316,800
10	6336,000
11	950,400
12	1,267,200
13	1,584,000
14	1,900,800
15	2,217,600
16	1,534,400
17	2,851,200
18	3,168,000
19	3,484,800
20	3,801,600

Abyssal Bard

(NPC kit)

An abyssal bard is usually a human or thiefling, but may be of any race that allows bards to be a class. They are ALWAYS in the service of tanar'ri lords, or very powerful true tanar'ri (some who may be trying to take over another tanar'ri lord) such as balors and mariliths. They are NEVER (as far as anyone knows) in the service of greater, lesser or least tanar'ri, and the guardian molydei don't feel that they need a bard to sing of their greatness, so they have no need for these bards either. Powerful tanar'ri lords such as Graz'zt, Pazrael, and Zuggtmoy are known to have hundreds of these individuals in their service. Being an abyssal bard doesn't grant a man immunity to harm from other tanar'ri though. There are literally an endless number of tanar'ri who would go to any

lengths to embarrass the lords and other powerful tanar'ri, and will kill these bards just for this reason, or maybe the tanar'ri lord angered another tanar'ri lord, so this lord is killing the others bards. There are an endless number of reasons that these bards would be harmed or killed.

Role: The abyssal bard has only one thing in mind, to sing and tell stories of the greatness of the tanar'ri he is in service to. When Blood War battles are to be fought, these men stand with their lord and sing until they have won the battle or died while trying. It is not uncommon to see an abyssal bard running around the Abyss on a errand for their master, but it is not uncommon for these individuals to be attacked by rival tanar'ri. Therefore abyssal bards are in high demand by the tanar'ri lords, because they die too often and the lord needs to keep up his reputation. For this reason, tanar'ri lords will almost always have some form of training area in their citadels for these bards. Abyssal bards must be Chaotic Evil in alignment.

Weapon Proficiencies: Abyssal bards may use any weapon that is available, even a two handed sword if need be, but they will usually use smaller weapons if they are available. They do realize when a larger weapon is in need more than a smaller one though, as to survive on the Abyss, you must be able to deal out a lot of damage.

Non-Weapon Proficiencies:

Bonus: Survival (one abyssal layer).

Required: Survival (a rival tanar'ri's layer, this only costs one slot, but more survivals will cost two from now on.).

Recommended: Singing, musical instrument, etiquette (so not to make your lord angry), looting, running.

Equipment: Abyssal bards may wear any armor up to and including plate mail. All armor penalties to thieving abilities are still counted if they choose to wear heavy armor. Any armor or clothing will always look to be of a fiendish nature (sometimes alive, so the chant goes), as well weapons, but under NO circumstances will a tanar'ri allow an abyssal bard to use a tanar'ri made weapon, that is, a weapon made for a tanar'ri to use. Any musical instruments owned by the bard will be of a fiendish nature as well, and they will not sound "pretty" like most instruments, but they will sound eerie or down right scary, but most of these aren't magical, they are just created in a very strange way.

Special Benefits: Abyssal bards have all the abilities of a normal bard plus a few special ones described below. Abyssal bards have the ability to cause fear in their opponents by singing (this replaces the normal bards ability to sing for the benefit of comrades). This will affect a up to twice the bards level in hit dice worth of creatures. All saves are at -1 for every 4th level of the bard (-1 at 4th level, -2 at 8th level, etc...) up to, but not exceeding -5 at 20th level. They can use this ability three times per day.

Abyssal bards have an ability to Teleport (with error, and this cannot cross layers or planes) three times per day. Abyssal bards who have normally have no magic resistance now have a 20% resistance, and those who already do have magic resistance may add +10% to their base resistance.

Special Hindrances: Abyssal bards are treated with little or no respect by anyone except tanar'ri, and then only by the tanar'ri who they are in service to. Therefore they suffer a -4 to reaction adjustments from all they encounter and -8 to any baatezu they encounter.

It is also wise to remember that rival tanar'ri are always looking to embarrass each other and therefore the bard must always be on the lookout for these fiends. The base chance for random tanar'ri encounters is increased to 1-4 on 1d6, 5 times per day, and these tanar'ri encounters will almost always be violent. This is only taken into account when the bard is on the Abyss.

Abyssal bards are almost always sent on missions with other tanar'ri to sing of their masters greatness and the tortures to be endured by him. Whenever these tanar'ri are sent on raids, a bard is sure to be with them, and this can be deadly indeed, especially when they are sent on very large raids or all out Blood War battles.

Gigolo

Speciality: Entertainer/Lover/Romantic.

Qualifications: Standard ability scores (Dexterity of 12, Intelligence of 13, Charisma of 15). Gigolos must have a Constitution of 16 or more. Humans, Half-elves, Elves may become Gigolos but they must be male.

Although it is not required, the recommended alignments for Gigolos are Neutral Good, Neutral, and Neutral Evil. These alignments seem most appropriate. Lawful characters would steer clear of situations that Gigolos often find themselves in. Also, chaotic characters couldn't remain with just one person long enough which is what the Gigolo sub-class is all about.

Introduction:

I'm Just A Gigolo (Sad and Lonely)

--- by Roth Van Clevens

*I'm just a Gigolo and everywhere I go,
people know the part I'm playin',*

*Pay for every dance, selling each romance,
ohhh, what they're sayin',*

*There will come a day, when youth will pass away,
what will they say about me,*

*Well the in crowd will know, I am just a Gigolo,
LIFE goes on without me,*

Cause'

*I, ain't got nobody,
nobody cares for me, nobody, nobody,*

*I'm so sad and lonely,
sad and lonely, sad and lonely,*

*Won't some sweet mama come with me,
I ain't so bad,*

Booza Booza Bop Tity Bop.

Description: Sages refer to gigolos as men paid to be women's escorts or lovers. Some view gigolos as sad versions of Gallants, but gigolos are more. Sure Gallants are pure and romantic, but their only concern is their own personal passions. They charm and steal the hearts of women and then wisk away. The only time Gallants are concerned for others is when they can obtain glory and prestige. On the other hand, Gigolos make their living entertaining women. Their whole purpose is to please and satisfy women.

Role: A gigolo travels the lands looking for a beautiful woman (usually wealthy and single and probably being a widow) to satisfy. He will stay with one woman until the situation becomes unrewarding.

When a gigolo goes adventuring, it is likely the result of a request from a fair maiden, to retrieve an item of beauty and love, or for some other romantic cause. Unless a woman is present, the gigolo will probably stand clear of danger. But if a woman is looking on, then the gigolo will be quite the hero.

Secondary skills: Merchant, Domestic Servant.

Weapon skill: Gigolos must use gentleman weapons such as the rapier, epee, foil, saber, and dagger. They may not use missile weapons such as long bow, short bow, crossbow, darts, etc..

Nonweapon skill: Bonus: Etiquette, Sexual Endurance, Sexual Knowledge, Massage, Poetry. Recommended: (General) Artistic Ability, Dancing, Languages (Modern), Singing (Rogue, no penalty).

Armor/Equipment: A Gigolo is not allowed to wear protective armor; indeed, the less clothing he wears, the more effective he is.

Special benefits:

The Gigolo gains a +05% adjustment to the Detect Noise thief skill, because listening is very important to him (especially for the approaching footsteps of husbands, boyfriends, etc.). Also, a Gigolo gains a +10% adjustment to the Read Languages thief skill, because most of Gigolo's customers are going to be fairly educated and most of them are likely to have a substantial library.

Poetic Charm: A Gigolo who directs his attention to one person of the opposite sex can attempt to win that person's heart. This requires the Gigolo to perform many subtle acts of wit and charm. Among these acts must be the recital of at least one poem concerning the person. The entire effort takes a minimum of 10 minus the bard's level turns (not less than one turn), after which the person rolls a saving throw vs. Paralyzation with a -1 penalty per four levels of the Gigolo. Failure means that the person is affected as if the Gigolo cast a Charm spell on him or her.

The effect is not magical and doesn't wear off over time, unless the Gigolo treats the person badly or exploits them. Each abuse results in another saving throw being rolled to break the Gigolo's charm. The Dungeon Master may apply adjustments based on the situation.

Personalize: This Benefit allows the Gigolo to personalize any song, poem, or story for 1 person. This makes the person targeted feel as if the poem, song, or story is about them. Once a piece has been personalized the target will perform any suggestion the Bard makes as long as it is not contrary to their nature for 2d10 rounds. If a Bard personalizes a bit for someone else within 5 turns of the previous target, the first target will fly into a rage from jealousy. Although the first target may not act right away, he or she will attempt some form of revenge. It is up to the Dungeon Master to determine the quantity and method of revenge.

Domestic Skill: A Gigolo will excel at any one domestic skill. The Bard will be able to succeed in all but the most extreme attempts at his or her particular skill. The domestic skills include but are not limited to: cooking, cleaning, shopping, butler, fashion consultant, etiquette, diplomacy, wine connoisseur. The Bard should pick one of these to excel in, but may take any of the others as a skill. These skills are used by the Bard to impress any customer and can become an asset when payment is considered.

Conceal Activities: The Gigolo may have more than one customer. This ability allows the Bard to Conceal his activities with one customer from his other customers. It comes into effect when a customer asks the Bard about his "off-time". The Bard is able to skillfully fend off any inquiries by redirecting them onto other subjects. Only under a spell or spell-like effect will the Bard reveal his other activities (unless he wants them revealed, of course).

Special hindrances:

The Gigolo receives a -3 reaction modifier from men, for obvious reasons. Also, the Gigolo will not gain any followers and will in most cases not have a strong hold.

The Gigolo suffers a -10% adjustment to the Pick Pockets thief skill, because he doesn't practice this skill much since it has little value for him.

The Gigolo refuses to live the terrible poor life. Thus, when making purchase, the Gigolo accepts nothing but the best, whether it be a meal, a room for the night, a weapon, or even a chest to carry his possessions. Any time he buys any item, the Gigolo must pay 10 to 100 percent more than the listed price. The GM will decide the price paid by the Gigolo, which may vary from item to item, depending on the quality of merchandise in a particular locale.

The Gigolo contacts many females in an intimate way. If he contracts any sexual disease and passes it on to a client, he will not be contacted by any new clients, and as word gets around he will lose all his clients. Eventually he will not be able to support himself in his current place of residence and will be forced to move to another locale.

Endnote

Any questions, commentaries, flames,... should be e-mailed to:

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Your suggestions and additions are very welcome. Suggestions will be given full credit to the author. If you happen to notice that I am using information from a source that I do not mention, just tell me and I will add it.

Tome 3 should come later. If you've created some class or kit, and you want to share your ideas, please send me them. Please, don't send me word-to-word existing classes or kits. 8-)