Castle ZAGYG™

Class Options & Skills for Yggsburgh
GYGAX

Castle Zagyg
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by
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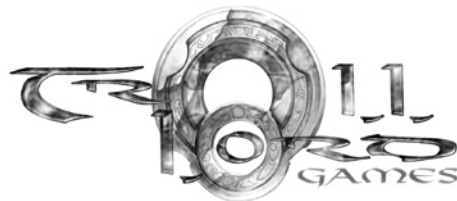
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NOTES ON DUAL-CLASS AND MULTI-CLASSING

It seems reasonable to this author that very able characters be able to operate in two distinct and not incompatible classes at the same time. Thus, a fair number of the non-player characters encountered in this setting have dual class status and it would be unfair not to present the players with the same options. There are two options when a player decides his character should have more than one class. The first option is multi-classing. This allows a character to be made up of more than one class when initially created. The second option is dual classing. Dual-classing allows a character to acquire another class later on in their career.

MULTI-CLASSING

Choosing the Classes

1. Any class can combine with any other class barring alignment restrictions.

2. Up to three classes can be chosen for humans and two for demi-humans.

3. The classes chosen must correspond to a prime attribute.

4. The HP/ dice for each class are rolled together and then averaged, rounding up fractions of .5 or more, dropping any below that.

Advancing Levels

1. All experience points are divided up equally amongst the classes chosen for the character. For example, if a fighter/ thief were to receive 250 experience points, 125 is applied to the fighter class and 125 to the thief class. All fractions are dropped.

2. Once a character acquires enough experience points to progress in one class, they do so. For example, a cleric/ wizard has 2,252 experience points in both the wizard and cleric class (they must always be equal), that character advances to 2nd level cleric while remaining a 1st level wizard.

3. When advancing a level, use the Hit Dice type for the class one advanced in to determine the number hit points gained. Using the cleric/ wizard above, the player rolls a d8 for hit points. When the character acquires 2,602 experience points, a d4 is used for hit points.

4. The character level is the accumulated levels of all the classes. So a 4th/ 4th level thief/ fighter has 8 character levels. At the point the 11th character level is gained, hit point accumulation changes. At this point, hit point accumulation is equal to the advancement of the character' classes at 10th level and beyond. For example, a 5th/ 5th fighter/ thief gains a level of thief so gains +2 hit points, when that character gains a level of fighter, they gain +4 hit points.

Restrictions

1. Multi–classed characters take the best to hit bonus of their respective classes.

2. Multi–classed characters use the least restrictive weapons list for their classes.

3. Multi–classed characters use the most restrictive armor list of their classes.

4. Multi–classed characters can not combine abilities. For example, a fighter's extra attack means that the character can make an extra normal attack and not use that extra attack to deflect missiles, make a back attack or inspire.

5. Starting gold is determined by rolling for each class individually, combining the results and dividing that by the number of classes the character has.

DUAL–CLASSING

Dual–classing is similar to multi–classing only in that the character has several classes. The classes are acquired differently and progression is slightly different. In dual classing, the player's character begins with one class and decides to change careers (so to speak) and add on a different class.

Acquiring Classes

1. The character must start with one class.

2. The character must progress at least one level in the starting class before adding an additional class to his character.

3. Barring alignment restrictions, any class can be added. Prime attributes do not restrict class choice. A character can have a maximum of three classes but before adding another class, the character must progress at least one level in the most recently added class.

4. Before adding the class and its abilities, the character must undergo training. Before taking the new class, he must earn double the number of experience points required for the new class to reach 2nd level.

   Only after this number of experience points have been earned does the character acquire those class abilities.

   Furthermore, the character must be working with another character or non–player character of the class to be added and they must be at least 3rd level.

   And finally, while in this period of training, they must obey all the restriction of being dual classed (see below). In this case, all abilities and checks associated with the new class are made at -5 and no magic can be used.

   For example, a fighter decides to become a thief. After attaining 2nd level as a fighter, the player decides to add the thief class to the character. He then must gain 3000 experience points in cross-over training before adding 1st level thief to his character. Additionally, this 3000 experience points must be earned while the character is

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under the tutelage of a 3rd level or greater thief. During this training period, the character can use thief abilities (such as pick pockets) but does so at –5 to his check.

5. Once a level has been attained in the new class, the character can apportion experience points in any manner chosen. Thus, level advancement can be uneven.

6. When advancing a level, use the Hit Dice type for the class one advanced in to determine the number hit points gained. Using the fighter/ thief above, the player rolls a d6 for hit points when adding their new class.

7. The character level is the accumulated levels of all the classes. So a 4th/ 4th level thief/ fighter has 8 character levels. At the point the 11th character level is gained, hit point accumulation changes. At this point, hit point accumulation is equal to the advancement of the character' classes at 10th level and beyond. For example, a 5th/ 5th fighter/ thief gains a level of thief so gains +2 hit points, when that character gains a level of fighter, they gain +4 hit points.

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SECONDARY SKILLS

This section pertains to the acquisition and application of secondary skills for characters. Secondary skills are bundles of related skill sets that can be possessed by non-player characters and/ or characters. These skill bundles represent a person's ability to perform actions within the ability description with an expertise greater than those without. It is important to note that, when applying this system, the Castle Keeper must be aware that those attempting to perform actions that are covered by a secondary ability or class ability which they do not possess can not perform them as well as other characters or non-player characters. This allows the secondary abilities to have some meaning in the game. To take a modern example, would it be reasonable for someone lacking the training in corporate tax law to correctly fill out the requisite tax forms for a small corporation, much less a large one? For example, the suborning skill includes the ability to bribe. Consider two characters, Aldous and Bensley, attempting to bribe

a local magistrate. Aldous has the suborning skill and Bensley does not. Bribery is a charisma based skill. So both would make a charisma check to determine if they successfully bribe the officer of the law. Because Aldous has the suborning skill, he is allowed to add a bonus to his charisma check. This roll is modified by difficulty and other considerations the Castle Keeper may deem appropriate. The following section describes what secondary skills are in general, how to acquire them, apply secondary skills in the game, adjust rolls, a description of the secondary skills and advice on expanding the list of secondary skills.

WHAT ARE SECONDARY SKILLS

Secondary Skills are really bundles of skills, abilities and capabilities that reflect or incorporate certain sets of social skills, intellectual abilities or physical capacities. For example, bullying affects a character's ability to grapple, intimidate, punch, and threaten opponents. As this example shows, secondary skills are a broad set of abilities that can be structured under one category. These are abilities or capacities a character has and, by possessing them, better able to perform them than those who do not possess them.

ACQUIRING SECONDARY SKILLS

Secondary abilities are acquired by an expenditure of experience points. A character must expend experience points to gain these abilities. The experience points expended can not be used for class level advancement. The cost in experience points for skills depends upon the type and level of the skill. Also, skills can be improved upon. The first acquisition of an ability means the character has

a level one skill. The second acquisition of that skill indicates the character has a level two ability. These levels can increase as high as the character desires. Each skill level acquisition is considered separate for advancement purposes.

There are three classifications of abilities as pertains to cost: General Skill, Prime Skill and Non–Prime Skill.

GENERAL SKILL: These abilities are open to all.

PRIME SKILL: This ability is prime specific and more easily learned by a character with that prime.

NON–PRIME SKILL: This refers to the acquisition of skills that are prime specific but which the character does not have a prime.

Each Skill has a base cost in experience points. The acquisition of thin that skill costs that amount. Thereafter cost is the base multiplied by the level one is attaining. For example, acquiring a level three prime skill costs 9,000 experience points. One can only go up a level one at a time. One can not buy three levels in one fell swoop. Skill levels can only be gained after at least one class level is attained. For example, a 3rd level character can purchase a skill but can not purchase another skill or skill level until 4th level in the class is attained.

In some cases, an NPC character only, will aquire a randomly determined low level of class ability.

Ability Classification	Cost in Experience Points
Prime Skill	3,000
General	5,000
Non-Prime Skill	8,000

For example, a character acquires one prime specific skill at a cost of 3,000 experience points at 3rd level. The second such skill level then costs 3,000 x 2, for a 6,000 total, and if a third such skill level is acquired it will cost 9,000 experience points total; for 3 levels of the skill.

USING SECONDARY SKILLS

The use of secondary skills in a game will take a creative Castle Keeper. While some of the skills are straightforward, others are not or involve such general concepts as to make specific explanation on when and how to apply them in their myriad forms, meaningless. That said, some explanation must be give. First, to resolve an issue that involves any of the skills mentioned above does not require a skill check. Often times success is guaranteed or the Castle Keeper knows what the outcome would be. In other cases the Castle Keeper might want to propel the story along some interesting path and allow for it success. Only in those cases in which a chance of failure looms large should a skill check be made. Or, that is, those involving combat. Once it is decided that a chance of failure is possible, then a check must be made.

To make the check, the character acting (such as doing research) simply rolls an appropriate attribute check and add +2 per

skill level of experience. So if a character has 3 levels of skill experience in Thespianism, they are allowed a +6 to their roll. Also, this roll is adjusted by any appropriate attribute modifiers. It is very important to note that the roll IS NOT adjusted by the character's class level.

In some instances the use of a skills causes another to make a saving throw. In this case, the character, monster or non-player character makes a saving throw but modifies the roll by a -2 for each level of skill experience the character has. This is further adjusted for any attribute modifiers. When a saving throw is called for, the character's level or monsters hit dice do affect the roll.

Further, there are always circumstances than need some modification beyond that mentioned above. Unusual circumstances, the weather and pure chance can come into play and effect the chances of success. Also, the difficulty of the situation adjusts the roll. The following is offered as a guideline for deciding these modifications.

Most rudimentary	- 8
Very easy, simple	-6
Often done, routine	-4
Usual / known	-2
Normal demand	0
Somewhat unusual application	+1
Complex /complicated	+3
Demanding / difficult	+5
Very demanding	+7
Extremely difficult	+9
Nearly impossible	+11

AWARDING EXPERIENCE POINTS

The Castle Keeper is completely free to award Experience Points in whatever manner is desired. The following suggestions might be helpful in making campaign activity.

1. For active participation in game sessions: 20 to 50xps per hour.

2. Normal XPs for each creature (monster) slain divided amongst participants engaged in the combat, division by effective fighter level, viz. fighters get 1 share per level, thieves get 1 per two levels, clerics 1 per three levels, mages get one per four levels.

3. One-half normal xps for each adversarial creature (monster) duped, captured, or driven away.

4. For all fighter-type characters (fighters, barbarians, knights, rangers) meaningful use of a weapon against an adversary: 10xps per character level of the fighter per battle.

5. For spell-caster characters successful and meaningful use of a spell: 100xps per spell level, 25 per 0 level casting.

6. For ranger characters successful and meaningful use of a listed function: 20xps per character level of the ability used.

7. For thief (or assassin) characters successful and meaningful use of a listed function: 20 xps per character level of the thief.

8. For monetary value of treasure gained; thieves get 1 xp for every 5sp found and all others get 1xp for every 1gp found.

SECONDARY SKILL DESCRIPTIONS

The following is a list of the secondary skills available in Castle Zagyg. We encourage the Castle Keeper and players to expand upon this list as necessary, modify it or even split the secondary skills up into more discrete units. The latter is discussed in 'Using Secondary Skills.'

AMBUSH

(dexterity and wisdom - prime/ dexterity)

This ability allows for concealment (objects or person), hiding (in general) and trap construction. The concealment and hiding act in the same manner as a thief's hide ability. The traps work in the same manner as a ranger's Traps ability. This skill also confers a +2 to all surprise checks. If thieve's or thief's take this ability, they add an additional +2 to their Hide, Open Lock and Traps ability. If a ranger takes this ability, they gain an additional +2 to all Traps checks.

As a primary ability, for NPC's only, this confers Thief class level of 3-6.

ANIMAL TRAINING & HANDLING

(charisma- general)

The knowledge and understanding of natural living creatures. Training applicable to domestic and wild animals of mammalian or avian sort. In regard to training for guarding, hunting, riding, trick performance, etc. Handling applies to virtually all forms of avian and mammalian life. The knowledge and understanding of natural living creatures.

By use of this ability, a character is able to teach a domesticated animal a trick, such as fetching food or other item, or standing watch for extended periods. Under normal circumstances, any simple trick, as noted below, can be taught to an animal in a matter of weeks, with the exact number required being one week per Hit Dice of the animal. Complex tricks require the same amount of time, but are expressed in months. All animals can learn a number of simple tricks equal to their Hit Dice, with a complex trick being considered equal to two simple. In most cases, a check is not required to teach the animal the trick; should a character wish to

speed the process, a check is made with a -10 penalty.

Wild animals can be domesticated with a successful check with a +10 penalty as well, but this takes a minimum of one week to as long as one year; depending on the CK's ruling as to difficulty. Afterward, no further check need be made unless the trainer wishes to teach the animal a trick at an accelerated pace. Training an animal to serve another individual requires a period of from one to four weeks familiarization between the new controller and the animal, and a weekly check for success is made with a -3 penalty.

ARTISTIC CAPACITY

(wisdom and dexterity-general)

This ability references a character's skill in creating art, including painting, line-drawing, sculpture, and architectural art. This ability also assumes a knowledge of art history, art identification, heraldic art, and appraisal of artistic worth.

The areas of this Ability consist of one of the following;

- artistic drawing and painting, sculpting, jewelry making, appraisal of art

- musical composition and performance

- poetry and prose authorship and recital

With the appropriate materials the artist can paint, draw, sculpt (stone or wood), and cast metal with expert skill. The artist has a scholarly knowledge of space, mass, volume, linear perspective, movement, light and shadow, texture and color. The artist can read an escutcheon or identify an object d'art. Skill checks for creating art (dexterity) or identifying art (intelligence) are at a +2 bonus per level of skill, should the Castle Keeper require a check.

BULLYING

(strength and charisma - general)

This skill set affects one's ability to grapple, intimidate, punch, and threaten opponents.

If this ability is taken, it affects all grappling, overbearing and pummelling attacks by giving the attacker a +2 to hit per level of the skill. Further, intimidation and threats are non-violent methods of forcing an opponent to bend to one's will. The character or non-player character acted upon (threatened or intimidated) must make a charisma saving throw to be unaffected. This saving throw is adjusted by -2 per ability level of the one initiating the act. If the saving throw is not successful, the effected person will essentially do as requested, refuse to fight or back down from a demand.

As a primary ability, for NPC's only, this confers Fighter class level of 1-4.

BUSINESS

(intelligence and wisdom - prime/ intelligence)

This ability relates to one's performance in accounting, banking, commerce, finance, investing, and trading (assures literacy and numeracy). As a practical matter, this ability allows a character to partake in and understand various business dealings, understand the complexities of taxing and licensing and, make better business deals for it. It also allows for the decipherment of contracts and an understanding of bookkeeping.

The Castle Keeper must use their best judgement in the use and application of this ability due to its broad range. However, in general, this allows for a character to have greater knowledge of business practices. As such, any character with this ability should be able to note when they are being offered a bad business deal, poor exchange rates and understanding of the complexities of taxing laws to name a few. When a character is presented with a situation in which a better business deal can be made or business laws might be broken they should be allowed to make either an intelligence check or wisdom check (depending on the circumstance) to determine if they know how to better execute their actions. Further, when making transactions or trying to 'hoodwink' others in business dealings, the recipient of the character's action should make a saving throw at -2 to determine if the character's proposals are accepted. In the latter case this would be when trying to exchange gems or jewelry or other items at inflated or deflated prices.

CONSTRUCTION

(intelligence and strength - general)

This ability refers the capacity to build, do carpentry, engineering, build fortifications, masonry, mechanics and assures basic literacy and full numeracy.

This ability allows the character to perform and understand the nature of basic construction. Higher levels of this ability only increases this ability. This ability allows the character to design, build and oversee construction projects, spot shoddy work and make basic repairs to buildings or fortifications. The Castle Keeper must use their best judgement in the use and application of this ability. For example, if a character were looking over the designs for a castle, house or other structure, they might be able to note (with an intelligence check) whether or not the plans have a flaw in them. In another case, the character may be working on a project and very well know how to put together scaffolding such that it is safe or build a complex doorway.

DETECTION

(intelligence-general)

The capacity to mentally note facts, including the power of observation and ratiocination.

All having to do with detecting, examining, investigation, observing, searching, and watching, as well as researching and

tracking down information. This is an ability similar to that possessed by sleuths of private and public sort.

ESCAPE ABILITY

(dexterity - general)

This ability allows for distraction, diversion, evasion and sprinting during combat. Possession of this skill set confers a +2 to armor class if a successful dexterity attribute check is made. This modifier is in addition to all other modifiers that normally apply. This skill can not be used in conjunction with any other action with the following exceptions: dodge, disengaging from combat, evade and for a monk when they are deflecting missiles. One can not make an attack or cast spells in the round this is used nor use any other class ability Further, if disengaging from combat, a successful dexterity check indicates that a hasty withdrawal can be made without incurring the armor class penalty or the free swing from an opponent.

ESOTERIC ABILITY

(intelligence - prime/ intelligence)

This skill references a character's knowledge of ancient history, arcana, artifacts, fables, lost lore, mysteries, occult and relics. This also assures literacy and full numeracy. This skill gives the character or non-player character a range of knowledge in many fields of study that other would not likely know. This ability allows the character an intelligence check to know or at least know where to go to learn abut a particular subject or issue related to the above mentioned subjects. It also increases the characters chances of locating items of interest in antique shops, books in libraries or other related activities. In cases in which a character may know of or about a subject and specific knowledge is called for, an intelligence check should suffice to determine if the character knows it. As with all skills, the Castle Keeper needs to use their best judgement on when and how to apply this skill.

As a primary ability, for NPC's only, this confers Magic-user class level of 1-4.

FORGERY ABILITY

(dexterity - prime/ dexterity)

This ability affects a character's ability to copy, counterfeit, draw duplicates and fake documents. This is skill set is fairly restricted to acts of forgery whether deeds of ownership, heraldic symbols, coinage, papers of heritage and even antique paperwork. When used, the must make a successful dexterity check to adequately create a forged item. A failure indicated another attempt must be made. For those on the receiving end of the forged item, they must make an intelligence check at -2 per level of the forger's secondary skill. If it is successful, they note the forgery.

As a primary ability, for NPC's only, this confers Thief class level of 2-5.

JUDGMENT ABILITY

(intelligence and wisdom - prime/ wisdom)

This ability allows the detecting of deception, evaluating worth, learning, logic, sophistry and assures literacy and numeracy. Judgement covers a wide range of capacities. It can be used to detect lies another is telling, to interpret the meaning of another words, intent, desires and related emotions. Should this ever be necessary, the person possessing this skill must make wisdom check at +2 per level of this skill to detect a lie, the accuracy of another statement, intent etc. Further, judgement allows for the assessment of the accuracy of another's statements. This is done by making an intelligence check at +2 per level of ability. This is, of course, presuming the character possessing the skill can even know the accuracy of that statement. For example, should a non-player character make a false claim about a kingdom which the character knows nothing of, there is little chance he would know the statement was false. However, the character could make a wisdom check to determine if the non-player character were dissimulating.

As a primary ability, for NPC's only, this confers Cleric class level of 2-5.

KNOWLEDGE SPECIALIST

(intelligence-prime/intelligence)

The Knowledge Specialist has delved deeply into one topic and knows a lot about that topic through either study and/ or experience. Knowledge Specialists can be used as sages or professors in the topic that they specialize in. When researching a question concerning their area of speciality, a Knowledge Specialist may make an intelligence check to know the answer to a question or know where to look for the answer.

The areas of specialization that can be used include:

- Architecture (and construction)
- Engineering (all forms)
- Fauna (including biology)
- Flora (including botany)
- History (local, regional, world, cultural & social)
- History (intelligent races, human & non-human)
- Literature
- Theology

It is up to the Castle Keeper to allow more specific knowledge for more focused fields - a Knowledge Specialist in Taxidermy will know a little bit about mammals (as well as most other animals), but a Knowledge Specialist in Mammals will know a lot about them and very little about preserving their hides.

MILITARY LEADERSHIP

(charisma and intelligence - prime/ intelligence and charisma)

This ability allows for the control, direction, guidance, logistics,

management, organization, planning, strategy and tactics in warfare. It also affects the capacity to organize or circumvent problems that might result from the management of an army. This skill allows for the efficient planning and orchestration of the movement of large bodies of troops. For example, efficient logistics chains are more easily managed and supplies made more available if one possess this skill. The Castle Keeper must their best judgement in the practical application of this skill as it will generally only come into play when the movement of large armies occurs. However, should a character be responsible for the provision of a party, it is likely that the possessor of this skill may not a deficiency. The Castle Keeper should inform the player of this if a successful wisdom check is made. Further, if a knight has this ability, his inspire ability is treated as two levels greater than the class level.

As a primary ability, for NPC's only, this confers Fighter class level of 2-5.

NAUTICAL ABILITY

(dexterity, constitution and intelligence - general)

This skill set gives the possessor superior knowledge of boating, ship command, diving, fishing (deep and fresh water), navigating, sailing, and swimming. This skill set references abroad range of nautical skills. Should the situation ever arise in which knowledge of the sea, river or lake come to be needed, the character with this skill should minimally have an idea or answers to concerns or issues. Characters with this skill can swim better than others, navigate by the stars or sun, fish and supply food as a ranger, maneuver boats and sail many a sea going craft. All checks used that relate to this skill receive a +2 to the roll. Examples might include intelligence checks for navigating, constitution checks for deep sea diving and dexterity checks for maintaining control of a rudder in a storm.

As a primary ability, for NPC's only this confers Fighter class level of 3-6.

SUBORNING ABILITY

(charisma and intelligence - prime/ charisma)

This skill set relates blackmail, bribery, convincing, diplomacy, ingratiation, influence and lying. This is a social skill that allows the character to more effectively carry out any of the above actions as he or she knows the specialized languages, body motions, traditions and cultures of those he is dealing with. For example, bribing a city official is a delicate task and requires not a small amount of tact. Blackmail may require some specific piece of knowledge or knowledge of how to acquire that information with which the character intends to bribe a non-player character. In all cases, the possessor of this skill is allowed to make a charisma or intelligence (as appropriate and determined by the Castle Keeper) to determine if one is successful at performing it. A failed check indicates the attempt a_t bribery failed or diplomacy failed. The character receives a +2 for each level of skill they possess.

As a primary ability, for NPC's only, this confers Thief class level of 3-6.

SWINDLING ABILITY

(charisma and intelligence - prime/ charisma)

This skill refers to the capacity to cheat, deceive, fix (as in contests), fraud, gamble, odds (establishing) and promote events (assuring numeracy). This skill allows the character to perform many tasks related to the swindling others out of their money from cheating at cards, running pyramid schemes, fixing wrestling matches and running the odds on dice games. Whenever a character employs this skill they receive a +2 to their checks per level of experience in the skill. For example, should a character with this skill attempt to cheat at cards, they make an intelligence check and if they succeed, they have succeeded in cheating the opposing players. Of course, using the judgement skill, another character can attempt to discover this deception by making a successful intelligence or wisdom check.

THESPIANISM

(charisma - general)

This ability refers to acting, disguise (makeup), impersonation, mimicry, orating, performing, reciting, singing (assures literacy). This ability indicates a characters capacity to carry off performance acts to entertain a crowd or, in its most unusual circumstance, impersonate another. The ability works as the illusionist's Disguise. It can also be used to entertain people. How well the performance works. The character makes a charisma check at +2 per skill level and if successful, the audience receives the acting well, if not, boo's and rotten tomatoes may follow. This check is adjusted by an audience (or individual members) expectations and knowledge.

WOODSMAN

(wisdom-prime)

This skill refers to boating (small), climbing, fishing, hunting, identification (fauna and flora), lumber jacking, survival, tracking and trapping. Acquisition of this ability replicates the Survival and Track abilities of a ranger. Should a ranger take this ability, they receive and additional +2 to all Track checks per level of this skill and an additional +2 to all die rolls for the Survival ability.

As a primary ability, for NPC's only, this confers Ranger class level of 2-5.

OGL