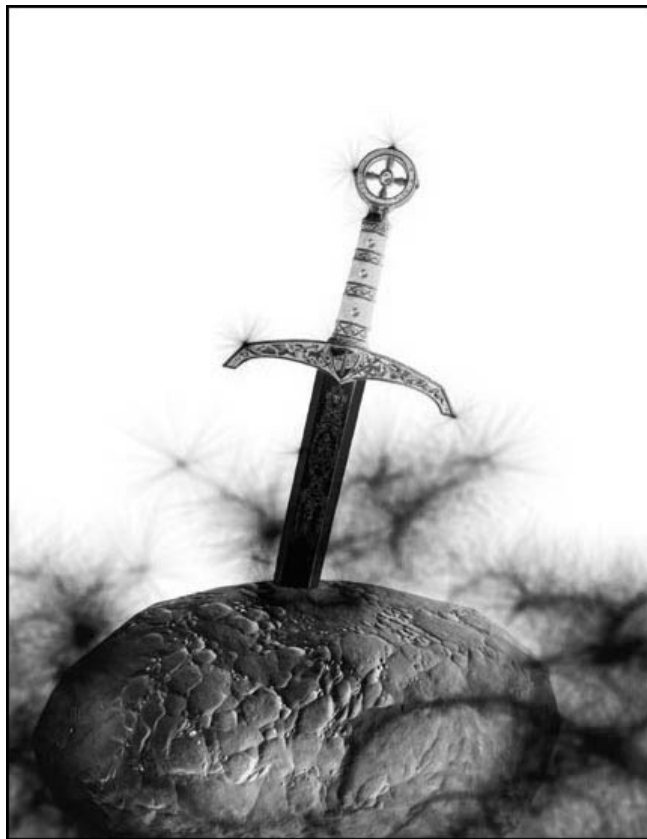


Manual of Professions

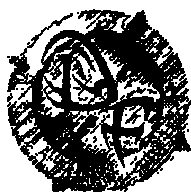
Volume I

By Stuart Highman



**A new book of First Edition AD&D player classes for
players and Dungeon Masters alike.**

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Manual of Professions
Volume I



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Preface

I'm very happy to say that the first volume of the Manual of Professions has finally been completed. I must say that it has taken some time; I trust you will find the result both entertaining and useful! This will be the first in a series of manuals detailing the numerous professions that adventurers may undertake in the quest of their own personal goals.

This manual has been written for the first edition Advanced Dungeons & Dragons game. Although the majority of the classes contained herein should be immediately playable in second edition AD&D and with a little adjustment should be compatible with many other fantasy role-playing game systems.

I myself have been playing OAD&D for around 8 years, during this time I have also spent time running my own games as a DM. I have played the majority of the classes in the OAD&D rule books, and as the gaming worlds I have both played in and created evolve, so does the need for different classes to fulfil developing roles within their own society. It is this evolutionary style of the AD&D game system as well as the need to try something new which has prompted me to create and collate these classes, while Dragonsfoot has provided the vehicle with which this work can be shared with other players and DMs of the world.

Although their material is credited later I would like to take this opportunity to thank Simon Kelly, Michael Lohman, Seann McAnally, Randall Munden, Michael Riley and Jon Sparrow for their contributions, which have been included within this Manual. I would also like to thank Mark O'Reilly and Tony Reeves for helping with play testing, and Mark again for processing the manual into its current form.

I hope this material is well received by Dungeon Masters and players alike as it opens new arenas for players to explore and new opponents and allies for the Dungeon Master to populate their worlds with.

But most of all I hope you have fun, and enjoy the new opportunities this may bring to your games.

Stuart Highman
United Kingdom
24th June 2002



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Character Races



CHARACTER RACE TABLE I.: CHARACTER CLASS LIMITATIONS

	Dwarves				Elves				Gnomes			
	Gray	Hill	Mountain	Dark	Gray	High	Valley	Wild	Wood	Deep	Surface	
Bounty hunter	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	
Bravo	No	No	No	No	No	No	No	No	No	No	No	
Elven Protector Knight	No	No	No	Yes	Yes	Yes	No	No	No	No	No	
Monk-acrobat	No	No	No	No	No	No	No	No	No	No	No	
Redeemer	No	No	No	No	No	No	No	No	No	No	No	
Templar	No	No	No	No	No	No	No	No	No	No	No	
Shade	No	No	No	Yes	No	No	No	No	No	No	No	
Temporal Mage	No	No	No	No	No	No	No	No	No	No	No	

	Half-Elves	Halflings (All)	Half-Orcs	Humans	Alignment Requirements
	Bounty hunter	Yes	Yes	Yes	Yes
Bravo	No	No	Yes	Yes	Any non-lawful
Elven Protector Knight	No	No	No	No	Any good (evil if Dark Elf)
Monk-acrobat	Yes	No	No	Yes	Any Lawful or Neutral
Redeemer	Yes	No	No	Yes	Lawful Evil
Templar	Yes	No	No	Yes	Lawful good and lawful neutral
Shade	Yes	No	No	Yes	Any evil
Temporal Mage	No	No	No	Yes	Any non-chaotic

CHARACTER RACE TABLE II.: CLASS LEVEL LIMITATIONS

TABLE II.A.: DWARVES

Ability Score	Bounty Hunter (All)
15	8
16	8
17	9
18	9
18/50	-
18/75	-
18/00	-
19	11
20	12
21	12

TABLE II.B.: GNOMES

Ability Score	Bounty Hunter (All)
15	7
16	8
17	8
18	8
18/50	-
18/75	-
18/00	-
19	10
20	11
21	11

TABLE II.C.: ELVES

Ability Score	Bounty Hunter (All)	Shade (Dark)	Elven Protector Knights (Dark, Grey, High)
15	10	U	23
16	10	U	23
17	10	U	23
18	11	U	23
18/50	-	-	-
18/75	-	-	-
18/00	-	-	-
19	12	U	23
20	13	U	23
21	13	U	23

TABLE II.D.: HALF-ELVES

Ability Score	Bounty Hunter	Redeemer	Templar	Shade	Monk Acrobat
15	12	10	11	12	U
16	12	10	11	12	U
17	12	11	11	12	U
18	12	12	12	13	U
18/50	-	12	-	-	
18/75	-	13	-	-	
18/00	-	14	-	-	
19	13	14	12	13	U
20	13	15	12	13	U
21	13	15	13	14	U

TABLE II.E.: HALFLINGS

Ability Score	Bounty Hunter (All)
15	5
16	6
17	6
18	7
18/50	-
18/75	-
18/00	-
19	8
20	8
21	8

TABLE II.F.: HALF-ORCS

Ability Score	Bounty Hunter	Bravo
15	5	U
16	6	U
17	6	U
18	7	U
18/50	-	U
18/75	-	U
18/00	-	U
19	8	U
20	8	U
21	8	U

CHARACTER CLASSES TABLE I.: HIT DICE, SPELL ABILITY AND CLASS LEVEL LIMIT

Character class	Hit Die Type	Maximum No. of Hit Dice	Spell Ability	Class Level Limit
Bounty hunter	D6	11	Yes	None
Bravo	D6	10	No	None
Elven Protector Knight	D8	16	Yes	23
Monk-acrobat	D6	12	No	None
Redeemer	D10	9	No	None
Templar	D6	16	No	None
Shade	D6	16	No	None
Temporal Mage	D4	11	Yes	None

CHARACTER CLASSES TABLE II.: MINIMUM STATS

Character class	Strength	Intelligence	Wisdom	Dexterity	Constitution	Charisma
Bounty hunter	-	11	-	12	-	-
Bravo	-	-	-	-	-	-
Elven Protector Knight	13	13	14	-	14	-
Monk-acrobat	15	-	11	16	13	-
Redeemer	15	-	13	12	-	16
Templar	-	9	13	15	-	-
Shade	-	9	13	15	-	-
Temporal Mage	-	13	12	9	-	-

CHARACTER CLASSES TABLE III.: PROFICIENCIES

Character class	Weapon	Non-weapon	Progression
Bounty hunter	2	2	1/1 per 4 levels
Bravo	3	3	1/2 per 3 levels
Elven Protector Knight	3	2	1/1 per 3 levels
Monk-acrobat	1	1	1/1 per 2 levels
Redeemer	3	2	1/1 per 3 levels
Templar	1	3	0/1 per 4 levels
Shade	1	3	1/1 per 4 levels
Temporal Mage	1	3	1/2 per 6 levels



Bounty Hunter



Introduction

Bounty hunters are a sub-class of thieves, and have most of their abilities although they are not as strong in them as a thief or even an assassin, but have their own abilities which make up for this. From quite a low level they gain the ability to torture their victims, create and set traps as well as track an individual in a similar way to a Ranger. To be a bounty hunter a character must have a minimum Dexterity of 12, an intelligence of 11. They never gain a 10% bonus to their experience due to having high ability scores.

As their parent class, the thief, the bounty hunter has a D6 to determine their hit points. They also use the thieves THACO, saves and available weapons, and like the thief cannot be good in alignment. This is because their primary function is the tracking down and retrieving items, persons and where appropriate torturing and killing. If the

DM allows it then Bounty Hunters may utilise poisons to reach their desired ends. Neutral bounty hunters beware, there is nothing to stop you using the torture ability or spells like cripple, but excessive or inappropriate use of the nastier spells may result in an alignment shift to evil.

To aid them in their tasks, at high levels (ninth and above) the bounty hunter gets access to their own set of spells, these are not spells of any other class, and can be found in the spell section later.

Dwarves, Gnomes, Elves, Half-Elves, Half-Orcs, Halflings and Humans may become bounty hunters. Half-Orcs and Halflings do not have access to the spells for this class at high levels.

Bounty hunters use the following level progression, and get D6 hit points per level.

BOUNTY HUNTERS TABLE I.: EXPERIENCE POINTS AND LEVELS

Experience Points	Level	Hit point dice (D6)	Level Title
0-2,810	1	1	Apprentice
2,811-5,940	2	2	Thug
5,941-12,500	3	3	Hooligan
12,501-28,100	4	4	Ruffian
28,101-59,400	5	5	Associate
59,401-123,000	6	6	Friend
123,001-250,000	7	7	Accomplice
250,001-438,000	8	8	Collaborator
438,001-625,000	9	9	Seeker
625,001-875,000	10	10	Hunter
875,001-1,200,000	11	11	Bounty hunter
1,200,001-1,600,000	12	11 + 2	Bounty hunter

400,000 experience points per level, 2 additional hit point per level for every additional level beyond 12th.

BOUNTY HUNTERS TABLE II.: SPELL PROGRESSION

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

BOUNTY HUNTERS TABLE III.: ABILITIES TABLE

Level	Pick Pockets	Open Locks	Find/Remove Traps	Move Silently	Hide in Shadows	Hear Noise	Climb Walls	Torture	Set Traps	Tracking
1	10%	5%	-	5%	10%	5%	40%	-	-	10%
2	15%	10%	-	10%	20%	10%	44%	-	-	20%
3	20%	15%	5%	15%	25%	15%	48%	-	-	30%
4	25%	20%	10%	20%	30%	20%	52%	-	6%	40%
5	30%	25%	15%	25%	35%	25%	56%	10%	10%	45%
6	35%	30%	20%	30%	40%	30%	60%	16%	14%	50%
7	40%	35%	25%	35%	45%	35%	64%	22%	18%	54%
8	45%	40%	30%	40%	50%	40%	68%	28%	22%	58%
9	50%	45%	35%	45%	55%	45%	72%	34%	26%	61%
10	55%	50%	40%	50%	60%	50%	76%	40%	30%	64%
11	60%	55%	45%	55%	60%	55%	80%	46%	34%	67%
12	65%	60%	50%	60%	65%	60%	83%	52%	38%	70%
13	70%	65%	55%	65%	70%	65%	86%	58%	42%	72%
14	75%	70%	60%	70%	75%	70%	88%	64%	46%	74%
15	75%	70%	60%	70%	75%	70%	89%	70%	50%	76%
16 +	2%/L*	2%/L*	2%/L*	2%/L*	2%/L*	2%/L*	1%/L*	6%/L*	4%/L*	2%/L*

* These skills increase by this value every two levels e.g. Pick Pockets is 75% at 15th, 77% at 16th, 77% at 17th and 79% at 19th etc.

BOUNTY HUNTERS TABLE IV.: RACIAL ADJUSTMENTS

Race	Pick Pockets	Open Locks	Find/Remove Traps	Move Silently	Hide in Shadows	Hear Noise	Climb Walls	Torture	Set Traps	Tracking
Dwarf	-	+10%	+15%	-	-	-	-10%	+5%	+15%	-5%
Elf	+5%	-5%	-	+5%	+10%	+5%	-	-10%	-5%	+10%
Gnome	-	+5%	+10%	+5%	+5%	+10%	-15%	-	+10%	+5%
Half-Elf	+10%	-	-	-	+5%	-	-	-5%	-	+5%
Half-Orc	-5%	+5%	+5%	-	-	+5%	+5%	+15%	-5%	-5%

Descriptions of Pick Pockets, Open Locks, Find/Remove Traps, Move Silently, Hide in Shadows, hear Noise and Climb walls can be found in the *Players Handbook Pg 28*.

Torture

Torture gives the character the ability to inflict pain without inflicting enough damage to kill the target, this is done through studies of anatomy and how pain is felt and intensified. If the ability is passed, the bounty hunter is able to inflict an amount of pain which is equal to twice the amount of damage taken. If this amount of pain exceeds the total number of hit points that the individual has they must then make a system shock or fall unconscious.

E.g. A 12th level bounty hunter with a restrained target wants to extract some information, they physically attack their victim giving 4 points of damage. They then make their torture roll (52% chance), and roll 45 the target feels as if the bounty hunter dealt them 8 points of damage.

Set traps

Set traps gives the bounty hunter the ability to make simple traps, however without other skills cannot make traps that require skilled constructions, such as a trap within the wall of a building. It also allows the bounty hunter to construct traps in the wilderness for trapping their targets such as a net on a stressed tree. This knowledge could equally be used for catching food, but it does not give the bounty hunter any knowledge of the habitats of creatures and the best places to set their traps.

Tracking

This skill allows the bounty hunter to follow their target through the wilderness (it cannot be used in an urban setting as there is not usually a substance to leave tracks in). There is a base chance modified by the following

Bounty Hunter

:

Situation	Modifier
Dense vegetation (close to the ground)	-15%
Dense vegetation (off the ground)	-10%
Each hour that has passed	-5%
Hard compacted earth	-20%
In a well travelled area	-20%
On solid ground such as rock/cobbles	-70%
Very muddy ground	-10%
Wind/Rain	-20%
Change in mode of transport e.g. walking to horseback	-70%

If the bounty hunter succeeds their check then they are able to keep to the tracks that their target has made. A roll needs to be passed to pick up the tracks, then an additional roll if any of the

conditions above change, there is a deviation in the route (such as they stray from the path) or there is a choice of direction such as a fork in the road.



Bravo



The bravo is a lightly armed and armoured urban street fighter. As such, they possess some substandard thieving skills, and are familiar with many types of weaponry, but is a master of none. Bravos are urban ruffians, neither fighters nor thieves, but somewhere in between. They are normally found lurking in dark corners of taverns, loitering on the docks, or wandering the streets of cities and towns. Typical activities of a bravo might include beating up a shopkeeper who fails to pay protection money; breaking the legs of a recalcitrant debtor, intimidating voters at a public election, or providing muscle for street brawls between rival political factions. Bravos often find trouble in the cities, and join bands of adventurers to seek their fortunes in faraway lands.

They have no statistic limitations, roll to hit on the thieves' attack matrix, use the thieves saving throw matrix and gain attacks per round and proficiencies as fighters. They have six-sided hit dice but gain two at first level. Bravos may only use magic items usable by any class. They may be of any non-lawful alignment.

Bravos *Pick Pockets* and *Open Locks* as if they were thieves of three levels lower than the level of the bravo, although they have a base 5% chance to use these skills at first through third level. They can *Climb Walls* and *Hide in Shadows* as if they were

thieves of two levels lower than the bravo's current level. Bravos are limited to leather armour or magical protections. Donning armour heavier than leather causes the bravo to lose all dexterity armour class bonuses and precludes the use of thieves' skills.

A bravo may only be single-classed, but they are unlimited in the levels they can attain.

Bravos are the jack of all trades but masters of none when it comes to combat and as such they do not become proficient in the use of weapons, but suffer only a negative 1 non-proficiency penalty regardless of the type of weapon used. When it comes to brawling, however, the bravo is amazingly proficient; a first level bravo begins his career with three weapon proficiency slots. These slots are *automatically* applied to the first three methods of the 'natural' style - a rough and tumble fighting style passed down from generation to generation of street thugs. As the bravo progresses he may learn the remaining methods in half the time required of other classes. A bravo need never seek out a master to learn new methods of the natural style, it is a gradual process of learning as they progress. They do however need to seek a master to train them in their thieving skills.

Humans and half-orcs may be bravos.

BRAVO TABLE I.: EXPERIENCE POINTS AND LEVELS

Experience Points	Level	Hit Dice	Level Title
0-1000	1	2	Punk
1001-2000	2	3	Strong-arm
2001-4000	3	4	Bludgeon-man
4001-8000	4	5	Thug
8001-15000	5	6	Ruffian
15001-32500	6	7	Rover
32501-60000	7	8	Blackleg
60001-90000	8	9	Assailant
90001-150000	9	10	Bravo

100000 + experience points per level beyond the 9th Bravos gain 1 hit point per level after the 9th. They do not get additional experience point benefits because they do not have a prime requisite statistic.

Bravo

The 'Natural' Style*

Attacks per Round: 1

Damage per Attack: d4 - 2 + STR bonus

Armour Class of Style: per AC

Principle Attack: Hand

Special Rules: If any Method is not learned it may be attempted at a -2 to hit.

BRAVO TABLE II.: NATURAL STYLES

Level	Method Name	Effect(s)	Notes
1	The Punch	Strike opponent with fist.	Once learned this method is constantly in effect.
1	The Elbow Strike	Strike opponents to the side or behind.	If not learned -2 to hit.
1	The Grapple	Grab opponent	To hit as an aimed shot. If successful opponent is grabbed where indicated. The victim of a grapple is at +2 to hit by other grapple attacks. A successful hit must be made to escape.
2	The Choke Hold	Choke opponent from behind.	This method is considered a grapple. If opponent is held in choke hold for 3 consecutive rounds he must make a CON check every round after the third or become unconscious for d4 rounds. Opponent must make a successful to hit at -2 to escape or successful elbow strike.
2	The Kick	Strike opponent directly in front with foot.	+1 to damage. If not learned -2 to hit. If any type of metal armour is worn by the attacker an additional -2 is applied.
2	The Head But	Strike opponent with forehead.	Can only be accomplished if in a grapple. +1 to hit, +2 damage unless attacker is wearing metal head armour.
5	The Brawl	An all-out attack	A brawling attack with no thought given to aim. The character merely wades into the fray and begins hurting things. While using the Brawl Method the attacker receives a +1 to hit for each individual beyond the first standing adjacent to him. When a hit is made the recipient of the damage is located randomly from the adjacent individuals - be they friend or foe. All hits made by the Brawl Method have a +2 damage modifier. If this method is not learned it may not be attempted, not even by barbarian types. This method is the culmination of too much ale and too many tavern fights.

* See rules for fighting styles on page 101 of *Oriental Adventures*.

As their background is generally cosmopolitan, bravos are exposed to many areas of knowledge. They receive a bonus non-weapon proficiency at first level, and every level at which new proficiencies are gained thereafter. Such non-weapon proficiencies must always be germane to the bravo's immediate surroundings and current activities.

Because there are no training schools for bravos, they require no formal training to advance in level in the manner of a magic-user, cleric or monk. Once the character reaches the necessary experience points to attain the next higher level he automatically goes up, gaining the next level of abilities and hit points, however they are required

to seek a thief who can instruct them in improving their thieving abilities.

In his home area, the bravo may *seek illicit goods & services* with a 30% chance of success. This chance increases by 10% with each level of experience. In areas unfamiliar to the bravo, this chance decreases to a 10% base plus 10% per level. Both chances are subject to such positive or negative modifiers as the DM feels are appropriate due to circumstances. "Illicit goods & services" includes illegal drugs, stolen property, banned magical items or spell components, slaves, brothels, and/or any other sort of product or service that is illegal or socially unacceptable.



Elven Protector Knight



The Knights are an order of Elves whose specific task is to protect the Trees of Life. When a Knight reaches 10th level, it is time to go out into the world to adventure. This brings experience of the wider realms, which benefits the long-term survival of the Trees. At 18th level the Knight will return and continue to protect and to train the lower level Knights.

The Knights have the special ability to Transport via Trees with a maximum range of one mile per level of the Knight. This transport must be via trees

of the same species.

Up to level 15, Elven Protector Knights are treated as Rangers, although at 7th level they do acquire the Druidic Shapechange ability.

From 16th level up, they are treated as Hierophant Druids.

At all levels Elven Protector Knights use the Bard spell progression list, with the usual bonuses for high wisdom scores. Spells are, of course, taken from the Druid Spell lists.

PROTECTOR KNIGHTS I.: EXPERIENCE POINTS AND LEVELS

EXP	Level	d8 for hp	Level Title
0 – 2,250	1	2	Apprentice
2,251 – 4,500	2	3	Assistant
4,501 – 10,000	3	4	Caretaker
10,001 – 20,000	4	5	Novice Protector
20,001 – 40,000	5	6	Probationary Protector
40,001 – 90,000	6	7	Protector
90,001 – 150,000	7	8	Knight Initiate
150,001 – 225,000	8	9	Knight Protector
225,001 – 325,000	9	10	Lord Initiate
325,001 – 650,000	10	11	Lord Protector
650,001 – 975,000	11	12	Lord Protector 11th
975,001 – 1,300,000	12	13	Lord Protector 12th
1,300,001 – 1,625,000	13	14	Lord Protector 13th
1,625,001 – 1,950,000	14	15	Lord Protector 14th
1,950,001 – 2,275,001	15	16	Lord Protector 15th

Protector Knights Table 2

From 16th level Protector Knights gain the abilities of Hierophant Druids and Progress as follows. All EXP is lost and the Knight starts again at 1 EXP.

EXP	Level	d8 for hp	Level Title
1 – 500,000	16	16 + 2	Initiate Hierophant Protector
500,001 – 1,000,000	17	16 + 4	Adept Hierophant Protector
1,000,001 – 1,500,000	18	16 + 6	Hierophant Protector
1,500,001 – 2,000,000	19	16 + 8	Master Hierophant Protector
2,000,001 – 2,500,000	20	16 + 10	Niminous Hierophant Protector
2,500,001 – 3,000,000	21	16 + 12	Mystic Hierophant Protector
3,000,001 – 3,500,000	22	16 + 14	Arcane Hierophant Protector
3,500,001 and up	23	16 + 16	Protector Hierophant of the Cabal

The level limit is 23rd

Elven Protector Knight

From levels 1-15 Protector Knights take their abilities from the Ranger class. From levels 16 and up they take their abilities from the Druid class. Protector Knights of all levels can cast Druid spells and use the Bards table to determine the number of spells they can cast at any particular level.

The Elven Wand of Force

At third level, Elven Protector Knights create a special Wand of Force that draws its energy from the forces of nature, and specifically the Tree of Life. This wand increases in power as the Knight increases in level, according to the following progression:

Level of Knight	Bonus of Wand
3	+ 1
6	+ 2
9	+ 3
12	+ 4
15 and up	+ 5 (Maximum bonus)

In the Druids Grove at DragonStone, and within one mile of the Tree of Life, or any other compatible Tree of Life, the Elven wands will

always strike as a +5 weapon and on rolling a straight 20 will do double damage to evil opponents.



Monk - Acrobat



Monk-acrobats are a sub-class of both monks and thief-acrobats. They have similar open-hand combat abilities, and several special unarmed combat abilities of the monk. They also have many abilities afforded them from the thief's "split-class," the thief-acrobat.

To be a monk-acrobat a character must be human, or very rarely (5%); half-elf, and have the following minimum ability scores: strength 15, wisdom 11, dexterity 16, and a constitution of 13. Dexterity does yield armour class adjustments due to the acrobatic nature of the class. Only monk-acrobats with a dexterity of 17+ are allowed this bonus. All armour, and shields, restrict a monk-acrobat's abilities and thus cannot be worn or carried. Like thief-acrobats, monk-acrobats with strength and dexterity scores of 16 or better add a 10% bonus to earned experience.

A monk-acrobat's class progression is covered on MONK-ACROBATS TABLE I. Because a monk-acrobat's training is very rigorous, monk-acrobats get a six-sided die for hit points however they start like most other character classes, with one at first level. They do gain the fighter bonus for a high constitution.

While trained by monks and thief-acrobats, they are neither themselves. Monk-acrobats do not share the same tenacity as their monk teachers do for monastic aesthetics, and they do not, fully, share the thief-acrobat's taste for thieving. The rigors of going from the gymnasium to the monastery prevent too much study in either direction, so they are a blend of both. Understandably, this results in the loss of the more powerful special abilities of the monk, and several abilities of the thief-acrobat. Monk-acrobats must be of lawful or neutral alignment, although they can be good, neutral, or evil. Any monk-acrobat that continuously commits blatant chaotic acts, must subject himself to his or her monastery's punitive court for direction, or become forever chaotic in alignment. This invariably separates the monk-acrobat from the monastery, and, depending on the nature of the "chaos," could leave the monk-acrobat labelled as an enemy. The monk-acrobat will be allowed to keep their skills, however, they immediately cease in improvement, and any special abilities gained in his or her current level of experience are lost; considered

incomplete, never to be learned.

Monk-acrobats use the same combat tables as thieves. Any natural roll, five or greater than the necessary score required "to hit" an opponent with a weapon, allows the monk-acrobat to add one-half a hit point, per level of experience, to their damage roll. This ability differs from the monk's ability, described in the *Player's Handbook*, page 30, as monks always score this damage with a weapon. Additionally, this collateral damage stops accruing at level 12, yielding a maximum of +6 damage. Example, Naratia, a 14th level monk-acrobat, exceeds her "to hit" roll by naturally scoring eight above in melee with a long sword. This allows an additional 6 points of damage to be added to that single attack. Monk-acrobats cannot "backstab" as thieves.

Monk-acrobats lack the anatomical knowledge to make an open-handed "stun" or "kill" attacks as monks do. While open-handed attacks allow the monk-acrobat multiple attacks with the same progression as a monk, overall, a monk-acrobat's open-hand attacks will be less damaging than those of a equivalent level monk. Monk-acrobat's gymnastic training provides for some very formidable manoeuvres later, as they progress in levels of experience. Detailed information regarding a monk-acrobat's abilities is shown on MONK-ACROBATS TABLE II.

Monk-acrobats make saving throws on the same tables as thieves, and they can dodge Non-magical missiles as well as a monk but that's it; beating a save vs. petrification. Actually, due to their acrobatic nature, monk-acrobats make this save at plus their dexterity's "reaction/attacking adjustment," as shown on page 11, DEXTERITY TABLE I of the *Player's Handbook*. They cannot dodge *fireballs* like a 9th level Master of the North Wind and incur no damage; that skill is never gained. If they make their saving throw, they still take half-damage like that of the non-monk classes.

At 1st level monk-acrobats are likely to be surprised as every other class (save that of the Ranger), a 1/3 of the time. That drops to 32% at second level, and then 2% every level until they reach 12th level, where they are surprised only 12% of the time thereafter.

Monk - Acrobat

Monk-acrobats have the following thief abilities which they perform at the same level of expertise as an equivalent level thief, i.e. a 1st level monk-acrobat performs as if a 1st level thief, at 2nd level a 2nd level thief etc.

The abilities are:

Find Traps (but not Remove Traps)
 Move Silently
 Hide in Shadows
 Hear Noise
 Climb Walls

In addition to the gained monk and thief-acrobat abilities, monk-acrobats also have their own abilities; Running Walls, Dynamic Leaps, and Instant Draw. These are detailed later in this class description.

MONK-ACROBATS TABLE I.: EXPERIENCE POINTS AND LEVELS

Experience Points	Experience Level	6-Sided Dice for Accumulated Hit Points	Level Title
0 – 1,750	1	1	Apprentice-Acrobat
1,751 – 3,600	2	2	Novice-Acrobat
3,601 – 7,000	3	3	Initiate-Acrobat
7,001 – 19,500	4	4	Brother-Acrobat
19,501 – 33,750	5	5	Disciple-Acrobat
33,751 – 71,500	6	6	Acrobat
71,501 – 137,500	7	7	Immaculate-Acrobat
137,501 – 222,500	8	8	Master-Acrobat
222,501 – 322,500	9	9	Superior Master-Acrobat
322,501 – 425,000	10	10	Monk-Acrobat
425,001 – 700,000	11	11	Master Monk-Acrobat
700,001 – 1,000,000	12	12	Superior Monk-Acrobat

300,000 experience points per level for each additional level beyond 12th, they gain 3 hit points per level after 12th.

MONK-ACROBATS TABLE II.: MONK-ACROBAT ABILITY TABLE

Level Title	Level	Effective Armour Class	Move	Open Hand Attacks per Melee Round*	Open Hand Damage	Special Abilities
Apprentice-Acrobat	1	8	15"	1	1 – 3	A
Novice-Acrobat	2	7	16"	1	1 – 3	B
Initiate-Acrobat	3	6	17"	1	1 – 4	C
Brother-Acrobat	4	5	18"	5/4	1 – 4	D
Disciple-Acrobat	5	4	19"	5/4	1 – 6	E
Acrobat	6	3	20"	3/2	2 – 7	F
Immaculate-Acrobat	7	2	21"	3/2	2 – 8	G
Master-Acrobat	8	1	22"	3/2	3 – 9	H
Superior Master-Acrobat	9	0	23"	2	2 – 12	I
Monk-Acrobat	10	-1	24"	2	2 – 12	J
Master Monk-Acrobat	11	-2	25"	5/2	3 – 13	K
Superior Monk-Acrobat	12	-3	26"	5/2	4 – 13	-

5/4 means five attacks every four rounds, 3/2 means three attacks every two rounds, 5/2 means five every two rounds, with the additional attack coming at the end of the round sequence.

- A. Intimidate: Simply by gazing, perhaps glaring, or using body language, the monk-acrobat can convince a single creature, to go look for trouble elsewhere. This ability affects creatures with less than the monk-acrobat's score in wisdom. Those who are not intimidated are aware of the monk-acrobat's attempt. A save versus petrification minus 1/2 the monk-acrobat's level negates the attempt. This ability affects as many creatures as the monk-acrobat has in levels.
- B. Kiai Surprise: A scream, unexpected, meant to distract. Affects every creature in a 10' radius. All must save versus petrification or be "surprised." Allies of the monk-acrobat are allowed the save at +8 as they will recognize the voice. This ability may be used only once per melee encounter.
- C. Crescent Kick: Use of this ability allows the monk-acrobat to strike all opponents either directly in front of, or beside the monk-acrobat in 45 degree radius (not behind). A -2 "to-hit" is applied to the attack due to its difficulty. If successful, the attack hits every opponent (and possibly allies), within 5' of the monk-acrobat's selected attack radius. This counts as one attack, and inflicts +1 point of damage for every three levels of experience. Maximum damage bonus; +5.
- D. Jumping Kick: The act of jumping, and kicking an opponent, uses one attack, increases damage by +1/2 a hit point per level of experience, and puts the monk-acrobat right back down on his or her feet ready to follow up with another attack. In addition, if the creature hit weighs less than 150% of the monk-acrobat's weight, they will be knocked down (save versus dexterity to remain standing, minus 1/2 the monk-acrobat's level). Maximum damage bonus; +10.
- E. Flying Kick: Running, jumping, and kicking an opponent needs room, at least 10'. If the attack is successful, the resulting damage will be +1 per level of experience. This attack is made at -4 "to-hit" as the attack is easily side-stepped. This uses two attacks, and will knock down an opponent of up to 300% the monk-acrobat's weight (save versus dexterity, minus 1/2 the monk-acrobat's level, to remain standing).
- F. Back Kick: This allows a monk-acrobat to strike an opponent within 5' of the monk-acrobat's rear-oblique. This attack is made at -4 "to-hit," carries normal damage, and counts as one attack. By using this ability, and the Crescent Kick, the monk-acrobat can attack people to his or her rear. When the attack is finished, the monk-acrobat will be facing the opposite direction they were at the start of the melee round. A back kick used in this manner uses two attacks.
- G. Scare: Is like Intimidation but this affects any creature with less hit dice than the Monk-acrobat with a clear line of sight. A saving throw versus petrification at -1/2 per level of the monk-acrobat is allowed. Any creature affected by the scare will actively seek to flee the area. They will continue to try to get as far away from the monk-acrobat for 2-12 minutes. Maximum penalty modifier is -12.
- H. Prone Combat: The monk-acrobat can use open-hand techniques on the ground with no penalty. Naturally jumping, flying, and otherwise using kick attacks is not possible. Tripping and groin attacks are quite possible though. The monk-acrobat does not lose armour class while on the ground. If the monk-acrobat is held on the ground, then they are treated as a regular character.
- I. Enhanced Climb: One can climb walls at twice his or her movement rate with no dexterity checks. This improves to triple at 15th level, and quadruple at 20th level.
- J. Instant Stand: A monk-acrobat knocked to the ground may stand instantaneously and suffers no attack penalties for having been on the ground. If the monk-acrobat is held on the ground, then they are treated as a regular character. In order to hold the monk-acrobat on the ground, one must win a grappling contest, and be within 2' of the monk-acrobat before he or she hit the ground. If the monk-acrobat is already on the ground, it's already too late, and they will already be on their feet by the time a foe gets there.
- K. Hypnotism: Through arm waving, gestures, words, etc,... the monk-acrobat is able to hypnotize creatures of less hit dice numbering up to his or her score in Wisdom. Otherwise, this ability functions primarily like the 1st level Illusionist spell on page, 95 of the *Player's Handbook*. The only other difference is that the monk-acrobat uses the spell description for *mass suggestion* instead of *suggestion* to end the effects. That spell is on page 99 of the

Player's Handbook. Magic Resistance does

A monk-acrobat performs their inherent thief-acrobat skills, found on page 24 of the *Unearthed Arcana*, 5 levels higher than a regular thief-acrobat. This is simply because a monk-acrobat starts with these skills earlier, than does a regular thief-acrobat. This means, that at 1st level, a monk-acrobat performs all thief-acrobat skills, as though they were 6th level, 2nd as 7th, 3rd as 8th, etc.

In addition the monk-acrobat has the following additional skills; learned by combining both philosophies incurred during their training at the monastery, and the gym. These skills are available starting at 1st level.

Dynamic Leaps: Monk-acrobats may extend any jump manoeuvre by up to their level times ten percent, with no ill-effects, once per day. In other words, a 1st level monk-acrobat may jump up to 5' + 1 (their level) times 10%, or 5 times 10 percent, yielding 5.5'. While seemingly not so dynamic at lower levels, this can become quite dynamic at higher levels. The limit is 120%.

Running Walls: This is the ability to run from the ground, to literally; along a wall, parallel to the ground. It is equal in height to their jumping ability, and equal in distance to their movement rate. This ability is also used when a monk-acrobat runs into a wall, up the wall, and then flips behind an opponent. A monk-acrobat using this skill, in this fashion, can jump behind an opponent an

not apply to this action.

equal number of feet equivalent their unmodified "Broad Jumping; Running" skill. At 1st level, a monk-acrobat may jump up to 9' off of the wall, 2nd 9 1/2', etc. A roll versus dexterity on a 20-sided is necessary to determine whether or not the action is successful, and the monk-acrobat must be "unencumbered." The monk-acrobat then gains the time it takes for the opponent to turn around, to make all attacks at +4, and inflicts +1 damage for each attack, for every 2 levels of experience they have.

Instant Draw: Monk-acrobats can instantly ready a weapon with no penalty to initiative. If surprised, this action takes away only one attack. Of course, if they elect an open-handed attack, there is no penalty. The weapon may be on the ground, within 5', before them.

All abilities are modified by high strength and dexterity scores. Use THIEF-ACROBAT TABLE II: Adjustments for Strength and THIEF-ACROBAT TABLE III: Adjustments for Dexterity on page 25 of the *Unearthed Arcana* to modify these scores.

Monk-acrobats must adhere to the same restrictions, given to the monk class on page 32 of the *Player's Handbook*. They may only weapons allowed by the monk class, on page 19 of the *Player's Handbook*. Unlike monks, monk-acrobats may use oils, and possibly poisons. Monks teach the fighting, thief-acrobats, the rest.



Ranger – Optional Rules



The Ranger has a set chance to surprise someone, and a set chance of being surprised, this is to represent his alertness and clever use of the natural habitat to mask his movements and keep him from view, however the probabilities are fixed and do not show his progression as he becomes more experienced, instead a 1st level Ranger is just as good at sneaking around as a 10th level Ranger. In second edition the Ranger has comparable skills to that of a thief in the respect that he has a roll for move silently, and a roll for hide in shadows. A low level Ranger isn't going to be the greatest at hiding and sneaking about, however he will get better as he progresses in experience he will become more skilled at it.

Using this principle I have come up with a list of skills like that of a thief, which advance in a similar fashion to that of a thief, but which are more in tune with the nature of a Ranger.

Natural Concealment

This skill is like that of the thief skill *hide in shadows* (*q.v.*) skill, however it doesn't require the Ranger to be in shadow, instead it requires him to be in a situation which offers him the opportunity to use camouflage and concealment. This skill can also be used to conceal items and objects in a similar environment, or to recover campfires to make them less likely of being found and traced. Also can be used to conceal traps. The Ranger cannot make use of this skill in built up areas or unnatural locations, and has penalties in locations, which are alien to him. Like hide in shadow this ability does not make the Ranger magically invisible, and it requires him to be in a surrounding which enables him to make good use of cover and the land to conceal themselves. He will become visible if at any point he leaves his cover (obviously), however so long as he makes his checks he can move around in cover with out becoming visible.

It is important to make a note of the Rangers natural habitat because when trying to conceal himself in another wilderness situation which is alien to him the penalties apply as so:

Similar – if the situation is similar but different enough to cause a little confusion for the ranger then he receives a –5 penalty on his concealment roll, (e.g. forest and jungle)

Different – if the situation is noticeably different then the ranger receives a –15 penalty to his concealment roll, as the basic rules are always the same, however he may not have found the most ideal location or perhaps is so confused that he has no idea where he could hide (e.g. forest and mountainous terrain).

Alien – In alien environments he takes a –40 penalty to his concealment roll, as he is really out of his depth, and only a very experienced ranger could cope with this kind of situation (e.g. towns or cities, or exotic locations never before visited by the ranger)

If a Ranger gains a level and trains in an area which he is different to that of his home then he may downgrade it one step, so an alien situation would become a different situation, and a similar situation would become second nature.

Move Silently

As the thief skill, this works in all situations as it is learning to place your feet in a manner which stops the sound of foot fall, it also involves treading carefully in woodland, and making sure the Ranger doesn't tread on sticks and such like. This ability is just as effective in urban environments as it is in the wilderness.

Natural concealment and move silently make up for the Rangers automatic 50% chance of sneaking up on someone (now it has to be played out).

Alertness

This skill is used mainly when hunting to pick up slight traces of movement, or to notice tracks, or to pick up the scent of an animal that is close or to hear something sneaking up on him. To use this ability the Ranger becomes one with his environment, his breathing becomes slow and measured, he must move silently, and be without outside distraction (which will interfere with his ability). This ability will allow the Ranger to take in the most subtle of disturbances from birds flying away if they have been alarmed, to noticing freshly broken wood in amongst the leaf litter on the forest floor. This ability works in other situations as well so long as the Ranger is able to concentrate. In situations where the Ranger is about to be attacked he may make this roll to see if he notices anything unusual or out of place in order to avoid being

Ranger – Optional Rules

surprised (This ability takes the place of the 1 in 6 chance of being surprised in the *Players handbook*). The alertness ability is modified like the Natural

concealment ability depending on the terrain that the ranger is used to.

Abilities	Base score
Natural Concealment:	Average of intelligence and Dexterity.
Move Silently:	Dexterity.
Alertness:	Average of dexterity, intelligence and wisdom.

At each level (including the first) the Ranger gains 10 points to split between the skills, he must dedicate at least one point to each skill to show that he is learning and progressing in his abilities.

- These bases will mean that the ranger may be slightly better at sneaking about and being hidden in wilderness situations.
- No ability can be taken higher than 99%.
- Rangers do not gain bonuses taken for high stats as this is taken into account in the starting abilities.
- Races get the same ability bonuses as they would as thieves; there is no natural bonus for alertness.
- Armour penalties apply.

Natural Habitat

When a Ranger character is created a number of terrain types are applied to him, these are his natural habitats, e.g. forest, grassland, sea and coast, or desert. It is important to establish these as they have an effect on his skill rolls, according to the explanation above.

Also when a Ranger is in his Natural Habitat he has a very rudimentary knowledge of how to survive in it. If in a situation where he is alone he will be able to find enough edible matter to survive, how to

collect water enough for one day, as well as knowledge of what is dangerous to eat. This knowledge does not allow him to do it for others and does not give him any knowledge of why things are poisonous or what the poison does. To survive on this ability means that bar hunting this is all he is able to do.

This ability will allow him to make on the spot decisions as to whether something is safe to eat, and how to go about finding water with an Intelligence check.



Redeemer



The redeemer is a sub-class of the fighter, but are restricted to being Lawful evil and like the Paladin must remain so throughout their lives if not then like the Paladin they will fall though a fallen Redeemer may find that their existence is cut short very quickly as they no-longer have their profession to hide behind.

To become a redeemer a character must have strength of no less than 15, dexterity of 12, wisdom of 13 and a charisma of at least 16. Redeemers gain no bonuses to their experience by having high ability scores, nor do they gain spells at high levels like the Paladin. They follow either an

evilly aligned god, or belong to a lawful evil organisation which would require anyone who breaks their laws to be punished.

Redeemers use the THACO, saving throws and proficiencies of a fighter of the same level, and may use any weapon and armour available. The redeemer may only specialise in a two handed sword or a Flail. If the torture proficiency is available then the redeemer automatically acquires it without taking a proficiency slot.

Humans and Half-Elves may become redeemers.

Redeemers use the following level progression, and get D8 hit points per level.

REDEEMER TABLE I.: EXPERIENCE POINTS AND LEVELS

Experience Points	Level	Hit point dice (D8)	Level Title
0-2,350	1	1	Initiate
2,351-5,600	2	2	Brethren
5,601-12,000	3	3	Brethren
12,001-25,000	4	4	Brethren
25,001-47,000	5	5	Zealot
47,001-98,000	6	6	Zealot
98,001-180,000	7	7	Deacon
180,001-375,000	8	8	Deacon
375,001-750,000	9	9	Confessor
750,001-1,200,000	10	9 + 3	Arch-Deacon
1,200,001-1,700,000	11	9 + 6	Arch-Confessor
1,700,001-2,200,000	12	9 + 9	Arch-Confessor
2,200,001-2,700,000	13	9 + 12	Arch-Confessor
2,700,001-3,200,000	14	9 + 15	Arch-Confessor

500,000 experience points per level, + 3 additional hit points per level for every additional level beyond 9th.

REDEEMER TABLE II.: ABILITIES TABLE

Level	Ability	Information
1	Fire Resistance	The Redeemer takes half damage from non-magical fire, but damage from magical fire is dealt normally. Fire is often used by them to extract a confession from their victim.
1	+ 2 to all saving throws	
3	Detect Lie	The redeemer can detect lie as the 4 th level cleric spell of the same name. This can be performed once each day per level of the redeemer.
5	Detect Lawbreaker	A redeemer can detect an individual who is intent on breaking the law, in the same manner that a paladin may detect for evil intent.
7	Fire Protection	The redeemer takes no damage from non-magical fire, and takes half damage from magical fire (if a save is given for half damage then they take quarter)
9	Fear	The redeemer has an aura of fear which he may use once each day per level of the redeemer, all within 20 feet must save vs. spell or be affected by the fear as the 4 th level magic user spell of the same name.

Redeemer

11	Detect Chaos	A redeemer may detect a creature with a chaotic alignment in the same way they can detect a law breaker.
13	Fire Immunity	The redeemer takes no damage from magical or non-magical fire and will only take half damage from elemental fire.

The book of Law

All redeemers carry a scaled down, all inclusive book of Law and Punishment. This is a definitive magical guide of the laws that the redeemer is enforcing, and is virtually indestructible (treat as though it is made of hard metal). The book is magically updated to contain the most recent procedures and laws, and also contains vital information on their affiliated organisations diplomacy so that they don't upset the wrong people.

It is a great offence for a redeemer to lose this book, or allow it without great sacrifice to be destroyed. If the book is lost then they must immediately seek a replacement before they may undertake any confessions, judgements or punishments. It is extremely likely they will be heavily punished for the loss of this book, and will have to undertake a penance, atonement or quest before they are granted a new one.

Redeemer Rosary

On completion of their training the redeemer is given a rosary, which starts with no beads. However on each successful confession and punishment on a former member of their organisation they gain one black bead, they must extract a willing confession and carry out a fitting punishment before a bead will be granted. Anyone

with more than one bead is usually feared, as extracting a confession under these circumstances is a difficult task, and anyone who has will gain increasing respect in their organisation. A bead that is stolen from another redeemer will not function, and may incur a worse punishment than losing their book.

The rosary confers the following powers on the redeemer

1. For every three beads the redeemer gains a +1 to their armour class and saving throws.
2. Each bead acts as the spell "Deaths Door". When the redeemer reaches -10 hit points, one of their beads disappears but raises them to 0 hit points, they also temporarily lose a point of constitution each time this effect occurs. Constitution points return at a rate of 1 per good nights sleep (over 6 hours). E.g. if the redeemer were saved from death twice per day by their rosary then they could have a -2 on their constitution, with a -1 the following day if they got a full nights sleep and no penalty the day after that.

The rosary is as difficult to destroy as their book (treated as hard metal), but if it is destroyed or lost then they may not have one until they advance a level, and when they do their rosary is without beads irrespective of the number of confessions they have extracted before.

The Lawblade

In return for an exceptional deed the redeemer may be gifted with this weapon, which has the following powers:

1. Though it has no inherent magical 'plus', it can be used to hit creatures requiring up to a +5 weapon to hit.
2. It can dispel magic as a Holy Avenger or Unholy Reaver within a 10' range.
3. The redeemer can make the weapon glow red hot for a total of one round per day for each level of the redeemer. In this state the sword does an additional +4 damage of fire damage per hit, and light all combustible materials as a burning torch would.
4. While in its red hot state, it can be used to brand the redeemer's god's holy symbol into their victim, if they strike then the symbol is burnt into the target. This symbol serves to anathematize the target as if the first level cleric spell had been cast on them. If the target is truly innocent of all crimes within the Book of Law, the symbol will vanish. If this happens the redeemer will immediately drop one level as if energy drained (this level cannot be magically brought back with the restoration spell) and their Book of Law, the Rosary and their Lawblade will vanish as punishment for inaccurate judgement. The redeemer will be required to undertake some atonement or quest for this transgression before they can once again possess any of their three lost items.

5. For every black rosary bead owned by the redeemer the weapon gains +1/+1 enchantment, this will increase to a maximum of +6/+6. If any additional beads are possessed then the sword will radiate an aura of fear. Anyone within 30' must save vs spells or will be affected by fear as the 4th level magic user spell.

The redeemer is not permitted to wield any other magical weapon than the Lawblade.

The redeemer may only keep 10% of any bounties claimed, with the remainder going to their church or affiliated organisation. If a redeemer shows genuine compassion, commits repeated acts of good will or shifts their alignment they will be

stripped of their abilities and their three items the Lawblade, Rosary and the Book of Law. They are then eligible for a redeemer to visit them and extract a confession, and will be anathematized if they try to use their Lawblade.



Sorcery, The art of



The sorcerer is not a class but an alternative way of casting spells, these rules can apply to any magic using class where the caster must learn spells before casting and they leave the mind upon

casting. These rules can in no way be used for casters whose magic is bestowed by another entity e.g. clerics/druids.

SORCERY TABLE I.: POINTS AND SPELLS

Level	Points per day	Spells in mind	Max spell level	Ritual Length (mins)
1	2	1	1	10
2	4	2	1	20
3	7	3	2	30
4	12	5	2	35
5	16	7	3	40
6	20	8	3	45
7	25	10	4	50
8	31	12	4	55
9	36	13	5	60
10	42	15	5	62
11	48	18	6	64
12	55	21	6	66
13	63	25	7	68
14	70	26	7	70
15	78	28	8	72
16	86	31	8	74
17	95	33	9	76
18	103	34	9	78
19	114	35	9	80
20	123	37	10*	82
21	132	39	10*	84
22	145	41	10*	86
23	157	43	10*	88
24	170	44	10*	90
25	185	45	10*	92
26	200	49	10*	94
27	217	52	10*	96
28	238	54	10*	98
29	268	58	10*	100
30	300	60	10*	102

*This level may not exist or be obtainable to PC's, if so then the maximum level is 9th.

'Points per day' is the maximum amount of energy the sorcerer can channel per day without doing physical damage to their body.

'Spells in Mind' is the maximum number of spells that a sorcerer may have learnt at any point, this can never be exceeded.

'Max spell level' is the highest level of spell that a sorcerer can cast.

'Ritual Length' is the length of time that must be spent per day on the ritual of retention, see below.

Learning spells

Sorcerers do not have to learn spells in the usual way in order to cast them, as they retain the spells in their mind after casting. They must study for a much longer period than normal spell casters to commit these spells to memory, and uses the

amount points required to cast the spell during the learning, but the spell is not cast and thus the effect of the spell cannot be used.

A sorcerer does not have to learn any number of

spells per level, they may select any spells to learn up to their maximum spell level. Whereas a conventional third level magic user would have a maximum of two 1st and one 2nd level spell, a third

level sorcerer could learn three 2nd level spells or one 1st and two 2nd level spells or any combination as long as the total number of spells did not exceed three.

Therefore learning a spell consists of the following

1. 30 minutes uninterrupted study per level of the spell.
2. The point cost of the spell taken from the total points per day for that day, no components are consumed during the learning of the spell.

Spells do not have to be learnt at the same time, a second level character could learn their first spell

one day and only have one spell in their mind for a week before learning their other spell.

Ritual of Retention

On each day where the sorcerer has had spells in their mind from the previous day, they must perform a ritual known as the 'Ritual of Retention', this requires an amount of time of continuous concentration per level of the caster in order to retain the memory of the spells that they have learnt. The amount of time required of the ritual is dependant on their level (see *SORCERY TABLE I*). If this is not performed then they will forget the spells the following day. This ritual is to the exclusion of all else, and if the ritual is interrupted then it must be performed in its entirety again during that day to retain the spells. Should a caster not perform the ritual then on the next day they will lose all spells except those learnt in the previous day.

Example of a 5th level mage:

The sorcerer begins with no spells in mind. On the first day, the sorcerer learns the first level spell Magic missile and the third level spell Fireball. On the second day, the sorcerer studies for 50 minutes (10 minutes per level of caster), to retain the spell from the previous day, and then learns the second level spell Shatter. In the third day the caster learns the first level spell Mount, and during the ritual the group is interrupted by an attacking creature. During the battle the sorcerer may cast any of his four spells, but must perform the ritual before the next day in order to retain the spells in their mind. The caster then finds an opportunity to perform the ritual, and so retains their spells. On the fourth day the third level spell Lightning bolt is memorised but the ritual is not performed due to interruptions and lack of time. On the fifth day the ritual is performed, but only the Lightning Bolt is retained. The other spells are forgotten.

The cycle of the ritual can either be on cycles of the sun (i.e. day/night time), or in 24 hour periods where the ritual must be performed within 24 hours of the last determined by the DM.

Day	Spells in mind	Spells learnt	Ritual Performed
1	None	Magic Missile, Fireball	Not required
2	Magic Missile, Fireball	Shatter	Yes
3	Magic Missile, Fireball, Shatter	Mount	Yes
4	Magic Missile, Fireball, Shatter, Mount	Lightning Bolt	No
5	Lightning Bolt		

A sorcerer may voluntarily 'flush' a spell, this is where the spell is forgotten without the casting of the spell.

Optional rule – Higher level spells

Casting spells of higher level than the sorcerers maximum casting level is possible (see table below), however in order to learn the spell it requires 1 hours of study per level of spell, but the ritual performed on the following day is still the same. Learning a higher level spell also means that a caster can learn fewer of the normal spells. It

requires 1 additional 'slot' for every level above their maximum casting level. Therefore a seventh level caster could learn a 7th level spell, but since the maximum spell level for a seventh level character is 4th level then it would occupy the space of 4 spells in the casters mind and the caster would have 3 fewer spells in total memorised.

Sorcery, The art of

Spell casting

Sorcerers do not cast spells in the conventional way, instead they can channel an amount of energy per day. Each spell has a point cost and this number of points is taken from the maximum a

sorcerer can channel per day.

The usual verbal, somatic and material components are still required for all spell casting.

SORCERY TABLE II.: SPELL COST

Level of spell	Point cost
1	1
2	2
3	4
4	6
5	9
6	12
7	16
8	20
9	25
10	30
11	36
12	42
13	49
14	56
15	64
16	72
17	81
18	90
19	100
20	110
21	121
22	132
23	144
24	156
25	169
26	182
27	196
28	210
29	225
30	240



The sorcerer is also able to change the effects of a spell at the time of casting, these alterations affect the level of spell that the sorcerer's spell is considered to be. Therefore it is possible for the caster to cast a spell of 30th level, though the spell isn't actually that level the alterations the caster has made mean that amount of energy is required to cast it. A 30th level spell requires so much energy that few would be able to do it and fewer still

would attempt it due to the tremendous amount of energy required. Spells of that level do not exist, the maximum spell level in most games is 9th or maybe 10th, but the level of a spell can be altered (see below).

All of these effects affect the level of the current spell only.

SORCERY TABLE III.: LEVEL ADJUSTMENTS

Alteration	Level change
Cast spell of higher level than maximum ¹	+ 4
Increase the Area of effect by the base area ²	+ 2
Increase the duration by the base duration ³	+ 2
Increase the range by the base range ⁴	+ 2
Take 1 segment off the casting time	+ 2
Add 2 to the casters effective level	+ 1
Add 2 segments to the casting time	-1
Half the area of effect ²	-1
Half the duration of the spell ³	-1
Half the range ⁴	-1
Take 1 off the effective level	-1

- 1: The +4 for level change is cumulative for each level beyond their maximum e.g. if a 14th level character (max level 7) wanted to cast a 9th level spell then they would have a + 8 on the level of spell, it would therefore cost 81 points. This number of points is greater than the casters daily allowance, but is still possible to cast (see below).
- 2: This can affect spells that work on a specific creature, and simply allows the caster to influence an additional creature per use.
- 3: This cannot affect spells with an instant duration.
- 4: This cannot affect spells with a range of 0 or touch.

The minimum casting cost for a spell is the cost of the level of the base spell before adjustments. Therefore a fireball (3rd level magic user spell) always costs a minimum of 4 points irrespective of what adjustments are put upon it.

If the cost of points is greater than half of the total points the caster can use in one day then there is a chance the spell could fail, as the amount of energy the caster is drawing upon is so great.

Optional rule – specifying the random outcome of spells

If the sorcerer's level is over three times the level of the spell, then they have the ability to specify the result of random results of spells, e.g. Monster Summoning 1 conjures a random creature, but a

The percentage chance of failure is the amount of points over half the daily allowance. If the spell fails then the result is found on the spell failure table below.

If the spell cast is higher than the maximum spell level then an intelligence check is required, if failed then the spell fails and the result can be found on the table below.

sorcerer 9th level or above could specify the creature conjured. This ability cannot affect the damage of a spell, as this is due to circumstances of the spell over which the caster has no control.

Optional rule – Channelling more than the maximum amount of energy

Sorcerers can also use points that they do not have, by expending hit points on a 2HP to 1 Point basis; this is in addition to their maximum number of points per day but as they have channelled so much energy to channel more becomes damaging.

If a caster falls unconscious as a result of casting a spell, then the caster must roll a system shock. If they pass then the spell will be cast, if they fail then the spell fails and the result is determined on the Spell Failure table below.

It is possible for the caster to die as a result of casting a spell, if the caster takes enough damage to kill them then a system shock must be made, if it is passed then the spell has no effect and the caster survives though will fall unconscious. If the system shock is failed then the spell is cast but automatically fails, roll on the table below and the caster will die.

Sorcery, The art of

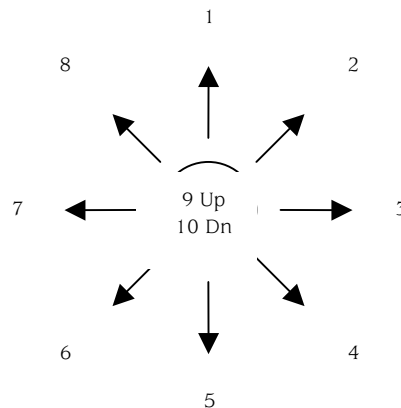
Optional rule – Maximum spells per day

In addition to the maximum points per day spell casters can be limited to the number of spells usable each day. The maximum spells per level per day are the same as in their parent class's spell *SORCERY TABLE IV.: SPELL FAILURE*

progression e.g. a 4th level magic user sorcerer may cast up to 3 1st level spells and 2 2nd level spells (but only use a maximum of 12 points if any level adjustments are used).

Roll	Effect
1-5	Spell fizzles and has no effect.
6	Spell fizzles and has no effect, caster takes 1D6 damage.
7	Spell fizzles and has no effect, caster takes 2D6 damage.
8	Spell fizzles and has no effect, target takes 3D6 damage.
9	Spell fizzles and has no effect, target takes 4D6 damage.
10	Spell fizzles and has no effect, target and caster take 2D6 damage.
11	Spell goes off on the caster with double normal effect.
12	Spell goes off on the target with double normal effect.
13	Spell goes off in a random direction, affecting the first object it comes into contact with (Maximum range: 50 ft).*
14	Spell goes off in a random direction, affecting the first object it comes into contact with (Maximum range: 100 ft).*
15	Spell affects the closest living creature to the caster.
16	Caster must save vs. spell, or be stunned for 1D4 rounds.
17	Caster must make a system shock or fall unconscious for 1D6 segments.
18	Caster must make a system shock or fall unconscious for 2D6 segments.
19	Caster may not cast any spells for 1D4 turns.
20	Mixed effect, roll twice more on the table and both results occur (if the same result is rolled re-roll the second).

* Spell directions (roll D10, the direction is shown in the diagram below, where the caster is in the middle); if the spell goes down and the caster is on the ground, then the spell will affect the caster.



Component substitution

Component substitution allows the magic user to slightly alter the effect of a spell 'in the field', by simply changing the component that is used. Before going into how this is done and the effects that can occur a few things need to be cleared up.

Component substitution does in no way remove the need for research, as it only allows the caster to change a spell slightly, and is not as predictable as regular research.

Component substitution is best done under

controlled laboratory conditions, similar to that of creating a new spell. However they can be done out 'in the field' if the situation calls for it.

Component substitution outside of a laboratory is potentially dangerous, though can prove very useful.

There are two uses for component substitution

Necessity where the same effect is required, but the regular components are not available.

The effect of the spell is required to be slightly

different e.g. In a spell such as Stinking Cloud it has one or more material components which are required to call forth the energies of the spell, and bring the spell to fruition, e.g. Stinking Cloud (the second level magic user spell) requires a rotten egg or several skunk cabbage leaves in order to cast the spell. But to try and target a specific creature or one that the spell doesn't effect, perhaps a different material component could be used, e.g. to affect Were-creatures, perhaps some wolfsbane could be used in the spell instead. Or to affect vampires, perhaps some garlic flowers could be used instead. Both of these components are similar

in type to the cabbage leaves, so there may be a good chance of it working.

Component substitution is used by the Druid on Pg 54 of the *Players handbook* where using other components other than Mistletoe will affect the range, duration and area of effect of a spell. It is also mentioned on Pg 64 of the *Players handbook* at the start of the magic user spells.

Every magic user has a base 40% chance of component substitution which is modified by their intelligence and level

SORCERY TABLE V.: INTELLIGENCE MODIFIER

		Intelligence									
		9-10	11-12	13-14	15-16	17-18	19-20	21-22	23-24	25	
Level	1-2	-16	-14	-12	-10	-8	-6	-4	-2	+0	
	3-4	-11	-9	-7	-5	-3	-1	+1	+3	+5	
	5-6	-6	-4	-2	+0	+2	+4	+6	+8	+10	
	7-8	-1	+1	+3	+5	+7	+9	+11	+13	+15	
	9-10	+4	+6	+8	+10	+12	+14	+16	+18	+20	
	11-12	+9	+11	+13	+15	+17	+19	+21	+23	+25	
	13-14	+14	+16	+18	+20	+22	+24	+26	+28	+30	
	15-16	+19	+21	+23	+25	+27	+29	+31	+33	+35	
	17-18	+24	+26	+28	+30	+32	+34	+36	+38	+40	
	19-20	+29	+31	+33	+35	+37	+39	+41	+43	+45	
	21-22	+34	+36	+38	+40	+42	+44	+46	+48	+50	
	23-24	+39	+41	+43	+45	+47	+49	+51	+53	+55	
	25-26	+44	+46	+48	+50	+52	+54	+56	+58	+60	
	27-28	+49	+51	+53	+55	+57	+59	+61	+63	+65	
29-30	+54	+56	+58	+60	+62	+64	+66	+68	+70		

This value should be noted on the character sheet and updated every time the character increases/decreases their level or intelligence.

and of these seven any can be ignored to simplify the substitution. The aspects of components properties are composition, type, form, quality, quantity, physical or symbolic properties and the prepared form detailed below.

This chance is then modified by the nature of the component that is substituted, there are seven aspects of the component that can be considered,

SORCERY TABLE VI.: COMPONENT PROPERTIES

Property	Meaning
Composition	This is the basic type of the material be it animal, mineral, vegetable, natural energy and arcane energy.
Type	This is the type of material of a given composition e.g. mineral gem, rock and metal, animal mammal, bird and fish
Form	This is the specific form of the type e.g. gem sapphire and ruby, mammal human and horse
Quality	This is how good a condition it is, and will have an effect on the value e.g. a gem if the gem is perfect or flawed, a bone if it was perfectly healthy or diseased.
Quantity	This is if there is enough of the item for a spell e.g. if a gem is valuable enough
Physical properties	The properties of the spell component in relation to the desired effect
Prepared form	The way the component is prepared e.g. is it dried then ground to a powder or is it mixed and rolled into a ball with other components

The different aspects (as compared with the suggested component for the spell) can then be looked up in the following table, each of these

modifiers is cumulative remember however that if the composition is different then the type and form will usually also be different.

SORCERY TABLE VII.: PROPERTY MODIFIERS

Difference	Modifier
The composition is different	-35 %
The composition is the same but the type is different	-25 %
The composition and type are the same but the form is different	-20 %
The component is of better quality*	+ 0.5 %
The component is of worse quality*	-2 %
There is more than required of the component*	+ 0 %
There is less than required of the component*	-1 %
The material is incorrectly prepared	-50 %

* The value must be compared against the original, this modifier applies for each percent that the substitute is different.

SORCERY TABLE VIII.: ADDITIONAL MODIFIERS

Situation	Modifier
Spell requires a mundane component, but a fantastic component is used e.g. powdered dragon scale instead of powdered lizard scale. In this case the type/form difference may be ignored due to the inherent magical nature of fantastic creatures.	+ 30 % to + 60 %
Components prepared under laboratory conditions	+ 15 %
Properties of substitute better fit the spell than the suggested (this is not recommended without changing the effect of the spell).	+ 10 %
Item is blessed by a cleric of an appropriate god (in relation to the target spell) within a week prior to casting.	+ 10 %
Each whole day of research under laboratory conditions (max 20).	+ 1 %
Rushed preparation.	-15 %

Once the percentage chance of the spell success has been calculated then the percentage chance is rolled, if the caster succeeds their roll then the spell goes off, if they fail they must roll on the Sorcerers spell failure table to find the result of the spell.

Component substitution does require time and thought, it can be used in melee combat but cannot be prepared, the components (and percentage chance) should be prepared ahead of time.

Optional rule - Spell success table

Without taking the properties of the component into account, there is a chance that the base component will affect the range, duration and area

of effect of a spell, this is calculated on the table below and the chance of substitution being the percentage unmodified by intelligence and level.

SORCERY TABLE IX.: SPELL SUCCESS

	Effect			
		Range	Duration	Area of Effect
Chance of substitution	1-5	-1/2	-1/4	-1/2
	6-10	-1/2	-1/4	-1/2
	11-20	-1/4	-	-1/4
	21-40	-1/4	-	-1/4
	41-50	-	-	-
	51-60	-	-	-
	61-70	+ 1/4	-	+ 1/4
	71-80	+ 1/4	-	+ 1/4
	81-90	+ 1/2	+ 1/4	+ 1/2
	91 +	+ 1/2	+ 1/4	+ 1/2

Components physical properties

A component itself has properties which are sympathetic to the spell in some way, either they are the physical properties or something symbolic e.g. a rotten egg or skunk cabbage leaves for Stinking cloud are physical properties where as the fleece for phantasmal force is more symbolic. Substituting a component with different properties could slightly change the effect of a spell to reach the casters desired end e.g. substitute garlic flowers for a stinking cloud could make this affect a vampire.

Ruling of properties must be done on a case by case basis, though should not change the underlying effect of the spell so the stinking cloud could be nothing other than a cloud but could have the properties of the gas change to do different things. Beware not everything that is substituted will give a beneficial effect, and the risk should not be taken lightly it can be quite catastrophic.

To the right are a few spells and component substitutions with their percentage chance of success and possible effects.

All spells will be performed by a magic user of 15^h level and a 15 intelligence giving a 25% bonus. All components start with a base of 40%.

Spell: Stinking cloud 2nd level

Substitution: Garlic flowers used instead of Skunk cabbage leaves

Chance: The composition and type are the same but the form is different (-20%) ∴ Chance = 40-20+25 = 45%

Effect: Should the caster succeed in the spell (roll below 45 of a D100) then the spell will have a ¼ shorter range and smaller area of effect (20% before adjusting by level and intelligence), assuming the target creature is within that then they would be affected. This spell would also not affect normal creatures, but would affect vampires as the normal spell parameters.

Spell: Strength

Substitution: Hair of a Stone Giant instead of the hair of a strong animal

Chance: The composition and form are the same but the type is different (-25%) but the creature is fantastic so is ignored and a +30% is added instead ∴ Chance = 40+30+25 = 95%

Effect: Should the caster succeed in the spell (roll below 95 of a D100) then the spell will have a ¼ longer range and ¼ larger area of effect (70% before adjusting by level and intelligence). Double the dice usually used (where 1D6 is rolled for a cleric roll 2D6) would be rolled, with the strength able to go above 18/00.



Templars



Templars are not a sub class, but are similar to the Monk in many ways. Like the monk they have an open hand attack this however does less damage than a monk does, but they also have a very powerful sword which the blade is composed of energy which they prefer to use. To become a templar a character must have a minimum intelligence of 9, wisdom of no less than 13 and dexterity of at least 15.

Templars use a D6 for their hit points and use the thieves THAC0 and saving throws as the monk does. Templars are usually Lawful good in alignment, but it is also possible for them to be lawful neutral.

Templars have a similar monastic order that monks have, but they differ from monks in that they help maintain law and order in the world. In many ways they are like Paladins, though unlike Paladins they are not loyal to any god and they rarely work for a religious organisation as most will conflict with the rules of their order. They have strict codes and laws within their order; all violations of these laws are punished in an always-appropriate manner. The Templars are governed by a council of 21, led by the most powerful and oldest of all the Templars. Few outside the order know of the location of the council, and fewer still would be given permission to enter.

This is not to say the Templars do not venture into

the outside world, but they do not advertise their identities but instead use the guise of warriors, monks or scholars. The Templars fighting prowess is legendary, even the most battle-hardened warrior would have a healthy respect a Templar of any level. The Templars fight either unarmed or with their energy Sword, any other weapon is strictly prohibited. However this does in no way give them any disadvantage in combat as it is a very powerful non-magical weapon. The Templars are occasionally approached by powerful organisations for tasks such as Diplomacy, Escorts or simple Protection. Each task is judged by the council, and if accepted a Templar or possibly two will be selected for the task, unless the job was of the utmost danger, sensitivity or influence on the Templars themselves would any more be sent on a mission.

Templars cannot use any magical items, it is not only forbidden but also prevents the use of their class abilities that require their power points, as the magical auras interfere with the energies that they use.

Only Humans and Half Elves may become Templars.

The Templars have their own language, this language is very complicated and is not subject to Comprehend languages or similar magic.

TEMPLAR TABLE I.: EXPERIENCE POINTS AND LEVELS

Experience Points	Lvl	Hit Dice (D6)	AC	Move	Attacks	OH Damage	ES Damage*
0-2,810	1	1	10	15	1	1D3 (1-3)	1D6 (1-6)
2,811-5,940	2	2	9	16	1	1D4 (1-4)	1D6 (1-6)
5,941-12,500	3	3	8	17	1	1D6 (1-6)	2D6 (2-12)
12,501-28,100	4	4	7	18	5/4	1D6 (1-6)	2D6 (2-12)
28,101-59,400	5	5	6	19	5/4	1D6 + 1 (2-7)	3D6 (3-18)
59,401-123,000	6	6	5	20	3/2	2D4 (2-8)	3D6 (3-18)
123,001-250,000	7	7	4	21	3/2	2D4 + 1 (3-9)	4D6 (4-24)
250,001-438,000	8	8	3	22	3/2	2D6 (2-12)	4D6 (4-24)
438,001-625,000	9	9	2	23	2	3D4 (3-12)	4D6 (4-24)
625,001-875,000	10	10	1	24	2	3D4 (3-12)	4D6 (4-24)
875,001-1,190,000	11	11	0	25	5/2	3D4 (3-12)	4D6 (4-24)
1,190,001-1,560,000	12	12	-1	26	5/2	3D4 (3-12)	4D6 (4-24)
1,560,001-2,190,000	13	13	-1	27	5/2	3D4 (3-12)	4D6 (4-24)
2,190,001-2,810,000	14	14	-2	28	3	3D4 (3-12)	4D6 (4-24)
2,810,001-2,440,000	15	15	-2	29	3	3D4 (3-12)	4D6 (4-24)
2,440,001-4,060,000	16	16	-3	30	4	3D4 (3-12)	4D6 (4-24)

TEMPLAR TABLE II.: EXPERIENCE POINTS AND LEVELS FOR HIGH LEVELS

Experience Points	Lvl	Hit Dice (D6)	AC	Move	Attacks	OH Damage	ES Damage*
4,060,001-5,000,000	17	17	-3	32	4	3D4 (3-12)	4D6 (4-24)
5,000,001-5,940,000	18	18	-4	34	5	3D4 (3-12)	4D6 (4-24)
5,940,001-6,880,000	19	19	-4	36	5	3D4 (3-12)	4D6 (4-24)
6,880,001-7,810,000	20	20	-5	38	5	3D4 (3-12)	4D6 (4-24)
7,810,001-8,750,000	21	21	-5	40	5	3D4 (3-12)	4D6 (4-24)
8,750,001-9,690,000	22	22	-6	42	5	3D4 (3-12)	4D6 (4-24)
9,690,001-10,600,000	23	23	-6	43	5	3D4 (3-12)	4D6 (4-24)
10,600,001-11,600,000	24	24	-7	44	5	3D4 (3-12)	4D6 (4-24)
11,600,001-12,500,000	25	25	-7	45	5	3D4 (3-12)	4D6 (4-24)
12,500,001-13,400,000	26	26	-8	46	5	3D4 (3-12)	4D6 (4-24)
13,400,001-14,400,000	27	27	-8	47	5	3D4 (3-12)	4D6 (4-24)
14,400,001-15,300,000	28	28	-9	48	5	3D4 (3-12)	4D6 (4-24)
15,300,001-16,000,000	29	29	-9	49	5	3D4 (3-12)	4D6 (4-24)
16,000,001 +	30	30	-10	50	5	3D4 (3-12)	4D6 (4-24)

* Energy sword damage

TEMPLAR TABLE III.: THACO CHART

Opponent AC	Templars AC									
	1-3	4-6	7-9	10-12	13-15	16-18	19-21	22-24	25-27	28-30
-10	25	23	20	20	19	16	14	12	11	11
-9	24	22	20	20	18	15	13	11	10	10
-8	23	21	20	20	17	14	12	10	9	9
-7	22	20	20	19	16	13	11	9	8	8
-6	21	20	20	18	15	12	10	8	7	7
-5	20	20	20	17	14	11	9	7	6	6
-4	20	20	19	16	13	10	8	6	5	5
-3	20	20	18	15	12	9	7	5	4	4
-2	20	20	17	14	11	8	6	4	3	3
-1	20	19	16	13	10	7	5	3	2	2
0	20	18	15	12	9	6	4	2	1	1
1	19	17	14	11	8	5	3	1	0	0
2	18	16	13	10	7	4	2	0	-1	-1
3	17	15	12	9	6	3	1	-1	-2	-2
4	16	14	11	8	5	2	0	-2	-3	-3
5	15	13	10	7	4	1	-1	-3	-4	-4
6	14	12	9	6	3	0	-2	-4	-5	-5
7	13	11	8	5	2	-1	-3	-5	-6	-6
8	12	10	7	4	1	-2	-4	-6	-7	-7
9	11	9	6	3	0	-3	-5	-7	-8	-8
10	10	8	5	2	-1	-4	-6	-8	-9	-9

Templars have an amount of energy to be used each day on the following abilities. This energy is given the name Power Points (PP), and is calculated by 1D4 per level of the Templar.

TEMPLAR TABLE IV.: ABILITIES

Power	PP cost	Min Lvl	Information
Portent	Permanently active	1	They will get a feeling of good or bad (from their point of view) about the events to come within the next few hours, the greater the effect of the event the more sway it will have on the overall feeling. E.g. the gain of 1000GP would mean little against a conspiracy to end their life, so they would get an overall bad feeling.
Magic resistance	Permanently active	1	A bonus to magic resistance equal to the Templars level.

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Weapon specialisation	Permanently active	2	The Templar is considered specialised in their weapon, this does not affect the total number of attacks per round or their to hit and damage bonuses. See Dragonsfoot alternative combat rules.
Mind protection	Permanently active	3	See Below
Jump	1 point per use	5	This allows the Templar to leap 5 feet/level forward or 2 feet per level back and up. This also allows them to land safely.
Suggest	5 points per suggestion	6	When not in combat, and able to converse with someone who shares a common language they can suggest a course of action, similar to the mage spell Suggestion, this suggestion requires little concentration however, a save against spells -4 is required. Like the mage spell, anything, which could harm the recipient, or sounds wrong, will be ignored. This ability is not used against someone of the same class.
Immunity to illusions	Permanently active	7	This is rolled on the Power on Power table with no modifiers. This ability is automatic whenever an illusion is encountered, and must be rolled.
Telekinesis	5 points per use	8	See below
Immunity to invisibility	Permanently active	9	They are completely immune to the mind affecting ability invisibility.
Healing	2 points per 10 HP	10	10 hit points can be restored per use, this can restore damage from any source. This ability requires 2 segments of inactivity to use.
Focused Attack	5 points per use	12	Once per turn they can have a round of focused attack, this will in effect increase the number of attacks by 50% and increase damage by 50% (rounding down) however in the following round the forfeit half their attacks.
Sprint	2 points per use	13	This ability allows the Templar to run at double their movement rate in a straight line for one round. During this run they are unable to take any other action except to run, they are not able to change their direction. Starting with the first segment, they blink every alternate segment, always being visible on the segment on which they stop. This ability can be used a number of times per day equal to their level / 3 rounded down.
50% less damage	5 points per use	15	All physical damage is decreased by 50%. This ability cannot be used if surprised or the Templar is unaware of it E.g. Poison.
Energy absorb/dissipate	2 points per level/damage dice	20	Can absorb/dissipate the energy from any attack as long as the required points are given, if only a fraction of the points are surrendered then the full damage is taken. If the energy is a spell that has travelled from a point (E.g. lightning bolt, fireball but not a conjuration spell) and the level of the spell is less than 1/3 of the Templars level then the chance of the spell being volleyed is rolled on the Power on Power table with no modifier.

The abilities above are not automatically gained, instead they must be 'bought' using power points. An ability can be gained at any level once the templar has reached the minimum level for the ability, but in order to gain an ability a number of power points equal to the minimum level must be

permanently sacrificed. Once an ability has been gained in this way then the points sacrificed can never be regained (even though more points are gained at the next level, the new points are added to the total after the points have been sacrificed).

TEMPLAR TABLE V.: POWER ON POWER

This table is used by several abilities for calculating the success of some of the Templar abilities, the

value in the table is rolled on a D20, equal or below indicates success, above indicates failure.

Templar level	Caster/Attacker level															
	Level	1-2	3-4	5-	7-	9-	11-	13-	15-	17-	19-	21-	23-	25-	27-	29+
1-2	8	7	6	5	4	3	2	1	Fail	Fail	Fail	Fail	Fail	Fail	Fail	
3-4	9	8	7	6	5	4	3	2	1	Fail	Fail	Fail	Fail	Fail	Fail	
5-6	10	9	8	7	6	5	4	3	2	1	Fail	Fail	Fail	Fail	Fail	
7-8	11	10	9	8	7	6	5	4	3	2	1	Fail	Fail	Fail	Fail	
9-10	12	11	10	9	8	7	6	5	4	3	2	1	Fail	Fail	Fail	
11-12	13	12	11	10	9	8	7	6	5	4	3	2	1	Fail	Fail	
13-14	14	13	12	11	10	9	8	7	6	5	4	3	2	1	Fail	
15-16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
17-18	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	
19-20	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	
21-22	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	
23-24	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	
25-26	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	
27-28	Pass	20	19	18	17	16	15	14	13	12	11	10	9	8	7	
29+	Pass	Pass	20	19	18	17	16	15	14	13	12	11	10	9	8	

Fail is considered 0 for all modifiers, but unless is modified to > 0 does not require a roll

Pass is considered 21 for all modifiers, but unless is modified to < 21 does not require a roll

TEMPLAR TABLE VI.: TELEKINESIS

They have a limited telekinesis; this allows them to propel an object in any direction specified:

Level	Initial velocity (ft/seg.)	Max Mass (GP)	Damage
1-2	¼	200	--
3-4	½	600	--
5-6	1	1200	D2
7-8	3	2000	D4
9-10	6	3000	D6
11-12	10	4200	D6 + 1
13-14	15	5600	D8
14-15	21	7200	D10
15-16	28	9000	D12
17-18	36	11000	D12 + 4
19-20	45	13200	D20
21+	55	15600	D20 + 6

The initial force is instant; the object influenced will reach their maximum speed within 1 second, the discipline then terminates and there is no more influence on the object. It will then obey the local laws of physics with respect to friction, gravity etc.

Only when the 5th - 6th level is reached would a person be able to be influenced by this ability. There are no changes to any speeds if the weight is modified.

The initial velocity can be decreased if the Templar requires.

The range for the Telekinesis ability is 5 feet/level,

stationary inanimate objects are automatically affected, but all other objects require a To Hit to be rolled where the THAC0 of the target must be calculated by the DM, then if the object is to hit something else then another To Hit roll must be made.

A Templar can try to counteract another Templar by using their own telekinesis. The chance of success is rolled on the Power on Power table, with the Templar trying to counteract being the Caster/Attacker, the other Templar initiating the movement has a +1 bonus to the value in the table.

E.g. Nordon a 20th level Templar is trying to throw

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an object at Keiron a 15th level Templar, Keiron attempts to counter this. Nordon has an 11 in 20 chance of succeeding, Nordon rolls a 12 so his effect is negated. Keiron then tries throwing the same object, his chance is 7 in 20, he rolls a 4 so the object moves, he must then roll to hit Nordon.

The object does not have to be thrown if required,

Mind Protection

The mind is protected from all devices and spells that detect, influence or read emotions and/or thoughts. This includes augury, charm, command, confusion, divination, empathy, ESP, fear, feeblemind, phantasmal killer, possession, psionic

The Energy Sword

In its normal state the energy weapon appears as an 8-10" mithril/adamantite alloy cylinder open at one end but blocked 1" inside with a mithril/adamantite plate, it is not however magical. Inside is a specially shaped elongated gem (worth at least 10,000 GP) which has been created for the task of channelling the energy and shaping the sword to shape the gem the templar requires expending 10 PPs per day for the entire period they are constructing their weapon. When

TEMPLAR TABLE VII.: ENERGY SWORD

Level of creator	Bonuses Attack/Damage
1-4	Cannot create one, during this period they are leant one with +1/+0 bonuses to attack and damage. This must be returned when they reach 5 th level, they must then construct their own.
5-9	+1/+1
10-14	+2/+2
15-19	+3/+3
20-24	+4/+4
25-30	+5/+5

At each of these stages a new one can be created with the new knowledge to give it the additional bonuses. Creation of a Sword takes two months

- The blade is completely weightless, and so acts as an extension to the Templars body.
- Any attack bonuses are added to the effective bonus of the weapon E.g. if the 20th level Templar gets +1/+3 due to strength a +4/+4 Sword becomes a +5/+7.
- Nothing can pass through the blade.
- The blade can neither bend nor break.
- The blade can cut through any non-magical substance.
- Wounds caused by the blade will rarely bleed, as the flesh is cauterised around the wound.
- The blade will stay active for a maximum of D4 + 2 segments after the blade has left its wielder, at its wielder wish.
- This weapon ignores non magical armour (target armour class is only affected by their dexterity and magic)

When activated the blade will appear to faintly buzz, as it reacts with the air around it. This will

for a continued cost of 5 points per round the object can be moved at up to half the speed in the table above but the user can remain in control of the movement. When they have moved it they can either let it go, in which case it would fall under the effects of gravity or they can propel it (as above) by expending an additional 5 points.

activities, rulership, soul trapping, suggestion and telepathy.

The chance of this ability working is 10% + 2%/level.

activated by the owner a 4' blade composed of energy will appear, the colour will depend on the owner's choice of gem when constructing the weapon.

The blade has the following properties:

The Sword although not magical get bonuses to attack and damage, these are based upon the level of the creator of the Sword:

per 'plus', so a +4/+4 Sword would take 4 months to construct.

mean an Energy Sword would be very difficult to hide when activated.

Only a Templar can activate one of these weapons, they are required to have at least one Power Point

Other Information

Power points return after periods of either meditation or sleep, if before rest they have at least one point left 4 hours sleep/meditation is required to regain all PP's used. If they have used all points then 6 hours sleep is the only way of returning the lost points.

in order to activate it, though no points are actually used.

Two Templars may work together in combat and give an effective drop in armour class of -2 to each of them as they compensate for each other covering any gaps in the other defence. When they are doing this they both use the best initiative that they both rolled. This does not count for Shades.



Shades



The shade is a sub-class of the templar and requires the same abilities for a character.

As in most things there is an opposite; the Shades. The Shades and Templars are mortal enemies however the Shades more actively seek out to destroy the Templars. The Shades do not create the same monastic order as the Templars, they are more solitary. A Shade may possibly have an apprentice but would not normally associate with other Shades. Although opposite in many ways their outlook on the world is not, the majority of Shades are Lawful Evil or Neutral Evil. Although they are not restricted by rules for their weapons they will choose to use their energy Sword as it is by far the best weapon. However there have been cases where a powerful shade has hidden his Energy Sword in order to disguise himself as another class.

The shades are also known as Dark Monks, and although their fighting prowess is not as legendary, they are better warriors than even the Templars. A shades favourite disguise is that of a Templar, though over an extended period of time will be

found out.

Humans, Half Elves and Drow elves may become Shades.

The Shades have their own language, this language is very complicated and is not subject to Comprehend languages or similar magic. At 15th level a shade has the option to learn the Templar language, this adds an additional month onto the training to advance a level.

Shades use the TEMPLAR TABLE I & II for their experience point progression.

Shades use the TEMPLAR TABLE III for their THACO, but get a +1 to hit in addition to any other bonuses.

Shades have an amount of energy to be used each day on the following abilities. This energy is given the name Power Points (PP), and is calculated by 1D4 per level of the Templar.

SHADE TABLE I.: ABILITIES

Power	PP cost	Min Lvl	Information
Magic resistance	Permanently active	1	A bonus to magic resistance equal to the Shades level + 5%.
Weapon specialisation	Permanently active	2	The Shade is considered specialised in their weapon, this does not affect the total number of attacks per round or their to hit and damage bonuses. See Dragonsfoot alternative combat rules.
Mind protection	Permanently active	3	Identical to Templar's Mind protection
Jump	1 point per use	5	This allows the Shade to leap 5 feet/level forward or 2 feet per level back and up. This also allows them to land safely.
Suggest	5 points per suggestion	6	When not in combat, and able to converse with someone who shares a common language they can suggest a course of action, similar to the mage spell Suggestion, this suggestion requires little concentration however, a save against spells -4 is required. Like the mage spell, anything, which could harm the recipient, or sounds wrong, will be ignored. This ability is not used against someone of the same class.
Immunity to illusions	Permanently active	7	This is rolled on the Power on Power table with no modifiers. This ability is automatic whenever an illusion is encountered, and must be rolled.
Telekinesis	5 points per use	8	Identical to Templar's Telekinesis
Immunity to invisibility	Permanently active	9	They are completely immune to the mind affecting ability invisibility.
Dark lightning	10 points per use	10	This causes a dark blue lightning to shoot from the Shades outstretched hand(s) toward their target which must be within 50 feet, and gives them 1D6 points of damage per level. The target is

			entitled to a saving throw to half their damage, as it is similar to lightning.
Focused Attack	5 points per use	12	Once per turn they can have a round of focused attack, this will in effect increase the number of attacks by 50% and increase damage by 50% (rounding down) however in the following round the forfeit half their attacks.
Crush	8 points per round	13	This ability is similar to Telekinesis, but is very specific in that it can only be used to put some crushing force on someone or something. The Shade can apply as much pressure as they can with their own hands, but can be done from up to 20 feet away.
Negative Emotion	5 points per use	15	This ability causes the target creature to feel any negative emotion or feeling that the Shade wishes such as hatred, fear, anger, jealousy, envy, paranoia etc. The target must save vs spells to avoid this effect.
Crimson wave of death	15 points per use	20	This ability is the most potent of a Shade's offensive abilities, it causes what appears to be a dark crimson rippling mist to move from the Shade toward their target. The mist will travel to the Shades target up to 100 feet away before it will dissipate. The mist reaches the target almost instantly and is very difficult to avoid. When it reaches their target it immediately envelops them and does 1D6/level points of damage. The Templars Energy absorb ability cannot be used to counter the damage.

The abilities above are not automatically gained, instead they must be 'bought' using power points. An ability can be gained at any level once the templar has reached the minimum level for the ability, but in order to gain an ability a number of power points equal to the minimum level must be permanently sacrificed. Once an ability has been gained in this way then the points sacrificed can never be regained (even though more points are gained at the next level, the new points are added to the total after the points have been sacrificed).

Shade Magical Items

The shades have two magical items which have been made especially for this class, and are only useable by them.

Shades have discovered that clerical magic does not affect the use of their abilities as arcane magic does, and with the aid of an evil god's cleric they had the following two items created which are usable only by the shades. This evil god would have created these in return for the Shades doing some evil which benefited them.

Shades silks (50,000 GP)

These silks are a one piece set of clothing covering the entire body; there is a hood which goes over the head to cover the face which the Shade can see through but no-one else can see in. When the hood is back it appears to be part of the back of the suit, only the wearer can pull the hood up over the

head, and attach it to the front. It gives protection against the elements such as cold, heat, wind and rain. It is water but not air tight from the outside but will allow water such as sweat out. It protects the Shade comfortably from -30°C to $+60^{\circ}\text{C}$ (-22°F to $+140^{\circ}\text{F}$) outside these ranges they start to feel the effects, the black silk acts as white clothing in sunlight with respect to heating up in the light. With this suit on, and the hood up the Shade could be immersed in water, however this does not give them the ability to breathe, the suit gives them approx 4 minutes of air, this is replenished when out of the water, but after this time they have about CON/5 minutes before they die of asphyxiation.

The suit also acts as +4 elfin chain (this only affects the armour class if the game world allows armour classes below -10) however does not encumber their movement in any way. The silks can absorb 2 points from every damage dice (similar to Full Plate), however after it has absorbed 100 points of damage in a 24 hour period it will absorb no more until 24 hours later, though will still give the other benefits of the armour. This clothing does not prevent any energy Sword damage.

Bracers of conjuration (30,000 GP)

These bracers conjure a creature to aid the Shade, the creature conjured depends on the level. These creatures will act as a faithful steed if applicable for the shade, but will also fight for them.

Shades

Percentage	Creature	Comments
1-80	Black Pegasus	An lawful evil form of the Pegasus as in the MM, it has the same abilities and hit dice with an additional breath weapon attack usable once every 1 turn doing 4D6 too all creatures up to 2" in front of the creature (save for half).
81-87	Spined Devil	As Monster Manual II
88-94	Bearded Devil	As Monster Manual II
95-96	Manticore	As the Monster Manual
97-99	Hell hound	A Pair of 7HD hell hounds, as in the Monster Manual
00	Blue Dragon	A 9HD blue dragon as in the Monster Manual

The creature(s) conjured is completely loyal and a friend to the shade and will serve them until they are no longer required.

The summoning takes 6 segments, 1 segment to activate the item, then 5 segments while the target is summoned with some very energetic magical effects. The item can be activated once per day,

but there is no duration on the summoned creatures stay. The Bracers also give the shade the means to communicate with the summoned creature(s), this is usually in their native language, a telepathic contact also exists for silent communication and if the language is too restrictive for use by the Shade E.g. Pegasus.



Temporal Mage



The Temporal Mage is a sub-class of a magic user, and shares some of their spells, but also has some of their own. To become one a character must have been a magic user up until at least the end of their 4th level, at that point if they can find one a Temporal Mage can train them, in order to become one a character requires an intelligence of 13, a wisdom of 12 and a dexterity of 9. They share the magic users D4 per level hit points, their THACO and also their saves.

The Temporal Mage is a magic user who has spells which control and manipulate time, they themselves can travel through time and if allowed can alter it. There is one main rule that governs the use of temporal magic, and is passed down though master to apprentice without exception, even the evil Temporal Mages adhere to this rule. They may not use their time travelling abilities to knowingly prevent a major disaster or death of an individual, without first gaining the permission of a Temporal Mage of no less than 15th level. The exception to

this is the temporal resurrection spell, which can be used to bring a creature back to life without this consent.

It is recommended that a neutral body of powerful Temporal Mages exists in the realm to silently regulate the actions of this class, and if a member of this order were to break this rule then this body would punish them in a way that would fit the crime.

This body must not interfere with the daily lives of a Temporal Mage in any way, and should never get involved with any of their actions in time. No character is ever able to contact this council, in fact knowledge of their existence should never spread outside their ranks.

Humans and Elves may become Temporal Mage.

Temporal Mages use the same spell progression as Magic-Users, and follow similar level progression however all experience point values are doubled.

TEMPORAL MAGES TABLE I.: EXPERIENCE POINTS AND LEVELS

Experience Points	Level	Hit point dice (D4)	Temporal save
22,501-80,000	5	5	17
80,001-120,000	6	6	17
120,001-180,000	7	7	16
180,001-270,000	8	8	16
270,001-500,000	9	9	15
500,001-750,000	10	10	15
750,001-1,500,000	11	11	14
1,500,001-2,250,000	12	11 + 1	14
2,250,001-3,000,000	13	11 + 2	13
3,000,001-3,750,000	14	11 + 3	13
3,750,001-4,500,000	15	11 + 4	12
4,500,001-5,250,000	16	11 + 5	12
5,250,001-6,000,000	17	11 + 6	11
6,000,001-6,750,000	18	11 + 7	11

750,000 experience points per level, 1 additional hit point per level, and -1 on Temporal save per 2 levels for every additional level beyond 18th.

Temporal Mages only have a handful of their own spells, but are able in addition to use regular magic user spells with the exception of necromantic and

conjunction/summoning spells. Instead of these two schools of magic they have the use of their temporal magics (see later).



Thieves, Optional rules



There are many types of thief character, Scouts, cutpurse, burglars, spies and conmen, to name just a few. All of which need different skills to perform their own specific roles.

For example, a burglar would prefer to concentrate

on skills that may help him to gain access to a property and stay undetected, he may find no use at all for the read languages skill. Where as a spy may be able to use this skill to its full potential when infiltrating an enemy's ranks to learn their battle plans.

THIEF TABLE I.: BASE ABILITY SCORES

This is the basic percentage that all thieves get at first level, the building blocks upon which you base the rest of the character on.

Ability	Base Score
Pick Pockets	15 %
Open Locks	10 %
Find/Remove Traps	5 %
Move silently	10 %
Hide in Shadows	5 %
Detect Noise	15 %
Climb Walls	60 %
Read Languages	0 %

In addition to the base percentages that are listed above, all characters personal scores must take into consideration certain other adjustments. Such

as, for example, race, Dexterity and Armour worn according to the tables below.

THIEF TABLE II.: RACIAL ADJUSTMENTS

Some races are better suited to some skills than others. For example, a Halfling unless otherwise aided, would find it physically more

difficult to climb a wall than an elf, who by their very nature finds this type of task far less awkward.

Ability	Dwarven	Elven	Gnome	Half-Elven	Halfling	Half-Orc	Human
Pick Pockets	-	+5	-	+10	+5	+5	-
Open Locks	+10	-5	+10	-	+5	-10	-
Find/Remove Traps	+15	-	+10	-5	+5	-10	-
Move Silently	-	+5	+5	-	+10	+5	-
Hide in Shadows	-	+10	+5	+5	+5	+5	-
Detect Noise	-	+5	+5	-	+5	+5	-
Climb Walls	-10	+10	-20	+5	-20	+10	-
Read Languages	-5	-	-	-5	-	-10	-

THIEF TABLE III.: ARMOUR ADJUSTMENTS

The type of armour worn by the thief will also have a great effect on his ability to perform some of his skills to the highest effectiveness. For example, a

thief wearing full plate armour will find it very hard to move silently or climb walls.

Ability	Padded/Studded					
	No Armour	Leather Armour	Elven Chain	Leather	Chain-Mail	Full-Plate
Pick pockets	+ 10	No Modifier	-20	-30	-40	-50
Open Locks	-	No Modifier	-5	-10	-15	-20
Find/Remove Traps	-	No Modifier	-5	-10	-15	-20
Move Silently	+ 10	No Modifier	-10	-20	-30	-70
Hide in Shadows	+ 5	No Modifier	-10	-20	-30	-60
Detect Noise	-	No Modifier	-5	-10	-10	-25
Climb Walls	+ 15	No Modifier	-15	-20	-30	-70
Read Languages	-	No Modifier	-	-	-	-

THIEF TABLE IV.: DEXTERITY ADJUSTMENTS

Again, it is obvious that due to the extra agility that is necessary to employ most of his skills, the more dextrous the thief is, the better chance he is going to have of doing his job successfully, with as little

attention as possible being brought to him. That is why his dexterity score also will have an affect upon his base percentage.

Dexterity	Pick Pockets	Open Locks	Find/Remove Traps	Move Silently	Hide in Shadows	Climb Walls
9	-15	-10	-10	-20	-10	-10
10	-10	-5	-10	-15	-5	-5
11	-5	-	-5	-10	-	-
12	-	-	-	-5	-	-
13-15	-	-	-	-	-	-
16	-	+ 5	-	-	-	+ 5
17	+ 5	+ 10	-	+ 5	+ 5	+ 10
18	+ 10	+ 15	+ 5	+ 10	+ 10	+ 15
19	+ 15	+ 20	+ 10	+ 15	+ 15	+ 20
20	+ 20	+ 25	+ 15	+ 20	+ 20	+ 25

Totalling Your Final Base Score

By now you should have in front of you a simple chart, which shows your base scores. These, as has been said before, are the building blocks to shape the rest of your thief character from.

E.g. Ben the half-elf is a 1st level thief and has a dexterity of 17. He wears no armour and wishes to concentrate on becoming a cutpurse.

His table may look like this.

	Pick Pockets	Open Locks	Find/Remove Traps	Move Silently	Hide in Shadows	Detect Noise	Climb Walls	Read Languages
Base Score	15 %	10 %	5 %	10 %	5 %	15 %	60 %	0 %
Racial Modifier	+ 10 %	-	-5 %	-	+ 5 %	-	+ 5 %	-5 %
Armour Adjustment	+ 10 %	-	-	+ 10 %	+ 5 %	-	+ 15 %	-
Dexterity Adjustment	+ 5 %	+ 10 %	-	+ 5 %	+ 5 %	-	+ 10 %	-
Total Score so far	40 %	20 %	0 %	25 %	20 %	15 %	90 %	-5 %

As you can see from the chart some skills begin much higher than others. This would be drastically different if he were to choose to wear armour. The benefits of not wearing any armour do have major drawbacks i.e. the thief is more vulnerable to attack. So it is a matter of personal preference.

Honing your skills

You need now to decide in which particular areas your thief will specialize. For example a "scout" type character should have more need for skills such as move silently and hide in shadows, and would need the pick pockets less. To reflect this specialization and training more percentage points need to be distributed amongst the skills, ensuring that the more important skills are concentrated upon.

Training Points

At first level the thief receives 60 discretionary points to distribute how he sees fit. These are to reflect the training that he has received in different areas, and time spent honing his skills. No more than 30% can be added to any one skill at a time. Any negative scores must be made up to at least 0% before the any more points can be spent.

For every level gained from this point onwards the thief gets a further 30% He can spend these as he sees fit, so long as he makes sure that no more than 15% is put onto any one skill at a time.

Infamy

A thief's reputation and how well known he is in an area will also have an effect on how successful he is in his chosen area of expertise. E.g. a young inexperienced thief who works alone will be little known and is likely to have fewer contacts than that of a member of the local thieves' guild. The later will have contacts for fencing, healing, bribery and many other opportunities and means to get what he wants.

The better known and respected a thief is within a "community", whether it be a city or guild or whatever, the more influence and loyal contacts he will acquire. To represent this, a new check has been added, The Infamy Score.

E.g.

A young thief has a batch of stolen jewellery from a recent hoist. He burgled the home of a member of the city council. It is obvious that he is going to want to get rid of the evidence as soon as possible, to a trustworthy source. First he must make an Infamy check to see if he knows of anywhere he may be able to get help. If he passes it may mean he knows of a local fence that is trustworthy. He can then pay a visit to the fence and begin to bargain.

If he fails he doesn't know of anywhere and therefore may have trouble moving the goods along meaning that there is a chance that he may blow his cover and get caught.

If he passed his check, he may then need to roll another check when bargaining with the fence. If the check is passed it may mean that the fence knows of the thief and trusts his reputation and therefore makes bargaining with him easier and possibly more profitable.

If he fails, it may mean the fence doesn't know of or trust the thief enough to get involved.

Working out a characters base infamy score.

All scores given here are purely for guidelines. The DM should have final say.

Quite simply all characters at first level have a base score of 5%

Every time the player completes a worthy task using his thief skills, or whenever the DM sees fit, the player must roll an infamy check against their current score. To raise the score they must fail i.e. score higher than their current percentage. If this is achieved a D6 should be rolled and then add the number to the infamy score, thus increasing it by 1-6 points.

This may also be done every time another thief level is gained.

Having a high infamy score may not always be such a good thing. After a while if a thief becomes too well known the authorities will get to know him for what he is, and almost certainly want to put a stop to his activities.



Thieves, A second look



Thieves tend to specialise in certain abilities depending on what they spend their time doing in their profession, but whereas the thief rules that have gone before this the thief decides what they wish to be better at, the following rules bring in the fact that a thief can only get better at something with practice. And once you know more about a skill the newer knowledge is less and more difficult to attain, it is never possible to achieve perfection with these rules i.e. 100% or greater.

When a thief character is created the base stats are defined in any way that the DM/player wishes, whether it is reading from the table in the Players handbook or from the optional rules for thieves in this manual, or any other way.

Whenever a thief uses one of their abilities for a genuinely valid reason it must be recorded, if it is not recorded and forgotten then that use of the ability cannot be used as experience when they go up levels. If the ability is failed then under normal circumstances they will not get credit for the attempt. The ability is recorded once per use of the

ability not once per check, therefore if a thief required 4 checks to climb a wall then they would only record they have used the ability once. If multiple checks are required to attempt some task then the thief gets credit for the use if they pass more than half of the required checks even if they do not complete the task.

Multiple uses of the same ability on the same task does not give multiple credit for the thief, they only get credit for each different situation. The DM must adjudicate based on the situation and what the thief has already done.

Attaining new levels

When a thief goes up a level, they must rank their abilities in the order that they have used them, if they have used abilities the same number of times then the DM/player decides which ability is more important. Only the top 6 of their abilities can be increased each level.

E.g. a thief has enough experience to go from 4th to 5th level.

Ability	Times used	Chance	Rank
Climb Walls	7	88 %	1
Open Locks	5	37 %	2
Pick Pockets	4	45 %	3
Find/Remove Traps	3	35 %	4
Detect Noise	2	15 %	5
Hide in Shadows	1	25 %	6
Move silently	1	33 %	-
Read Languages	0	20 %	-

They must then roll their checks for each of the top 6 abilities, they can only increase the ability if they fail this check, each time they fail the check they may add 1D4 to the ability score. A pass on the ability does not mean anything bad for the thief, but they have not learnt anything new from their experience, and were only using their existing knowledge. The first and second abilities are rolled 3 times, for each failure the thief adds 1D4, the third and fourth abilities are rolled twice, for each failure the thief adds 1D4 and the fifth and sixth abilities are rolled once, again failure entitles them to an additional 1D4.

This gives the thief a maximum of 48 points which can be added to their skills, but the most used has the most number of attempts. This does not mean that the most used ability gets the most points added, because as the thief advances the ability it gets harder for them to fail it, this is to simulate

them knowing more, and as their existing knowledge becomes wider they have to learn less new things to accomplish their tasks.

The maximum score that can be increased in this way is 99, a roll of 100 is always a failure however when a thief reaches 80% in an ability then they are considered an expert in that ability, when they reach 90% or more they are a master, they will become well known in their circles as one of the greatest in that ability.

Thieves, A second look

E.g. the same thieves' results.

Ability	Chance	Times rolled	Result	New skills
Climb Walls	88%	3	Rolled 3 times, and failed once add 1D4, they roll a 4	92%
Open Locks	37%	3	Rolled 3 times, and failed all three add 3D4, they roll 3,2,1	43%
Pick Pockets	45%	2	Rolled twice, and passed both add nothing to this ability	45%
Find/Remove Traps	35%	2	Rolled twice, and failed once add 1D4, they roll a 3	38%
Detect Noise	15%	1	Rolled once, and failed, they roll a 1	16%
Hide in Shadows	25%	1	Rolled once, and failed, they roll a 3	28%
Move silently	33%	0	Have not improved.	33%
Read Languages	20%	0	Have not improved.	20%

Teacher's maximums

The only problem with increasing your percentage to a higher level than it is already is by finding another thief with a better chance on the given ability. A thief can only train another thief's ability to a maximum of their own abilities, so if the thief above went to a thief with only a 90% chance to climb walls then the new skill percentage in the table above becomes 90% not 92%. This makes experts and masters sought after by other thieves, because it is through their reputation that aspiring young thieves are able to locate them and train to their potential maximum in that ability.

Experts and masters training fees

Experts and masters will usually charge more for their training, because it is of the highest quality and abilities that high are not common, and expert may charge 50% more for training, while a master

may charge anywhere from the base rate to 200% more simply because there are so few people with their level of expertise. These values are a guide and will also be influenced by the environment in which they are practising their abilities e.g. prices in the cities may be different from prices in a village.

Particularly difficult checks

If a task is particularly difficult then the thief may get additional credit for using an ability, e.g. a thief with a open locks skill of 60% needs to pick a 7 barrel lock, due to the difficulty must make the check at quarter (15%). If they succeed and because of the difficulty the thief could be given credit for 2/3 uses of the ability, which would move the lock picking further up the list of rankings when they come to roll up the abilities at next level.



Spells



SPELL TABLE I.: BOUNTY HUNTER

	First level	Second level	Third level	Forth level
1	Bounce	Disguise	Acid Rain	Agony
2	Friends	Disorientate	Dig	Blind
3	Improve hearing	Disturb	Lightning bolt	Cripple
4	Improve sight	Flame	Mislead	Deafen
5	Improve smell	Invisible web	Poison	Entrap
6	Improve touch	Projectile	Repel	Paralyse
7	Improve taste	Pain	Restrain	Tilgo's Bomb
8	Invisibility	Protection from Good	Rot	Sense target
9	Sense direction	Sense illusion	Sense object	Sense trap
10	Sense invisibility	Sense magic	Tilgo's Crowd Control	Subdue
11	Sneak	Shock	Tremble	Transport target
12	Unlock	Sleep		

SPELL TABLE II.: TEMPORAL MAGE

	Third level	Forth level	Fifth level
1	Detect temporal disturbance	Locate object/person through time	Dimension jump
2	Protection from paradox	Temporal heal	Mass protection from paradox
3	Time jump		Remove
4			Temporal bubble

	Sixth level	Seventh level	Eighth level	Ninth level
1	Conjure creature through time	Planar jump	Temporal resurrection	Parallel jump
2				Separate from time lines

Bounty hunter spells

At low level the bounty hunters spells are more to do with detection and location of their target by improving their senses and giving them new ones. While at higher level the spells begin to influence the bounty hunters surroundings, particularly their target or people who would protect their target from harm.

Level 1

Bounce (Alteration)

Level: 1
Range: 0
Duration: Special
Area of Effect: Caster

Components: V
Casting time: 1
Saving throw: Nil

This spell allows the caster to survive a fall, but instead of slowing their decent, it allows the caster to bounce a number of times equal to half their levels rounded down. Each time the caster bounces half of the height they fell back up but take no

damage from the bounce. The fall from the last bounce is the only one they take damage for. This spell can look quite amusing for onlookers but has potentially life saving applications. If the caster falls at an angle then they will bounce at the same angle so the caster could bounce along for a short distance. If the caster were to bounce under some object that means they would hit the top they would bounce from there but their speed and therefore number of bounces required would remain the same.

Friends (Enchantment/Charm)

Level: 1
Range: 0
Duration: 2 rounds/level
Area of effect: 2" radius/level

Components: V, S, M
Casting time: 4
Saving throw: Special

Except as noted above, this spell is identical to the 1st level magic user spell of the same name on Pg 66 of the *Players Handbook*.

Spells

Improve Hearing (Alteration) (reversible)

Level: 1
Range: Touch
Duration: 3 rounds/level
Area of effect: 1 creature

Components: V, S, M
Casting time: 3
Saving throw: Neg

As the name suggests this spell improves the bounty hunter's (or target creature's) sense of hearing, the target of the spells sense of hearing is five times more potent than before casting this spell. They can hear things normally inaudible to them, the frequency range of they can hear is greatly increased, a human would be able to hear sounds only audible to other animals and creatures. The target of this spell can also hear much quieter sounds, only requiring a fraction of the normal volume in order to hear things perfectly. During this time the target of the spell is particularly susceptible to high volume, should they hear something normally considered loud then it would be deafening, with the target suffering 2D6 points of damage (save for half) and begin deafened for 1D4 rounds. If the spell expires during this time, they are still deafened for the rest of the D4 rounds.

The reverse of this spell, dull hearing reduces the targets sense of hearing to one fifth of its normal ability, the target would be hard of hearing for the duration, but protected from extremely loud noise. The reversal does not narrow the audible frequency range of the individual just makes most things inaudible to them due to lack of volume. The reverse will also counter the original spell and vice versa.

The component for this spell is a small bell which must be rung during the casting, the reverse requires a bell with the clapper removed and the motions of ringing the bell must be made.

Improve Sight (Alteration) (reversible)

Level: 1
Range: Touch
Duration: 3 rounds/level
Area of effect: 1 creature

Components: V, S, M
Casting time: 3
Saving throw: Neg

This spell is similar to Improve Hearing (q.v.) instead it makes the targets sense of sight five times more effective, they can see clearly five time further, and can see perfectly well in much less light than normal, they can see in complete darkness (non magical) as if it were dim twilight and see in moderate twilight as if bright. As with the hearing spell the target is susceptible to extremes of light, with light that would be considered bright almost blinding, the target suffers 2D6 points of damage (save for half) and are blinded for 1D4 rounds.

The reverse of this spell dulls the sense of sight, making the target only partially sighted but protected from extremes of light.

The component of this spell is a clear lens, which must be able to be seen through the reverse of the spell requires a flawed lens that can't be seen through clearly.

Improve Smell (Alteration) (reversible)

Level: 1
Range: Touch
Duration: 3 rounds/level
Area of effect: 1 creature

Components: V, S, M
Casting time: 3
Saving throw: Neg

This spell is similar to Improve Hearing (q.v.) instead it makes the targets sense of smell five times more effective, they can smell odours which would normally not be apparent. As with the hearing spell the target is susceptible to extremes of smell, with strong unpleasant smells, the target must save vs. spell or vomit and must leave the area immediately. They suffer 1D6 points of damage from vomiting, but their sense of smell is not removed.

The reverse of this spell dulls the sense of smell, making the target almost entirely lose their sense of smell.

The component of this spell is a sweet smelling fresh herb, while the reverse requires a small stone that had been within the waters of a fast flowing stream for at least a week, and not exposed to any strong odours since it left.

Improve Touch (Alteration) (reversible)

Level: 1
Range: Touch
Duration: 3 rounds/level
Area of effect: 1 creature

Components: V, S, M
Casting time: 3
Saving throw: Neg

This spell is similar to Improve Hearing (q.v.) instead it makes the targets sense of touch five times more effective, they can feel even the slightest impression or brush across their skin. As with the hearing spell the target is susceptible to extremes of pain, with pain being almost debilitating agony, the target of the spell feels as if they have lost four times the number of hit points in damage from any injury (save for only twice the damage), although the don't take any additional damage. If this pseudo damage would take the target into unconsciousness if it were real then they must make a system shock or fall unconscious.

The reverse of this spell dulls the sense of touch, making a very effective pain killer, they feel as if

they take only a quarter of the damage they do. This could allow the target of the spell to undertake strenuous activity for much longer or continue to fight through immense pain and damage.

The component of this spell is a small needle which must be sharp enough to draw blood (although this is not required in the casting), while the reverse requires a small bundle of cotton blossom picked from the plant.

Improve Taste (Alteration) (reversible)

Level: 1
Range: Touch
Duration: 3 rounds/level
Area of effect: 1 creature

Components: V, S, M
Casting time: 3
Saving throw: Neg

This spell is similar to Improve Hearing (q.v.) instead it makes the targets sense of taste five times more effective, they could taste even the faintest component of almost anything they eat. This spell could be used quite effectively to taste poison in a concentration that is not harmful. As with the hearing spell the target is susceptible to extremes of taste, with strong unpleasant flavours, the target must save vs. spell or vomit and spit out the offending morsel and wash the mouth out with water immediately. They suffer 1D6 points of damage from vomiting, but their sense of smell is not removed.

The reverse of this spell dulls the sense of taste, almost removing the targets sense of taste, and the foulest tasting ingredients could be eaten quite easily.

The component of this spell is a small amount of salt or mint which must be consumed during the casting, while the reverse requires a small amount of pure water which again must be consumed.

Invisibility (Illusion/Phantasm)

Level: 1
Range: Touch
Duration: 2 rounds/level
Area of effect: 1 creature

Components: V, S
Casting time: 3
Saving throw: Neg

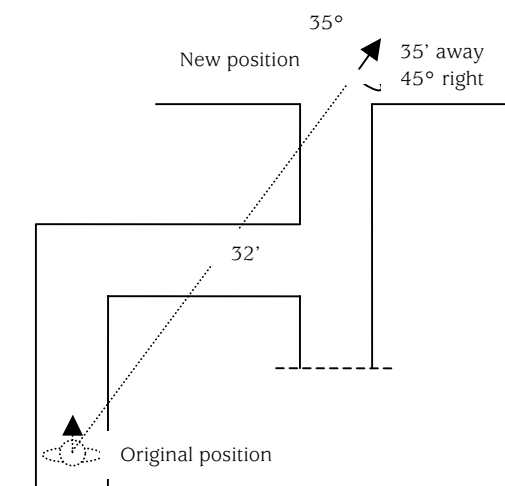
Except as noted above, this spell is identical to the 2nd level magic user spell of the same name on Pg 70 of the *Players Handbook*.

Sense Direction (Divination)

Level: 1
Range: 0
Duration: 1 turn/level
Area of effect: Caster

Components: V, S
Casting time: 2
Saving throw: None

This spell allows the caster to give them a point of reference when indoors, the sun isn't visible or there are no easily noticeable land marks. When the spell is cast their position and the direction they were facing is noted, and whenever they stop moving they know how far it is directly back to their point of origin and which direction they were facing in relation to which they are facing now. Measurements from this spell are rounded up to the nearest 5 feet, angles are rounded to the closest 45° while the caster is no more than 5 miles away from their casting location.



Sense Invisible (Divination)

Level: 1
Range: 2"/level
Duration: 5 rounds/level
Area of effect: 2" path

Components: V, S, M
Casting time: 4
Saving throw: None

This spell is similar to the 2nd level magic user spell Detect Invisibility on Pg 69 of the *Players Handbook*, but only allows items or creatures made invisible by either arcane or psionic abilities to be located.

Sneak (Alteration)

Level: 1
Range: Touch
Duration: 2 rounds/level
Area of effect: 1 creature

Components: V, S
Casting time: 3
Saving throw: Neg

This spell silences the affected creature so that as long as they are being careful they will make no noise. It surrounds the body with a 1' aura of silence which will prevent noise from being made

Spells

within the area. If the caster intentionally makes a sound e.g. talking then the spell will be cancelled and normal sounds will be made. This spell is not duplicating the move silently ability, it is merely giving a better alternative that can be used far less.

Unlock (Alteration) (reversible)

Level: 1
Range: 1"
Duration: Instant
Area of effect: 1" square

Components: V, S, M
Casting time: 3
Saving throw: Nil

This spell allows the bounty hunter to unlock any mechanism no matter how complex that locks a door, chest, window or anything else that can be opened with a key or picks. It also temporarily removes any magical spell that locks or blocks a door for 1 round / level of the caster, therefore a 12th level bounty hunter could temporarily disable a wizard lock spell for 12 rounds. This spell unlocks physical locks before any magical ones, so multiple castings are only required if the locks take different forms, so 3 locks on a door would be unlocked by this spell but a lock and a wizard lock would only remove the lock. The reverse of this spell Lock, will remove the effect of the unlock spell on a magical lock, or will lock a single physical lock so multiple castings would be required for a door with multiple locks. The material component for this spell is a small gold key.

Level 2

Disguise (Alteration)

Level: 2
Range: 0
Duration: 1 turn / level
Area of Effect: Caster

Components: V, S
Casting time: 3
Saving throw: nil

This spell allows the bounty hunter to disguise their form, they can alter themselves to appear as any race which is no more than 2' taller or shorter, and weighs no less than half or more than double the weight of the bounty hunter. The bounty hunter equipment or clothing is also disguised as anything that the bounty hunter chooses that would be appropriate to the target. The bounty hunter cannot disguise any magical item or duplicate any magical effect using this spell, they also do not gain any natural abilities of the assumed form. When the spell expires the caster and all equipment return to their normal form.

Disorientate (Enchantment/Charm)

Level: 2
Range: 2' / level
Duration: 1 segment / level +
D4 segments
Area of Effect: Target

Components: V, S, M
Casting time: 1
Saving throw: Neg

This spell as the name implies disorientates the target, during this time the can only move at ½ of their normal movement rate, unable to attack or defend or cast any spells. Communication with a disorientated person is quite difficult as they will be very easily distracted and find it almost impossible to concentrate. The material component for this spell is a pinch of any powdered ferromagnetic substance.

Disturb (Evocation)

Level: 2
Range: Touch
Duration: 1 hour / level
Area of Effect: 2" radius

Components: V, S
Casting time: 3
Saving throw: Nil

This spell is designed so that the caster or anyone else this spell is cast upon can be woken if any living creature larger than a mouse enters an area within 2" of the target, if anything does then the spell will gently wake the target, in such a way that they are aware of their surroundings but not woken with a start. The target also knows that the spell has woken them, and can act in any way they wish. Once the spell has performed its function it will simply end, and have to be recast if the target requires.

Flame (Evocation)

Level: 2
Range: 0
Duration: 1 segment / level
Area of Effect: Caster

Components: V
Casting time: 1
Saving throw: ½

This spell causes a jet of flame shoot out from the casters palm; this jet will reach 1' per level of the caster, and do D4 + 1/level to anyone who is hit by the flame (save for half damage). Only the casters hand is protected from the flame by this spell, so if they were to have their palm toward them when they cast this spell, they would take the damage as normal.

Invisible Web (Evocation, Illusion)

Level: 2
Range: 1"
Duration: 5 rounds / level
Area of Effect: 1" square / level

Components: V, S, M
Casting time: 4
Saving throw: nil

This spell is used to capture a creature, it must be cast on at least 2 solid objects within the area of effect (1" / level). The spell creates a very thin, strong and exceptionally sticky web like substance to attach itself to the solid objects within the area of affect. When something moves through the web or comes into contact with it they will become entangled within the web, as the move to get out they will get more entangled and more stuck. Creatures with a strength of 15 or more can break the webs but the web will stick to any limb that attempts to break it. If the web adheres to more than 60% of the surface of the body then 17 strength is required to break out, if 80% or more is covered then a strength of more than 18 is required. The web can be removed by the caster or any material which can dehydrate and absorb water such as salt can remove the web. The material component for this spell is the web from a giant spider.

Pain (Evocation)

Level: 2
Range: Touch
Duration: 2 segments/level
Area of Effect: 1 creature

Components: V, S, M
Casting time: 2
Saving throw: Neg

This spell allows the caster to give their target horrible pain that wracks their body, causing them to cry out in most cases. They suffer a temporary -2 to all saves and hit and damage dice and move at half their normal movement rate for the duration of the spell. Anything that requires a great amount of concentration such as spell casting is impossible, any spell that was being cast while the target felt the pain of this spell is dropped and not completed (still losing the spell from the mind). The material component for this spell is the abdomen of a wasp which still has the sting attached.

Projectile (Alteration)

Level: 2
Range: 3" + 1"/level
Duration: Instant
Area of Effect: Target

Components: V, S, M
Casting time: 2
Saving throw: Nil

This spell takes any small object of any shape up to 1lb per level and magically propels it at quickly at the target creature, the speed of the projectile is as if fired from a short bow and will travel its range in

under 1 segment.

The caster must make a to hit roll in order to hit their target, if it hits the target receives 1D6/level of damage, after the spell affect has finished, the object is no longer affected and will remain where it lands, and could be used by the target for any purpose. The material component of this spell is the projectile they wish to launch, and a small bow string which is not consumed within the spell.

Protection from Good (Abjuration)

Level: 2
Range: Touch
Duration: 2 rounds/level
Area of Effect: 1 creature

Components: V, S, M
Casting time: 2
Saving throw: None

Except as noted above, this spell is identical to the reverse of the 1st level magic user spell Protection from Evil on Pg 67 of the *Players Handbook*.

Sense Illusion (Divination)

Level: 2
Range: 2"/level
Duration: 5 rounds/level
Area of effect: 2" path

Components: V, S, M
Casting time: 4
Saving throw: None

This spell is similar to the 3rd level magic user spell Detect illusion on Pg 55 of the *Unearthed Arcana*, but only allows the caster to know that something is amiss in the general direction and there is some illusionary magic at work, it does not allow the caster to make any judgements on the precise nature of the illusion.

Shock (Enchantment/Charm)

Level: 2
Range: 1'/level
Duration: Special
Area of Effect: Target creature

Components: V
Casting time: 1
Saving throw: Neg

This spell causes a brief wave of fear to pass over them which will usually cause them to jump, this fear will cause their heart to race and goose bumps to appear on their skin. Although the effect of the spell is instantaneous, they are on edge for an amount of time equal to 1 round per level of the caster. During that time, they are more suspicious of their surroundings and receive a -2 penalty on their saves. If the individual is old, infirm or susceptible to problems with their heart then they must make a system shock or could have a mild-major heart attack depending on how badly they fail (91+ is a major heart attack). If given the option the victim of the spell will not go near the caster of the spell, and prefer to keep them at a healthy distance for the duration of the spell.

Spells

Sense Magic (Divination)

Level: 2
Range: 2"/level
Duration: 5 rounds/level
Area of effect: 2" path

Components: V, S, M
Casting time: 4
Saving throw: None

This spell is similar to the 1st level magic user spell Detect magic, but only allows the caster to know that something is magical or surrounded by a magical aura, it does not allow any additional information to be discerned.

Sleep (Enchantment/Charm) (reversible)

Level: 2
Range: 1"
Duration: 5 rounds/level
Area of effect: Target creature

Components: V, S, M
Casting time: 2
Saving throw: Neg

The sleep spell is similar to the first level magic user of the same name however it allows only a single creature of less hit dice than the caster, to be lulled into a deep slumber and will be unable to be

woken until the spell expires. This spell does not affect any form of undead or certain powerful creatures (as specified in the Monster Manual). The reverse of this spell wake, can cause any natural or magically sleeping creature to be instantly woken, and immediately aware of their surroundings, however they are not aware of who woke them.

The material component of this spell is a pinch of fine sand, rose petals or a live cricket, the material for the reverse is any foul smelling substance.

Level 3

Acid Rain (Alteration)

Level: 3
Range: 1" / level
Duration: 1 segment / level
Area of Effect: 2" radius

Components: V
Casting time: 1
Saving throw: ½

This spell causes water vapour in the area of effect to fall as a light rain, however this water is made acidic by the spell and depending on the level of the caster will have the following effects:

Acid Rain table of effects

Level	Effect
10-13	Causes 2D4 per round until the acid is washed off, objects must make a save vs. acid with a 2 bonus or take damage.
14-17	Causes D4 / 2 levels every round until the acid is washed off, objects must make a save vs. acid or take damage.
18-21	Causes D4 / level every round until the acid is washed off, objects must make a save vs. acid or take damage.
22 +	Causes D6 / level every 5 segments until the acid is washed off, non magical objects must save or be destroyed, magical objects can take damage.

Dig (Evocation)

Level: 3
Range: 3"
Duration: 1 round/level
Area of Effect: 5' cube/level

Components: V, S, M
Casting time: 4
Saving throw: Special

This spell is identical to the 4th level magic user spell of the same name on Pg 76 of the *Players Handbook*.

Lightning Bolt (Evocation)

Level: 3
Range: 1" + 1"/level
Duration: Instant
Area of Effect: Special

Components: V, S, M
Casting time: 4
Saving throw: ½

Except as noted above, this spell is identical to the 3rd level magic user spell of the same name on Pg 75 of the *Players Handbook*.

Mislead (Abjuration)

Level: 3
Range: 0
Duration: Instant
Area of Effect: Target creature

Components: V,S
Casting time: 3
Saving throw: nil

Mislead protects the target creature from divination spells which others use to seek information about them, and discover their true nature. All spells below 5th level will automatically fail and return incorrect information to the caster, a spell such as know alignment would not reveal the target creatures alignment, a spell to detect lies would not reveal a mistruth. Spells of 5th level and above require the target creature to make a save with a -1 penalty for each level above fifth, otherwise the spell will work as normal.

Poison (Alteration) (reversible)

Level: 3
Range: 1'
Duration: 1 Hour/level
Area of Effect:
Target liquid/solid

Components: V, S, M
Casting time: 5
Saving throw: ½

This spell allows the bounty hunter to poison an item of food or drink that their target will consume within the duration of the spell. When the anyone ingests the poisoned substance, they take 5D6 points of damage in the first round and 1 less dice in each subsequent round for 5 rounds until they stop taking damage eg 4D6 in the second and 1D6 in the fifth, each round the affected individual can save for half damage. The reverse of this spell removes poison for them body of a target creature, and prevents them taking any additional damage. The material component for this spell and the reverse are some crushed nightshade leaves or poisonous fungi which are consumed with the casting of them spell.

Repel (Alteration/Abjuration)

Level: 3
Range: 2"
Duration: 1 round / level
Area of Effect: Target creature

Components: V
Casting time: 1
Saving throw: Special

This spell causes a faint sphere to surround the target, creatures within apart from the spell recipient must save vs. spell with a 2 penalty or leave the sphere. Anything attempting to enter the sphere must make a save vs. spell again with a 2 penalty or be unable to enter the sphere. Inanimate objects propelled toward the sphere lose half of their speed when they enter the sphere, but otherwise continue normally. The sphere is mobile and can move with the recipient up to a movement rate of 6. Spells doing damage will only do half damage to any creature within the sphere.

Restrain (Alteration)

Level: 3
Range: Touch
Duration: 2 round/level
Area of Effect: Target creature

Components: V, S, M
Casting time: 2
Saving throw: Neg

The bind spell is used to restrain the bounty hunters target, it will magically hold the wrists together as it tied with good strong rope and if required also binds the subject at the ankles, it also prevents the subject from speaking as if gagged. If the target makes a save vs. spell, then they are able to make one strength check in order to break the bindings, if they fail either check then they are bound until the spell ends.

The material component for this spell is a small piece of silk rope.

Rot (Alteration)

Level: 3
Range: 1'/level
Duration: Permanent
Area of Effect: 1 cubic foot / level

Components: V
Casting time: 3
Saving throw: None

This spell causes dead vegetable or animal matter to rot and decompose much quicker than it normally would. It causes the matter to decompose for a number of minutes, equal to the level of the caster. For each minute it decomposes which under the influence of this spells is equal to being in the wilderness for 5 days (excluding large animals feeding on the dead matter). This decomposition is by bacteria and creatures no bigger than maggots, which are attracted or conjured to the matter by the spell (depending on the availability). This spell leaves the smell that would be associated with such decomposition within the area, and may attract larger creatures. Resurrection and similar magics are more difficult to cast upon a rotten corpse with this spell upon it, as the effects once completed are permanent.

Sense object (Divination)

Level: 3
Range: 10" + 1"/level
Duration: Instant
Area of Effect: Caster

Components: V,S
Casting time: 3
Saving throw: nil

This spell allows the bounty hunter to locate a specific inanimate object which they have had personal contact, or have in depth knowledge about. If the item is hidden by any magic, then this spell will fail and not reveal the item required. When cast it gives the direction rounded to the nearest 45° and a distance rounded up to the nearest 5 feet, in the same way as sense direction (q.v.). The duration of the spell is instant, and once the caster knows of the location it confers no additional knowledge so if the object were moved or moving the spell would not give the caster this knowledge.

Tilgo's Crowd Control (Enchantment/Charm)

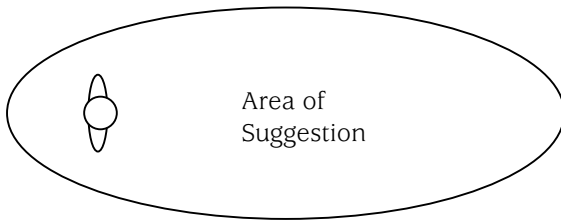
Level: 3
Range: 0
Duration: 5r/level
Area of Effect: Special

Components: V,S
Casting Time: 4
Saving Throw: Special

This spell is particularly useful in the busy streets of a city, as it is a mass suggestion for people to move out of your way. The area of effect is a 10' X 5' oval with the caster at one end and the oval

Spells

moving out in front in the direction that the caster is moving. Any human or demi-human that comes within the area of effect has a suggestion to move out of the casters way so as the caster walks down a busy street there is area in front of the caster and 1 foot around with no people as people going either way will move out of the way. If the recipient has no feelings toward the caster then this effect occurs with no save, if the recipient wants to get close to the caster they must make a save vs. spells or have the suggestion move them away. Any recipient with mental protection, resistance to suggestion or magical resistance is automatically immune to the effects of this spell.



Tremble (Enchantment/Charm)

Level: 3
Range: 1"/level
Duration: 1 segment/level
Area of Effect: Target creature

Components: V
Casting time: 1
Saving throw: Neg

If the victim fails their save vs. spells their body begins to tremble uncontrollably, spell casting is impossible, attacking and damage have a -2 penalty on each. This spell is restricted to humanoids or creatures with above animal intelligence, below which the brain cannot be controlled.

Level 4

Agony (Evocation)

Level: 4
Range: 5' / level
Duration: 3 segments/level
Area of Effect: 1 creature

Components: V, S, M
Casting time: 4
Saving throw: Special

This spell is a more potent version of the spell Pain (q.v.), this spell is similar to Pain, but it has a range, the target suffers a -4 on all saves, hit rolls and damage, they move at quarter their normal movement rate for the duration of the spell. Concentration is very difficult and even the simplest tasks such as walking are difficult, spell casting is impossible. A save vs. spell will half the duration of the spell, but will not negate it. In

addition to the above affects the target suffers a -2 penalty to all their stats for the duration, and losses 2 hit points per round as their body is damaged. The material component for this spell is the abdomen of a hornet which still has the sting attached.

Blind (Alteration)

Level: 4
Range: ½"/level
Duration: Special
Area of Effect: Target
Creature

Components: V, S, M
Casting time: 2
Saving throw: Special

The target creature must make a save vs. spells or will become permanently blind. If the save succeeds then they are temporarily blinded for 1D4 rounds, this will have the effect of decreasing their Dexterity by 4, and will make it impossible to enter combat or cast any spell. The material component for this spell is the eye of any nocturnal creature which must be crushed in the casting of this spell.

Cripple (Alteration)

Level: 4
Range: ½"/level
Duration: 1 round / level
Area of Effect: Target
Creature

Components: V, S, M
Casting time: 2
Saving throw: Special

This spell causes the joints of the target to swell and become very painful, when this occurs it becomes almost impossible for the target to move under their own volition. Their joints can be moved externally by another which is intensely painful causing the target to take D6 hit points of damage per segment or part thereof. The material component is the rotten cartilage of a fast running animal.

Deafen (Alteration)

Level: 4
Range: ½"/level
Duration: Special
Area of Effect: Target
Creature

Components: V, S, M
Casting time: 2
Saving throw: Special

The target creature must make a save vs. spells or will become permanently deaf. If the save succeeds then the deafness lasts for D4 + 1 minutes, they will have great difficulty understanding what is said in the area, and have a -2 penalty to be surprised. The material component for this spell is the spores of a Shrieker.

Entrap (Alteration)

Level: 4
Range: ½"/level
Duration: Instant
Area of Effect: Target
Creature

Components: V, S
Casting time: 3
Saving throw: Neg

This spell allows the caster to teleport a target to a specially prepared area with a magical circle surrounded by magical runes, which the bounty hunter must prepare ahead of time. This circle can be drawn on any solid surface and can be up to 15 feet across, if the target fails their save vs. spells then they are transported to this circle and cannot leave until the caster either frees them of the circle is dispelled by someone other than the entrapped individual. This prepared area can only contain one entrapped creature at any one time, subsequent castings will fail to entrap another.

Paralyse (Alteration)

Level: 4
Range: ½"/level
Duration: 2 rounds/level
Area of Effect: Target
Creature

Components: V, S
Casting time: 3
Saving throw: Neg

If the target of this spell failed their save vs. spell they are unable to move for the duration of the spell as the spell interferes with the part of the brain that deals with the creature's motor functions. The target of this spell must be human, humanoid or demi-human unless the bounty hunter has spent a reasonable amount of time studying the anatomy of the target creature. This spell only affects creatures with hit dice equal or less hit dice than the caster.

Sense target (Divination)

Level: 4
Range: 10" + 1"/level
Duration: 2 rounds/level
Area of Effect: Caster

Components: V, S, M
Casting time: 3
Saving throw: nil

This spell is similar to the 3rd level spell Sense object (q.v.), and is used to track a living target but is also restricted to a living target. The material component for this spell is a very personal item belonging to the target with some emotional

attachment to them or alternatively part of the target, hair, blood or teeth etc. Using this item the bounty hunter can track them for a short period of time, again giving direction and distance in the same way as Sense direction (q.v.), but differs in that it is more accurate being able to sense direction to the nearest 5°. This spell unlike Locate object has duration and so the hunter can track not only their position but also their movement direction and speed, though they must stop in order to sense their target. If they have part of the target rather than a belonging the spell becomes much more powerful, and can detect the target if magically masked, in this way it requires a protective spell of greater than 5th level to prevent the sense target spell from working. The part of the target must be at least the volume of 2 human molars, so a trace of hair or blood is not sufficient.

Sense trap (Divination)

Level: 4
Range: 1" / level
Duration: 2 rounds/level
Area of Effect: Caster

Components: V, S
Casting time: 3
Saving throw: nil

This spell allows the caster to sense any trap within range whether it is physical or magical, it give no clue as to the nature of the trap however but the caster knows where it is. Once they know the location of the trap, they can either avoid it, or they can use their Remove Traps skill to remove it. If the trap is magically hidden then the spell reveals nothing, and must be discovered by additional means.

Subdue (Enchantment/Charm)

Level: 4
Range: 1" / level
Duration: Special
Area of Effect: Target creature

Components: V
Casting time: 1
Saving throw: Neg

This spell allows the caster to subdue a creature with hit dice / levels equal or less than three quarters of the casters level, when the caster casts the spell he enters into a battle of wills with the target creature.

For the use of this spell the willpower of a creature is the average of their intelligence and wisdom.

Spells

Subdue table

	Targets willpower											
	< 7	7-8	9-10	11-12	13-14	15-16	17-18	19-20	21-22	23-24	25	
Casters willpower	11-12	65	60	55	50	40	30	20	10	-	-	-
	13-14	70	65	60	55	50	40	30	20	10	-	-
	15-16	75	70	65	60	55	50	40	30	20	10	-
	17-18	80	75	70	65	60	55	50	40	30	20	10
	19-20	85	80	75	70	65	60	55	50	40	30	20
	21-22	90	85	80	75	70	65	60	55	50	40	30
	23-24	95	90	85	80	75	70	65	60	55	50	40
	25	-	95	90	85	80	75	70	65	60	55	50

The casters chance is taken from the table above, the targets chance is 100 minus the casters chance. The caster and target must roll their chance to succeed or fail then that round is drawn, if one succeeds while the other failed then that round is won by the one who succeeds. In order to win the battle of wills either side must win a number of battles equal to one third of the target creatures hit dice. Once one or both creatures have won that many rounds then the battle is over.

If the caster wins first then the target creature is subdued, if the creature wins then the caster is stunned for a number of rounds equal to one third of the creatures hit dice. If both win then the battle is over with no effect. The caster is unaware of the target creature's willpower until combat is initiated once this has occurred neither side can back out.

When a creature is subdued they are unable to cast any spells or enter into combat, they move at half their rate and have a 5 penalty on all their saves. The target is particularly susceptible to charm spells from the same caster, having an additional 4 penalty on their saves and a 30% penalty to any resistance (including magic resistance) to any spell of this sort.

Tilgo's Bomb (Evocation)

Level: 4
Range: 1"/level
Duration: Instant
Area of Effect: 30' radius

Components: V, S, M
Casting time: 3
Saving throw: ½

This spell is similar to a fireball but uses a purely concussive blast which damages all within the area of effect. When the spell goes off, all within the area of effect are thrown 4D6 feet away from the centre of the blast, they also take 1D6+1/level point of damage save vs. spells for half, and take an additional D6 points of damage for each 10 feet (or fraction thereof) thrown. There is no flame or residual damage from this spell after the initial detonation. The material component for this spell is a pinch of magnesium powder which is consumed in the casting of the spell.

Transport target (Alteration)

Level: 4
Range: Touch
Duration: Instant
Area of Effect: Target creature

Components: V, S, M
Casting time: 3
Saving throw: nil

This spell requires a specially prepared stone statue vaguely resembling the target, which the caster places somewhere where they could want to keep their target such as a cell and is consumed with the casting of the spell. When the bounty hunter casts the spell and touches target, then the target is instantly transported to the location of their statue. The caster can be the target of this spell, but must have a small statue of themselves as a focus for this spell. The spell will transport up to 1000GP of material per level along with them when they are transported.

Temporal Mage spells

The Temporal mage does not have many spells, and no spell below 3rd level. This is because they do not become a temporal mage until they have at least advanced to the end of their 4th level as a magic user. They also gain spells from the magic user class, but must surrender the use of Necromantic and Conjunction spells in favour of their new temporal mage spells. Although there are few temporal mage spells, each of the spells can be put to good use in a variety of different ways by a clever Temporal. Mage.

Level 3

Detect temporal disturbance (Temporal divination) (reversible)

Level: 3
Range: 0
Duration: 3 hour / level
Area of effect: Caster

Components: V, S
Casting time: 5
Saving throw: Nil

This spell allows the caster to detect a temporal disturbance, it gives a direction in 4 dimensions which can be used to locate the disturbance. The caster gets an indication of what was the new effect, but because they have no knowledge of the

change before time unless they use other magic they do not know what was changed. This disturbance is generally the use of any spell or ability that influences time, be it someone travelling through time, or someone changing some event in time.

The reverse of this spell, Obscure temporal disturbance allows the caster to remove traces of any temporal anomalies.

This spell cannot detect or obscure any natural temporal anomalies.

Protection from paradox (Temporal abjuration)

Level: 3
Range: 0
Duration: 3 hours / level
Area of effect: Caster

Components: V, S
Casting time: 5
Saving throw: Nil

This spell temporarily removes the caster from the time lines, and is not affected by any changes in the casters past e.g. the caster could be killed when he was younger, and as long as they had this spell cast (assuming they knew) would have the duration of the spell to fix the problem. Once the spell duration expires, the caster is subject to any of the effects that changes in time would bring.

This spell does not convey any knowledge of a paradox (apart from the fact that a paradox has occurred).

Time Jump (Temporal alteration)

Level: 3
Range: 0
Duration: Instant
Area of effect: Special

Components: V, S
Casting time: 3
Saving throw: Nil

This spell allows the caster and up to 100GP of additional mass/level, to travel in either direction in the 4th dimension i.e. travels through time. The caster moves themselves and additional mass (up to the maximum weight) through the amount of time desired by the caster. The caster does not however move in location, so they will appear in the same place as they left. The caster does know if the time they plan on going to has an object obstructing the area, in this case the caster and any additional mass is moved to the closest solid object that will support the weight. Both living and non-living matter can be moved through time by the use of this spell.

Level	Maximum time in levels of jump
3-4	Days
5-6	Months
7-9	Years
10-12	Decades
13-15	Century
16+	Millennia

Level 4

Locate object/person through time (Temporal divination)

Level: 4
Range: 0
Duration: 2 rounds per level
Area of effect: 10"X10" / level

Components: V, S
Casting time: 7
Saving throw: Nil

This spell allows the caster to tell when and object has or will be within the area of effect, this allows the caster to look 1 day into the future or past per level. If the target has or will be within the area of effect, the caster knows when and where they will be.

Temporal Heal (Temporal alteration)

Level: 4
Range: Touch
Duration: Instant
Area of effect: Target creature

Components: V, S
Casting time: 5
Saving throw: Nil

With this spell the caster is able to move the body of the target creature back to a point when they were less damaged. This gives the target 1D4 + 1 hit points back per level of the caster. This spell can be cast on any living creature, even ones which cannot normally be healed by conventional magic.

Level 5

Dimension Jump (Temporal alteration)

Level: 5
Range: 0
Duration: Instant
Area of effect: Special

Components: V, S
Casting time: 3
Saving throw: Nil

This spell is a variation of Time Jump, but it allows the caster in addition to moving themselves through time allows them to move in the first four dimensions. This allows the caster to move themselves and any additional mass (the same amount as Time jump) to anywhere on the same plane of existence.

Mass Protection from paradox (Temporal abjuration)

Level: 5
Range: 0
Duration: 1 hours / level
Area of effect: Special

Components: V, S
Casting time: 5
Saving throw: Nil

This spell is an improved version of Protection from paradox, but it allows the caster to protect one additional humanoid per 2 levels of the caster. The spell does not convey any knowledge of the

Spells

paradox to anyone but the caster.

Remove (Temporal alteration)

Level: 5
Range: 0
Duration: Special
Area of effect: Target creature

Components: V, S
Casting time: 3
Saving throw: Neg

This spell sends the target creature forward through time, and will not appear again until the specified time has elapsed. The maximum time is shown in the table below. For the creature it will be completely instant, they will not know of any problems, and that they have missed any time, though things will be different when they return but that will always be put down to other magical or physical effects. If the space the subject is due to appear in is blocked by another object, they appear in the closest available space to their original position.

Level	Maximum time in levels of jump
5-6	Segments
7-9	Rounds
10-12	Turns
13-15	Hours
16 +	Days

Temporal bubble (Temporal alteration)

Level: 5
Range: 0
Duration: 5 turns per level
Area of effect: 1" diameter per level

Components: V, S
Casting time: 5
Saving throw: Nil

This spell increases the flow of time in the area of effect, for every round in the area of effect only 1 segment of time will pass outside the area. This will allow 10 minutes inside to pass in just 1 minute outside the area. The bubble will have a translucent boundary but will distort light both inside and out, and has a slightly misty surface. From the outside, everything inside will appear in a blur, while to the inside observers everything outside will appear to move very slowly, almost stationary because of the vast time difference.

Level 6

Conjure creature through time (Temporal alteration)

Level: 6
Range: 0
Duration: Special
Area of effect: 1"

Components: V, S, M
Casting time: 3
Saving throw: Neg

This spell allows the mage to bring a creature through the forth dimension, to bring from another

point in time to the point in which the magic user is as long as the target was within or will be within the range of the spell within 1 turn per level of the caster. The creature summoned is entitled to a save vs. spells to resist the magic, if they pass then they are aware that something is amiss but only the casting of a Detect Temporal Disturbance q.v. could give any clue as to the source of the magic. If the creature fails the save and they are within the range of the spell then they will be moved through time to the casters current time.

This spell will only bring someone from the past if protection from paradox spell had been cast on them before they left the past, this is so that them leaving the past does not cause the potential temporal problems. If the creature had died in the time in which they were brought and they were brought to in the original time line, the protection does not protect them from death.

Level 7

Planar Jump (Temporal alteration)

Level: 7
Range: 0
Duration: Instant
Area of effect: Special

Components: V, S
Casting time: 3
Saving throw: Nil

This spell is another variation of Time Jump, but it allows the caster in addition to moving themselves through time allows them to move in the first four dimensions as well as between any planes. This allows the caster to move themselves and any additional mass (the same amount as Time jump) to anywhere on any of the inner, outer, prime or interconnecting planes of existence. This spell does not allow the crossing of dimensions and move themselves into parallel universes in the multiverse.

Level 8

Temporal resurrection (Temporal necromantic/summoning)

Level: 8
Range: 0
Duration: Permanent
Area of effect: Special

Components: V, S, M
Casting time: 8 hours within a 12 hour period
Saving throw: nil

This spell is closely guarded by all who possess it, it allows a creature to be brought back to life by bringing them from a point before they died to the current time. It also combines the effects of a protection from paradox as the body going missing from the timeline that they died could have dramatic effects upon the timelines. This spell's casting time includes the rituals and preparations that the caster must perform before they attempt such a dangerous spell. The prerequisite of the

spell is that the soul of the creature to be resurrected is willing and able to be brought from its current location, if it is being kept by an exceptionally powerful creature then there is a chance that they could take exception to the caster, there is a 5% chance that this could attract the attention of the powerful creature. The spell then brings the body through time to the point at which life left it, it then must be healed or cured of any ailment or injury that killed the individual. The creature must then make a resurrect survival role as the soul re-enters the body. The creature loses a point of constitution, and whether the creature is brought back to or not the caster loses a point of constitution also.

The creature can only be brought back to life if they have been dead for no less than 1 day per level. The material components for this spell are the target's body of course and a very personal item belonging to the target with some emotional attachment to them.

Level 9

Parallel Jump
(Temporal alteration)

Level: 9	Components: V, S
Range: 0	Casting time: 3
Duration: Instant	Saving throw: Nil
Area of effect: Special	

This spell allows the spell caster to roam the 5th dimension and travel to parallel worlds, though without a map navigating is extremely complex, and there is only a 1 in 1000 chance* that the caster could find their way back to their own world. There are maps however but these are even harder to get hold of as those who possess them

would be unlikely to part with them unless they had given up dimensional travel and were settling down. There is an additional 1 in 1000 chance* that the world they enter is unable to support life and unless the caster is prepared they will die.

* This can be achieved by rolling 0, 0, 0 on 3D10

Separate from the time lines
(Temporal alteration/conjuration)

Level: 9	Components: V, S, M
Range: 0	Casting time: 1 week
Duration: Permanent	Saving throw: nil
Area of effect: Caster	

This spell is the grail of the Temporal Mage as it allows them to be removed from the time lines, but still have the ability to travel through and interact with it. This spell prevents the consequences of time affecting the caster, therefore if the caster was killed at a previous point in their existence then they would not die. This spell grants greatly extended life, as the effects of time take a much lesser effect on the body of the caster. This allows the caster to have a life expectancy of between 20 and 30 times the average life expectancy for a creature of their race. The caster can still be killed but they must be killed in the present as killing them in the past would not lead to their death later.

This spell requires many different components which are consumed over the week, the total cost for these components is 100,000Gp per day. If the spell is interrupted then they may use the remainder of the components which have not yet been used, but they require buying the used ones again to recast the spell.



Credits



Art of Sorcery
Stuart Highman

Bounty Hunter
Stuart Highman

Bravo
Seann McAnally & Randall Munden

Elven Protector Knight
Michael Riley

Monk-acrobat
Michael Lohman

Ranger (additional rules)
Jon Sparrow

Redeemer
Jon Sparrow

Templar
Stuart Highman

Shade
Stuart Highman

Temporal mage
Stuart Highman

Thief (optional rules)
Simon Kelly

Thief (a second look)
Stuart Highman

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