



PLAYER'S HANDBOOK V.3.5 WEB ENHANCEMENT

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INTRODUCTION

The new 3.5 *Player's Handbook* provides one starting package for each character class. This package includes preselected equipment, skills, feats, and spells, plus starting gold for a 1st-level character of the iconic character's race. But what if you want to start a character of another race—one that's perhaps not often chosen to go with that class? With this concept in mind, here are starting packages and sample 1st-level characters built from them that are . . . well . . . different from the standards.

BARBARIAN

Half-orcs such as Krusk are the classic barbarians—crude and uncouth, but able to combine strength with a ferocity that makes them justly feared in battle. But human barbarian tribes are plenty, and even halflings can walk on the wild side.

HALFLING BARBARIAN STARTING PACKAGE

Armor: Studded leather (+3 AC, armor check penalty -1 , speed 30 ft., 10 lb.).

Weapons: Greataxe (1d10, crit $\times 3$, 6 lb., two-handed, slashing).

Sling (1d3, crit $\times 2$, range inc. 50 ft., 0 lb., bludgeoning).

Dagger (1d3, crit 19–20/ $\times 2$, range inc. 10 ft., 1/2 lb., light, piercing).

Skill Selection: Pick a number of skills equal to 4 + Int modifier.

Skill	Ranks	Ability	Armor Check Penalty
Climb	4	Str	-1
Intimidate	4	Cha	—
Jump	4	Str	-1
Listen	4	Wis	—
Move Silently (cc)	2	Dex	-1
Ride	4	Dex	—
Spot (cc)	2	Wis	—
Survival	4	Wis	—
Swim	4	Str	-2

Feat: Weapon Focus (greataxe).

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint and steel. Sack with 20 sling stones.

Gold: 2d4 gp.

Juniper the halfling barbarian belongs to a tribe that lives in a secluded wilderness area. She has chosen her weapons to make the most of her assets. Like many other barbarians, she has selected a greataxe as her melee weapon and chosen Weapon Focus to maximize

her prowess with it. But she has chosen a sling for her primary ranged weapon to take advantage of her racial bonus with that weapon. Her skill points have been spent in such a way as to maximize the class skills in which she gains racial bonuses (Listen, Climb, and Jump), or her high Dexterity (Ride).

Juniper: Female halfling Barbarian 1; CR 1; Small humanoid; HD 1d12+1; hp 13; Init +3; Spd 30 ft.; AC 17, touch 14, flat-footed 14; Base Atk +1; Grp -2; Atk +4 melee (1d10+1/×3, greataxe), or +3 melee (1d3+1/19-20, dagger), or +6 ranged (1d3, sling), or +5 ranged (1d3/19-20, dagger); Full Atk +4 melee (1d10+1/×3, greataxe), or +3 melee (1d3+1/19-20, dagger), or +6 ranged (1d3, sling), or +5 ranged (1d3/19-20, dagger); SQ fast movement, halfling traits, illiteracy, rage 1/day; AL CN; SV Fort +4, Ref +4, Will +1; Str 12, Dex 17, Con 13, Int 12, Wis 10, Cha 8.

Skills and Feats: Climb +6, Hide +6, Jump +6, Listen +6, Move Silently +4, Ride +7, Survival+4; Weapon Focus (greataxe).

Fast Movement: Juniper has a speed of 30 feet instead of the normal 20 feet for a halfling when she is wearing no armor, light armor, or medium armor (and not carrying a heavy load).

Halfling Traits: Juniper has a +2 morale bonus on saving throws against fear, a +1 racial bonus on all saving throws, +1 racial attack bonus with a thrown weapon or sling, and a +2 racial bonus on Climb, Jump, Listen, and Move Silently checks (already figured into the statistics given above).

Illiteracy: Juniper does not know how to read and write.

Rage: The following changes are in effect as long as Juniper rages: 1d12+3; hp 15; Spd 30 ft.; AC 15, touch 12, flat-footed 12; Atk +6 melee (1d10+4/×3, greataxe), or +5 melee (1d3+3/19-20, dagger); or +6 ranged (1d3, sling), or +5 ranged (1d3/19-20, dagger); SV Fort +6, Will +3; Str 16, Con 17; Climb +8, Jump +8. Her fit of rage lasts for 6 rounds, though she may voluntarily end it prematurely. After raging, she is fatigued (-2 Strength, -2 Dexterity, can't charge or run) for the duration of that encounter. Juniper can fly into a rage only once per encounter and only once per day. Entering a rage takes no time by itself, but Juniper can do it only during her action, not in response to someone else's action.

their ability to get along well with all people. But what about dwarves, who are known for being less than charming to others? Dwarves can make fine skalds, carrying the tales of their race's victories down through the ages in oral tradition. And when the party needs a backup fighter, few can match the dwarf.

DWARF BARD STARTING PACKAGE

Armor: Studded leather (+3 AC, armor check penalty -1, arcane spell failure chance n/a, speed 20 ft., 10 lb.)

Weapons: Longsword (1d8, crit 19-20/×2, 4 lb., one-handed, slashing)

Light crossbow (1d8, crit 19-20/×2, range inc. 80 ft., 4 lb, piercing).

Skill Selection: Pick a number of skills equal to 6 + Int Modifier.

Skill	Ranks	Ability	Armor Check Penalty
Appraise	4	Int	—
Bluff	4	Cha	—
Craft (metalworking or stoneworking)	4	Int	—
Decipher Script	4	Int	—
Gather Information	4	Cha	—
Knowledge (any one)	4	Int	—
Knowledge (any one)	4	Int	—
Listen	4	Wis	—
Perform (percussion instruments)	4	Cha	—
Sleight of Hand	4	Dex	-1
Spellcraft	4	Int	—
Tumble	4	Dex	-1

Feat: If Dexterity is 13 or higher, Dodge; if Dexterity is 12 or lower, Improved Initiative instead.

Spells Known: 0 level—*mage hand*, *mending*, *open/close*, *read magic*.

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint and steel. Three torches. Case with 10 crossbow bolts. Lute (common). Spell component pouch.

Gold: 2d4 gp.

Gunnhild the dwarf bard chose her profession early in life, when she showed an aptitude with the drums during clan gatherings. She has chosen her weapons and skills to make the most of her dwarven heritage. She has chosen percussion instruments as her performance medium, since her kind has long loved the regular, ponderous sounds of drums and bells. She has also chosen to devote skill ranks to her knowledge of history so that she can write the songs that immortalize her clan, and to dungeoneering to take advantage of her race's knowledge of underground areas. Appraise is

BARD

Gimble is the classic bard—charming, witty, and versatile. Half-elf bards are also quite common because of

a natural skill for her, and she gains a +2 racial bonus on Appraise checks relating to stone or metal items. Finally, she has taken ranks in Sleight of Hand to ensure that she can acquire and dispose of objects easily, and in Craft (metalworking) to make the jewelry she adores wearing. Her spell selection reflects the fact that she needs no light to see.

Gunnhild: Female dwarf Bard 1; CR 1; Medium humanoid; HD 1d6; hp 6; Init +2; Spd 20 ft.; AC 15, touch 12, flat-footed 13; Base Atk +0; Grp +1; Atk +1 melee (1d8+1/19–20, longsword), or +2 ranged (1d8/19–20, light crossbow); Full Atk +1 melee (1d8+1/19–20, longsword), or +2 ranged (1d8/19–20, light crossbow); SQ bardic knowledge +2, bardic music (countersong, fascinate, inspire courage) 1/day, dark-vision 60 ft., dwarf traits; AL NG; SV Fort +0, Ref +4, Will +2; Str 12, Dex 14, Con 10, Int 13, Wis 10, Cha 13.

Skills and Feats: Appraise +5 (+7 for stonework or metalwork), Craft (metalworking) +7, Craft (stoneworking) +3, Diplomacy +5, Knowledge (history) +5, Perform (percussion instruments) +5, Sleight of Hand +5, Spellcraft +5; Dodge.

Bardic Knowledge: Gunnhild may make a bardic knowledge check with a bonus of +2 to see whether she knows some relevant information about local notable people, legendary items, or noteworthy places.

Bardic Music: Gunnhild can use her song or poetics to produce magical effects on those around her.

Countersong (Su): Gunnhild can counter magical effects that depend on sound by making a Perform check for each round of countersong. Any creature within 30 feet of her that is affected by a sonic or language-dependent magical attack may use Gunnhild's Perform check result in place of his or her saving throw if desired. Countersong lasts for 10 rounds.

Fascinate (Su): Gunnhild can cause a single creature within 90 feet that can see and hear her to become fascinated with her. Gunnhild's Perform check result is the DC for the opponent's Will save. Any obvious threat breaks the effect. Fascination lasts 1 round.

Inspire Courage (Su): Allies who can hear Gunnhild receive a +2 morale bonus to saves against charm and fear effects and a +1 morale bonus on attack and weapon damage rolls. The effect lasts for 5 rounds after the ally can no longer hear her.

Dwarf Traits: Gunnhild has stability (+4 on ability checks to avoid being bull rushed or tripped when standing on the ground), weapon familiarity (dwarven waraxe and dwarven urgrosh are martial weapons), and

stonecunning (+2 racial bonus on checks to notice unusual stonework; can make a check for unusual stonework as though actively searching when within 10 ft. and can use the Search skill to find stonework traps as a rogue can; intuit depth). She also has a +1 racial bonus on attack rolls against orcs and goblinoids; a +2 racial bonus on saves against spells and spell-like abilities; a +2 racial bonus on Fortitude saves against all poisons and a +4 dodge bonus against giants. In addition, Gunnhild has a +2 racial bonus on Appraise checks and Craft or Profession checks related to stone or metal (already figured into the statistics above).

Bard Spells Known (2; save DC 11 + spell level; 0% chance of spell failure): 0—*mage hand, mending, open/close, read magic*.

CLERIC

Jozan is the classic human cleric—a source of healing and support for others as well as a strong offensive force. But every race needs those who can touch the divine—even the gnomes, whom some consider flibbertigibbets.

GNOME CLERIC STARTING PACKAGE

Armor: Scale mail (+4 AC, armor check penalty –4, speed 15 ft., 15 lb.)

Heavy wooden shield (+2 AC, armor check penalty –2, 5 lb.)

Weapons: Heavy mace (1d6, crit ×2, 4 lb., one-handed, bludgeoning)

Light crossbow (1d6, crit 19–20/×2, range inc. 80 ft., 2 lb., piercing).

Skill Selection: Pick a number of skills equal to 2 + Int modifier.

Skill	Ranks	Ability	Armor Check Penalty
Appraise (cc)	2	Int	—
Bluff	4	Cha	—
Disguise	4	Cha	—
Hide	4	Dex	—
Spellcraft	4	Int	—
Concentration	4	Con	—
Heal	4	Wis	—
Knowledge (religion)	4	Int	—
Diplomacy	4	Cha	—
Gather Information (cc)	2	Cha	—

Feat: Spell Focus (Illusion).

Deity/Domains: Garl Glittergold/Protection and Trickery.

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint and steel. Case with 10

crossbow bolts. Wooden holy symbol (of Garl Glittergold).

Gold: 1d4 gp.

Ellywick the gnome cleric is devoted to her patron, Garl Glittergold. Like him, she has a ready wit, a passion for practical jokes, and a fondness for gems. She has chosen her skills and her feat so as to take full advantage of the extra options offered by the Trickery domain. By taking Spell Focus (Illusion) as her feat, she maximizes the effectiveness of her racial bonus to the Difficulty Class of saves against her domain spells.

Ellywick: Female gnome Cleric 1; CR 1; Small humanoid; HD 1d8; hp 8; Init +0; Spd 15 ft.; AC 17, touch 11, flat-footed 17; Base Atk +0; Grp -4; Atk +1 melee (1d6, heavy mace), or +1 ranged (1d6/19-20, light crossbow); Full Atk +1 melee (1d6, heavy mace), or +1 ranged (1d6/19-20, light crossbow); SA spell-like abilities, turn undead (5/day, +2 bonus on turning check); SQ gnome traits, low-light vision; AL NG; SV Fort +2, Ref +0, Will +4; Str 11, Dex 10, Con 10, Int 12, Wis 15, Cha 14.

Skills and Feats: Bluff +6, Craft (alchemy) +3, Diplomacy +6, Heal +6, Hide -2, Listen +4; Spell Focus (Illusion).

Spell-Like Abilities: 1/day—*dancing lights, ghost sound, prestidigitation, speak with animals* (burrowing mammals only). Caster level 1st; save DC 11 + spell level.

Gnome Traits: Ellywick has weapon familiarity (gnome hooked hammers are martial weapons). She adds +1 to the Difficulty Class for all saving throws against her illusion spells. She also has a +2 racial bonus on saving throws against illusions, a +1 racial bonus on attack rolls against kobolds and goblinoids, and a +4 dodge bonus against giants. In addition, she has a +2 racial bonus on Craft (alchemy) and Listen checks (already figured into the statistics above).

Cleric Spells Prepared (3/3; save DC 12 + spell level, or 14 + spell level for Illusion spells): 0—*purify food and drink, read magic, resistance*; 1st—*bless, disguise self*, shield of faith*.

*Domain spell. Deity: Garl Glittergold. Domains: Protection (protective ward 1/day), Trickery (Bluff, Disguise, and Hide are cleric class skills).

DRUID

The half-elf druid Vadania is completely attuned to nature and ready to defend it from those who would interfere with its cyclic progress. Humans, gnomes, and

elves can also be staunch defenders of the woodlands. But dwarf druids are few and far between. Because their civilizations are usually dug from hills and mountains, most dwarves care little for the surface world, or for natural flora and fauna. But exceptions do exist.

DWARF DRUID STARTING PACKAGE

Armor: Hide (+3 AC, armor check penalty -3, speed 20 ft., 25 lb.)

Heavy wooden shield (+2 AC, armor check penalty -2, 10 lb.)

Weapons: Scimitar (1d6, crit 18-20/×2, 4 lb., one-handed, slashing).

Club (oaken cudgel, 1d6, crit ×2, 3 lb., one-handed, bludgeoning).

Sling (1d4), crit ×2, range inc. 50 ft., 0 lb., bludgeoning).

Skill Selection: Pick a number of skills equal to 4 + Int modifier.

Skill	Ranks	Ability	Armor Check Penalty
Concentration	4	Con	—
Handle Animal	4	Cha	—
Heal	4	Wis	—
Knowledge (nature)	4	Int	—
Listen	4	Wis	—
Spellcraft	4	Int	—
Spot	4	Wis	—
Survival	4	Wis	—

Feat: Alertness.

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint and steel. Pouch with 10 sling bullets. Holly and mistletoe. Three torches.

Animal Companion: Dire rat (see below).

Gold: 1d6 gp.

Burek the dwarf druid is an anomaly among his kind. Born deep beneath the mountains, he learned to befriend the creatures both below the earth and on the surface. Knowledge of plants and healing herbs that grew in the dark places also came naturally to him. Now he combines his extensive knowledge of rock and stone with his understanding of the natural world to help ensure that delvers do not disturb nature's fragile web of life.

Burek has chosen Alertness as his feat to ensure that he is never unaware of nature's subtle messages. He has also purchased ranks in Craft (stoneworking) to increase his already keen understanding of stone and how it can be shaped.

Burek: Male dwarf Druid 1; CR 1; Medium humanoid; HD 1d8+2; hp 10; Init -1; Spd 20 ft.; AC 14,

touch 9, flat-footed 14; Base Atk +0; Grp +1; Atk +1 melee (1d6+1/18–20, scimitar), or +1 melee (1d6+1, club), or –1 ranged (1d6, sling); Full Atk +1 melee (1d6+1/18–20, scimitar), or +1 melee (1d6+1, club), or –1 ranged (1d6, sling); SQ animal companion (Granite), darkvision 60 ft., dwarf traits, nature sense, wild empathy +2; AL N; SV Fort +4, Ref –1, Will +4; Str 12, Dex 8, Con 15, Int 10, Wis 15, Cha 12.

Skills and Feats: Concentration +6, Craft (metalworking) +2, Craft (stoneworking) +6, Knowledge (nature) +4, Listen +4, Spot +4, Survival+6; Alertness.

Animal Companion: Burek has a dire rat named Granite as his animal companion. Granite grants him the following benefits.

Link (Ex): Burek can handle Granite as a free action, or push him as a move action, even if he doesn't have any ranks in the Handle Animal skill. Burek gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks concerning Granite.

Share Spells (Ex): At Burek's option, he may have any spell (but not any spell-like ability) he casts upon himself also affect Granite. Granite must be within 5 feet of Burek at the time of casting to receive the benefit. If a spell or effect has a duration other than instantaneous, it stops affecting Granite if he moves farther than 5 feet away and will not affect him again, even if he returns to Burek before the duration expires. Additionally, Burek may cast a spell with a target of "You" on Granite (as a touch range spell) instead of on himself. Burek and Granite can share spells even if they normally do not affect animals.

Dwarf Traits: Burek has stability (+4 on ability checks to avoid being bull rushed or tripped when standing on the ground), weapon familiarity (dwarven waraxe and dwarven urgrosh are martial weapons), and stoneworking (+2 racial bonus on checks to notice unusual stonework; can make a check for unusual stonework as though actively searching when within 10 ft. and can use the Search skill to find stonework traps as a rogue can; intuit depth). He also has a +1 racial bonus on attack rolls against orcs and goblinoids; a +2 racial bonus on saves against spells and spell-like abilities; a +2 racial bonus on Fortitude saves against all poisons and a +4 dodge bonus against giants. In addition, Burek has a +2 racial bonus on Appraise checks and Craft or Profession checks related to stone or metal (already figured into the statistics above).

Nature Sense: Burek can identify plants and animals (their species and special traits) with perfect accuracy. He can determine whether water is safe to drink or dangerous.

Wild Empathy: Burek can use body language, vocalizations, and demeanor to improve the attitude of an animal. This ability functions just like a Diplomacy check made to influence the attitude of a person, but Burek's modifier to the die roll is +2. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use wild empathy, Burek must be able to study the animal and it him, so they must be within 30 feet of each other under normal conditions. Generally an attempt takes 1 minute. Burek can also use this ability to influence the attitude of a magical beast with an Intelligence score of 1 or 2, but he takes a –4 penalty on the check.

Druid Spells Prepared (3/2; save DC 12 + spell level): 0—*create water, detect poison, purify food and drink*; 1st—*cure light wounds, pass without trace*.

Granite: Male dire rat companion; CR —; Small magical beast; HD 1d8+1; hp 5; Init +3; Spd 40 ft., climb 20 ft.; AC 15, touch 14, flat-footed 12; Base Atk +0; Grp -4; Atk +4 melee (1d4, bite); Full Atk +4 melee (1d4, bite); SA disease; SQ low-light vision, scent, tricks (down, fetch, seek, stay); AL N; SV Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4.

Skills and Feats: Climb +11, Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +11; Alertness, Weapon Finesse (B).

Disease (Ex): Filth fever—bite, Fortitude DC 11, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Scent (Ex): Granite can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

FIGHTER

Tordek the dwarf is the epitome of what a fighter should be—strong, sturdy, and knowledgeable in every facet of weapons use. But every race must have those who can defend its people from harm, and no civilization fails to train its champions. But some truly belong to no civilization at all—or to more than one. Fighters such as these are rare and often self-taught, or trained by individual mentors.

HALF-ELF FIGHTER STARTING PACKAGE

Armor: Scale mail (+4 AC, armor check penalty –4, speed 20 ft., 30 lb.)

Heavy wooden shield (+2 AC, armor check penalty –2, 10 lb.)

MONK

Weapons: Longsword (1d8, crit 19–20/×2, 4 lb., one-handed, slashing).

Longbow (1d8, crit ×3, range inc. 100 ft., 3 lb., piercing).

Skill Selection: Pick a number of skills equal to 2 + Int modifier.

Skill	Ranks	Ability	Armor Check Penalty
Diplomacy (cc)	2	Cha	—
Gather Information (cc)	2	Cha	—
Handle Animal	4	Cha	—
Intimidate	4	Cha	—
Listen (cc)	2	Wis	—
Ride	4	Dex	—
Search (cc)	2	Int	—
Spot (cc)	2	Wis	—

Feat: Weapon Focus (longsword).

Bonus Feat (Fighter): If Strength is 13 or higher, Power Attack; if Strength is 13 or lower, Improved Initiative instead.

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, flint and steel, quiver with 20 arrows.

Gold: 2d4 gp.

Elwyn the half-elf fighter was raised among elves, where she developed a liking for the longbow. Serving as a mercenary in both elven and human armies, she has made good use of her race's natural tendency to get along with everyone. Thus, she has ranks in Diplomacy. She also has an elf's affinity for the natural world, so she has taken ranks in Handle Animal and Ride.

Elwyn: Female half-elf Fighter 1; CR 1; Medium humanoid (elf); HD 1d10; hp 10; Init +2; Spd 20 ft.; AC 18, touch 12, flat-footed 16; Base Atk +1; Grp +3; Atk +4 melee (1d8+2/19–20, longsword), or +3 ranged (1d8/×3, longbow); Full Atk +4 melee (1d8+2/19–20, longsword), or +3 ranged (1d8/×3, longbow); SQ half-elf traits, low-light vision; AL CG; SV Fort +2, Ref +2, Will –1; Str 15, Dex 14, Con 10, Int 12, Wis 8, Cha 13.

Skills and Feats: Diplomacy +3, Handle Animal +5, Listen +0, Ride +6, Search +2, Spot +0; Power Attack, Weapon Focus (longsword).

Half-Elf Traits: Elwyn is immune to magic *sleep* spells and effects, and she has elven blood (for all effects related to race, she is considered an elf). Elwyn also has a +2 racial bonus on saves against enchantment spells or effects and a +1 racial bonus on Listen, Spot, and Search checks (already figured into the statistics given above).

Monasteries are places of quiet contemplation where those with a drive toward self-perfection, such as the human called Ember, can hone themselves both physically and spiritually. Not for the chaotic or the short-sighted is such training, so few half-orcs ever choose this profession. But for the few who do, the path of the monk can be more fulfilling than any other.

HALF-ORC MONK STARTING PACKAGE

Armor: None (speed 30 ft.).

Weapons: Kama (1d6, crit ×2, 2 lb., light, slashing).

Sling (1d4, crit ×2, range inc. 50 ft., 0 lb., bludgeoning).

Skill Selection: Pick a number of skills equal to 4 + Int modifier.

Skill	Ranks	Ability	Armor Check Penalty
Balance	4	Dex	0
Climb	4	Str	0
Escape Artist	4	Dex	0
Hide	4	Dex	0
Jump	4	Str	0
Listen	4	Wis	—
Move Silently	4	Dex	0
Swim	4	Str	0
Tumble	4	Dex	0

Feat: If Dexterity is 13 or higher, Dodge; if Dexterity is 12 or lower, Improved Initiative instead.

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint and steel. Three torches. Pouch with 10 sling bullets.

Gold: 2d4 gp.

Kurgoth knew from his first memory that he was unlike his brutish father. Raised in a human city that was known for its tolerance of those who were different, he grew to love discipline and order and became notorious for his good heart.

Kurgoth has chosen skills that use his high Strength and Dexterity. He has selected Improved Grapple as his monk bonus feat to take advantage of his Strength, and Dodge as his regular feat to take advantage of his Dexterity.

Kurgoth: Male half-orc Monk 1; CR 1; Medium humanoid (orc); HD 1d8; hp 8; Init +2; Spd 30 ft.; AC 14, touch 14, flat-footed 12; Base Atk +0, Grp +6; Atk +2 melee (1d6+2, unarmed strike), or +2 melee (1d6+2/0, kama), or +2 ranged (1d6, sling); SA flurry of blows

(-2/-2 melee), unarmed strike; SQ darkvision 60 ft.; AL LG; SV Fort +2, Ref +4, Will +4; Str 15, Dex 15, Con 10, Int 10, Wis 14, Cha 6.

Skills and Feats: Balance +6, Climb +6, Jump +6, Tumble +6; Dodge, Improved Grapple, Improved Unarmed Strike.

Flurry of Blows: Kurgoth may use the full attack action to make one extra attack per round with an unarmed strike or a special monk weapon at his highest base attack, but this attack and each other attack made that round takes a -2 penalty. This penalty applies for 1 round, so it affects attacks of opportunity the monk might make before his next action. If armed with a kama, nunchaku, or siangham, Kurgoth makes the extra attack either with that weapon or unarmed. If armed with two such weapons, he uses one for his regular attack(s) and the other for the extra attack. In any case, his damage bonus on the attack with his off hand is not reduced.

Unarmed Strike: Kurgoth has Improved Unarmed Strike as a bonus feat. Usually his unarmed strikes deal lethal damage, but he can choose to deal nonlethal damage instead with no penalty on his attack roll. He has the same choice to deal lethal or nonlethal damage when grappling. Kurgoth also deals 1d6+2 points of damage with his unarmed strikes.

PALADIN

Compassionate, big-hearted, proud, and even haughty—all these words can describe a paladin. The human paladin Alhandra is representative of the class, but paladins are not limited to human realms. Even the gnome god Garl Glittergold has his paladins, though few other than gnomes ever see them.

GNOME PALADIN STARTING PACKAGE

Armor: Scale mail (+4 AC, armor check penalty -4, speed 15 ft., 15 lb.).

Heavy wooden shield (+2 AC, armor check penalty -2, 10 lb.).

Weapons: Gnome hooked hammer (1d6/1d4, crit ×3/×4, 3 lb., two-handed, bludgeoning and piercing).

Shortbow (1d4, crit ×3, range inc. 60 ft., 1 lb., piercing).

Skill Selection: Pick a number of skills equal to 2 + Int modifier.

Skill	Ranks	Ability	Armor Check Penalty
Climb (cc)	2	Str	-6
Diplomacy	4	Cha	—
Heal	4	Wis	—
Listen (cc)	2	Wis	—
Ride	4	Dex	—
Search (cc)	2	Int	—
Spot (cc)	2	Wis	—

Feat: Weapon Focus (gnome hooked hammer).

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, flint and steel. Hooded lantern, three pints of oil. Quiver with 20 arrows. Wooden holy symbol (Garl Glittergold).

Gold: 6d4 gp.

Greck Diamondeyes is a paladin of Garl Glittergold. Naming himself after the fashion of his god, he protects his people from all outside harm. But although he takes his holy charge seriously, he is known for his sparkling wit and is as fond of harmless practical jokes as the next gnome.

Greck has chosen to carry his race's signature weapon—the gnome hooked hammer—into battle with his enemies. For skills, he has chosen Diplomacy, so that he can avert some conflicts through negotiation, Heal, so that he can better help the wounded, and Listen to take advantage of his racial skill bonus.

Greck Diamondeyes: Male gnome Paladin 1; CR 1; Small humanoid; HD 1d10; hp 10; Init +2; Spd 15 ft.; AC 17, touch 13, flat-footed 15; Base Atk +1; Grp -3; Atk +0 melee (1d6/[TS]3/[TS]4, gnome hooked hammer), or +4 ranged (1d6/[TS]3, shortbow); Full Atk +0 melee (1d6/[TS]3/[TS]4, gnome hooked hammer) and +0 melee (1d4/[TS]3/[TS]4, gnome hooked hammer), or +4 ranged (1d6/[TS]3, shortbow); SA smite evil, spell-like abilities; SQ aura of good, *detect evil*, gnome traits, low-light vision; AL LG; SV Fort +2, Ref +2, Will +0; Str 11, Dex 15, Con 10, Int 12, Wis 10, Cha 14.

Skills and Feats: Diplomacy +6, {{+2cha, 4rank}} Heal +4, {{+0wis, 4rank}} Hide +0, {{+2dex, -6arpen, 4rank}} Listen +4; Two-Weapon Fighting.

Smite Evil (Su): Once per day, Greck may attempt to smite evil with one normal melee attack. He adds 2 to his attack roll and deals 1 extra point of damage. Smiting a creature that is not evil has no effect but uses the ability for that day.

Spell-Like Abilities: 1/day—*dancing lights*, *ghost sound*, *prestidigitation*, *speak with animals* (burrowing mammals only). Caster level 1st; save DC 12 + spell level.

Detect Evil (Sp): Greck can use *detect evil* at will as the spell.

Aura of Good (Ex): Greck's aura of good is equivalent to that of a 1st-level cleric of a good deity.

Gnome Traits: Greck has weapon familiarity (gnome hooked hammers are martial weapons). He adds +1 to the Difficulty Class for all saving throws against his illusion spells. He also has a +2 racial bonus on saving throws against illusions, a +1 racial bonus on attack rolls against kobolds and goblinoids, and a +4 dodge bonus against giants. In addition, he has a +2 racial bonus on Craft (alchemy) and Listen checks (already figured into the statistics above).

RANGER

Elves such as Soveliss are often drawn to the ranger class, but in truth almost any race can excel with the choices the class offers. Half-elves who don't feel at home with either of their parents' races often gravitate toward this class, since nature is the most accepting companion of all.

HALF-ELF RANGER STARTING PACKAGE

Armor: Studded leather (+3 AC, armor check penalty -1, speed 30 ft., 20 lb.).

Weapons: Longsword (1d8, crit 19-20/×2, 4 lb., one-handed, slashing).

Longbow (1d8, crit ×3, range inc. 100 ft., 3 lb., piercing).

Skill Selection: Pick a number of skills equal to 6 + Int modifier.

Skill	Ranks	Ability	Armor Check Penalty
Climb	4	Str	-1
Heal	4	Wis	—
Hide	4	Dex	-1
Knowledge (nature)	4	Int	—
Listen	4	Wis	—
Move Silently	4	Dex	-1
Search	4	Int	—
Spot	4	Wis	—
Survival	4	Wis	—
Swim	4	Str	-2

Feat: Point Blank Shot.

Favored Enemy: Aberrations.

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint and steel. Three torches. Quiver with 20 arrows.

Gold: 2d4 gp.

Susalla the half-elf became a ranger because she felt more at home in the wild than in either of her parents' civilizations. Though not physically robust, she is extremely nimble, and she showed an early talent for archery. She plans to pursue the archery specialty as a ranger. Susalla has purchased skills that enhance her ability to hide in natural terrain. She knows that her strength lies in bringing down enemies from afar, not in melee combat.

Susalla: Female elf Ranger 1; CR 1; Medium humanoid (elf); HD 1d8-1; hp 7; Init +2; Spd 30 ft.; AC 15, touch 12, flat-footed 13; Base Atk +1; Grp +2; Atk +2 melee (1d8+1/19-20, longsword), or +3 ranged (1d8/×3, longbow); Full Atk +2 melee (1d8+1/19-20, longsword), or +3 ranged (1d8/×3, longbow); SQ favored enemy (aberrations +2), half-elf traits, low-light vision, wild empathy +3; AL CG; SV Fort +1, Ref +4, Will +0; Str 13, Dex 15, Con 8, Int 12, Wis 10, Cha 14.

Skills and Feats: Climb +4, Hide +5, Knowledge (nature) +5, Listen +5, Move Silently +5, Search +2, Spot +5, Survival +4; Point Blank Shot, Track.

Favored Enemy: Susalla has selected aberrations as a favored enemy. She gains a +2 bonus on her Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against this type of creature. She gets the same bonus on weapon damage rolls against creatures of this type.

Half-Elf Traits: Susalla is immune to magic *sleep* spells and effects, and she has elven blood (for all effects related to race, she is considered an elf). Susalla also has a +2 racial bonus on saves against enchantment spells or effects and a +1 racial bonus on Listen, Spot, and Search checks (already figured into the statistics given above).

Wild Empathy: Susalla can use body language, vocalizations, and demeanor to improve the attitude of an animal. This ability functions just like a Diplomacy check made to influence the attitude of a person, but Susalla's modifier to the die roll is +3. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use wild empathy, Susalla must be able to study the animal and it her, so they must be within 30 feet of each other under normal conditions. Generally an attempt takes 1 minute. Susalla can also use this ability to influence the attitude of a magical beast with an Intelligence score of 1 or 2, but she takes a -4 penalty on the check.

ROGUE

Halflings such as Lidda are the classic fantasy rogues, but all races have their share of rogues. Elves in particular make excellent rogues, given their ability to spot secret doors and their talent for noticing what others do not.

ELF ROGUE STARTING PACKAGE

Armor: Leather (+2 AC, speed 30 ft., 15 lb.)

Weapons: Short sword (1d4, crit 19–20/×2, 2 lb., light, piercing).

Shortbow (1d6, crit ×3, range inc. 60 ft., 2 lb., piercing).

Dagger (1d3, crit 19–20/×2, range inc. 10 ft., 1 lb., light, piercing).

Skill Selection: Pick a number of skills equal to 8 + Int modifier.

Skill	Ranks	Ability	Armor Check Penalty
Bluff	4	Cha	—
Climb	4	Str	0
Disable Device	4	Int	—
Escape Artist	4	Dex	—
Gather Information	4	Cha	—
Hide	4	Dex	0
Listen	4	Wis	—
Move Silently	4	Dex	0
Open Lock	4	Dex	—
Search	4	Int	—
Sleight of Hand	4	Dex	0
Spot	4	Wis	—
Tumble	4	Dex	—
Use Magic Device	4	Cha	—

Feat: Investigator.

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint and steel. Thieves' tools. Hooded lantern and three pints of oil. Case with 10 crossbow bolts.

Gold: 4d4 gp.

Lucien is an elf who took up the profession of rogue early in his life. He enjoys traveling in elven and human lands, gathering secrets and “acquiring” items of importance for wealthy patrons. He has concentrated his skill spending in skills that provide information, quick escapes, and entry to supposedly secure areas.

Lucien: Male elf Rogue 1; CR 1; Medium humanoid; HD 1d6; hp 3; Init +3; Spd 30 ft.; AC 15, touch 13, flat-footed 12; Base Atk +0; Grp +0; Atk +0 melee (1d6/19–20, short sword), or +3 ranged (1d6/×3, shortbow); Full Atk +0 melee (1d6/19–20, short sword), or +3 ranged (1d6/×3, shortbow); SA sneak attack +1d6;

SQ elf traits, low-light vision, trapfinding; AL CN; SV Fort +0, Ref +5, Will –1; Str 10, Dex 17, Con 10, Int 14, Wis 8, Cha 13.

Skills and Feats: Bluff +5, Disable Device +6, Escape Artist +7, Gather Information +7, Hide +7, Listen +5, Move Silently +7, Search +10, Spot +5, Tumble +7; Investigator.

Elf Traits: Lucien is immune to magic *sleep* spells and effects, and has Martial Weapon Proficiency in longsword, rapier, longbow (including composite longbow), and shortbow (including composite shortbow) as bonus feats. He has a +2 racial bonus on saves against enchantment spells or effects. Lucien is entitled to a Search check when within 5 feet of a secret or concealed door as though actively looking for it. He also has a +2 racial bonus on Listen, Spot, and Search checks (already figured into the statistics given above).

SORCERER

Natural magic is the sorcerer's stock in trade. The human sorcerer Hennes is the classic example of the class, but the gift of magic knows no race. Even halflings sometimes have the knack, and oh, the trouble they can cause when they do!

HALFLING SORCERER STARTING PACKAGE

Armor: None (speed 20 ft.).

Weapons: Shortspear (1d4, crit ×2, range inc. 20 ft., 1 1/2 lb., piercing).

Sling (1d3, crit ×2, range inc. 50 ft., 0 lb., bludgeoning).

Skill Selection: Pick a number of skills equal to 3 + Int modifier.

Skill	Ranks	Ability	Armor Check Penalty
Bluff	4	Cha	—
Concentration	4	Con	—
Diplomacy (cc)	2	Cha	—
Gather Information (cc)	2	Cha	—
Hide (cc)	2	Dex	0
Knowledge (arcana)	4	Int	—
Move Silently (cc)	2	Dex	0
Spellcraft	4	Int	—

Feat: Combat Casting.

Spells Known: 0 level—*detect magic*, *ghost sound*, *prestidigitation*, *read magic*; 1st-level—*color spray*, *magic missile*.

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint and steel. Hooded

lantern, five pints of oil. Spell component pouch. Pouch with 10 sling stones.

Gold: 2d4 gp.

Jillian knew she had the gift for magic as a child. Always looking for something new to try, she left home early to wander the world and seek her fortune. But although she is carefree, Jillian is no fool. She has taken Combat Casting for her feat to ensure that she has the best possible chance to cast her spells in battle, and she has concentrated her skill ranks in those skills that improve her aptitude with magic.

Jillian: Female halfling Sorcerer 1; CR 1; Small humanoid; HD 1d4+1; hp 3; Init +3; Spd 20 ft.; AC 14, touch 14, flat-footed 11; Base Atk +0; Grp -4; Atk +1 melee (1d4/×3, shortspear), or +5 ranged (1d4, sling), or +5 ranged (1d4/×3, shortspear); Full Atk +1 melee (1d4/×3, shortspear), or +5 ranged (1d4, sling), or +5 ranged (1d4/×3, shortspear); SQ familiar benefits, halfling traits, owl familiar (Snowy); AL CG; SV Fort +2, Ref +4, Will +2; Str 10, Dex 16, Con 13, Int 10, Wis 8, Cha 15.

Skills and Feats: Climb +2, Concentration +5, Hide +7, Jump +2, Listen +3, Move Silently +5, Spellcraft +4, Spot +1; Alertness, Combat Casting.

Familiar Benefits: As long as her familiar Snowy is within reach, Jillian has the benefits of the Alertness feat, a +3 bonus on Spot checks in shadows, and the following additional benefits.

Empathic Link (Su): Jillian can communicate telepathically with Snowy at a distance of up to 1 mile. She has the same connection to an item or a place that Snowy does.

Share Spells: Jillian may have any spell she casts on herself also affect Snowy if the latter is within 5 feet at the time. She may also cast a spell with a target of "You" on her familiar.

Halfling Traits: Jillian has a +2 morale bonus on saving throws against fear, a +1 racial bonus on all saving throws, +1 racial attack bonus with a thrown weapon or sling, and a +2 racial bonus on Climb, Jump, Listen, and Move Silently checks (already figured into the statistics given above).

Owl Familiar: Jillian has an owl familiar known as Snowy.

Sorcerer Spells Known (5/4; save DC 12 + spell level): 0—*detect magic, ghost sound, prestidigitation, read magic*; 1st—*color spray, magic missile*.

Snowy: Male owl familiar; CR —; Tiny magical beast; HD 1d8; hp 1; Init +3; Spd 10 ft., fly 40 ft. (average); AC 18, touch 15, flat-footed 15; Base Atk +0; Grp +11; Atk +5 melee (1d4-3, talons); Full Atk +5 melee (1d4-3, talons); Space/Reach 2-1/2 ft./0 ft.; SQ darkvision 60 ft., improved invasion, low-light vision; AL CG; SV Fort +2, Ref +5, Will +4; Str 4, Dex 17, Con 10, Int 6, Wis 14, Cha 4.

Skills and Feats: Concentration +4, Hide +11, Listen +12, Move Silently +17, Spot +4; Weapon Finesse.

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, Snowy takes no damage if he makes a successful saving throw and half damage even if the saving throw fails.

WIZARD

Elves are the rulers of wizardry, with their talent for magic and their long lives in which to study. Mialee is a classic example of an elf who has turned her attention to the fulltime study of magic. Humans, gnomes, and half-elves also have the dedication and drive that the class demands. But does the half-orc have what it takes? Only rarely, but a half-orc wizard can be a formidable opponent, even though he may not be as intelligent as other races.

HALF-ORC WIZARD STARTING PACKAGE

Armor: None (speed 30 ft.).

Weapons: Quarterstaff (1d6/1d6, crit ×2, 4 lb., two-handed, bludgeoning).

Light crossbow (1d8, crit 19-20/×2, range inc. 80 ft., 4 lb., piercing).

Skill Selection: Pick a number of skills equal to 2 + Int modifier.

Skill	Ranks	Ability	Armor Check Penalty
Concentration	4	Con	—
Decipher Script	4	Int	—
Spellcraft	4	Int	—
Knowledge (arcana)	4	Int	—
Move Silently	2	Dex	0
Search	2	Int	—

Feat: Lightning Reflexes.

School Specialization: None.

Spellbook: All 0-level spells, plus *charm person, summon monster I*, and *sleep*, plus one of these spells of

your choice per point of Intelligence bonus (if any): *cause fear, magic missile, color spray, silent image*.

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint and steel. Ten candles, map case, three pages of parchment, int, inkpen. Spell component pouch,, spellbook. Case with 10 crossbow bolts.

Gold: 3d6 gp.

Borchuk was accustomed to being different from others, so it caused him no angst to pursue the study of magic when he was adopted by a wizard. He chose Lightning Reflexes for his feat to give himself a better chance of escaping dangerous spell effects, and he has devoted his skills primarily to studies of the arcane.

Borchuk: Male half-orc Wizard 1; CR 1; Medium humanoid (orc); HD 1d4+5; hp 9; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +0; Grap +1; Atk +1 melee (1d6+1, quarterstaff); Full Atk +1 melee (1d6+1, quarterstaff); SQ darkvision 60 ft., familiar benefits, toad familiar (Lump-Lump); AL LN; SV Fort +2, Ref +3, Will +3; Str 12, Dex 13, Con 14, Int 13, Wis 12, Cha 6.

Skills and Feats: Decipher Script +5, Knowledge (arcana) +5, Listen +3, Spellcraft +5, Spot +3; Alertness, Lightning Reflexes, Scribe Scroll.

Familiar Benefits: As long as his familiar Lump-Lump is within reach, Borchuk has the benefits of the Alertness feat, +3 hit points, and the following additional benefits.

Empathic Link (Su): Borchuk can communicate telepathically with Lump-Lump at a distance of up to 1 mile. He has the same connection to an item or a place that Lump-Lump does.

Share Spells: Borchuk may have any spell he casts on himself also affect Lump-Lump if the latter is within 5 feet at the time. He may also cast a spell with a target of "You" on his familiar.

Toad Familiar: Borchuk has a toad familiar known as Lump-Lump.

Wizard Spells Prepared (3/2; save DC 11 + spell level): 0—*detect magic, ray of frost, resistance*; 1st—*burning hands, charm person*.

Spellbook: 0—*acid splash, arcane mark, dancing lights, daze, detect magic, mending, open/close, prestidigitation, ray of frost, read magic, resistance, touch of fatigue*; 1st—*burning hands, charm person, summon monster I*.

Lump-Lump: Male toad familiar; CR —; Diminutive magical beast; HD 1/4 d8 (effective 1d8); hp 4; Init +1; Spd 5 ft.; AC 16, touch 15, flat-footed 15; Base Atk +0; Grp -17; Atk —; Full Atk —; Space/Reach 1 ft./0 ft.; SQ amphibious, darkvision 60 ft., low-light vision; AL LN; SV Fort +2, Ref +3, Will +4; Str 1, Dex 12, Con 11, Int 6, Wis 14, Cha 4.

Skills and Feats: Hide +21, Listen +4, Spot +4; Alertness.

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, Lump-Lump takes no damage if he makes a successful saving throw and half damage even if the saving throw fails.

ABOUT THE AUTHOR

Penny Williams joined the roleplaying game industry as game questions expert for TSR, Inc. in the 1980s. Since then, she has served as **RPGA** Network coordinator, *Polyhedron* Newszine editor, and senior editor and coordinating editor for the RPG R&D Department at Wizards of the Coast, Inc. Now a busy freelancer, Penny edits for several game companies and runs the online playtesting program for Wizards products. When not enhancing the cruelty of the deaths PCs will suffer at the hands of designers, Penny puts up jam, works jigsaw puzzles, and tutors students in math and science.