

Hill Cantons Compendium II



HILL CANTONS COMPENDIUM II

*BEING A COLLECTION OF PLAYER OPTIONS AND HOUSE RULES VARIOUS AND SUNDRY FOR CLASSIC
FANTASY ROLE-PLAYING GAMES OLD AND DEAR*

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INTRODUCTION TO THE HILL CANTONS

The Hill Cantons campaign is set in a frontier region of the Overkingdom of the Nemmetz and Pahrusky Lands, a sprawling, loose federation of human-peopled domains ruled by an Overking elected by the Lords Temporal and Spiritual. Our down-and-out heroes have just ridden into the Hill Cantons, a wild and woolly sparsely-settled borderlands region of independent minded freeholders and petty aristocratic micro-states.

THE CORELANDS, BORDERLANDS, & THE WEIRD

The Corelands represent pure human civilization in the world of the Hill Cantons. Though wars, political machinations, plagues, and the rest of the human drama play out here, from the prospective of Cantoners, these lands are something of a movie façade. There is no whiff of the “Weird” here, magic doesn’t function. Monsters and adventure has no real place here. Like a fantasy Oakland there is no there there.

The Borderlands is the contested zone between the Corelands and the Weird. Magic functions here, yet civilization exists here too, even if sparsely and tentatively. The entirety of human settlement in the Hill Cantons (the political/regional entity, not the campaign) is found here and it is rippled like a marble cake with pockets of the Weird. As such, adventure can be found here, but it involves neither the big-ticket risks nor the rewards of exploring otherworldly regions.

Life here for humanity is tainted by the contact with the Weird, indeed literally many who return back to the core from here die quietly and strangely of maladies in the night. Though a rough frontier, fashion is extravagant and quick to change. Doctrines of the mind are extravagant and quick to heated dispute in their over-elaboration. While desperate, life here also carries with it the freedom from dull routine. Heretics, runaway servants, poets, and the sociopaths and picaros calling themselves adventurers flock here as a result.

The Weird is the Mythic Underworld writ large. Whole areas exist in the hills where the Veil Between the Worlds has ripped asunder, filing areas with the flotsam and jetsam of many worlds and times. Here be monsters and golden onion-domed barges, and great cyclopean halls filling mountain tops. Geography is exaggerated and uncoupled from the expectations of other lands.

The rising tide of such cosmic strangeness produces a startling density of these so-called sites of adventure. It’s not uncommon to walk a few hours from one only to discover another, and then another only a short jaunt away.

PLACES OF NOTE

KEZMAROK

The ancient Southlands metropolis of Kezmarok has been known my many names over the aeons: Vu Commoron, Zenopolus, The City Three Quarters as Old as the Firmament of the Heavens, The City of 500 Graces (or the City of 500 Sybarites and Popinjays to some wags), the list rolls on.

Five long centuries of besiegement by the ever-patient and languid forces of the Turko-Fae have severed it’s dominance over a vast network of fortified ports. The resulting steady collapse and abandonment of great stretches of the mile- and a-half long city have diminished its once teeming magnificence, but it stubbornly clings to a sad

grandeur high on the Great Rock.

Barely 40,000 of its former 300,000 residents still make their home in the city, and a good quarter of those are the

Northern cantonal mercenaries, bonded outsiders and slick operators looking to make a golden wheel (Ur Kolo) or two from the largesse of the city vaults.

Of its native citizens, gone are many of the common castes. The great legions of the indentured and poorer wage earners have long shipped out for greener pastures, northwards to the Cantons or southwards over the Persimmon Sea.

While clinging like the city to former greatness many of the nobility—almost a third of the residents now—have doggedly stayed, but downshifted into a “shabby gentility”. It’s not uncommon to come across a city block of half-collapsed red marble manses with great taub-taub trees growing through them and families of these pauperized patricians patching long-handed down robes and doublets, writing epic poems, polishing dented heirlooms, and acting out parlor-theater in the remaining shells.

Defense of the triple great walls that choke off the peninsula from the mainland—and the great silken pavilions and stockades of the besiegers—is in the hands of the Bonded Companies. Many a northern landsknecht, gendarme, or reaver has made an easy lifetime of serving a “long bond”, a 20-30 year contract of service walking the walls and performing in the mostly bloodless and symbolic sallies against the great host outside.

AROUND KEZMAROK

The Great Hostels. The sale of intoxicants is strictly—and lucratively--regulated in the city. The typical constellation of seedy inns, taverns, and other watering holes is simply not seen in Kezmarok (though a few illegal speakeasies stubbornly exist). Instead you have enormous, teetering centuries-old edifices, the great hostels, sprawling across entire city blocks.

Because half of all the income from booze, powders, and smokeable herbs is owed to the City, the hostels have spread their commercial range across a range of activities—food, lodging, games, gambling, nefarious meetings, bawdy theater, romantic trysts, etc-- and thus have become central hubs of social life in the city.

Though each varies wildly in its character, each hostel does have a few common features. Each hostel is from 3-6 floors high with a dizzying array of sunny verandas, patios, trellises and balconies jutting out over the streets and structures below. Each floor caters progressively higher to a classier clientele, indeed after the second level customers are only those who pay exclusive membership dues and undergo initiation rites. Such “club” membership has become important to the status jockeying of residents.

A SAMPLE OF THE GREAT HOSTELS:

Finestra, Lodge of a Thousand Mirrored Gazes. Famed for its many, baroquely-famed mirrors and gawking, ever-judging clientele. Past the swill served on the first floor, the food and drink is quite good.

Ulthnarn of the Hanging Blade. The martially-themed Ulthnarn is noted for its many games of skill and chance, indeed it's the only hostel that has a full hobbit-boloing arena. Gentlemen's games can be found on the upper floors.

Duke Mraz's Folly. The hruz, hallucinogenic mollusk paste, is out of this world as is the food. Decorated with strange shiny polished suits of armor.

MARLINKO

Marlinko (or Marlink if you using the Nemece exonym) is a bustling, smallish city of about 7,000 and council seat of the Marlinko Canton. It is the southernmost town-sized settlement in the Overkingdom before civilization peters off into pure howling wilderness.

Though prosperous due to its role as a trade hub for the distant civilized lands of the South, Marlinko is deeply infected by its relative isolation and closeness to the Weird. Life there as such takes on a strange dream-logic cast even by the standards of the rest of the borderlands. Around Marlinko town

The Flaming Goat. A rather seedy inn just inside the West Gate. The halushky ranges from poor to offal quality, but the beer and white gravy are both decent enough to keep a clientele for the lunch crowd.

The Drunken Troll. An upmarket inn located just south of the Tomb-Plaza of the City Gods. The inn's silent owner is said to be local gossips to be the infamous Yadis, an anonymous, foul-mouthed satirist. The inn is also noted as the home of local second-fiddle mage (and man of letters) Mandamus the Erudite and his companions Uma, Barbarella, and "Martin".

Tomb of the City Gods. Located in the central plaza is the squat polished basalt bulk of this mausoleum. The local Sun Lord followers have made a lifetime of quietly ignore the obvious blasphemy of such a thing existing.

The Guild Hall and the Dome of Supernal Dealings. Where you can get your so-called hirelings. The hiring of "scab" henchmen is intolerable.

The Manse of the Lady Szara. The notoriously-erratic lady abruptly moved away three years ago "to visit relatives back in the Corelands" and her town-manse was overtaken by the seemingly-undead, thief-hero Kugel the Lucky.

Catacombs of St. Jack's Church of the Blood Jesus. After three weeks of backbreaking work—under the expert supervision of the Termex the Robodwarf--by devotees of this imported, alien and utterly syncretistic cult, a catacomb space has been excavated by nun-maeneds under the Marlinko. The new sparagamos fane and exquisite ossuary-like sculptures are "things of beauty" report cult leader Vatek son of Vatek.

Fraza's Brokerhouse. Dealer in curios, a good place to get a fair price on things of the Weird.

Onion Tower of the Striped Mage. Home of the resident arch-mage Frantisek.

The South Market. Arcaded mall where you can buy things mundane and slightly less so.

Bathhouses. Where business and hanky panky occur.

Avenue of Anchorites. Where hermits and adventurers living on the cheap live.

The Guild of Accipitraries, Drovers, and Ankle-Beaters. Run by the supreme hard-ass, Hurloj Kladivo, a good place for the sale or training of animals. Be wary of kidnapping his daughter.

OSTROVO

Ostrovo is a shockingly tidy, white-washed town of 3,000 souls that is the seat of the Velky Ostrovo canton. The town is a hotbed of activity for the Morning Star heretical society.

MUTH

The salty reek of fish and decay dominates this former port-town (now really just a large village).

KUGELBERG

A bustling little thorpe built around wealth coming back from the nearby dunes. Several new longhouses have been erected by the returning sons of the old smith (whose fortified farmhouse was the sole building on the site two years ago.)

BAD RAJETZ

Inbred eastern hinterland town renowned for its leather goods (especially its fetishwear). Infested with diabolists and heretics.

DUNGHAHM

The name says it all. A squalid little hamlet in the bogs located on the Ostrovo-Muth road.

THE WEIRD

Mountain Hall of the Hyperboreans. Massive mountain-side underground complex.

Slumbering Ursine Dunes. Massive five-hundred foot dunes filled with strange sites--and sights.

The Golden Barge. Home of the Master (local godling) and former home of the Wereshark Lord.

Frog Demon Temple. Here be easy to pluck treasure.

Luumash, the Tower of Bone. Teetering tower of bone with tomb complex underneath.

The Undercity of Kezmarok. Under the (off the map) city of Kezmarok. Duh.

The Pagoda City beyond the Blackness. Supposedly in the Anti-Cantons. Surrender all player agency all ye who enter.

The Horned Oracle. What it says on the box.

Isle of Tolmin and the House of the Axe.

NEW CHARACTER CLASSES

BLACK HOBBITS

Requirements: DEX 9, CON 9

Prime Requisite: STR and DEX

Hit Dice: 1d6

Maximum Level: 8

From Monsters! Monsters!:

“[Black Hobbits] does not refer to their skin tone, but rather to their political affiliations. They are physically the same as other hobbits, but are not nice people...Unlike normal hobbits, black hobbits hair is black and wiry, and they are fully bearded (like dwarves).”

Black hobbits are outwardly plain, ordinary halflings—who have secretly devoted their dark little hearts to the cause of Chaos. Indeed their devotion to the cause runs so deep that all black hobbits are required to join the local branch of the Chaos Party (though the inherent divisiveness of such an organization has led to a vast confusing array of splinter groups, internal tendencies, factions, and rump groups.)

Black hobbits share the same abilities and limitations as their comfort and law-loving brethren, though they possess a few special abilities particular to their class. At second level a black hobbit learns the ability of Agitation, a skill in which they can temporarily raise their Charisma score to 18 once a day when exhorting others to perform acts of mischief and mayhem. At 4th level they can do this twice a day, at 8th three times.

They also gain the ability at third level to manufacture little round black bombs, a small hand-held explosive device that deals out 1d8+1 damage in a 10-foot range. They can make one such bomb per week and 30 gp worth of material. At sixth level they can begin to make two bombs a week.

Black Hobbit Level Progression

XP	Level	HD (1d6)
-	1	1
2,100	2	2
4,200	3	3
8,400	4	4
16,800	5	5
33,600	6	6
67,200	7	7
134,000	8	8

CHAOS MONK

Requirements: Not be eligible to be a Monk, WIS or INT less than 10

Prime Requisite: None

Hit Dice: 1d3

Maximum Level: None

It is said by the sages that “clerics” are a martial lot that look outwardly for divine power and that a sub-class of those are “monks” who look inwardly for the same. But what is known only by men

of science and the gentlest of birth is that that sub-class has its own sub-class of practitioners that look “nowhere and everywhere” for the source of power: the confused and puerile way of the Chaos Monk.

Chaos Monks may use no armor and often will eschew the wearing of shirts, doublets and other clothing that obscure their abs. The sheer force of will involved in the suspension of disbelief in following this path does however allow them to add a DEX bonus and a further AC bonus of +1 for each 2 levels of advancement.

Further they are restricted to a select range of weapons typically used by their more lawful and competent brethren or ninja-loving tweens of the early 80s: bo and jo sticks, nun-chucks (sic), clubs, man catchers, bowie knives, sais, metal claws and throwing stars.

Chaos Monks are rarely surprised (a 1 on a d8) and then only if spoken to by a member of the opposite gender.

Due to the improbable nature of their powers, Chaos Monks are limited to only 8 levels of advancement. Further after the 5th level they may only advance by “kicking the asses” of an equal number of lower-level Chaos Monks to the level of advancement. (Low-level Chaos Monks as a consequent rule of thumb tend to avoid their higher-level equivalents like a bad case of scabies.)

Chaos Monk Level Progression

XP	Level	HD (1d3)
-	1	2
1,251	2	3
2,501	3	4
5,001	4	5
10,001	5	6
20,001	6	7
40,001	7	8
80,001	8	9

Reaching 2nd level: a Chaos Monk may attempt a “kung-fu kick” in combat, a d5 attack that adds a +1 for each level attained.

Reaching 3rd level: They gain the ability to speak with fungi.

Reaching 4th level: At 4th level, Chaos Monks can flip over the back of their opponent while making a high-pitched scream. Also at this level the Chaos Monk learns the ability to use the Samurai sword without chance of self-injury (lower-level Chaos Monks will hit themselves when using the sword on a natural 1-3 on a d20.)

Reaching 6th level: Chaos Monks gain the ability to cast Confusion once a day on not just themselves but others.

Reaching 8th level: Chaos Monks can use the Five Point Palm Exploding Heart Technique. It is unclear whether this has any real mechanical effect however.

FERAL DWARF

Requirements: CON 9

Prime Requisite: STR

Hit Dice: 1d8

Maximum Level: 12

[Special thanks to Scott Moberly aka Scalydemon as co-creator.]

Feral dwarves are the deep-dwelling, untamed, neanderthal-like cousins of the more common dwarf. Their skin ranges from deep tan to light brown, and bright eyes which are almost never blue, with brown, black, or gray hair and ruddy cheeks.

They are slightly taller and more wiry than their more domesticated cousins (ranging up to 4'6 and 140 pounds on the average).

Feral dwarves speak trade-speak, and their guttural language, but cannot learn more than two additional languages regardless of their intelligence.

Because of their background as miners and underground dwellers, they can detect by concentration within 10' any grade or slope or new construction (1-4 on a d6), sliding or shifting walls or rooms (1-4), and large stonework-type traps such as pits and dead falls (1-3). They can also detect with concentration depth underground (1-3). They also have 60 foot infravision.

Because they are unfamiliar with new-fangled civilized weaponry and armor, feral dwarves tend to choose simple weapons such as spears, hammers, axes, clubs, and javelins (though once in civilized environs they can employ any weapon they choose). Because of their unfamiliarity and lack of comfort with heavy armor they can only wear leather, padded, studded leather, hide/fur, scale, or chain armor.

Feral dwarves also receive a +1 to hit deodands, due to an extended racial animosity.

Coming from a living in the remote hills and being somewhat crude in nature, feral dwarves have the ability to throw small boulders effectively in combat. They gain a +1 to hit on this and damage is 1d4 plus any STR modifiers. If they have an advantage in terrain latitude over 20 feet (i.e they are on a hill) they gain +2 to hit and +2 to damage on top of their STR modifier if applicable.

Some feral dwarves specialize in a primitive polished flint mallet. This wicked hammer inflicts 1d4+1 damage and on a roll of a natural 20 can knock its opponent unconscious/stun for 1d6 rounds.

Living on the primitive edge is a hard life, thus feral dwarves gain the ability to forage for food and water in hilly and mountainous environments. At 1st level this ability they can do so successfully at 30%. This improves at 3% per each additional level. They also have the ability to start a fire in any environment without the use of flint and steel at the same levels of success as their foraging skills.

Example: Craggo Uthuk is a third-level feral dwarf. He can successfully scavenge for food in the Big Rock Candy Mountains at a chance of 36%.

Despite these differences, feral dwarves fight and save on the same tables as the Robo-Dwarf race/class.

When a feral dwarf reaches 9th level he becomes a clan chieftain and can attract followers once he has found a suitable cavern.

Feral Dwarf Level Progression

XP	Level	HD (1d8)
-	1	1
2,187	2	2
4,375	3	3
8,751	4	4
17,501	5	5
35,001	6	6
70,001	7	7
140,001	8	8
280,001	9	9
400,001	10	+3 hp only*
540,001	11	+6 hp only*
660,001	12	+9 hp only*

*Hit point modifiers from CON are ignored.

Optional rule: Feral dwarves do not receive starting money as other characters. Instead they start with a flint mallet, hide/fur armor, and 10-40 gp of simple equipment (food, torches, bedrolls, etc). In addition they start with a small horde of raw gemstones, 1d6 gems worth 10 gp a piece and 1d4 worth 20 gp.



HALF-OGRE

Requirements: STR 14, CON 14, CHR <9

Prime Requisite: STR

Hit Dice: 1d10

Maximum Level: 9

Half-ogres are the ungainly and unlikely products of miscegenation between indiscriminating humans and beastly, terrifying ogres.

Although quite short in respect to their ogre parent, they stand tall amongst the race of men; often reaching seven and a half feet in height. Because of their great size, they tend to be stronger and more durable than their pure-human cousins and are able to thus carry weight at one encumbrance category less than their human counterparts. For example, a half-ogre carrying 81-160 lbs. can schlep all that gear at the 60'/turn movement rate of other characters carrying 61-80 lbs.

Half-ogres have rather swarthy and dull skin tones only made worse by poor skin care. A few human-raised exceptions will have sufficiently learned enough about alternately washing their faces in cold and warm water with a clean, exfoliating towelette to have raised their maximum Charisma score to 9. Their hair is across the board hopeless, however, and will invariably be lank, greasy, and dark.

If the character is raised by ogre kinfolk he will speak black tongue, but only with a pronounced lisp.

Half-ogres can see quite well in the dark with dark vision up to 60'.

Half-ogres fight and save as fighters of the same level. They can use any weapon or armor, but are inordinately fond of two-handed weapons--especially those with sharp, fangy bits.

Half Ogre Level Progression

XP	Level	HD (1d10)
-	1	1
2,300	2	2
4,600	3	3
9,200	4	4
18,400	5	5
36,800	6	6
73,600	7	7
147,200	8	8
294,400	9	9

MOUNTEBANK

Requirements: INT 13, DEX 13, CHA 13

Prime Requisite: CHA

Hit Dice: 1d4

Maximum Level: None

The mountebank is the consummate con artist of the medieval-fantasy world. By use of smooth talk, sleight of hand, and magical illusion the mountebank stays one step of the law—and earns a decent living in the meantime. Because of their specialized skill set they are often also employed as spies.

As a sub-class of the thief, they are allowed to wear leather armor and use any weapon. They are also allowed to pick pockets, move silently, hide in shadows, listen at doors, and back stab as per a thief of the equivalent level. They can further use disguises as per the assassin class. All saving and combat throws are made on the thief table.

They are also able to use a new skill, sleight-of-hand, at the level they can pick pocket--plus an additional 15 percent. Sleight of hand allows the mountebank to move, switch out, or otherwise manipulate without being noticed a hand-sized object.

They are restricted to only using magic items open to thieves until ninth level at which time they can also begin to use items available to illusionists.

At ninth level, the mountebank attracts a crew of 2d6 grifters, con-men, and other ne'er do wells (1st level mountebanks) as followers.

Mountebanks cannot be lawful or "good" in alignment.

Beginning at first level, a mountebank can use their smooth fast-talking and arcane powers to create semi-magical effects. All abilities are dependent on the character being able to talk in a language understandable to the target.

Mountebank Level Progression

XP	Level	HD (1d4)
-	1	1
1,565	2	2
3,125	3	3
6,251	4	4
12,501	5	5
25,001	6	6
50,001	7	7
100,001	8	8
200,001	9	9
300,001	10	+1 hp only*
400,001	11	+2 hp only*
500,001	12	+3 hp only*
600,001	13	+4 hp only*
700,001	14	+5 hp only*
800,001	15	+6 hp only*
900,001	16	+7 hp only*
1,000,001	17	+8 hp only*
1,100,001	18	+9 hp only*
1,200,001	19	+10 hp only*
1,300,001	20	+11 hp only*

*Hit point modifiers from CON are ignored.

Mountebank Special Abilities

Level	Effect	Duration
1	<i>Flim Flam</i> , raises CHA to 18.	1 turn, +1 per level
2	<i>Hustle</i> , lower or raise price in a commercial transaction by 10 - 40%.	Immediate.
3	<i>Charm Person</i> , same as Magic-User spell.	1d4 hours, +1 per level
4	<i>Hypnotism</i> , same as Illusionist spell.	1 round, +1 per level
5	<i>Manufacture Flash Powder</i> , causes blindness, one batch a day with appropriate materials (150 gp).	Immediate.
6	<i>Charm Person</i> , twice a day.	See above.
7	<i>Hypnotism</i> , twice a day.	See above.
8	<i>Charm Monster</i> , same as Magic-User spell.	1d4 hours
9	<i>Suggestion</i> , same as Magic-User spell.	6 turns, +1 per level
10	<i>Implant Emotion</i> , same as Illusionist spell.	Same as spell.

PANTLESS BARBARIANS

Requirements: CON 11

Prime Requisite: CON

Hit Dice: 1d10

Maximum Level: 12

For centuries the barbarian hordes that inhabit the northeastern most point of the southwestern most continent of the Hill Cantons world were riven by two great tribal divisions: that of the shirtless, trouser-wearing followers of the Triple Goddess and that of the tattooed—and wholly pantless--barbarians who follow an aspect of the Sun Lord.

A rough balance of power prevailed on the forests and plains of that land until an enterprising, wily pantless hetman, Vermurmur A-Khan, diplomatically prevailed upon his co-religiousists in the Overkingdom to send landsknechts in a great crusade. Over a fast and furious decade the Goddess worshipers were decimated and retreated into the forbidden reaches of the (perhaps euphemistically-named) Fields of Paradise, leaving the pantless in control of most of the region.

Religious taboos mandate that their privates must be close at hand to the divine rays of the sun. Even when wearing heavy upper garments like bear skins or armor, this strange tribe is barred from the wearing of pants (a short, revealing kilt is acceptable in colder months). As a result of this predilection, the poor savage has a penalty of -1 from AC and may only wear armor of chain (or half-plate) or weaker.

When striking with a preferred tribal weapons--tridents, bolas, atlatls, and falchions—the barbarian receives a +1 to hit.

Every other level the pantless barbarian can also take a +1 to a Lot-FP-like d6 skill in either Tracking or Wilderness Survival.

Pantless Barbarian Level Progression

XP	Level	HD (1d10)	Skill Progression
-	1	1	+1
2,187	2	2	-
4,375	3	3	+1
8,751	4	4	-
17,501	5	5	+1
35,001	6	6	-
70,001	7	7	+1
140,001	8	8	-
280,001	9	9	+1
400,001	10	+3 hp only*	-
540,001	11	+6 hp only*	+1
660,001	12	+9 hp only*	-

*Hit point modifiers from CON are ignored.

ROBO-DWARVES

Requirements: CON 9

Prime Requisite: CON

Hit Dice: 1d8

Maximum Level: 12

Strange tales are told in these hills of the appearance of squat constructs from beyond the weird. Said to be made of equal parts living animate stone, whirling mechanical gears, and living tissue, these so-called Robo-Dwarves are the freakish creation of an irresponsible higher power. Some blame the baleful White God, others an extra-dimensional ur-dwarf called Xhom. It matters little.

Though fleshy in feel, their skin is composed of a dull greyish-silver matter (natural armor of AC 8 if not wearing any other armor) and their eyes an unsettling black with no iris. Their hair is always a greasy, lanky black and exudes an odor vaguely reminiscent of fresh primrose. Beards are always on the patchy short side with pencil-thin mustaches.

Robo-dwarves always speak in a halting monotone that makes vague references to “The Future”. They can speak their own tongue (Xho), common, dwarvish, and a halting pidgin tongue with living statues, gelatinous, lurkers above, piercers, gas spores, rot grubs and other “dick” monsters. When angered in conversation, small black wisps of brimstone-smelling smoke issue from their ears.

Robo-dwarves consume no organic food, no water or distilled spirits—with the inexplicable exception of herd-animal milk which seems to have an intoxicating effect on their constitution. Indeed organic food and water consumption is so toxic to their system that if forced to do so they must save vs. poison in order to prevent themselves from exploding inwardly. For sustenance they must consume one flask of lamp oil every third day and are fond of snacking on gravel and small bits of rusted metal.

Robo-dwarves have a deep set and perhaps unwholesome attachment to metal armor, especially that. with outlandishly fluted and raised flourishes. They are banned from wearing leather or other armor

composed mostly of organic matter and will prefer to go buck naked (they have no naughties) if they can't find and use metal armor. Though they greatly prefer helmets with large protruding spikes they will make do with unadorned helms in a pinch.

Robo-dwarves share the same special abilities and disadvantages as their full-fleshed counterparts. They see in the dark with their Robo-tronic eyes at 60 feet and have a 2 in 6 chance of weak spots in stone work, detecting traps, false walls, hidden construction, or noticing subtle slopes. The Robo-dwarf must lay his hands on stonework in the general vicinity and use his special stonopathy mental powers to "commune with the rock" for this to happen.

Robo-Dwarf Level Progression

XP	Level	HD (1d8)
-	1	1
2,251	2	2
4,501	3	3
9,001	4	4
18,001	5	5
36,001	6	6
80,001	7	7
160,001	8	8
310,001	9	9
450,001	10	+3 hp only*
600,001	11	+6 hp only*
750,001	12	+9 hp only*

*Hit point modifiers from CON are ignored.

WAR BEAR

Requirements: STR 13, CON 14
 Prime Requisite: CON
 Hit Dice: 1d10
 Maximum Level: 8

The Nurian Soldier-Bear stands alongside the Ostrovan pikeman, Kozak horse-archer and Amazon sword-and-buckler as one of the most renowned examples of soldiery in the world of Zem. Lesser known are the wayward bears who strike out on their own in the world in search of quantitatively measured experience, the proud bearers of the appellation "War Bear."

War Bears can wear no armor other than a helmet and instead have a base armor class determined by level (a DEX bonus can be added). Magical devices can be used but must be able to fit around the large-sized limbs of the War Bear.

Though outside the comforting phalanx of soldier life, the War Bear retains the deep, obsessional love of polearms, including the traditional +1 to hit and damage when employing it. Indeed a War Bear who has been parted from the sight of such a weapon for longer than a day sickens with dejection and beyond a constant audible and dramatic sighing also loses 3 points of Wisdom until he or she grasps it again.

At level 6, the War Bear can invent and name a polearm of his own design at a cost of 500 gp and two weeks of intense concentration. Such a weapon is +2 to hit and damage only in his own paws and can even strike those creatures only harmable by magic weapons. At level 8, the War Bear has reached such fame that he can automatically attract a warband of 50 soldier-bears on the creation of a comfy underground den complex of no less than 2000 square feet (and two latrines).

War Bears save as Dwarves and fight as Fighters of the same level.

War-Bear Level Progression

XP	Level	HD (1d8)	Armor Class
0	1	1+2	6
2,300	2	2+2	6
4,600	3	3+2	5
9,200	4	4+2	4
18,400	5	5+2	4
36,800	6	6+2	4
73,600	7	7+2	3
147,200	8	8+2	3

WHITE WIZARD

Requirements: INT 12, WIS 12
 Prime Requisite: WIS
 Hit Dice: 1d4
 Maximum Level: None

White Wizards are practitioners of a benign, defensive, and naturalistic magic school. White Wizards are much akin to their magic user cousins. They save as magic users and must keep spell books and memorize spells in the same manner. All saving throws are as a magic user.

White Wizards are only allowed to use simple non-edged weapons such as staves, slings, and clubs as weapons and are not allowed to wear any armor.

White wizards differ from magic users in that they are allowed to cast spells from the cleric (and druid in advanced games) spell lists and limited spells from the magic user lists (see below). Their magic is arcane in nature and not divine in origin however.

They may use any magic item appropriate to clerics (and druids) or magic user items that do not directly deal damage (a wand of magic missiles or fireballs for instance would be prohibited but a wand of detection would not be)

White Wizards must be good in alignment.

Optional rule: Because of their rigorous studies, White Wizards of any level are allowed to create clerical scrolls at a cost of 75 gp times the spell level. The scroll will take one week times the spell level to create.

White Wizard Level Progression

XP	Level	HD (1d4)	White Wizard spells per level						
			1	2	3	4	5	6	7
-	1	1	1	-	-	-	-	-	-
2,001	2	2	2	-	-	-	-	-	-
4,001	3	3	2	1	-	-	-	-	-
8,001	4	4	3	2	-	-	-	-	-
16,001	5	5	3	2	1	-	-	-	-
32,001	6	6	3	3	2	-	-	-	-
64,001	7	7	4	3	2	1	-	-	-
128,001	8	8	4	3	3	2	-	-	-
256,001	9	9	4	4	3	2	1	-	-
376,001	10	+1 hp only*	5	4	3	3	2	-	-
496,001	11	+2 hp only*	5	4	4	3	2	1	-
616,001	12	+3 hp only*	5	5	4	3	3	2	-
736,001	13	+4 hp only*	6	5	4	4	3	2	-
856,001	14	+5 hp only*	6	5	5	4	3	3	-
976,001	15	+6 hp only*	7	6	5	4	4	3	1
10,960,001	16	+7 hp only*	7	6	5	5	4	3	2
1,216,001	17	+8 hp only*	8	7	6	5	4	4	2
1,336,001	18	+9 hp only*	8	7	6	5	5	4	3
1,456,001	19	+10 hp only*	9	8	7	6	5	4	3
1,576,001	20	+11 hp only*	9	8	7	6	5	5	3
1,696,001	21	+12 hp only*	9	8	7	6	5	5	4

*Hit point modifiers from CON are ignored.

ALTERNATIVE CHARACTER GENERATION SYSTEM

1. Roll character backstory. Kindly, permissive GM-types can opt to let a player modify one or more results to suit.
2. Record all five extra d6 dice rolls for abilities (one for parent occupation, two each for childhood and young adulthood). Player gets one free die to be used on any attribute.
3. Roll 3d6 attributes in order with extra dice as assigned by tables or player's choice.
4. Use best three dice results in each roll from dice pool for each attribute.
5. Pick class and race.
6. In advanced games add in racial modifiers for attributes.
7. Roll on charts in section B for equipment and starting money.

Table 1: Birth Order

Roll 1d10	Birth Order
1	First Child
2-3	Second Child
4-5	Third Child
6	Fourth Child
7	Fifth Child
8	Sixth Child
9	Seventh Child
10	Eighth or more..

Example: *Mr. Pink is rolling up a new character called Mogg the Mendicant. Using the backstory charts he finds that Mogg is the fourth son of a beast master (plus d6 when he rolls for his WIS). In childhood/adolescence he lived a nomadic life (one extra roll for DEX) and committed the crime of insulting a noble (one extra roll for CHR). As a young adult he encountered monsters (one extra roll on any attribute) and is conscripted into the army from which he promptly deserts (one extra for INT).*

Starting in order, Mr. Pink rolls for STR with 3d6 with no modifiers. He gets a 13. He then rolls for INT with one extra die added for his desertion. He gets a 4,3,2,1. He takes the three best and has an INT of 9.

Because he is hoping to play a cleric he opts to add his sixth extra die and his extra ANY die from encountering monsters to his WIS roll. He rolls five dice and gets a result of 6,6,5,3,3. He picks the best three and is awarded a WIS of 17.

He rolls for DEX next adding in his extra die for his nomadic childhood. He gets a 5,3,3,2 and drops the fourth roll for a total DEX of 10.

CON has no extra dice so he rolls a straight 3d6 getting a 10.

CHR has one extra die roll for his sharp tongue He rolls 6,5,2,1 giving him a CHR of 13.

Table 2: Parent Occupation

Roll 1d20	Occupation	Attribute Dice	Gear
1	Beggar/Drifter	1d DEX	-2 on extra cash table, large sack, club,
2	Criminal	1d DEX	set of thieves tools OR dagger
3	Peasant/Farm worker	1d STR	-1 on extra cash table, sickle OR staff
4	Farmer/Fisherman	1d CON	shovel OR 60' rope
5	Miner/Forester	1d STR	pick OR hand axe
6	Sailor	1d CON	60' rope OR bottle of whiskey
7	Soldier/Mercenary	1d STR	+1 on any weapon equipment table
8-9	Craftsman/Skill worker	Roll on Table 2A	craft appropriate tools
10	Sage/Scholar/Alchemist	1d INT	book (GM's determination)
11	Scribe	1d INT	blank scroll
12	Slaver	1d STR	whip OR manacles
13	Adventurer	1d ANY	+1 on Any equipment table
14	Actor/Bard/Courtesan	1d CHA	musical instrument
15	Government Official	Roll on Table 2B	+1 extra cash table
16-17	Merchant	Roll on Table 2C	+1 on any equipment table
18	Clergy	Roll on Table 2D	silver holy symbol
19	Gentry	1d CHA	+1 on extra cash table
20	Noble	Roll on Table 2E	+2 on any equipment or cash table

Table 2A: Craft

Roll 1d20	Craft	Attribute Dice
1	Tailor	1d DEX
2	Fletcher/Bowyer	1d DEX
3	Glass Blower	1d DEX
4	Carpenter	1d DEX
5	Animal Trainer/Beast Master	1d WIS
6	Cartographer	1d INT
7	Smith	1d STR
8	Cobble	1d DEX
9	Weaver	1d DEX
10	Armorer/Weaponsmith	1d STR
11	Brewer/Baker	1d DEX
12	Mason	1d DEX
13	Potter	1d DEX
14	Miller	1d DEX
15	Dyer	1d DEX
16	Shipwright	1d DEX
17	Jeweler	1d DEX
18	Artist/Sculptor	1d INT
19	Musician	1d CHA
20	Agitator/Mountebank	1d CHA

Table 2B: Government Officials

Roll 1d8	Position	Attribute Dice
1-2	Tax Collector	1d STR
3	Sheriff/Reeve	1d STR
4	Forest Warden	1d DEX
5	Magistrate	1d WIS
6	Town Councilor	1d CHA
7	Mayor	1d CHA
8	Royal/Ducal Advisor	1d CHA

Table 2D: Clergy

Roll 1d6	Type	Attribute Dice
1-2	Parish Clergy, mainstream religion	1d WIS
3	Upper Clergy, mainstream	1d WIS
4	Clergy, heretic religion	1d WIS
5	Pagan/Druidical	1d WIS
6	Elder Gods	1d INT

Table 2E: Nobility

Roll 1d10	Title	Attribute Dice
1-2	Landless Knight	1d STR
3-4	Knight	1d STR
5	Knight Banneret	1d STR
6	Baron/Landgraf	1d CHA
7	Count	1d CHA
8	Marquis/Margrave	1d CHA
9	Duke/Hetman	1d CHA
10	Royalty	1d CHA

Table 2C: Merchant

Roll 1d6	Type	Attribute Dice
1	Shopkeeper, foodstuffs	1d INT
2	Shopkeeper, dry goods	1d INT
3	Shopkeeper, exotic goods	1d INT
4	Innkeeper	1d CHA
5	Local Trader	1d CHA
6	Long-distance Trader	1d CON

Table 3: Significant Events (Childhood/Adolescence)*

Roll 1d20	Event	Attribute Dice
1	Loved/protected by parents	1d WIS
2	Unloved/spurned by parents	1d CON
3-4	Illegitimate, raised by guardian	Roll on Table 3A
5	Family killed by Other	1d ANY, Roll on 3C
6	Caused death of Relative	1d ANY, Roll on 3B
7	Oprhaned, raised by guardian	Roll on Table 3A
8	Apprenticed in parent's occupation	1 additional die from previous result on Table 2
9	Apprenticed in craft of a mentor	Roll on Table 2 for Mentor, use that ability die
10	Parent killed by Relative or Other	1d CON
11	Father/mother/both outlawed	Roll on Table 3D for crime
12	Religious experience	Roll on Table 4E
13	Jealous sibling/rivalry	Roll on Table 3B, one additional die from previous result on Table 2
14	Lived a nomadic life	1d DEX
15	Moved to the big city	1d INT
16	Moved to the borderlands/wilderness	1d CON
17	Run away from home or guarding	1d DEX
18	Learned weapon usage	1d STR
19	Magic occurrence	Roll on Table 4F
20	Committed a crime	Roll on Table 3D for crime

**Roll on this table twice, re-roll duplicate results.*

Table 3A: Guardians

Roll 1d20	Guardian	Attribute Dice
1	Wicked/cruel stepmother or father	1d CON
2	Hedge Wizard/Witch	1d INT
3	Monastery/Convent	1d WIS
4	Craftworker	Roll on Table 2A
5	Relative	Roll on Table 3B, 1 additional die from previous result on Table 2.
6	Sold into slavery	1d CON
7	Raised by wolves	1d DEX
8	Adventurer	1d ANY
9	Dwarven indentured servants	1d CON
10	Mysterious red-robed "Elven" guardians	1d INT
11	Centaur/Hobgoblin/Deep Ones/other monsters	1d ANY
12	Raised by mercenaries/landsknechten	1d STR
13	Bandits/Pirates	1d STR
14	Nomads/Cossacks/Barbarians	1d CON
15	Adopted by merchant	Roll on Table 2C
16	Adopted by clergy	Roll on Table 2D
17	Adopted by noble	Roll on Table 2E
18-20	Lived on the streets/no guardian	1d DEX

Table 3B: Relatives

Roll 1d6	Relative
1	Brother/Sister
2	First Cousin
3	Uncle/Aunt
4	Grandfather/Mother
5	Great Uncle/Aunt
6	Distant Relation

Table 3C: Others

Roll 1d20	Result
1	Government official (Table 2B)
2	Friend
3	Thief
4	Wizard
5	Mentor
6	Noble (Table 2E)
7	Raider/Invader
8	Humanoid/Demi-human
9	Monster
10	Lover
11	Craftsman
12	Highwayman/Bandit/Pirate
13	Adventurer
14	Comrade
15	Wild animal
16	Nomad
17	Religious sect member/leader
18	Mysterious stranger
19-20	Roll twice for two working together

Table 3D: Crimes & Misdemeanors

Roll 1d20	Crime	Attribute Dice
1-2	Theft	1d DEX
3	Assault	1d STR
4-5	Heresy	1d WIS
6	Murder	1d STR
7	Insulting a noble of a higher order	1d CHA
8	Trespassing	1d DEX
9	Treason	1d CHA
10	Tax evasion	1d INT
11	Political dissidence	1d CHA
12	Harboring criminals	1d INT
13	Unlawful sorcery	1d INT
14	Bandit/piracy	1d STR
15-16	Wrong place at the wrong time	1d ANY
17	Messenger of bad news	1d CON
18-20	Roll twice (use only on ability die of player's choice)	varies

Table 4: Significant Events (Young Adulthood)*

Roll 1d20	Event	Attribute Dice
1	Religious experience	Roll on Table 4E
2	Magic occurrence	Roll on Table 4F
3	Responsible for death of relative	1d ANY (Table 3B)
4-5	Developed vices or virtues	Virtues (Table 4C) / Vices (Table 4D)
6-7	Conscripted/volunteered for military service	Table 4A
8	Romantic affair	1d6 CHA (25% of child)
9	Learned occupation	Table 2
10	Traveled abroad	1d ANY
11	Survived plague	1d CON
12	Moved to big city	1d INT
13	Moved to borderlands/wilderness	1d CON
14	Sold into slavery (escaped)	1d DEX
15	Comitted a crime	Table 3D
16	Home village/town wiped out by others	1d CON (Table 3C)
17	Encountered monster(s)	1d ANY
18	Served wealthy patron/noble court	1d CHA
19	Saved life	1d ANY (Relative table 3B / Other Table 3C)
20	Apprenticed to mentor	Table 2A

***Roll on this table twice, re-roll duplicate results.**

Table 4A: Military Service

Roll 1d20	Event	Attribute Dice
1	Promoted	1d CHA
2	Fought in a battle	1d STR
3	Lone survivor of unit	1d CON
4	Captured by enemy and tortured	1d CON
5	Deserted	1d INT
6	Joined mercenaries/landsknechts	1d STR
7	Responsible for death of comrades	1d ANY
8	Best friend killed at your side	1d WIS
9	Prevented the destruction of innocents	1d WIS
10	Spent most of time in "rear echelon" non-combatant	Roll on Table 4B
11	Committed an unsactioned crime	Roll on Table 3D
12	Ran away from battle	1d DEX
13	Displayed herosim on the battlefield	1d STR
14	Learned use of exotic weapons	1d STR
15	Learned siegecraft	1d INT
16	Led mutiny	1d CHA
17	Survived disease/magicl occurrence	1d CON
18	Developed virtues or vices	Virtues (4C) / Vices (4D)
19-20	Transferred to other service	Roll on Table 4B

Table 4B: Other Services

Roll 1d12	Service	Attribute Dice
1	Palace Guard	1d CHA
2	City guard/watch	1d STR
3	Temple guard	1d WIS
4	Border militia/rangers	1d DEX
5	Private bodyguard	1d STR
6	Engineer/sapper	1d INT
7	Scout	1d INT
8	Navy	1d DEX
9	Shipboard marine	1d STR
10	Messenger	1d DEX
11	Caravan guard	1d STR
12	Border guard	1d STR

Table 4E: Religious Experience

Roll 1d20	Event	Attribute Dice
1	Joined faith	1d WIS
2	Lost faith	1d INT
3	Vision of demi-god/saint	1d IWS
4	Vision of deity	1d WIS
5	Vision of demon/elder god	1d INT
6	Became lay clergy (non-spell casting)	1d WIS
7	Pilgrimage to holy place	1d WIS
8	Excommunicated	1d INT
9	Persecuted for faith	1d WIS
10	Involved in holy war	Roll on Table 4A
11	Became religious hypocrite	1d INT
12	Made prophetic statement	1d WIS
13	Discredited faith	1d CON
14	Sent to religious school	1d WIS
15	Started own sect	1d WIS
16-20	Developed virtue or vice	Virtue (4C) / Vice (4D)

Table 4F: Magical Occurrence

Roll 1d10	Event	Attribute Dice
1	Survived magical disaster	1d CON
2	Witnessed summoning	1d INT
3	Saw magical omens	1d INT
4	Visited by witch	1d INT
5	Gathered spell components	1d DEX
6	Found magical place	1d INT
7	Found arcane scrolls	1d INT
8	Discovered ancient book	1d WIS
9	Spell cast on you	1d INT
10	Learned cantrip	1d INT

Table 4C: Virtues

Roll 1d20	Virtue	Attribute Dice
1	Cleanliness	1d CHA
2	Benefactor for the poor	1d WIS
3	Well-mannered	1d CHA
4	Friendly	1d CHA
5	Teetotaler	1d WIS
6	Pious	1d WIS
7	Sincere/earnest	1d WIS
8	Quiet/good listener	1d WIS
9	Honest	1d WIS
10	Defender of the oppressed	1d STR
11	Loving	1d WIS
12	Tolerant of all faiths	1d I
13	Self confident	1d CHA
14	Hard working	1d STR
15	Humble	1d WIS
16	Good negotiator/diplomat	1d CHA
17	Hard bargainer	1d CHA
18	Punctual	1d WIS
19	Sensitive/tender	1d CHA
20	Roll twice (use only one ability die)	-

Table 4D: Vices

Roll 1d20	Vice	Attribute Dice
1	Heavy drinker	1d CHA
2	Stubborn	1d CON
3	Gambler	1d DEX
4	Lecherous	1d CHA
5	Swears like a sailor	1d INT
6	Duplicitous	1d INT
7	Mistrustful	1d INT
8	Loner	1d CON
9	Pushy	1d STR
10	Kleptomaniac	1d DEX
11	Harsh	1d STR
12	Loves brawling	1d STR
13	Quick-tempered	1d STR
14	Selfish	1d INT
15	Braggart	1d INT
16	Lazy dreamer	1d INT
17	Greedy	1d INT
18	Puritanical	1d WIS
19	Big spender, spendthrift	1d CHA
20	Roll twice (use only one ability die)	-

EQUIPMENT

Add one to all rolls for each level starting beyond the second.

ARMOR

Cleric, Witch Hunter+1 to roll

Fighter, Paladin, Ranger, Dwarf, Elf, Halfling +2

Thief, Assassin, Mountebank, Druid, Specialist: leather automatically
Magic User, Illusionist, Monk, White Wizard: no roll

Armor Table

Roll 1d8	Armor
1-3	Leather armor***
4	Studded leather*
5-6	Scale mail
7-9	Chain mail
10	Splint or Banded mail
11	Plate mail

*1 Extra roll on weapon or shield table.

**2 Extra rolls on weapon or shield table.

Basic Game Armor Table

Roll 1d6	Armor
1-2	Leather armor
3-6	Chain mail

Shield Table*

Roll 1d6	Type
1-3	Small shield
4-6	Large shield

*Roll only if extra roll indicated on weapon table.

MELEE WEAPONS

Clerics, Magic Users, Illusionists hand weapon only

Melee Weapon Table

Roll 1d6	Weapon
1-2	Hand weapon (dagger, hand axe, short sword, mace, morningstar, staff, spear)
3-4	Medium weapon (long sword, battle axe, rapier, scimitar)
5	Polearm (polearm, pike)
6	Two-handed weapon (two hand axe, two-handed sword, bastard sword)
7	Quality weapon of choice (+1 to damage)

CLASS-BASED EQUIPMENT

Fighter, Ranger, Paladin: extra weapon roll, 10 gp starting

Cleric, Druid: holy symbol, 10 gp

Thief: Thieves tools, 5 gp

Magic-User, Illusionist, spellbook, 5 gp

Monk, 2 gp

MISSILE WEAPON

Magic Users and Clerics sling only

Missile Weapon Table*

Roll 1d6	Weapon
1	Sling/Darts
2	Thrown (Hand axe, spear, javelin)
3	Light Crossbow
4	Short Bow
5	Heavy Crossbow
6	Long Bow
7	Pick any two

*One batch of ammunition included.

ADVENTURE PACKS (PICK ONE)

All packs come with backpack, two small sacks, bedroll, water skin, tinderbox, and one week of iron rations.

Pack A (Five oil flasks, lantern, shovel, two caltrops, whistle).

Pack B (10 torches, 10 pieces of chalk/charcoal, blank scroll, mirror, crowbar).

Pack C (five torches, five oil flasks, 60 ft. rope, grappling hook, wooden pole).

Mount Table

Roll 1d6	Mount
1-2	None
3	Mule
4	Pony
5-6	Light riding horse
7	Light warhorse

Saddle & riding gear included.

Extra Cash Table

Roll 1d6	Amount
1	10 gp
2-3	15 gp
4	20 gp
5	30 gp
6	40 gp
7	80 gp

ZERO-LEVEL RULES

All characters start at zero-level "normal men" with 1d6 hit points and Neutral alignment.

Zero-level characters can be rolled using the alternate chargen and equipment tables below.

Human or elven characters with INT 13 or over start with one cantrip (0-level MU spell) OR human characters with WIS 13 or over start with one orison (0 level Cleric spell). Only one such type of spell can be chosen.

Any character with DEX 13 or over can attempt thief skills at -4%, all others at -10%. (Hear Noise is the same as firstlevel.)

A zero-level character receives no extra AC benefits from armor heavier than chain mail due to unfamiliarity with its usage. Similarly use of weapons over 1d6 in damage convey a -1 to damage.

At the completion of the party's first successful adventure (this can span multiple sessions at the GM's discretion) and a year of training the character levels up to 1st level. In consultation with GM, player picks class and alignment based on performance and experience in the adventure. Fighter and other warrior types receive an extra hit-point after training, magic-users lose one from making deals with various eldritch forces. All other class abilities for 1st level characters are assumed as normal.

ZERO-LEVEL CHARGEN

1. Roll character background (see Appendix C).
2. Record all extra d6 dice rolls for abilities from parent occupation
3. Roll 3d6 attributes in order with extra dice as assigned by table or player's choice.
4. Use best three dice results in each roll from dice pool for each attribute.
5. Pick race. In advanced games add in racial modifiers for attributes.
6. Roll on charts in the section below for equipment and starting money.

Table 1: Armor

Roll 1d6	Type
1-2	None
3-4	Padded (or none in basic game)
5	Leather
6	Ringmail (or leather in basic game)

Table 2: Melee Weapons

Roll 1d6	Type
1-2	Dagger, Club
3-4	Spear, Staff
5	Short sword, Mace
6	Long sword

Table 3: Missile Weapons*

Roll 1d6	Type
1-3	None
4-5	Sling, Dart (x3)
6	Short Bow

*Free batch of ammo included.

Table 4: Other Stuff

Roll 1d20*	Item
1	Backpack or large sack
2	Two small sacks
3	Five torches
4	Jug of cheap corn liquor
5	Three flasks of oil & battered lantern
6	60-foot of hemp rope
7	Pitchfork (or hoe)
8	10-foot pole
9	Bag with 1 week's worth of food
10	Crowbar
11	Miner's pick
12	Shovel
13	Small hammer
14	Costume jewelry
15	Fancy, foppish hat
16	Fur cloak
17	Bottle of fine wine
18	Brass codpiece (or other small-area protector)
19	Small crystal vial of angel's tears
20	Slave, indentured servant, or lackey (1d4 hit points)

*Roll twice.

Table 5: Extra Cash

Roll 1d6	Amount
1-2	5 gp
3-4	10 gp
5	15 gp
6	20 gp
7	30 gp

ATTRIBUTE CHECKS

ATTRIBUTE CHECKS

Normal Circumstance	3d6
Tougher	4d6
Really Tough	5d6
Extraordinary	6d6

For each 4th level drop one die. A GM can rule that a player add or subtract up to two dice according to the role-playing or problem-solving skill that the player brings to the situation.

A roll of the attribute score or less denotes success. In most cases, this will be used against a single primary ability.

Unusual circumstances will combine two attributes to find the number checked against add the two attribute scores together and divide by two, rounding down.

Example: Guanillo the Mountebank is attempting to withstand torture...err...excuse me "advanced interrogation techniques" after an attempt to ply his trade in the vestibule of the Orthodox Lodge of Sol Invictus goes south. The GM rules that he must make a 4d6 check against a combo of his WIS (8) and CON (15). $8+15=23$, divided by two leaves 11 after rounding down. He rolls a "21" on four dice, a failure—and squeals like a pig.

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