EA3

# ACROSS THE REALMS
## Encyclopedia of Adventure #3

# NEW ABILITIES FOR
# CLASSIC CLASSES

## BY J

NRP

# New Abilities for Classic Classes

Welcome to *Across the Realms Encyclopedia of Adventure: New Abilities for Classic Classes*. *New Abilities for Classic Classes* brings you a collection of 40 skills and special abilities to add to your fantasy adventure games. Although these abilities can be used with any role-playing game you need them for, they were designed with the classic, old school fantasy adventure game in mind. With these abilities, you can add a little something extra to character classes that don't offer much in the way of change or development as the character gains in levels. To use these abilities, your Game Master will have to first decide what abilities are available to which classes, how many abilities characters start with and how many levels a character must gain before a new ability is learned.

## Ability Availability

As you might gather after looking at the list of abilities, not all abilities should be available to members of all character classes. The first step, then, is to decide what abilities are available to which classes. To aid the GM in this, the abilities have been divided into four types: Combat, General, Lore and Subterfuge.

To decide what abilities are available to which classes, first, make a column on a piece of paper for each character class in your game with the name of the class at the head of the column. Next, under the name of the class, list each ability available to that class. As you assign the abilities, refer to the description of the ability to make sure that, if the ability has a requirement, you also make the requirement available to the class.

## Starting Number of Abilities

The next step is for the GM to decide how many abilities, if any, a starting member of a character class begins with. You may decide that a starting character, since they spent all their time learning the basics of their profession, does not begin with any special abilities. Or, you may decide that a characters begins with anywhere from 1 to 4 abilities. You may vary the number from class to class, or choose a number that all character begin with.

## Gaining Abilities

The third, and final, step is to decide how many levels a character must gain before a new ability is learned. The recommended progression is to gain a new ability at 3rd and then an additional new one every 3 levels thereafter. You may wish to start at 2nd, with a new one gained every 2 or 3 levels thereafter, or whatever profession you feel works best for your campaign.

## Reading Ability Descriptions

The abilities are listed alphabetically, by category, as indicated on the following table. Each entry includes the name of the ability. If the ability has any requirements, these are listed in parenthesis after the name fo the ability. The description of the ability includes any adjustments to the chance of success or result of any actions taken with the ability. Modifiers to attack are added to the attack roll, modifiers to damage are added after all damage dice have been rolled, and other modifiers increase the basic chance of success by the amount indicated. Some descriptions my include a formula for calculating the chance of success. This is typically an ability score, plus 3 per level, read as a percentage. When a character takes an action with such an ability, the player rolls d100 and if the result is less than, or equal to, the calculated chance, the action succeeds.

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| Special Ability Table | | | |
|---|---|---|---|
| Combat | General | Lore | Subterfuge |
| Battle Cry | Appraisal | Animal Lore | Ambush |
| Brawling | Camouflage | Demon Lore | Burglar |
| Charge | First Aid | Humanoid Lore | Cat Burglar |
| Critical Shot | Herb Lore | Plant Lore | Grave Robber |
| Critical Strike | Tracking | Slime Lore | Hidden Items |
| Crushing Blow | Treat Disease | Undead Lore | Hidden Weapons |
| Discipline | Treat Poison | | Lock Lore |
| Dodge | Treat Wounds | | Looter |
| Expert | | | Tomb Robber |
| Point Blank Shot | | | Trap Lore |
| Set vs. Charge | | | |
| Shield Bash | | | |
| Shield Parry | | | |
| Skilled | | | |
| Single Weapon | | | |
| Two Weapons | | | |

## Combat

Battle Cry (Charisma 13+)

Character's with the Battle Cry ability can shout a battle cry in melee combat, increasing their courage and adding strength and swiftness to their blows. During the round a character uses Battle Cry, the character's Charisma modifier is added to the character's attack rolls. The bonus from the battle cry only lasts for one round and can only be used once per adventure, plus an additional use for every three levels of the character.

Brawling

The character is skilled at kicking, punching, and bashing enemies in melee combat. Once per round, when fighting humanoids in melee combat, the character can make an additional attack at -2 that inflicts 1d2 damage, plus modifiers as normal

Charge

When charging, a character rushes into melee combat gaining a bonus on damage. To charge, a character must move at least fifteen feet and then attack, gaining a +2 bonus on damage.

Critical Shot (Dexterity 13+)

The character is skilled at delivering damaging hits with a thrown or ranged weapon. When a character with Critical Shot skill rolls 4 or more than needed to hit on an attack roll, the player adds the character's Dexterity modifier to the amount of damage dealt.

Critical Strike (Dexterity 13+)

The character is skilled at delivering damaging blows in melee combat. When a character with Critical Strike skill rolls 4 or more than needed to hit on an attack roll, the player adds the character's Dexterity modifier to the amount of damage dealt.

.Crushing Blow (Strength 13+)

The character with the Crushing Blow skill is able to deliver a devastating blow with a two-handed weapon. In order to use Crushing Blow, the character must be wielding a two-handed weapon in melee combat and the player must announce the use of Crushing Blow skill before Initiative is rolled. When Crushing Blow skill is used, the character takes -4 on initiative and -4 on the first attack made that round. If the attack hits, however, the player adds double the character's Strength damage modifier to the damage dealt. Any other subsequent attacks that round are resolved normally.

Discipline

Discipline allows a character to rely on their training and keep their wits even in the midst of the chaos of battle. Discipline adds 1 to the difficulty of hitting the character against the first attack each round and 1 on saves against mind-affecting magic.

Dodge (Dexterity 13+)

The character is skilled at dodging blows in combat. To dodge, the player must announce the character is going to dodge before an attack is rolled. The character's percentage chance of dodging a blow is equal to the character's Dexterity score, plus 3 per level if unarmored, 2 per level if lightly armored and 1 per level if in medium armor. Dodging in heavy armor is not possible. If successful, the character avoids the attack. Whether successful or not, once a character dodges, the character no longer gains any defensive benefit from Dexterity for the rest of the round. A character can attempt to dodge a number of timers per round equal to the number of attacks the character can make per round.

Expert (Skilled)

When choosing expert, the character improves their Skilled ability with a weapon to Expert. A character who is Expert with a weapons adds 1 to their attack rolls and 2 to their damage rolls when wielding that weapon.

Point Blank Shot

Characters with the Point Blank Shot skill add 2 to attacks against targets within point blank range. Point blank range is up to one-half a weapon's short range.

## Set vs Charge

The Set vs Charge skill allows a character to brace a weapon to receive a charge. If a character who is prepared to receive a charge is charged, the character attacks first and inflicts 1 additional die of damage. Only weapons able to be set vs charge, such as a spear, can be set to receive a charge.

## Shield Bash

Each round, a character with the Shield Bash skill can make an additional attack with a shield. The attack is made at -2 and inflicts 1d3 damage. Once a shield bash is made, the character loses all defensive benefits of the shield and cannot shield parry for the remainder of the round.

## Shield Parry

Characters with the Shield Parry skill are better able to deflect blows with a shield. To attempt a shield parry, the player must announce the character is going to parry before an attack is rolled. The character's percentage chance of parrying a blow is equal to the character's Strength score, plus 3 per level if the shield is large, 2 per level if medium and 1 per level if small. If successful, the character blocks the attack. Whether successful or not, once a character attempts a shield parry, the character no longer gains any defensive benefit from the shield and cannot shield bash for the rest of the round. A character can attempt to shield parry a number of timers per round equal to the number of attacks the character can make per round.

## Skilled

Skilled improves a character's combat ability with a single weapon. When Skilled is first chosen, the player must also choose a specific weapon the character is skilled in. When fighting with a weapon the character is skilled in, the players adds 1 to the character's attack rolls.

## Single Weapon (Dexterity 13+)

Characters with the single weapon skill increase their difficulty of being hit by 2 against one attack per round. The character must be wielding a one-handed weapon and the character's second hand must be free in order to use the ability.

## Two Weapons (Dexterity 13+)

Two Weapons reduces the penalty for fighting with two weapons to -1 with the primary hand and -2 with the off hand.

**General**

## Appraisal

Characters with Appraisal skill have developed a keen eye for treasure, often being able to determine the value of an object. When characters with the Appraisal ability inspect a treasure, the character has a percentage chance equal to the character's Intelligence score, plus 3 per level, of determining the objects value.

## Camouflage

Using clothing, cosmetics and objects from the environment, a character with Camouflage ability is better able to blend in with the character's surroundings. Character with a Hide ability gain a +10% bonus to hide when using Camouflage. Characters without Hide have a percentage chance to Hide equal to the character's Wisdom score, plus 3 per level, when using Camouflage. To maintain the necessary gear to blend in, though, the character must spend 1d6 x 1d6 gold each time the character gains a level.

## First Aid

First Aid is used to stabilize and stop the bleeding of an unconscious, dying character. The percentage chance of performing first aid is equal to the character's Intelligence score, plus 3 per level. Success indicates the subject is stabilized and no longer dying.

## Herb Lore (First Aid, Plant Lore)

Characters with the Herb Lore ability know how to treat injuries by using herbs and natural remedies. The first time Herb Lore is used during an adventure, roll 1d6. The result is the number of additional uses the character has available for that adventure. Use of herbs increases the character's chance at First Aid, Treat Disease, Treat Poison, or Treat Wounds by an amount equal to the character's Wisdom score. In addition, if used as part of a Treat Wounds the herbs heal an additional 1d4 points.

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Tracking

Character's with the Tracking skill have a percentage chance to locate tracks and signs of another creature's passage equal to the character's Wisdom score, plus 3 per level. If successful, the character locates and can follow a trail.

Treat Disease (Treat Wounds)

Characters with the Treat Disease skill have a percentage chance equal to the character's Intelligence score, plus 3 per level, of curing a subject of a normal disease. Only one attempt can be made. The skill has no effect against magical or supernatural diseases.

Treat Poison (Treat Wounds)

Characters with the Treat Poison skill have a percentage chance equal to the character's Intelligence score, plus 3 per level, of neutralizing a specific poison within the subject's system.. The skill will halt any further damage from the poison, but has no affect on previous damage. Only one attempt can be made. The skill has no effect against magical or supernatural poisons.

Treat Wounds (First Aid)

Characters with the Treat Wounds skill have a percentage chance equal to the character's Intelligence score, plus 3 per level, of healing a character 1d3 points of damage. Treat Wounds can only be used once after each time a character is damaged.

**Lore**

Animal Lore

Animal Lore is character's knowledge of animals ranging from normal varieties, such as wolves and bears, to giant and monstrous versions, such as giant spiders and hydra. A character's chance to identify and know something about an animal is a percentage chance equal to the character's Intelligence, plus 3 per level.

Demon Lore

Demon Lore is a character's knowledge of otherworldly beings that are typically inimical to humans. A character's chance to identify and know something about a demon is a percentage chance equal to the character's Intelligence, plus 3 per level.

### Humanoid Lore

Humanoid Lore is a character's knowledge of the various humanoid races, such as humans, elves, dwarves, goblins, and so forth. A character's chance to identify and know something about a humanoid is a percentage chance equal to the character's Intelligence, plus 3 per level.

### Plant Lore

Plant Lore is a character's knowledge of plants, including deadly and monstrous varieties. A character's chance to identify and know something about a plant is a percentage chance equal to the character's Intelligence, plus 3 per level.

### Slime Lore

Slime Lore is a character's knowledge of slime creatures. A character's chance to identify and know something about a slime is a percentage chance equal to the character's Intelligence, plus 3 per level.

### Undead Lore

Undead Lore is a character's knowledge of the undead, such as skeletons, zombies, ghouls, vampires, and so on. A character's chance to identify and know something about an undead is a percentage chance equal to the character's Intelligence, plus 3 per level.

## Subterfuge

### Ambush

Ambush is a character's skill at successfully performing a planned ambush. The character's percentage chance of ambushing a target is equal to the character's Intelligence score, plus 3 per level. If successful, the ambush is successful, and the target is caught completely unaware.

### Burglar

Burglars are skilled at moving stealthily through indoor and underground environments. Characters with the Burglar ability add 10% to all Move Silently checks.

### Cat Burglar

Cat Burglars are experts at entering structures from a height without being detected. Characters with the Cat Burglar ability add 10% to all Climb checks.

### Grave Robber

In a world where valuable objects are often buried with the dead, and the bodies of the dead themselves may be of value, there will naturally be those who are experts at finding those valuable and making a profit from the remains of the deceased. Characters with the Grave Robber ability add +1 to Search checks made in coffins, crypts and similar areas. The characters can also attempt to sell the remains to those that are interested in such things. The percentage chance the character will find an interested buyer is equal to the character's Charisma score, plus 3 per level. On success, the character earns 1d6 x 1d6 gold. Should the character fail terribly, the authorities are alerted to the character's activities.

### Hidden Items

Characters with the Hidden Items ability can create small, hidden pockets and compartments within their clothing which allow them to keep hidden items on their person. These items must be small, such as a lock pick, several gems or a small vial. Anyone, except the character, trying to find these items must succeed at a Search check. The character can have one hidden pocket or compartment, plus one per three additional levels.

### Hidden Weapons (Hidden Items)

A character with the Hidden Weapon ability can keep a small weapon, such as a dagger, hidden on their person. Anyone searching the character must succeed at a Search check in order to find the weapon. If the character suddenly draws the weapons during battle, the character's opponent may be surprised at normal chances. Hidden Weapon can only be used once per battle. Should the character's enemies be forewarned, then there is no chance the hidden weapon will surprise them.

### Lock Lore

Character's with the Lock Lore ability have specialized knowledge of locks. These characters add 10% to all checks to Open locks.

Looter

Characters with the Looter ability are skilled at finding valuables on the bodies of others. Whenever a character with the Looter ability searches a body for treasure, the character has a percentage chance equal to the character's Intelligence score, plus 3 per level, of finding additional items on the body. The GM will decide what is found.

Tomb Robber (Grave Robber)

Tomb Robbers becomes skilled at locating the traps that are often left to protect burial sites and the wealth left there. Characters with the Tomb Robber ability have a +10% chance to find traps in underground and tomb settings.

Trap Lore

Character's with the Trap Lore ability have specialized knowledge of traps. These character's add 10% to all checks to disarm traps.

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