



Part Four

Separate Race and Class

This section presents rules for creating characters by selecting race and class separately, for players who prefer this method of character creation. Five races are available in the Dolmenwood setting: the wilful elf, the mercurial grimalkin, the passionate human, the sagacious moss dwarf, and the reckless woodgrue.

Character Creation Procedure

Guidelines for those who prefer their characters Advanced-style.

ADVANCED-STYLE

CHARACTER CREATION

Some players prefer to be able to select their character's race and class separately. This produces a greater range of character options, but entails a lengthier character creation process and somewhat dilutes the unique flavour of the different races.

If the group allows this optional rule in their games, each player may decide individually whether to create their character by selecting a class alone or by selecting race and class separately.

Character Creation Procedure

If selecting character race and class separately, the following procedure should be used:

- 1. Choose a race:** Choose one of the races in this section, bearing in mind their ability score requirements.
- 2. Apply ability score modifiers:** Races list two ability score modifiers. Once you have chosen a race, adjust your character's ability scores as indicated. Bonuses that would raise an ability above 18 or penalties that would lower it below 3 are ignored.
- 3. Choose a class:** The selected character race determines the classes that are available to choose from. Also bear in mind the ability score requirements of some classes.

Native Languages

When choosing race and class separately, the character's native languages are determined purely by the race. The languages listed in the class should be ignored.

Demihuman Class and Level Restrictions

Not all races are equally suited to every character class. The table below indicates the classes that may be selected by characters of each demihuman race, as well as the maximum level to which characters of that race and class may rise. Restrictions to class and maximum level represent a race's suitability to different adventuring professions.

Racial class and level limits also work as a balancing factor in the rules, offsetting the extra abilities granted by demihuman races with strict limits on class choice and level advancement.

STANDARD RACES

The standard demihumans (elves, halflings, gnomes, etc.) described in *Old-School Essentials* do not dwell within Dolmenwood and their absence in the region is an important aspect of the setting's special atmosphere. Standard demihuman races encountered in Dolmenwood may be travellers from distant lands.

DEMIHUMAN CLASS AND LEVEL LIMITS

Race	Acrobat	Assassin	Druid	Fighter	Hunter	Illus.	M.-User	Minstrel	Thief
Elf	10th	10th	–	11th	11th	11th	11th	11th	10th
Grimalkin	9th	9th	–	6th	8th	8th	8th	9th	10th
Moss dwarf	–	–	6th*	8th	6th	–	–	6th	6th
Woodgrue	9th	–	–	6th	8th	8th	8th	10th	9th

*: If the referee allows the druid class in Dolmenwood.

Dolmenwood Elf

Ageless fairies who have crossed over into the mortal world for reasons that they seldom reveal.

Requirements	Minimum DEX 9, minimum INT 9
Ability modifiers	+1 CHA, -1 CON
Languages	Alignment language, Woldish, Sylvan, High Elfish

Elves have naturally keen senses and, as natives of Fairy, are blessed with innate abilities which mortals regard as magical—not least of which their immortal lifespan. However, they also suffer from a number of drawbacks, including their vulnerability to pure iron.

See *About Elves*, p20 for more details on the characteristics of elves.

CLASSES AND MAXIMUM LEVEL

- ▶ **Acrobat:** 10th level
- ▶ **Assassin:** 10th level
- ▶ **Fighter:** 1th level
- ▶ **Hunter:** 11th level
- ▶ **Illusionist:** 11th level
- ▶ **Magic-user:** 11th level
- ▶ **Minstrel:** 11th level
- ▶ **Thief:** 10th level

GLAMOURS

Elves are able to make use of minor magical abilities known as *glamours* (see p68). Each elf knows a single, randomly determined glamour. Glamours may be used any number of times per day. (Though mortals regard these abilities as “magic”, elves do not view them as such.)

IMMORTALITY

Elves can be killed but do not die naturally. They are immune to the mundane illnesses of mortal-kind, but are affected by diseases of magical origin. Elves also cannot die of thirst or starvation, though a lack of sustenance drives them insane and sadistic.

LISTENING AT DOORS

Elves have a 2-in-6 chance of hearing noises (see *Dungeon Adventuring* in *Old-School Essentials*).

LOCATE SECRET DOORS

Elves have keen eyes that allow them, when actively searching, to detect hidden and secret doors with a 2-in-6 chance (see *Dungeon Adventuring* in *Old-School Essentials*).

MAGIC RESISTANCE

As beings of Fairy, where magic is in the very fabric of things, elves are highly resistant to magic. They are immune to *sleep* spells, gain a +2 bonus to saving throws against charms and illusions, and are unaffected by the paralyzing touch of ghouls.

RESISTANCE TO DIVINE AID

There are no gods in Elfland and the gods of mortals are loath to aid its folk. If an elf is the subject of a beneficial divine spell, there is a 2-in-6 chance of it having no effect on the elf.

SUSCEPTIBILITY TO PURE IRON

As fairies, elves are vulnerable to iron weapons, suffering double damage on a successful hit.

UNEARTHLY BEAUTY

Elves—both benevolent and wicked—are beautiful, by mortal standards. When interacting with mortals, an elf is treated as having a CHA score of at least 14 for any CHA check that is based purely on physical attractiveness.

Grimalkin

Mercurial feline fairies who shift between three different forms.

Requirements	Minimum INT 9
Ability modifiers	+1 DEX, -1 WIS
Languages	Alignment language, Woldish, Mewl

Grimalkins have the innate ability to shift between three different forms and, like other fairies, have an immortal lifespan. However, as fairies they are vulnerable to pure iron.

See *About Grimalkins*, p22 for more details on the characteristics of grimalkins.

CLASSES AND MAXIMUM LEVEL

- ▶ **Acrobat:** 9th level
- ▶ **Assassin:** 9th level
- ▶ **Fighter:** 6th level
- ▶ **Hunter:** 8th level
- ▶ **Illusionist:** 8th level
- ▶ **Magic-user:** 8th level
- ▶ **Minstrel:** 9th level
- ▶ **Thief:** 10th level

CHESTER

A grimalkin can transform into a fat domestic cat, known as their *chester* form. This transformation takes 1d6 rounds. The following applies when in chester:

Dull-witted: The character's Intelligence score is halved. They can understand language, but can only respond in yowls and meows.

Combat: The character has AC 7 [12], a movement rate of 90' (30'), and may make a bite and two claw attacks each round. Each attack inflicts 1 point of damage.

Class abilities: In chester, a grimalkin cannot wield weapons or use any class abilities (e.g. spell casting, thief skills).

Equipment: All equipment carried is transformed with the character, effectively vanishing, but reappearing upon the character's return to their humanoid form.

Changing back: The character changes back at dawn.

COMBAT

Armour must be tailored to grimalkins' small size. Likewise, grimalkins can only use weapons appropriate to their stature (as determined by the referee). They cannot use longbows or two-handed swords.

DEFENSIVE BONUS

In combat with larger-than-human creatures, grimalkins gain a +2 AC bonus, due to their small size.

IMMORTALITY

Grimalkins can be killed but do not die naturally. They are immune to the mundane illnesses of mortal-kind, but are affected by magical diseases. Grimalkins also cannot die of thirst or starvation, though a lack of sustenance drives them insane and sadistic.

SUSCEPTIBILITY TO PURE IRON

As fairies, grimalkins are vulnerable to iron weapons, suffering double damage on a successful hit.

WILDER

A grimalkin who is in battle and near death (less than one-third hit points) may transform into a near-invisible, primal fey form, known as *wilder*. The transformation requires one round. The following applies when in wilder:

Fey chaos: The character's memories are suppressed and they cannot distinguish friend from foe, indiscriminately attacking all nearby living creatures until combat is over.

Primal strength: The character gains 2d6 hit points and a +2 bonus to attack rolls.

Veiled in darkness: Only the grimalkin's deranged, predatory eyes are visible in wilder. Those who can perceive the invisible or see in darkness discern a stocky feline form, 3' high at the shoulder, with a bulky head, a leering mouth, and fur standing on end, as if electrified. Opponents who cannot perceive the invisible or see in darkness have a -2 penalty to attacks against the character.

Combat: The character has AC 6 [13], a movement rate of 90' (30'), and may make a bite and two claw attacks each round. Each inflicts 1d4 damage.

Class abilities: In wilder, a grimalkin cannot wield weapons or use any class abilities (e.g. spell casting, thief skills).

Equipment: All equipment carried is transformed with the grimalkin, effectively vanishing, but reappearing upon the character's return to their humanoid form.

When combat ends: The character disappears into Fairy, coming under the referee's control. After a period of time (determined by the referee) spent wandering strange paths in Fairy, the grimalkin spontaneously reappears in their humanoid form, in the presence of their companions.

Human

The folk of the day-to-day world, in all the variety and miscellany we know.

Requirements	None
Ability modifiers	None
Languages	Alignment language, Woldish

Humans are the most flexible of all character races, having unique access to some classes and being able to advance in experience level without limit.

See *About Humans, p24* for more details on the characteristics of humans.

CLASSES AND MAXIMUM LEVEL

► **All classes:** Unlimited

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HUMAN RACIAL ABILITIES [OPTIONAL RULE]

Many groups decide to remove the class and level restrictions of demihuman races. When considering this change, it is worth bearing in mind that it eradicates the sole advantage of the human race—its unique access to some classes and its unlimited level advancement. This has the effect of making humans relatively underpowered. For groups who decide to lift demihumans' class and level restrictions, it is suggested that human characters should be granted the following abilities. (These abilities should also be granted to human PCs who were created without using the rules for separate race and class.)

Ability Modifiers

+1 CHA, +1 CON.

Blessed

When rolling hit points (including at 1st level), the player of a human PC may roll twice and take the best result.

Decisiveness

When an initiative roll is tied, humans act first, as if they had won initiative. If using the individual initiative rule (see *Combat* in *Old-School Essentials*), humans get a bonus of +1 to initiative.

Leadership

All of a human's retainers and hirelings gain a +1 bonus to loyalty and morale.

Moss Dwarf

Stocky demihumans who dwell in the dank reaches of the Wood. As moss dwarfs age, their flesh becomes overrun with plants, moulds, and fungi.

Requirements Minimum CON 9
Ability modifiers -1 CHA, +1 CON
Languages Alignment language, Woldish, Mulch, the secret tongue of squeaking mammals

Moss dwarfs have a natural affinity for plants and fungi. They are immune to fungal poisons and, as they age, become riddled with symbiotic plants and fungi.

See *About Moss Dwarfs, p26* for more details on the characteristics of moss dwarfs.

CLASSES AND MAXIMUM LEVEL

- ▶ **Druid***: 6th level
- ▶ **Fighter**: 8th level
- ▶ **Hunter**: 6th level
- ▶ **Minstrel**: 6th level
- ▶ **Thief**: 6th level

*: If the referee allows the druid class in Dolmenwood.

FERTILE FLESH

As a moss dwarf advances in level, their dank, fertile flesh picks up seeds and spores which germinate into symbiotic plants and fungi. At each experience level (including 1st), the character acquires a random trait from the fertile flesh table (see right). Duplicates may be re-rolled or taken to indicate an amplification of the trait.

FUNGAL IMMUNITY

Moss dwarfs are unaffected by harmful fungal poisons or spores.

LISTENING AT DOORS

Moss dwarfs have a 2-in-6 chance of hearing noises (see *Dungeon Adventuring* in *Old-School Essentials*).

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FERTILE FLESH

d20 Infestation

- 1 Outer parts of ears replaced by jelly fungus
- 2 Patches of lichen
- 3 Dainty flowers bloom in the beard in springtime
- 4 Yeast infections in moist places
- 5 Toadstools growing from joints
- 6 Covered in slimy, green jelly
- 7 Miniature tree growing from ear
- 8 Skin riddled with mycelia
- 9 Eyes fur over with transparent, yellow mould
- 10 Edible toe cheese
- 11 Growths of woody, bracket fungus in the armpits
- 12 Mossy feet
- 13 Climbing vines wrapped around limbs and torso
- 14 Radical fern growth around groin
- 15 Mossy biceps
- 16 Puffball growths around the buttocks and knees
- 17 Parsley chest hair
- 18 Blackberry brambles tangled in the hair
- 19 Edible mushrooms growing in hair
- 20 Partially sentient mushroom growing from the crown of the head

Woodgrue

Bat-faced demi-fey goblins, known for their love of music, revelry, and arson.

Requirements	Minimum DEX 9
Ability modifiers	+1 CHA, -1 WIS
Languages	Alignment language, Woldish, Sylvan

Woodgrues have incredibly sensitive hearing and the innate ability to see in darkness. However, their fairy ancestry means they are vulnerable to pure iron.

See *About Woodgrues*, p28 for more details on the characteristics of woodgrues.

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CLASSES AND MAXIMUM LEVEL

- ▶ **Acrobat:** 9th level
- ▶ **Fighter:** 6th level
- ▶ **Hunter:** 8th level
- ▶ **Illusionist:** 8th level
- ▶ **Magic-user:** 8th level
- ▶ **Minstrel:** 10th level
- ▶ **Thief:** 9th level

COMBAT

Armour must be tailored to woodgrues' small size. Likewise, woodgrues can only use weapons appropriate to their stature (as determined by the referee). They cannot use longbows or two-handed swords.

DEFENSIVE BONUS

Due to their small size, woodgrues gain a +2 AC bonus when attacked by large opponents (greater than human-sized).

COMPULSIVE JUBILATION

A woodgrue who witnesses a party, feast, celebration, or festival must partake; they are utterly compelled with every fibre of their being. If, for some reason, a woodgrue wishes to resist this compulsion, they may save versus paralysis (but will feel drained and downtrodden for the length of the engagement).

DARK VISION

A woodgrue can see normally in darkness, viewing the world as though it glows in faint moonlight.

LISTENING AT DOORS

Woodgrues have a 3-in-6 chance of hearing noises (see *Dungeon Adventuring* in *Old-School Essentials*).

SUSCEPTIBILITY TO PURE IRON

As demi-fey, woodgrues suffer 1 extra point of damage when hit with iron weapons (e.g. an iron short sword would inflict 1d6+1 damage on a woodgrue, rather than the standard 1d6).