



MONTE COOK'S ARCANA UNEARTHED:

DM'S SCREEN AND PLAYER'S GUIDE



A GAME ACCESSORY BY MONTE COOK





MONTE COOK'S ARCANA UNEARTHED

PLAYER'S

GUIDE

A d20 System Game Accessory

BY MONTE COOK

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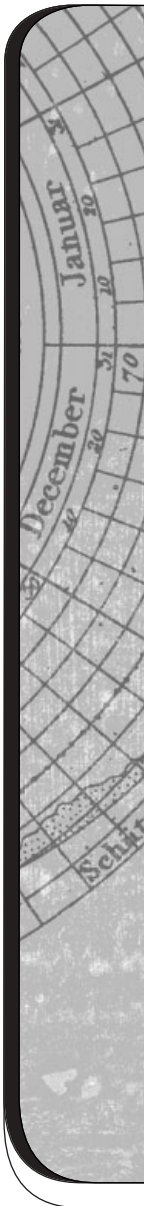
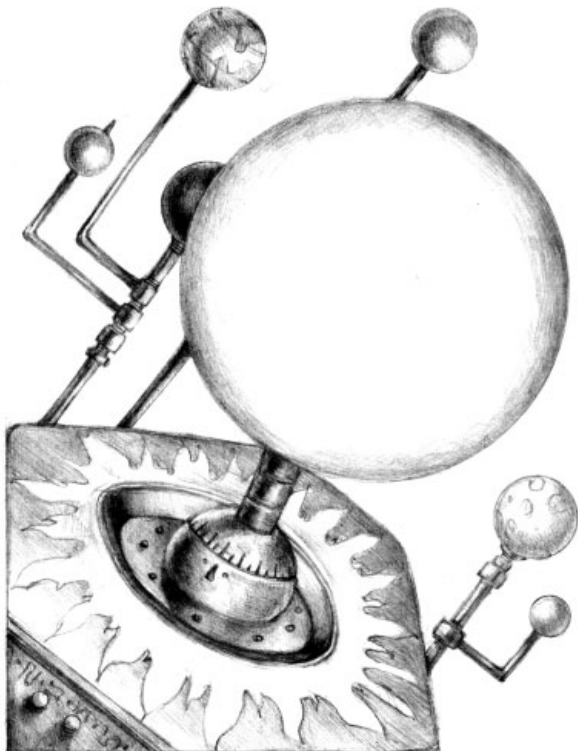
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Choose Your Destiny

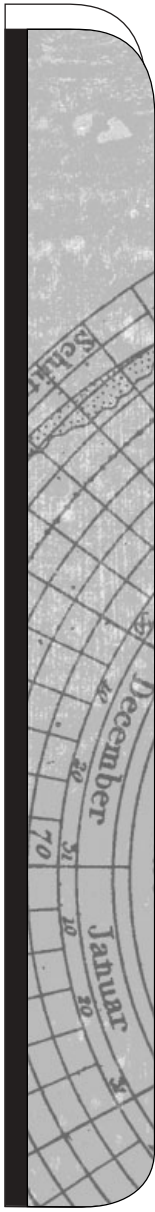
Monte Cook's *Arcana Unearthed* provides a whole new way to play the d20 System game you most likely already know. To make it even easier, this product provides tools and aids for DMs and players alike.



This book, the *Player's Guide*, offers suggestions for playing the new *Arcana Unearthed* races and guidelines for how they interact together. You'll find archetypes that go along with each new character class to help define what the class is, what actions characters with that class might take, and what backgrounds they might have.

The *Player's Guide* also contains notes and guidelines for converting material from 3rd Edition core rules products (original and revised) or other Open Game Content sources compatible with the core rules (like Malhavoc Press's *Book of Eldritch Might* or *Book of Hallowed Might*, for example) for use in an *Arcana Unearthed* game. Using this guide, you can easily incorporate *Monte Cook's Arcana Unearthed* with the other material. Add favorite spells to your *Arcana Unearthed* game, import some of the new classes from that book into a campaign you've been running for years, throw it all together at once—whatever you want to do, here's how to make it happen.

CHARACTER SHEETS



Each *Arcana Unearthed* character class has its own sheet, starting on page 19. (Multiclass characters should simply use whatever sheet seems to work best for them.) On page 30 you'll find a single "back page" to employ for all characters. You may photocopy any of these sheets for your own personal use. They have been designed for you to copy the back page onto the reverse of the sheet specific to your character.

Note that the sheets' Class Abilities section sometimes presents a blank line, such as, "This power is usable _____ times per day." Fill in this value, which is a variable (probably based on the character's level, ability scores, or a combination of both). Consult the rules to determine the value. Of course, it may change as the character progresses. Check the box next to each ability when you reach the level required to gain it.

The back page lists all the *Arcana Unearthed* skills. Underline your class skills to help remind yourself which ones cost you only 1 skill point per rank.

DM'S SCREEN AND PLAYER'S REFERENCE CARD

Two other components in this product are the DM's Screen and the Player's Reference Card. The screen has two main purposes: to shield the DM's notes and die rolls when necessary, and to provide charts the DM needs to reference frequently. The DM might also paper clip important reminder notes to the screen. Sticky notes work as well for this purpose—just make sure you don't cover up a portion of the screen that you need.

The Player's Reference Card on the inside cover is like the screen, but it's meant to be kept out on the table so players can see and share it. It contains a number of handy charts and rules they may need to reference when using skills or attempting certain actions.

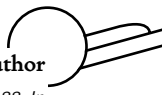
USING THIS BOOK

This book refers not only to spells, feats, and other rules introduced in *Monte Cook's Arcana Unearthed*, but also to those from the three Core Rulebooks: the *Player's Handbook*, DMG, and the MM.

Bonus source material and ideas to augment the information in this *Player's Guide* appear on Monte Cook's website. Find the links to these free web enhancements at the book's product page online at www.montecook.com/mpress_Screen.html.

This rulebook is protected content except for items specifically called out as Open Game Content on the title page. For full details, turn to page 31. Open content is not otherwise marked in the text of this book.

About the Author



Monte Cook started working professionally in the game industry in 1988. In the employ of Iron Crown Enterprises, he worked on the Rolemaster and Champions games as an editor, developer, and designer. In 1994 Monte came to TSR as a game designer. As a senior game designer with Wizards of the Coast, he codesigned the new edition of *Dungeons & Dragons*, authored the *Dungeon Master's Guide*, and designed the *Book of Vile Darkness* and the d20 version of *Call of Cthulhu*. For *WizKids Games*, he designed the *HeroClix* system of superhero combat.

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Malhavoc Press

Malhavoc Press is Monte's game imprint devoted to the publication of unusual magic, monsters, and evocative game elements that go beyond traditional fantasy. *Malhavoc Press* products exhibit the mastery of the 3rd Edition rules that only one of its original designers can offer.

Other *Malhavoc Press* titles in the *Arcana Unearthed* line include *The Diamond Throne*, a setting book containing source material, monsters, magic items, and more. Most current titles are available to purchase in either print or electronic (PDF) format at www.montecook.com.

Playing Arcana Unearthed PCs

Humans, enslaved by draconic dramojh for centuries until emancipated by the giants... sibeccai, raised up to civilization from their beastly origins... mojh, self-transformed into shells of humanity... faen, who were old when the world was young: These are the player character races of Monte Cook's Arcana Unearthed.

Players using *Monte Cook's Arcana Unearthed* face some new and interesting challenges in the roles that they can play. New races, new classes, new feats, new spells—it can be a lot to take in. This chapter should help players get an idea of the archetypes and roles available to them with these new options.

PLAYING THE RACES

The races in *Monte Cook's Arcana Unearthed* aren't just humans in various costumes. They possess deep emotional and philosophical differences—not so many that the distinctions cause conflict, but enough to encourage interesting interactions. Below is a discussion of each race and what it is like to play a character of that race.

HUMANS

Humans are probably the easiest race to play, because we all understand what it's like to be a human. Humans are you and I, in real life. Because we all have the most experience with humans, they also constitute the broadest and most well-rounded *Arcana Unearthed* race.

Humans do face some interesting roleplaying challenges, however. Unlike some fantasy milieus, in *Monte Cook's Arcana Unearthed*, humans are not the dominant race (although they might still be the most numerous). Each human must come to grips with the presence of giants in their land. Once, humans were well on their way to being truly dominant, until they were enslaved by the dramojh. Nearly a millennium later, the giants liberated them. How does this history affect each individual's outlook on the world? It's now been hundreds of years since the days of slavery (so no human actually remembers the dramojh). Most humans still appreciate and respect the giants for what they did, and what they continue to do—safeguard the lands they control, build fantastic cities and roads, and generally improve the quality of life. A minority, however, resents the giants and believes that they should either relinquish their position or leave the realm altogether. A small number of these dissidents actually want to drive the giants back to their original homeland by force.

Humans are no more or less likely than any other race to fill the ranks of a particular class.

Favored Drink: Any; Favored Food: Any; Favored Weapon: Any

FAEN

Nimble, fleet of foot and quick witted, faen are exactly what you're looking for if you like the idea of the legendary fey, of characters who favor quickness over brute force, or of characters who can't be measured by their stature.

Loresong and quickling faen make up an intertwined society. They refer to each other as “cousin,” and biologically they are 100 percent compatible. There are no faen halfbreeds; no matter what the parentage, a child is either fully loresong or fully quickling. Genetic throwbacks may occur, however—so mixed is the society that it is not uncommon for two quicklings to sire a loresong or vice versa.

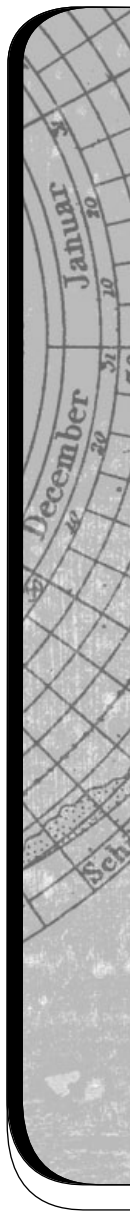
Undergoing the metamorphosis into a spryte is something no faen does lightly, because it is a permanent change. About one in six faen metamorphose at some point in their lives. Becoming a spryte doesn't really change one's outlook: Sprytes still display the personality traits of the faen type they once were, and of the individuals they once were as well. Only their form differs. Of course, the change itself, and adapting to the new form, its abilities, and its limitations, can bring about change in some individuals. More than other faen, sprytes often leave their society to discover the world, explore nature, or just to be on their own.

Faen value security and safety. The typical faen wants nothing more than to settle somewhere safe and live a pleasant, peaceful life with friends and family. Aspects of faen psychology, however, work counter to such a life. For one, many faen are extremely curious explorers who pursue new discoveries. Loresong faen often seek new mystical wonders or magical spells, while quicklings commonly seek wealth or riches. Sprytes might aim for either.

Faen are also somewhat frivolous. While they enjoy security, they rarely plan too far ahead. They live more for the moment than for the long term, and they value things like laughter, song, and strong positive emotions more than humans do. This attitude sometimes leads them into “trouble” (by human standards) down the road, forcing them to leave the safety of their homes to take care of a problem that they perhaps could have foreseen but did not. It should be noted that while faen love laughter, they are not practical jokers or tricksters. They would rather tell a joke than play a joke on someone. Faen would find a practical joker disruptive and annoying, not funny.

When you play a faen, your actions shouldn't be considered reckless, but they might be seen as not well thought-out (by non-faen, anyway). This doesn't make faen unwise or foolish, however. Their curiosity has led to amazing discoveries, and the success of their civilization over the millennia is testimony to their bravery and ingenuity.

Loresong faen are most often mages of some kind: magisters, runethanes, greenbonds, witches, or mage blades. (Faen are most often wind, winter, or wood witches.) In the eyes of many loresongs, a mage blade is a warrior. Still, some loresong faen become akashics (or more frequently, multiclass akashic/magisters or akashic/mage blades), and even champions, oathsworn, or unfettered. They are almost never warmains or totem warriors.



Quickling faen take advantage of their agility and speed to become unfettered, totem warriors (usually hawk or wolverine totems), champions, or mage blades. Although occasionally members of other classes, they almost never become warmains. Faen champions usually fight for freedom, life, faen, or the Harrowdeep forest.

Most sprytes one encounters are spellcasters of some kind. Their stature impedes their effectiveness as warriors but proves an advantage when it comes to spellcasting, and the fact that they can fly above their foes helps keep them safe.

Favored Drink: Sweet wine, spiced cider; *Favored Food:* Wild game, fruits, and sweets; *Favored Weapon:* Bows.

GIANTS

There's just something about playing a character who towers over the rest of the group and most nonplayer characters you encounter. That great stature, coupled with the giants' mastery of the land, makes them an attractive race to almost any player.

An ancient race, the giants' history in the current realm goes back only a few hundred years. Still, their influence extends over all aspects of society. The fact that standard doorways wherever you go are 10 to 15 feet high and hallways are 10 feet wide is just one proof of their predominance.

Giants are warm hearted and genuinely friendly unless given a reason not to be. When angered, though, they become terrible to behold. They are not frivolous, but they value humor, song, and rituals as much as they value food and air. Don't play these characters as the bestial giants found in other games. Even a not-so-smart giant is no crude beast-man.

And of course, giants are in charge. As stated in the "Giants in the Campaign" sidebar in *Monte Cook's Arcana Unearthed*, resist the temptation to play all giants as authoritarian heavies. Rather than focus on the fact that they are in charge, focus instead on *why* they want to be in charge. They are caretakers and stewards—they want to see the land and its people preserved. They want only what's best for everyone.

In an adventuring group, it's natural for a giant to assume a position of leadership (although it's not always natural for everyone to accept that). However, a giant normally does what's best for the group—whatever that may be. Giants are often more willing than members of other races to put themselves at personal risk to help someone else, but they don't take foolish chances. In fact, giants are usually quite wise and consider their actions carefully.

Frequently warmains, giants are well represented in every class (except perhaps unfettered, for few giants appreciate their wild, abandoned look upon life; totem warriors are also a less common choice). They are more likely magisters than witches or runethanes, more likely greenbonds than mage blades, more likely champions than oathsworn. But all are certainly viable choices for a giant.

Favored Drink: Strong spirits, ale; *Favored Food:* Fruits and vegetables (meat in small amounts); *Favored Weapon:* Heavy swords and axes.

LITORIANS

Litorians are impressive in stature and in their honor-bound nature. Anyone who calls them cat-people doesn't understand them

at all. With due respect to cats, these are not aloof, self-interested felines, but proud warriors and hunters who are principled and thoughtful in their actions. They ascribe high importance to the well-being of their allies, their families, and their people.

Also, do not dismiss them simply as primitive hunters. The litorians have been around as long as the humans or the faen, and know much about those two races and the cities they build. The litorians, however, have rejected the ways of the other races to embrace their own.

Litorians are noble and value personal honor very highly. They also closely guard their image in society. Litorians teach their children that to be caught in a lie, to be seen as a failure, or to be called a coward are all fates as bad as death. Some litorians take this ideal to mean almost never speak, attempt only what one is good at, and never turn from a fight,

no matter what the odds. These points of view, however, border on the extreme. Most litorians realize that intent holds more importance than action. Abandoning a fight is not cowardly when one has no chance of winning. There is no shame in failing at an impossible task. And a statement is never a true lie if you believe it when you say it.

Other things, however, can shame a litorian as well: associating with honorless people, betraying a friend, dishonoring or betraying your parents, failing to repay a debt—or worse, failing to recognize when you are in someone's debt. One who saves the life of a litorian usually finds that litorian swearing to aid him in a great task. Litorians have a strong sense of lifedebt and will go to great lengths to repay their saviors.

When you play a litorian, carefully consider your actions. When you make a friend, stick by that friend no matter what. When you make an enemy, strive against that enemy with all your might. (And thus do neither lightly.)

Litorians are most often unfettered, totem warriors, oathsworn, or greenbonds. They are less frequently champions, akashics, witches, and mage blades. Litorians rarely become warmains, magisters, or runethanes. Of course, it's certainly possible—even likely—that there exist exceptional litorians who gird themselves in heavy armor, or to spend months studying massive tomes on magic and live their lives in the crowded cities of the land. Exceptions simply prove the rule.

Favored Drink: Water or whiskey; *Favored Food:* Meats; *Favored Weapon:* Clubs and maces (and bolas).

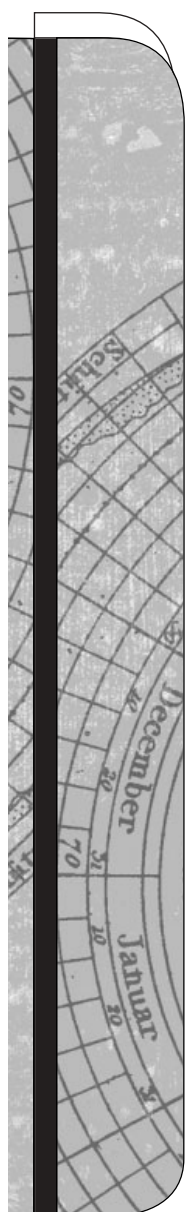
MOJH

The word "mojh" is meant to make one think of the dramojh. It's meant to convey power and engender respect—and perhaps a little fear.

Mojh don't really look much like the dramojh did. They are vaguely draconic humanoids (dramojh were not humanoid at all) and seem nothing like the humans they once were. They dwell apart from humans and other races most of the time. Their communes are isolated and often secret.

Exceptions

Of course, there are exceptions to every rule. There are cold-hearted, cruel giants, caring and loving mojh, and loresong faen warmains who have no patience for magic. These sections speak only of generalities and the most common members of each race.



Two qualities intrinsic to the mojh race shape their outlook. First, each individual mojh chose to be a mojh. (There are mojh who were forcefully transformed by other mojh, but these are fairly isolated incidents.) The process by which a human transforms into a mojh is not easy, and few go into it lightly. One needs to have a real disdain for one's current identity to undergo such a change, and one must have a real need to live separate from others who were once of his or her kind.

Second, mojh are genderless. Biological urges to mate or emotions like love do not drive them. In fact, they are fairly emotionless compared to humans. They devote that mental energy and that time to other pursuits—usually in developing their minds, their bodies, or their magical abilities. Each mojh thinks of itself as a work in progress, steadily improving all the time.

Monte Cook's Arcana Unearthed has no system of alignment; thus, to say that the mojh lean toward "evil" is too simplistic. The game offers no actual definition of good or evil. As in the real world, each individual must define those terms. That said, any beings who willingly pattern themselves after the dramojh are easy to label as evil. To be sure, many members of the other races do just that. They see the mojh's fascination with the dramojh and even with dragons as abominable.

Mojh do not trust others easily—even other mojh. They often assume that others will dislike them, and their naturally devious minds take for granted that most other people are just as devious as

they. Even a mojh who would not betray another sees betrayal in others quite easily.

Mojh characters challenge their players, as they are not the most likeable creatures by most standards. Those mojh who do associate with others, however, learn to adapt and fit into standard society. (They also often use hooded cloaks or other simple disguises to avoid drawing attention.) You're not likely to see, in most communities, a mojh in a social position—a shopkeeper, an entertainer, or a leader.

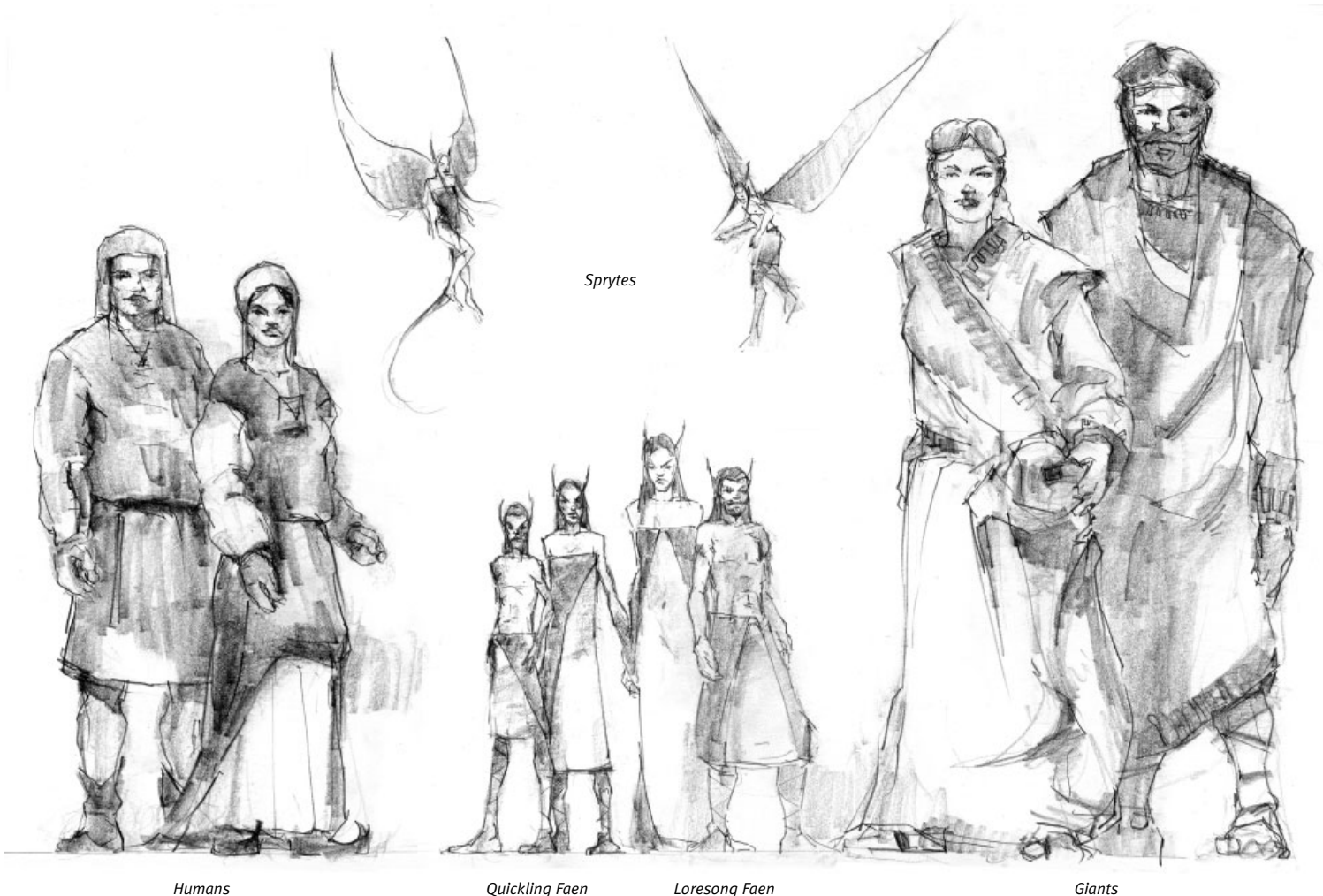
Mojh are very often mages—runethanes, magisters, mage blades, and witches (usually iron or mind witches). They seldom appear as akashics or greenbonds, and even more seldom as unfettered, oathsworn, or totem warriors (usually serpent or shark totem warriors). They almost never become champions or warmains; the rare mojh champion usually champions its own race.

Favored Drink: Tea; *Favored Food:* Meat (cooked well done); *Favored Weapon:* Rapier or short sword.

RUNECHILDREN

Runechildren are chosen, almost messiahlike figures. Only some see themselves that way, however. Others see the gift of the rune as a responsibility or even a burden.

Because runechildren can be members of any race, it is difficult to pin down too many defining characteristics. They normally feel obligated to help those in need when they come upon them, cham-



Humans

Quickling Faen

Loresong Faen

Giants

pioneering the oppressed and the downtrodden. They never exploit their powers for their own gain. They do not take advantage of others, nor treat others with cruelty or dispassion, and never inflict pain or death unless required to do so. They preserve rather than destroy. They save life rather than take it.

Passion and duty fuels the existence of runchildren. They seem to feel emotions, from rage to love to regret, more strongly than do the unmarked. They are tireless in their pursuit of justice, peace, and altruism. Some enjoy the praise and adulation they get because of their works, while others slip away before anyone can notice them.

Favored Drink, Favored Food, and Favored Weapon: See base race.

SIBECCAI

Former beasts who try to deny that nature (and sometimes fail), sibeccai are as interesting as they are dangerous.

Sibeccai fall into two informal groups: those who still try to define themselves by what the giants tell them to do, and those who have shed those bonds to define themselves. Both prefer the company of fellow sibeccai to any other race. If forced to work alongside others, sibeccai are normally snide and arrogant, except to giants and other sibeccai. Though they can demonstrate kindness and generosity toward those of other races with whom they become familiar and friendly, sibeccai do not make friends easily.

Their inability to develop close relationships with non-sibeccai and non-giants stems not from mojhlike distrust, but rather an

inherent inferiority complex. They used to be beasts—they haven't been an intelligent race for long (compared to other races). This insecurity manifests as overcompensation: They try very hard to demonstrate their superiority just to prove they are not inferior. When trying to get a handle on the sibeccai outlook, keep in mind this underlying insecurity.

Sibeccai value health and appearance. It is almost unheard of to see an overweight or sickly sibeccai. They also value their reputation and status. An insulted sibeccai who gets into a fight is more likely defending his reputation than his honor—a subtle difference, but one that divides sibeccai from litorians.

Some sibeccai act submissive—even fawning—toward giants, even when the giants discourage such behavior. Rarely, an unscrupulous giant takes advantage of this sycophancy; others find it so embarrassing that they avoid contact with any sibeccai. Most giants, however, understand sibeccai enough to smile and nod with tolerance and appreciation of the gesture.

Sibeccai like professions and devotions that appear sophisticated and prestigious. Even those who are not warriors by trade exaggerate their combat prowess. Warmains, oathsworn, champions, and mage blades are all common in sibeccai society. Magisters, runethanes, akashics, unfettered, and witches are less common; greenbonds and totem warriors are very rare.

Favored Drink: Beer; *Favored Food:* Meat (cooked very rare); *Favored Weapon:* Swords (especially kopeshes).



Litorians

Moch

Sibeccai

Verrick

VERRIK

Verrik offer the perfect choice for players who like enigmatic characters. Each and every verrik possesses some level of psychic talent, as witnessed by the interesting powers innate to every member of the race.

Just because they look like humans, do not assume that you should play verrik like humans. In fact, in many ways, verrik are the most unlike humans of all the races. They do not think like humans; they see the world in a larger context beyond just themselves. A verrik considers not only how a given course of action will affect her, but also how it will affect others (and thus, how that effect will affect her later). They look ahead not just to tomorrow, but to next year, to ten years beyond that, and to their children's time as well. Thus, verrik often see others as short-sighted and frivolous.

Verrik are inventive. They build, they innovate, and they explore. They think beyond the bounds of what others believe. In comparison to members of other races, they are never quick to dismiss, and are very open-minded. Verrik do not make assumptions, and do not rely solely on empirical evidence or the assurances of others. They try things for themselves, each time hoping to learn something new. But they are not reckless or foolhardy.

Verrik do not compose poetry or delight in song. Their ceremonies are the simplest of any race. They eschew showy displays and put little stock in appearance, because they know that appearances can be deceiving. Still, their unusual emphasis on function can lead to the creation of interesting forms. For example, a verrik castle might appear very strange, with free-standing, winding staircases up to spiraled towers and glass minarets. Others might see the structure as showy or even artistic, when in fact its builder had practical motives—perhaps the sun's heat comes through the glass minarets and is channeled down the spiral tower to heat the rest of the castle.

Verrik can seem arrogant and aloof. Some of them are. Those with great mental powers can find themselves feeling quite superior to others. Most members of the race, however, are simply introspective or contemplative. That smug expression on the verrik's face really stems from his thoughts about the implications years from now of an event that just happened.

The akashic and witch classes often appeal to verrik. Warriors are evenly split among oathsworn, unfettered and warmains—verrik almost never become totem warriors. Verrik magisters, mage blades, champions, and runethanes are not uncommon. Despite their affinity for magic and wisdom, verrik find the nature of the greenbond class to be against their own basic character. They simply do not believe that the land, or life, or the Green need shepherds or protectors.

Favored Drink: Dry wine; *Favored Food:* Strictly vegetarian fare; *Favored Weapon:* Crossbows.

CLASS ARCHETYPES

All character classes are really just archetypes. However, most actually comprise a general collection of more specific archetypes. Since *Monte Cook's Arcana Unearthed* offers brand new classes, the following section defines and describes a few basic archetypes for each class—roles to play within each character choice. When creating a

character, you can base your concept upon these choices, or use them as standards to which your character is an exception. DMs might use this section to inspire ideas for types of NPCs within each class.

Some archetypes are specific to the Diamond Throne setting, but most are fairly general. A few have flaws that the character perhaps can overcome in time.

AKASHIC

Jack of All Trades: You know a bit about everything, and your mystic connection to the akashic memory allows you to fill in the gaps when necessity arises. In any situation, you've got something to contribute. You may not excel at any one thing, but you're also not terrible at anything.

Loremaster: You've lived long with the local akashic guild, not only honing your akashic abilities, but also studying all the lore you could—history, magic, science, cosmology, geography, and more. Loremasters and sages can earn a respectable wage as sources of information and teachers for the young. However, you might want to actually use what you've learned and go out into the world to make your own fortune, so that someday, loremasters will be reading about you.

Spy: You use your memory-based abilities to tap into the knowledge of others. This allows you to not only gather information on them, but also to impersonate them. You are slick and savvy—you think quickly on your feet and excel at getting yourself out of tight situations.

CHAMPION

Holy Warrior: You champion your cause because you saw the need in a holy vision. Your god wants you to defend and uphold the cause. It's the right thing to do, and with a god behind you, how can you fail? Others might call you arrogant, but you tolerate them with great understanding and a little pity. After all, not everyone is chosen by the gods.

The King's Man (or Woman): Your loyalty to a local noble knows no bounds. When he or she needs someone trustworthy beyond doubt, you are summoned. You get jobs done quickly, efficiently, and discreetly.

Rebel: The establishment wants nothing more than to keep the people down. But the people have a champion—you! You defend the weak and befriend the friendless. You would not hesitate to stand against the king himself to uphold the cause.

GREENBOND

The Land's Redeemer: The land is life, and nothing holds more importance. Those who abuse the land are your enemies, and you show them no mercy. Those who are a part of the land—who care for it and gain sustenance from it in a wonderful, natural symbiosis—are your friends, and you protect them as though they are a part of the land. Yours is a heavy burden, but your duty vital.

Mysterious Wise One: You know much more about the world than do most people. You comprehend that spirits dwell in each and every object and force in nature. The world is alive with spirits, but most people don't realize that. Others, even your own comrades,

sometimes don't understand you and the things you say. They claim you speak in cryptic riddles. That is not your problem. They will understand when they need to understand.

Preserver of Life: Life is more important than anything else. The Green gives life, and it nurtures all living things. You represent the Green in the world. In you resides the power to preserve life, and therefore you must. Plants, animals, people—the Green blesses all of these things. But life is absolute. Once it is gone, who has the right to restore it? Raising the dead is a questionable practice at best. The undead? No question—they are abomination that must be destroyed at all costs.

MAGE BLADE

Dilettante: You've never been happy pinning yourself down. You never wanted to focus on any one thing. Can you help it if you're good at virtually anything? Magic, swordfighting—it's all part of your repertoire. There's nothing you can't handle.

Spellcasting Warrior: Your parents wanted you to become a honorable warrior, and you trained with the best in the local war-guild to learn the skills you would need. In secret, however, you studied the art of spellcraft and learned to use magic. What's more, you discovered you have a real knack for it. Today, you're on your own and although you appear to be a warrior, you know you've got your mystical skills and knowledge to fall back on when you need them.

War-Mage: Brought up and trained to be a mage, you possess skill with weapons and prowess with battle-related magic that cannot be ignored. You took the age-old path of the war-mage and specialized in martial magic. The rich and powerful seek war-mages as military commanders, bodyguards, and agents, but many war-mages become self-made characters with epic destinies.

MAGISTER

Doomspeaker: You specialize in curses and divinations, gaining a reputation as a mysterious and dangerous figure. Your command of magic, particularly magic that grants you knowledge or allows you to strike down enemies, earns you respect—and fear. You do not have a lot of friends, but many know of you. You are a bit of a loner, although if you could find some worthy allies, you'd certainly be loyal to them.

Priest: A faithful adherent of your chosen deity or religion, you are recognized by others as one ordained in ceremony to represent that god. Your love of lore has enabled you to learn much of the world, of history, and of philosophy. Others see your spells as an extension of your faith—your magic is a gift from your god.

Teacher: Magic is the way the world works. Magic is science. It is lore. There could be no better teacher than you, whether a teacher of the young or the master of a single apprentice. People can learn much from you; in turn, you recognize that you must not only gather more knowledge, but also communicate well so that others can understand. A teacher is nothing if not a diplomat of wisdom to the ignorant.

OATHSWORN

Avenger: You have sworn an oath to right a wrong. Someone you know—a family member, friend, mentor—was murdered, kidnapped, or mistreated. Now, you seek to avenge that crime and will stop at nothing to see justice done. If others happen to think as you do, or are headed in a similar direction, you will not refuse their company, but you'll not tolerate events that might delay you in fulfilling your oath.

The Chosen One: You've sworn an oath to fulfill an ancient prophecy. You are the chosen one, and thus nothing can stop you. People have waited generations for your appearance, and all signs and portents point to your being the one who will fulfill the prophecy. Inwardly, you harbor some doubt, and conquering that doubt is as important a step to fulfilling your oath as defeating any foe or overcoming any obstacle.

Guardian: Questing holds less appeal for you than staying back to defend a place you hold dear. Of course, often the greatest defense is a strong offense. You know that to fulfill your oath, sometimes you must travel to those who mean it harm—and defeat them.

Questing Knight: Although not a knight in the traditional sense (you wear no armor, wield no sword, and would never ride a galloping charger), you are a knight on a quest. The mission you've undertaken is a difficult one, however, and you realize that until you gain power and experience, you'll never manage to complete it. Thus, if you become sidetracked now and again on the way, taking and fulfilling smaller oaths, that's acceptable—it all leads up to the completion of your real quest.

RUNETHANE

Castle Defender: You work as a defense specialist, building traps and locks, and placing runes to destroy and bedevil intruders. You also use your spells and runes to make yourself a potent defender in your own right—no one wants to fight you on your home ground. You tend toward cockiness in the castle, but when your duties take you elsewhere, you become nervous and edgy.

Spellword: You use your magical spells and runes to enhance your fighting ability. Combat is your real love; while you have a talent with magic, it's not your preferred focus. You see yourself clad in enruned armor and wielding a rune-covered weapon, your spells all cast beforehand to prepare yourself for battle. It's the look as much as the power that entices you.

Trap Master: You are extremely knowledgeable in the field of traps, locks, and devices of all kinds. You can create your own traps using magical or mundane means, and especially enjoy doing this "in the field"—creating traps and then luring your foes into them, rather than attacking them head-on. With this as your *modus operandi*, it's hard not to have a healthy sense of humor.

TOTEM WARRIOR

Beastmaster: You prefer the company of animals to that of people. You love the wilderness and hate the city; you'll seize upon any excuse to leave the confines of civilization and travel the wildlands.

You have a way with animals and a keen knowledge of their ways—you know the smell of a lion stalking its prey and where the badger finds water when there seems to be none—and you survive using your knowledge of the beasts. When you are with people in the wilderness, you often wish they would just silence their inane prattling so that you could hear the buzzing of the insects, the call of the falcon, and the slithering of the snake . . . for all of these sounds carry meaning for you that the babble of speech does not.

Spirit Follower: You never liked to train, never liked to work to reach your goals. When you found your totem (or when it found you), you realized that you could just let it take control. You didn't need to be good with your weapon or know anything about the wilderness—your spirit totem would make up for that.

Wise Warrior: You are no mere thug with a sword, but a trained warrior with instincts and knowledge given you from beyond the ken of normal folk. You are one with the wilderness—it reveals of all its secrets to you. In conversations with others, while making plans and formulating strategies, you speak with cool, calm assurance. You know what you are talking about.

UNFETTERED

Bored Noble: You grew up with wealthy parents and a noble name. Bored with this lot in life, you spent your many spare hours studying swordplay and combat. Now you travel the land incognito, using a false name, relying on your weapon skills and your wit rather than the wealth and nobility you never earned. Of course, you've always got your rich family and noble status to fall back on if anything ever goes wrong, so what's to worry about? You could probably even get away with a little thievery—just for fun—now and again. The challenge is entertaining and no one would ever throw a fair-faced young noble in prison . . . right?

Pirate: You have spent much of your life on the seas or at least on the docks. The sea has taught you certain codes to live by: Don't disrespect the forces of nature, don't disobey a superior unless you're ready to fight him to the death, and anyone's wealth is fair game if you're talented enough to take it. These aren't necessarily the codes that rule landbound folk. So be it.

Roguish Hero: You've always lived by your charm and wits. You do what it takes to get by, and nothing more. Your natural talent with a sword (or whatever weapon you choose), skill at fast talking, and quicker-than-the-eye movements enable you to go through life without many worries. You wouldn't willingly cause anyone else real harm, and in fact you might jump to the side of the underdog in a fight—assuming it's a fight you know you can win. You might unburden a wealthy noble of extra coins now and again, but that's no great wrong, is it? Someday, however, your fast dealings and less-than-honest past might catch up to you. Worse, you might find yourself in a situation that your skills can't get you out of easily. Until then, though, your winning smile and kind face will get you where you need to go.

Street Lurker: You grew up an orphan on the streets. You lived by your wits and learned to fight because it was the only way to stay alive. You stole, you lied, and maybe even worse. You're not proud of

it, but it was what you had to do. Now you're older, with excellent survival skills and a knowledge of how the world works that you gained the hard way. What are you going to do with them? Stay on the streets, or strive for something more?

WARMAIN

Grizzled Veteran: You've seen war. You know it's not pretty. Others might think they know about the heroism and romance of battle, but you know better. Combat is a dirty job—but it's the job you know best. Everyone has her calling, and yours happens to be fighting. So you're the best warrior you can be. If others go into battle with you, you feel you should tell them what they need to know. You need to share your vast experience with them. After all, if a person doesn't know what she's doing in this business, she'll end up dead.

Knight of the Silver Sword: You are a noble or highborn individual who joined the ranks of an elite order. The Knights of the Silver Sword have a strong code of behavior: Chivalry, justice, and honor all must be upheld. You are the traditional knight—you love to joust, appreciate the finer points of heraldry, care for your horse like it's a member of the family, and take pride in honoring your liege. You expect the respect of others for your position.

Military Leader: You devote yourself to knowledge of history and tactics, eager to lead others into battle. You aren't concerned about the cause you fight for, just that you succeed.

Warguild Member: You revel in the camaraderie of other warriors. People who don't understand the value of a well-crafted weapon in one's hand just cannot understand you. And you don't understand them. You are tough as nails, and usually fairly serious.

WITCH

Dreamer: You often experience strange dreams. You don't know if they foretell the future, provide guidance from beyond, or reveal information about the past, but you're sure they're no ordinary dreams. Many dismiss your dreams as meaningless, but those who know you believe that the visions hold significance. Sometimes your dreams come true; sometimes you simply wish they would.

Tribal Shaman: You spend (or have spent) your life watching over a nomadic tribe of your race. Your people respect you, but they fear you as well—your magical abilities reach far beyond their ken. Your ways are not the ways of the “civilized” people; you are a barbarian in their eyes. In their ignorant belief system, your powers seem unsavory or even false. You've never found anyone who understands or just simply accepts you. When you do, such people will truly earn your loyalty.

Unwilling Mage: You were born with strange powers—you didn't ask for them. So you must deal with them as best you can and put them to some sort of use. You don't really have an affinity for anything else; you may long to be an archer, a poet, or an engineer, but your talents took you elsewhere. Sometimes you curse your ancestors, who must be somehow responsible for your unusual nature, but you have learned to live with it. Most days.

STARTING WITH THE CHARACTER CONCEPT

Sometimes when you generate a character, you already have an idea in mind of what sort of figure you'd like to play. Here are some common character concepts, along with suggested classes (and in some cases, skills and feats) to help you build the role.

ARCHER

The hawk totem warrior, with its free Point Blank Shot feat, is your best bet for creating an effective archer. Take the Natural Archer talent at 1st level and Rapid Shot as your ceremonial feat. For your 2nd-level bonus feat, take Weapon Focus with your bow.

ASSASSIN

An akashic makes the ideal assassin, able to excel at various subterfuge skills while possessing some combat abilities as well. (Choosing the sneak attack option as often as possible helps.) The combat ability and sneak attack of the unfettered also makes that class a good choice for an assassin.

BERSERKER

The wolverine totem warrior, with its ferocity-based special abilities, fits the berserker archetype well. You also may want to multiclass and take levels of unfettered to gain additional abilities that enhance your capacity to fight unarmed.

BODYGUARD

Without a doubt, the champion makes an excellent bodyguard. In particular, a champion of 10th level or higher, sworn to defend a single charge, can serve as a personal guard without equal. An oathsworn pledged to ensure the safety of another would also make a good bodyguard, as could a runethane who places touch-trigger runes around the domicile of his client.

DIPLOMAT

The best diplomat is the akashic. As an alternative, the unfettered class (despite its name) offers an interesting option for diplomats—that of the dashing rogue full of natural charm.

DUNGEON DELVER

Virtually any class can make a good dungeon delver, but a few excel in certain areas. Runethanes and iron witches possess aptitude with traps and locks; the runethane, in particular, can use his runes to set traps for other dungeon inhabitants.

HEALER

The greenbond, given his infuse with life ability and access to all positive energy spells, makes the best healer in the game. Magisters also serve as excellent healers.

KNIGHT

The warmain makes a superb knight in shining armor—the classic militaristic figure and a terror on the battlefield. The champion is obviously well suited to following a code and defending a cause. The mage blade fills the role of the magical knight, and a mage blade who believes his powers come from a divine source could even be a holy knight.

MINSTREL

An unfettered with plenty of ranks in Perform can fill the role of the roguish rapsallion of a minstrel. Of course, if you want to stress the musical talents of the minstrel, you can't go wrong with an akashic taking ranks in multiple Perform categories as well as useful skills like Diplomacy, Sleight of Hand, and Bluff.



SAILOR

Both the akashic and the sea witch offer compelling and smart choices for a sailor, each very distinct. In particular, a sea witch would make an interesting captain of a boat, using his special powers to aid in maritime adventures. Both should take ranks in Swim and Knowledge (sailing and navigation). An unfettered would make an excellent shipboard warrior but might not prove very useful when it comes to actually handling the craft.

SWORDFIGHTER

Both the warmain and the unfettered make excellent swordfighters. The unfettered is the classic fencer/duelist-style fighter, while the warmain more likely uses a big, heavy sword or even a greatsword. For a very different kind of swordfighter, a mage blade offers interesting options. Take Natural Swordsman as a talent and either Bonded Item or Weapon Focus with your sword at 1st level.

THIEF

The unfettered make good burglars, although the class offers no special ability with locks or traps. A runethane can crack safes with ease but isn't very sneaky. The best thief is the akashic, who can focus on all the necessarily skills involved with breaking and entering.

TINKERER

Both the runethane and iron witch are good with devices and chemicals. They make excellent crafters of strange and unique devices as well as more mundane items.

WOODSMAN

A bear, wolf, or wolverine totem warrior offers a skilled outdoorsy type character. For a different but still valid interpretation of the ideal, a player might try a greenbond or a wood witch, perhaps multiclassed with a few levels of unfettered.

Conversions

Converting 3rd Edition or revised core material to Monte Cook's *Arcana Unearthed*, or vice versa, is not a difficult task. Essentially, any information found in the core rulebooks, or meant to be compatible with the core rulebooks, works fine with *Arcana Unearthed* material. This chapter deals only with minor differences in details and offers guidelines on adapting.

Want an at-a-glance rundown of how *Arcana Unearthed* is different from the d20 System core rules? Need advice on creating racial levels for other races, or for adding heightened and diminished effects to standard d20 spells? If so, this chapter has what you're looking for.

RACES AND CLASSES

The races and classes in *Monte Cook's Arcana Unearthed* are meant to balance with the core classes. You should encounter no problems having a standard fighter adventure alongside an unfettered or a magister. There are, however, a few things to keep in mind:

- *Arcana Unearthed* classes balance based on the fact that they start out with **one more feat** than standard classes.
- *Arcana Unearthed* spellcasters balance assuming that they **use the *Arcana Unearthed* magic system and spells**. If you give them other spells from the core books or elsewhere, beware making the spellcasters more powerful than they were intended to be. Flexibility (a larger spell selection) does make a class more powerful. And note that some spells, like *haste* and *invisibility*, do not appear on the spell list or have been altered to increase overall balance. See the "Spells" section on the next page for more information.
- *Arcana Unearthed* races **do not have favored classes** because *Arcana Unearthed* does not impose experience point penalties for multiclassing.
- Some *Arcana Unearthed* races have the ability to take **racial levels** rather than class levels. New races you import from the core rules or other sources do not require racial levels in order to maintain balance, but can be adapted to include them. In general, use the following guidelines.

HD: Humanoids use 1d8; giants 1d10; fey 1d6.

Skill Points: Most races should get 2 skill points per level (four times that amount at 1st level if it is the first character level). A skillful race with special abilities that fall short in comparison to those of other classes could get 4 skill points per level.

Class Skills: Assign these as seems appropriate. If a race enjoys a racial bonus in a skill, that skill should be a class skill for the racial levels.

Attack Progression: Unless the race is particularly warlike, it should get a +3/4 progression, the same as a mage blade, starting at +0.

Saving Throws: *Monte Cook's Arcana Unearthed* has three saving throw progressions: one that starts at +0 at 1st level and progresses to +6 at 20th (a poor save), one that starts

at +2 and progresses to +12 (a good save), and one that starts at +0 and goes up to +9 at 20th level (a medium save). For example, the greenbond has a good Will save, a medium Fortitude save and a poor Reflex save. A racial class should have no more than one good save progression in one of the three categories, and either one medium and one poor, or two poor.

Special Abilities: A racial class should get a special ability each level and should probably have only three levels. Special abilities can include bonuses to ability scores, although only very rarely should a race accumulate a bonus to a score that totals more than +2 over the three levels. Other special abilities might include free feats, racial skill bonuses, or innate spell-like abilities. The spell-like abilities at the first racial level should mimic the effects of 0- to 1st-level spells; the second racial level, 1st- to 3rd-level spells; the third racial level, 2nd- to 4th-level spells. The more likely a race is to have many spellcasting characters, the higher level and more numerous the spell-like abilities should be to balance out the loss of spellcasting power.

Special: Races likely to have spellcasters should allow racial levels to stack with class levels to determine caster level.

SKILLS AND FEATS

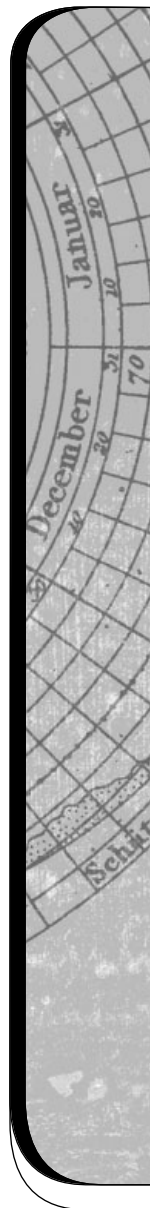
There are only a few changes to skills and feats in *Monte Cook's Arcana Unearthed*.

CHANGES TO SKILLS

No *Arcana Unearthed* classes have exclusive skills, and some skills exclusive to core classes are open to all *Arcana Unearthed* classes. For example, the *Arcana Unearthed* description of the Search skill does not grant one class sole use of it to find traps, the way the core description reserves this skill for rogues. If you use rogues in your game, it is best to use the core version of this skill so that finding traps is exclusive to rogues.

Other skills that have been modified:

- **Sneak** essentially combines Move Silently and Hide (because a character would rarely use one without the other). Core character classes with either of these skills as a class skill should have Sneak as a class skill. If an existing character already has ranks in both Move Silently and Hide, put the ranks in Sneak up to the character's maximum ranks and apply the leftover ranks, if any, toward different skills.



- The DC for **Concentration** checks when the character casts defensively is based on the skill of the opponent. This change can make *Arcana Unearthed* Concentration checks both easier and harder than they would be under the core rules. Also note that the rules change makes it easier to succeed at defensive casting checks against spell-like abilities.
- **Tumble** is an opposed check when used by a character to avoid attacks of opportunity. This is slightly different from the change to Concentration, because the tumbler's check is opposed by an opponent's attack roll, not his attack bonus. This adjustment makes tumbling more challenging and requires a dedicated tumbler to really focus on the skill in order to get past powerful opponents.
- **Intimidate** has been further defined and its game effects explained.
- The revised version of the core rules eliminates the skills **Alchemy** and **Intuit Direction**. *Monte Cook's Arcana Unearthed* retains these flavorful, interesting skills. If converting a character to *Arcana Unearthed*, you may wish to convert a few ranks of other skills to these skills if appropriate.

NEW FEATS

Granting all classes (*Arcana Unearthed* or otherwise) access to talents at 1st level poses no balance problems. Likewise, ceremony feats suit any class, although the restrictions on obtaining them—requiring a truename, finding others to participate in the ceremony, and paying a small amount for materials—should be retained for balance reasons. Basically, ceremony feats simply offer an interesting way to give a character a supernatural ability that requires more explanation than mere mundane training.

EQUIPMENT

Monte Cook's Arcana Unearthed offers new types of weapons, armor, and other equipment, including alchemical items. Introducing equipment compatible with the core rules to an *Arcana Unearthed* game should present no problems.

WEAPONS

While many of the weapons from the core books appear in *Monte Cook's Arcana Unearthed*, not all do. Adding new weapons should offer no difficulties. Classify exotic melee weapons as agile or heavy.

ARMOR

The armor in *Monte Cook's Arcana Unearthed* has been carefully balanced. Incorporating armor from the core rules or other sources can cause repercussions. If a desired armor type seems better than the standard *Arcana Unearthed* choices, make it an exotic armor.

PLAYING THE GAME

The "Playing the Game" chapter of *Monte Cook's Arcana Unearthed* offers rules for movement, encounters, combat, actions, and hero points. Most of the details echo the core rules, with the following exceptions.

DAMAGE REDUCTION

Though not discussed in *Monte Cook's Arcana Unearthed*, damage reduction as described in the 3rd Edition core rules is completely compatible with this variant player's handbook. For those using the revised rules, convert all magic weapon vulnerabilities to /magic instead of /+1, /+2 and so on. Don't make any other changes.

DEATH'S DOOR

Remember to use the *Arcana Unearthed* ranges to determine disabled and dying status for injured characters. Unlike the core rules, these are not just 0 and -1 to -10.

HERO POINTS

Don't forget to add hero points to characters and even monsters created under the core rules.

SPELLS

Spells present some of the few real challenges in converting core material for *Monte Cook's Arcana Unearthed*. The following guidelines cover all the issues.

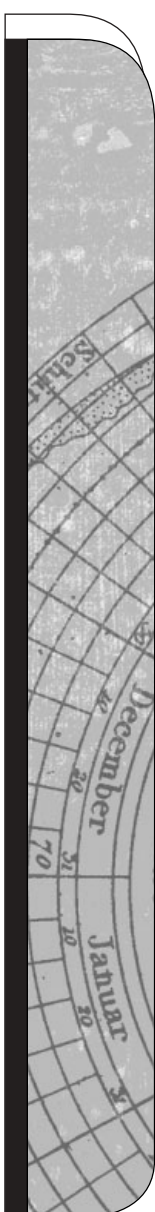
PHILOSOPHY

While spells and magic constitute a huge part of *Monte Cook's Arcana Unearthed*, the collection of spells in the book is slightly weaker overall than core spells. This intentional power reduction enhances play by ensuring that whether characters are 1st level or 18th level, the classes remain balanced.

In some ways, this balance is achieved by what's not there. The spell list includes no *magic missile* spell, for example. It's just a little too good. There is no *lesser restoration* spell, because it's so low-level that dealing with things like ability score damage becomes trivial (especially since *Arcana Unearthed* casters do not prepare spells ahead of time). Incorporating *lesser restoration* into your own game thus changes things, as would including *comprehend languages*. When you add a new spell to the game, think about the implications of that change. Just another attack or defense spell might not change anything; there are plenty in the game. Likewise, more illusions, conjurations, and so forth will probably create nary a ripple. Other spells, however, like *haste*, might change things quite a bit.

Adjusting spell levels also helped create balance. In the core rules, *invisibility* is a 2nd-level spell. In *Monte Cook's Arcana Unearthed*, it is a 3rd-level spell (although in its diminished form it has a 2nd-level *invisibility* effect). Introducing *invisibility* from the core rules at 2nd level would certainly disrupt the balance and is not recommended.

Lastly, balance was reached by changing the spells themselves. For example, the core rules spell *fly* allows a creature to fly and move at speed 90 (speed 60 in the revised rules). The *Arcana Unearthed* spell *flight*, at the same level, allows a creature to fly at its normal speed or 30, whichever is less. Before adding a spell from another source, make sure *Monte Cook's Arcana Unearthed* doesn't already contain a modified version of that spell. Some modified versions have the same name, but more often they bear a different one for flavor.



ARCANA UNEARTHED SPELLS VS. CORE D20 SPELLS

Some *Arcana Unearthed* spells are very similar (or almost identical) to core spells: *gusting wind* versus *gust of wind*, *read minds* versus *detect thoughts*, or *lesser sealed door* versus *arcane lock*, for example. Other *Arcana Unearthed* spells accomplish fairly similar things to core spells, but are in fact quite different: *lesser raise the dead* versus *raise dead* or *resurrection*, *lesser animate the dead* versus *animate dead*, or *lesser ability boost* versus *bull's strength*, for example. In general, if an *Arcana Unearthed* spell creates very similar effects to those of a spell found in the core rules or some other compatible source, use the *Arcana Unearthed* spell to ensure play balance.

Mostly, however, you just need to decide which you prefer. *Monte Cook's Arcana Unearthed* and the core rules offer different takes on a number of spells (*teleport*, for example). In some cases, you can use both the core and *Arcana Unearthed* versions (both the *summon monster* spells and the *conjure energy creature* spells, for example). In other cases, one version renders the other redundant and impotent (*true resurrection* versus *greater raise the dead*, for example, or *finger of death* versus *finger of destruction*).

Of course, you can use these differences to show distinctions between cultures, or to help play balance. A class might need the more powerful spells to keep from losing too much power—recognizing this can come only through playing and seeing which combinations work. Limiting *Arcana Unearthed* classes to *Arcana Unearthed* spells and core classes to core spells should work all right, because *Arcana Unearthed* casters have an extra feat, better Hit Dice, and special abilities to keep them on par with the other spellcasters.

ADDING ARCANA UNEARTHED DESCRIPTORS

Monte Cook's Arcana Unearthed adds to and changes spell descriptors on the list found in the core books, and also makes even greater use of them. You'll need to understand and deal with these changes when adding spells to your *Arcana Unearthed* game.

Bear in mind that adding the truename descriptor makes a spell less powerful—but taking a potent, one-target spell and requiring the caster to know the subject's truename is more in keeping with the feeling of *Monte Cook's Arcana Unearthed*. On the other hand, giving a spell the curse descriptor makes it more potent, because it can be lifted only with *remove curse*.

Add the descriptors below to the following 3rd Edition core spells.

Air: *Acid fog, air walk, cloudkill, control winds, fly, fog cloud, gaseous form, gust of wind, mass fly, mind fog, solid fog, wind wall.*

Curse: *Bestow curse, feeblemind, geas/quest, insanity, mark of justice.*

Earth: *Earthquake, flesh to stone, iron body, magic stone, meld into stone, move earth, repel metal or stone, soften earth and stone, spike stones, statue, stoneskin, stone shape, stone to flesh, transmute rock to mud, transmute mud to rock.*

Negative Energy: *Animate dead, circle of doom, create greater undead, create undead, energy drain, enervation, ghoul touch, harm, inflict critical wounds, inflict light wounds, inflict moderate wounds,*

inflict serious wounds, vampiric touch. Plus, all death and evil descriptors become negative energy descriptors.

Plant: *Antiplant shell, barkskin, changestaff, command plants, control plants, detect animals or plants, diminish plants, entangle, fireseeds, goodberry, ironwood, liveoak, plant growth, repel wood, shambler, shillelagh, speak with plants, spellstaff, spike growth, transmute metal to wood, transport via plants, tree shape, tree stride, wall of thorns, warp wood, wood shape.*

Positive Energy: *Cure critical wounds, cure light wounds, cure moderate wounds, cure serious wounds, death ward, heal, healing circle, greater restoration, lesser restoration, mass heal, raise dead, resurrection, true resurrection.* All good descriptors become positive energy descriptors.

Psionic: *Astral projection, antipathy, charm person, charm monster, comprehend languages, confusion, daze, detect thoughts, enthrall, foresight, hypnotism, mind blank, mind fog, nightmare, sympathy.*

Truename: *Banishment, binding, discern location, dream, finger of death, imprisonment, phantasmal killer, refuge, sequester, slay living, soul bind.*

Water: *Bless water, control water, create water, create food and water, horrid wilting, purify food and drink, water walk.*

Add the descriptors below to the following 3rd Edition revised spells. Spells include any “mass” versions as well.

Air: *Acid fog, air walk, cloudkill, control winds, fly, fog cloud, gaseous form, gust of wind, mind fog, overland flight, solid fog, wind wall.*

Curse: *Baleful polymorph, bestow curse, feeblemind, geas/quest, insanity, mark of justice.*

Earth: *Earthquake, flesh to stone, iron body, magic stone, meld into stone, move earth, repel metal or stone, soften earth and stone, spike stones, statue, stoneskin, stone shape, stone to flesh, transmute rock to mud, transmute mud to rock.*

Negative Energy: *Animate dead, create greater undead, create undead, energy drain, enervation, ghoul touch, harm, inflict critical wounds, inflict light wounds, inflict moderate wounds, inflict serious wounds, vampiric touch.* Plus, all death and evil descriptors become negative energy descriptors.

Plant: *Animate plants, antiplant shell, barkskin, changestaff, command plants, control plants, detect animals or plants, diminish plants, entangle, fireseeds, goodberry, ironwood, liveoak, plant growth, repel wood, shambler, shillelagh, speak with plants, spellstaff, spike growth, transmute metal to wood, transport via plants, tree shape, tree stride, wall of thorns, warp wood, wood shape.*

Positive Energy: *Cure critical wounds, cure light wounds, cure moderate wounds, cure serious wounds, death ward, heal, greater restoration, lesser restoration, raise dead, resurrection, true resurrection.* All good descriptors become positive energy descriptors.

Psionic: *Astral projection, antipathy, charm person, charm monster, comprehend languages, confusion, crushing despair, daze, daze monster, detect thoughts, enthrall, foresight, hypnotism, mind blank, mind fog, moment of prescience, nightmare, sympathy, touch of idiocy.*

Truename: *Banishment, binding, discern location, dream, finger of death, imprisonment, phantasmal killer, refuge, sequester, slay living, soul bind.*

Water: *Bless water, control water, create water, create food and water, horrid wilting, purify food and drink, water walk.*



DESIGNATING SPELLS AS SIMPLE, COMPLEX, OR EXOTIC

You can disregard class designations of core spells—*Arcana Unearthed* spells do not need them. Instead, they fall into one of three categories: simple, complex, or exotic. Each category indicates the difficulty of learning and casting the spell, and how common the spell is among all spellcasters.

Simple spells are the easiest and most common. They require the least amount of understanding of the true nature of magic and the simplest words and gestures (if components are required). These are the spells that teachers and masters most often teach their students or apprentices—very basic incantations that add to an attack roll, ability score, or Armor Class. They attack a single target with some fairly straightforward detrimental or damaging effect, or alter the subject's mind slightly and temporarily. (Most enchantments are simple spells.) Simple spells create area effects based on one uncomplicated change (such as lighting an area, not changing all the plants in the area to monsters). They create things that are solid matter and are usually of a single, common material (as opposed to energy, or a complicated or refined substance). In general, simple spells are slightly less powerful than complex spells but not a whole level's worth of difference.

Examples of simple core spells include *blur*, *daylight*, *keen edge*, *meld into stone*, and *resist elements*.

Complex spells require a real understanding of the fundamental underpinnings of magic. They demand a more focused state of mind and more complex words and gestures. Designate spells as complex

when they modify other spells. Energy-based spells (as opposed to elemental spells) and force spells are generally complex. Teleportation effects, all but the most simple divinations, most illusions and conjurations, and spells that physically transmute something into something else (as opposed to just enhancing something's nature, like adding to its Armor Class) are complex spells. Spells that heal damage directly, particularly in large quantities, are complex.

Examples of complex core spells include *acid fog*, *animate objects*, *cure light wounds*, *gaseous form*, *mirror image*, and *refuge*.

Exotic spells are the most complicated and rarest spells of all. Frequently, these are new spells recently conceived by an individual, and the knowledge hasn't yet had time to spread. Exotic spells are often very personal—only rarely do two spellcasters know the same exotic spells. Thus, many of them become “signature” spells for which a particular caster is known. Any spell that a caster creates herself through research is automatically an exotic spell. If you are playing a mainly *Arcana Unearthed* game, you may want to hesitate before importing a lot of spells from other sources—even the core books—particularly if such spells have effects not found in *Monte Cook's Arcana Unearthed*. Instead, use them as a source for exotic spells.

Usually, exotic spells are more powerful than complex spells but not a whole level's worth of difference. They sometimes have very specific, powerful effects rather than general applications, or are just simply “weirder” than other spells.

Examples of exotic core spells include *delayed blast fireball*, *Leo's secret chest*, *Mord's faithful hound*, *phantasmal killer*, *rope trick*, and *Ten's floating disk*.

COMPONENTS

The caster, not the spell, determines the components of each *Arcana Unearthed* spell. However, when converting an existing spell with a very expensive material component (clearly there to balance the spell's potency), keep it.

CREATING DIMINISHED EFFECTS

Every *Arcana Unearthed* spell of 1st level or higher (with very few exceptions), has a diminished effect that allows it to be cast as a spell one level lower with less powerful results. This feature increases a character's options, since spellcasters can prepare only a limited number of spells each day. Therefore, when adding spells to your *Arcana Unearthed* game from other sources, create a diminished effect for each of them.

The most interesting kind of diminished effects cause the spell to do something similar to but distinct from (and, of course, less powerful than) the base version. For example, the diminished effect of *Leo's secure shelter* could create a much smaller, cruder shelter—

Plant and Psionic Spells

To benefit the greenbond class and the verrik race, who get special access to spells of the plant and psionic descriptors respectively, make most plant and psionic spells complex. Thus only magisters or people with special access get free use of them. To a slightly more limited extent, the same is true of positive energy spells (which greenbonds also have improved access to), and spells dealing with elements and energy types (which have feats tied to them allowing access).

just a hemisphere of force to keep the rain off. In fact, this effect is already detailed for you: *Leo's tiny hut*. (That's a great conversion trick for two spells of similar effect just one level apart: Simply make the lesser spell a diminished effect. This works wonderfully for spells like *cure light wounds* and *cure moderate wounds*.)

Above all, when creating diminished effects, remember that they are, in every way, a spell one level lower than the base spell. They should be balanced for that reduced level (or, in some cases, even slightly lower in power). So, the diminished effect for a 7th-level spell should balance with other 6th-level spells.

Sometimes, however, a different but lesser effect isn't easily determined. In such cases, use one of these methods for creating a diminished effect:

Decrease Damage: For damage-dealing spells, decrease the amount of damage—the number of points, the number of dice, or the type of dice. If applicable, also decrease the maximum amount of damage. A diminished *fireball*, for example, might inflict 1d4 (rather than 1d6) points of damage per level, with a maximum damage of 5d4 (instead of 10d6). The DMG offers parameters for maximum damage per spell level for both single-target and multiple-target spells.

Decrease Range and Targets: Decrease the range from long to medium or medium to close (or make it a touch spell). For spells that can affect multiple targets or an area, make the diminished effects single-target spells.

Partial Effect: If a spell blasts a target for damage and then has a secondary effect like blinding (such as *holy smite*), the diminished effect drops the secondary effect (and might slightly decrease the damage).

Personal Spell Only: A beneficial spell that can affect a single creature, like *divine favor*, affects only the caster in the diminished effect. This limit creates the interesting situation of making a spell easier and less costly to cast on oneself than on someone else (which makes sense).

CREATING HEIGHTENED EFFECTS

Every *Arcana Unearthed* spell of 8th level or lower (with very few exceptions), has a heightened effect that allows it to be cast as a spell one level higher with more powerful results. A different effect, rather than a mere increase in something like damage or range, is often desirable. For example, a heightened *speak with dead* might allow a caster to walk into a graveyard and speak with multiple dead spirits.

Remember to balance the heightened effect so that its power doesn't surpass that of any spell one level higher than the base spell.

Some other options for creating heightened effects:

Extra Effect: The heightened spell does something additional. A heightened *Mel's acid arrow* could also inflict one point of temporary Strength damage. A heightened *spider climb* might allow the recipient to run while clinging to walls and even navigate webs (including magical ones) freely.

Increase Damage: For damage-dealing spells, increase the amount of damage—the number of points, the number of dice, or the type of dice. If applicable, also increase the maximum amount of damage. A heightened *fireball* might inflict 1d8 points of dam-

age per level, to a maximum of 10d8 points. The DMG offers guidelines for maximum damage per spell level for both single-target and multiple-target spells.

Increase Range and Targets: Increase the range from close to medium or medium to long, or give a touch spell a (very short) range. Allow a spell that affects one target to affect two, one per two caster levels, or even a small area.

Personal Spell Becomes Target Spell: A spell normally able to affect only the caster can affect someone else. *Righteous might* could become a touch spell if heightened, for example. (Be careful about this one—allowing certain very powerful effects to affect nonspellcasters can unbalance the game.)

DETERMINING ITEM CREATION

COST MULTIPLIERS

Many *Arcana Unearthed* spells include cost modifiers for basing a magic item on that spell's effect. There are four types of items: single-use, spell-completion, charged, and constant. The guidelines below offer direction for developing the item creation cost modifiers of other spells. These are, of course, guidelines; a handful of *Arcana Unearthed* spells violate these suggestions, but the vast majority adhere to them.

When in doubt, do the math and determine whether the spell, using the normal formulas found in the *Arcana Unearthed* item creation feats, would make a balanced magic item.

Some standard instructions:

- If you want to create a constant item that grants an Armor Class bonus, an attack bonus, or a saving throw bonus, you cannot create it using *Arcana Unearthed* spells and cost formulas, because formulas already exist in the DMG for determining the cost of items with such bonuses. *Arcana Unearthed* spells that provide these bonuses can, however, be used as prerequisites.
- All exotic spells have a cost multiplier of at least 1.5 for constant and single-use items.
- A single-use item has a cost modifier of 2 if the spell from which it's made has a range of personal, a duration that exceeds 24 hours (including permanent, but not instantaneous, durations), or a casting time of 10 minutes or more. Two of those factors on a single-use item increase the modifier to 3, and all three result in a modifier of 4.
- Spells of 8th or 9th level have at least a 1.5 modifier for single-use and spell-completion items.
- Spells that bring back the dead have at least a 2 modifier in all categories.

The more ephemeral guidelines:

- Spells with very short (1 round/level or less) durations often have a constant modifier of 2.
- Spells that someone really shouldn't need to cast more than once or twice in a normal campaign (like *immortality*) have at least a 2 multiplier for single-use and spell-completion items.

- Spells that if made constant could seriously change the campaign world (or part of it), such as *null magic zone*, have a 3 to 5 constant modifier.
- Spells that are self-limiting because of the number of times you can use them, like *object loresight* or *creature loresight*, have at least a 2 multiplier for constant and charged items.
- Low-level spells (like *precise vision*) that provide brief, useful abilities, and that would result in magic items with unbalancingly low prices if the formulas were followed, should have a constant modifier of at least 2.

NONHUMANOID TARGETS

Faen and giants are standard nonhumanoid *Arcana Unearthed* races, and *Arcana Unearthed* spells take them into account.

However, the core rules spells assume that player characters are all humanoid. Importing a lot of spells like *hold person* or *daze* into the game makes faen and giants too powerful. Change such spells so that they also affect any *Arcana Unearthed* race, or—if you want to be more formal—base the target limitations on the level and size of the caster rather than the type of the target. For example, *hold person* becomes *lesser hold*, and it affects any creature with no more Hit Dice and of no more than one size category larger than the caster. Thus, *hold monster* becomes *greater hold*, and it affects any creature with no more than twice the Hit Dice of the caster and of any size.

Another solution (one that makes it more difficult to balance the spell, but viable nonetheless) is to designate the target of such a spell “one creature of the caster’s type.”

ELEMENTAL DAMAGE TYPES

Monte Cook’s Arcana Unearthed divorces the concept of elements (air, earth, fire, and water) from the concept of energy types (acid, cold, electricity, fire, and sonic). Thus, it is possible for a spell to inflict earth damage or air damage, whereas in the core rules, it is not.

SPELL EXAMPLES

Here are two samples of d20 System standard spells converted for *Arcana Unearthed* use. See *Monte Cook’s Arcana Unearthed* for even more examples.

DISPLACEMENT

Illusion (Glamer)

Level: 3 (Complex)

Casting Time: Standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Emulating the natural ability of the displacer beast, the subject appears to be about 2 feet away from his true location. He benefits from a 50 percent miss chance as if he had full concealment. However, unlike actual full concealment, *displacement* does not prevent enemies from targeting him normally. *True seeing* reveals his true location.

Diminished Effects: The displacement effect is imperfect and offers only a 20 percent miss chance. Further, the spell’s range is Personal and the target is You.

Heightened Effects: The duration becomes one minute per level.

Magic Item Creation Modifier: Constant $\times 2$

Conversion Notes: The base spell remains unchanged from its 3rd Edition rules description. It is complex because it produces a fairly intricate effect and a “creation” of energy.

The diminished effect simply decreases the effectiveness of the spell while also making the caster the only possible target. The heightened effect increases the duration. The magic item creation modifier comes from the high potency of the spell and its very short duration.

SPECTRAL HAND

Necromancy [Negative Energy]

Level: 2 (Complex)

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Effect: One spectral hand

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

A ghostly, glowing hand shaped from your life force materializes and moves as you desire, allowing you to deliver low-level, touch-range spells at a distance. On casting the spell, you lose 1d4 hit points that return when the spell ends (even if it is dispelled), but not if the hand is destroyed. (The hit points can be healed as normal.) For as long as the spell lasts, any touch-range



spell that you cast of 4th level or lower can be delivered by the *spectral hand*. The spell gives you a +2 bonus to your melee touch attack roll, and attacking with the hand counts normally as an attack. The hand always strikes from your direction. The hand cannot flank targets like a creature can. After it delivers a spell, or if the hand goes beyond the spell range, goes out of your sight, or if you are not directing it, the hand returns to you and hovers.

The hand is incorporeal and thus normal weapons cannot harm it. It has improved evasion (one-half damage on a failed save against an area spell and no damage on a successful save), your save bonuses, and an Armor Class of at least 22. Your Intelligence modifier applies to the hand's Armor Class as if it were the hand's Dexterity modifier. The hand has 1 to 4 hit points, the same number that you lost in creating it.

Diminished Effects: The duration becomes 1 round per level, and the hand offers no special bonus. The hit points are lost no matter what happens.

Heightened Effects: No hit points are risked, but the hand still has 1d4 hit points. It adds a +4 bonus to your melee touch attack roll and the range becomes long (400 feet + 40 feet per level).

Magic Item Creation Modifier: Constant $\times 2$

Conversion Notes: The base spell remains unchanged from its 3rd Edition rules description. It is complex because it mostly modifies other spells, and creates an object of energy.

The diminished effects decrease the duration by a factor and decrease the bonus. The heightened effects increase the range and increase the bonus (both also modify the interesting hit point devotion bit). The magic item creation modifier comes from a judgment call based on the idea that having a permanent means to deliver touch attacks at range is very potent.

MONSTERS

Monsters are a staple of fantasy gaming no matter what rules you use. The upcoming *Diamond Throne* sourcebook includes details of how to handle monsters using *Monte Cook's Arcana Unearthed*.

STATISTICS CONVERSION

All basic information, such as Hit Dice, Armor Class, attacks, special attacks and qualities, ability scores, and so forth remain unchanged. Use the above conversion notes to adjust core rules feats and skills for monsters. Determine a monster's disabled range and dying range using the rules from Chapter Seven: Playing the Game in *Monte Cook's Arcana Unearthed*.

ELEMENTAL DAMAGE

The addition of both elemental and energy types of damage requires two small changes. Consult the MM to see which monsters have an elemental type—air, earth, fire, or water. Creatures with an elemental type inflict that element's type of damage, unless obviously different. An air elemental inflicts air damage. A cloud giant does not inflict air damage when he strikes with his sword.

All creatures of an elemental type are immune to that element's type of damage. For example, a xorn is immune to earth damage.

The monster descriptions already deal with fire damage in this fashion, so you only need to alter creatures of air, earth, and water.

FEATS AND TRUENAMES

All intelligent creatures either possess truenames or are Unbound. Either way, as the "Feats" chapter of *Monte Cook's Arcana Unearthed* indicates, they get a bonus ceremonial feat or talent at 1st level. Choose an appropriate feat and add it to the creature's normal list of feats.

MAGIC ITEMS

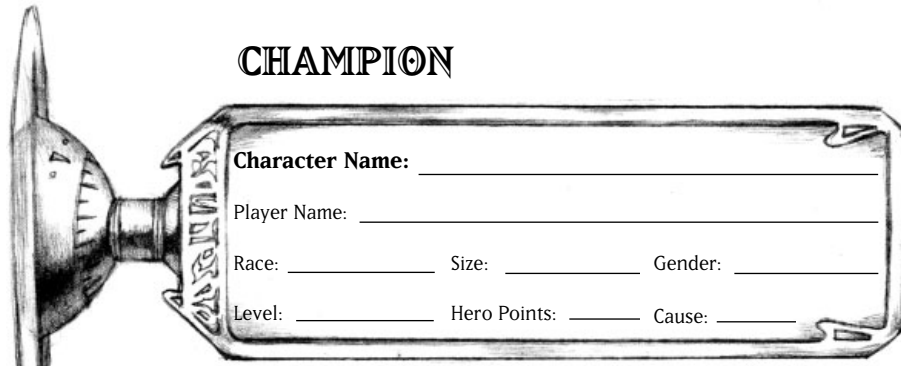
Generally speaking, magic items work the same under both the d20 System rules and *Monte Cook's Arcana Unearthed*. Item use, pricing, and most other issues remain unchanged. However, the item creation feats offered in *Arcana Unearthed* differ somewhat from the core rules. Item categories are defined not by the form of the item (wand, rod, ring, etc.) but the frequency of its use (single-use, constant, etc.) Thus, keep a few considerations in mind.

Potions are not the only kind of single-use item; wands are not the only kind of charged item. Potions and wands do not have artificial level caps. Staves, rings, and rods are not special kinds of magic items, nor do they have special rules governing them. In *Monte Cook's Arcana Unearthed*, they are usually all constant items.

When using an item from the DMG in an *Arcana Unearthed* game, magic weapons and armor remain completely unchanged; potions are all single-use items; wands and staves are all charged items; rods, rings, and wondrous items are (usually) constant items; scrolls are, of course, spell-completion items. *The Diamond Throne* has more information about which items from the DMG are appropriate for an *Arcana Unearthed* game.

In general, however, most magic items suitable with the core rules work just fine in an *Arcana Unearthed* campaign. *Bracers of armor*, *belts of giant strength*, *+2 keen longswords*, *bags of holding*, *rings of water walking*, *crystal balls*, and more all appear just as commonly as they do in a standard d20 System setting.

CHAMPION



Character Name: _____
 Player Name: _____
 Race: _____ Size: _____ Gender: _____
 Level: _____ Hero Points: _____ Cause: _____

SAVING THROWS

Type	Total	=	Base Save	+	Ability Modifier	+	Misc. Modifiers
Reflex (Dex)	_____	=	_____	+	_____	+	_____
Fortitude (Con)	_____	=	_____	+	_____	+	_____
Will (Wis)	_____	=	_____	+	_____	+	_____

ABILITY SCORES

Ability	Score	Modifier
Strength	_____	_____
Dexterity	_____	_____
Constitution	_____	_____
Intelligence	_____	_____
Wisdom	_____	_____
Charisma	_____	_____

ARMOR CLASS & HIT POINTS

AC	=	10	+	Armor Bonus	+	Shield Bonus	+	Dex Modifier	+	Size Modifier	+	Misc. Modifiers
_____	=	10	+	_____	+	_____	+	_____	+	_____	+	_____
Armor Type / Bonus: _____ Armor Check Penalty: _____												
Shield Type / Bonus: _____ Armor Weight: _____												
Initiative: _____ Speed: _____ Conditional AC Modifiers: _____												

Hit Points _____
 Current Hit Points _____
 Subdual Damage _____
 Dying _____
 Dead _____

ATTACKS & WEAPONS

Melee Attack	=	Base Attack	+	Str Modifier	+	Size Modifier
_____	=	_____	+	_____	+	_____

Ranged Attack	=	Base Attack	+	Dex Modifier	+	Size Modifier
_____	=	_____	+	_____	+	_____

Weapon	Attack	Damage	Range Increment	Weight	Size	Type
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
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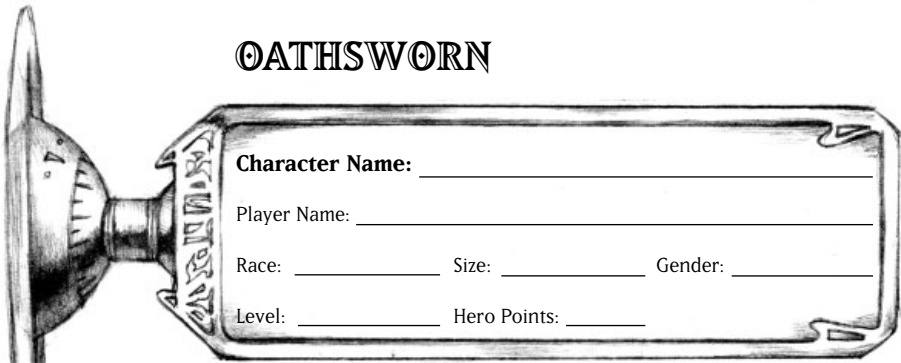


CLASS ABILITIES

- Special Champion Ability:** _____
- 1st-Level Champion Ability:** _____
- Call Shield (Sp):** Summon a + _____ shield of the champion's size. Lasts for _____ minutes. 1/day. Negates 50% of criticals at 11th level. Negates criticals of allies within 10 feet at 18th level.
- Call Upon Power (Su):** Adds a +2 enhancement bonus to Strength and Constitution for up to 1 round/level. _____ ×/day. Free action.
- 5th-Level Champion Ability:** _____
- Call Weapon (Sp):** Summon a + _____ weapon. Lasts for _____ minutes. 1/day. At 13th level, weapon has the *defending* weapon special ability.
- Heartening Cry (Su):** All allies within 30 feet gain a +1 morale bonus to attack rolls, saving throws, and checks for _____ rounds. Allies under the effects of an unwanted enchantment can make another saving throw against the effect (at the original DC) to throw it off. 1/day. Free action.
- 10th-Level Champion Ability:** _____
- Take on the Mantle (Su):** Adds a +4 enhancement bonus to Strength, Constitution, and Charisma, and you gain DR 10/+1 and SR 11 + _____ (your level), for _____ rounds. 1/day. Free action. At 19th level, bonus is +8, DR is 20/+3. (Avatar)
- 15th-Level Champion Ability:** _____
- Unassailable Soul (Su):** SR _____
- 20th-Level Champion Ability:** _____

NOTES

OATHSWORN



Character Name: _____
 Player Name: _____
 Race: _____ Size: _____ Gender: _____
 Level: _____ Hero Points: _____

SAVING THROWS

Type	Total	=	Base Save	+	Ability Modifier	+	Misc. Modifiers
Reflex (Dex)	_____	=	_____	+	_____	+	_____
Fortitude (Con)	_____	=	_____	+	_____	+	_____
Will (Wis)	_____	=	_____	+	_____	+	_____

ABILITY SCORES

Ability	Score	Modifier
Strength	_____	_____
Dexterity	_____	_____
Constitution	_____	_____
Intelligence	_____	_____
Wisdom	_____	_____
Charisma	_____	_____

OATH:

ARMOR CLASS & HIT POINTS

AC	=	10	+	Armor Bonus	+	Shield Bonus	+	Dex Modifier	+	Size Modifier	+	Misc. Modifiers
_____	=	10	+	_____	+	_____	+	_____	+	_____	+	_____

Initiative: _____ Speed: _____
 Conditional AC Modifiers: _____

Hit Points	_____
Current Hit Points	_____
Subdual Damage	_____
Dying	_____
Dead	_____

ATTACKS & WEAPONS

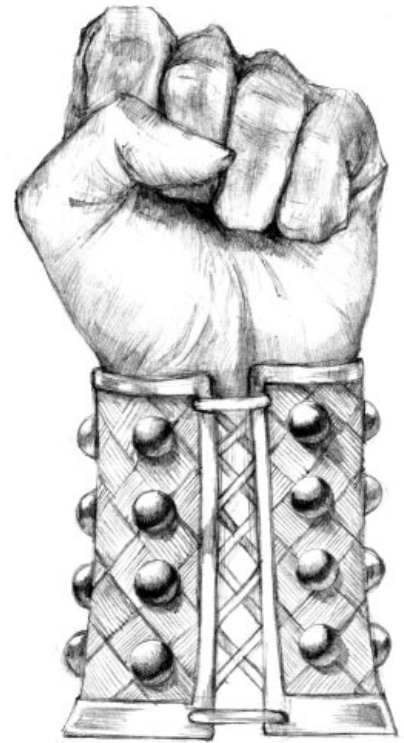
Melee Attack	=	Base Attack	+	Str Modifier	+	Size Modifier
_____	=	_____	+	_____	+	_____

Ranged Attack	=	Base Attack	+	Dex Modifier	+	Size Modifier
_____	=	_____	+	_____	+	_____

Weapon	Attack	Damage	Critical	Type
Unarmed	_____	_____	B	_____

CLASS ABILITIES

- Unarmed Strike:** You do not provoke attacks of opportunity when fighting unarmed.
- Flurry of Blows:** Make one extra attack in a round at your highest base attack, but this attack and every other attack made that round suffers a -2 penalty.
- Eschew Food (Ex):** You no longer need to eat.
- Shattering Blow (Su):** Ignore _____ points of a creature's DR or object hardness. Requires a full attack action.
- Evasion (Ex):** No damage on a successful Reflex saving throw against an attack that normally deals half damage on a successful save.
- Fast Movement (Ex/Su):** Speed is now _____ feet. (This ability does not apply when you wear armor.) Supernatural at 10th level.
- Throw Object (Ex):** Can use any object you can lift above head as a ranged (thrown) weapon with a range increment of 10 feet.
- Lesser Adaptation (Ex):** Ignore ongoing damaging environmental effects of up to 1 point of damage/round.
- Refuse Fatigue (Ex):** Never feel the effects of fatigue.
- Refuse Fear (Ex):** Immune to fear and fear effects.
- Objects as Weapons (Ex):** You can use any object you can lift above your head as a melee weapon.
- Shattering Strike (Lesser/Greater) (Su):** Unarmed strikes ignore _____ points of a creature's DR or object hardness.
- Eschew Water (Ex):** No longer need water to survive.
- Refuse Wounds (Su):** Can cure up to _____ hp/day.
- Oathpower (Su):** +2 competency bonus on all Balance, Climb, Concentration, Escape Artist, Jump, Sneak, Swim, and Tumble checks.
- Refuse Poison or Disease (Su):** Immune to poison and diseases of all kinds.
- Eschew Air (Ex):** You no longer need to breathe.
- Greater Adaptation (Ex):** Can ignore any circumstance penalties placed on attack and damage rolls, checks, or saves due to the environmental conditions of an area and ignore ongoing damaging effects of up to 10 points of damage/round. 10 rounds.
- Eschew Sleep (Ex):** You no longer need to sleep.
- Refuse Hindrances (Su):** Immune to blinding attacks, deafening attacks, paralysis, stunning, nausea, and daze effects.
- Refuse Spells (Su):** SR _____
- Eschew Aging (Ex):** You no longer suffer ability penalties for aging and cannot be magically aged.
- Refuse Debilitation (Ex):** Not subject to ability score damage or energy drain.
- Oathstrike (Su):** Can make an unarmed blow that acts as a *coup de grace* against an opponent, even one who is not helpless. This is a full-round action. 1/week
- True Adaptation (Ex):** Reduces by 4 all circumstance penalties to attack and damage rolls, checks, and saves; ignores ongoing damaging effects of up to 10 points of damage/round.
- Refuse Mortality (Su):** You become an outsider and gain damage reduction 20/+1.



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NOTES

RUNETHANE

Character Name: _____
 Player Name: _____
 Race: _____ Size: _____ Gender: _____
 Level: _____ Hero Points: _____

SAVING THROWS					
Type	Total	=	Base Save	+ Ability Modifier	+ Misc. Modifiers
Reflex (Dex)	_____	=	_____	+ _____	+ _____
Fortitude (Con)	_____	=	_____	+ _____	+ _____
Will (Wis)	_____	=	_____	+ _____	+ _____

ABILITY SCORES		
Ability	Score	Modifier
Strength	_____	_____
Dexterity	_____	_____
Constitution	_____	_____
Intelligence	_____	_____
Wisdom	_____	_____
Charisma	_____	_____

ARMOR CLASS & HIT POINTS								
AC	=	10	+ Armor Bonus	+ Shield Bonus	+ Dex Modifier	+ Size Modifier	+ Misc. Modifiers	Hit Points
_____	=	10	+ _____	+ _____	+ _____	+ _____	+ _____	_____
Armor Type / Bonus: _____							Armor Check Penalty: _____	Hit Points _____
Shield Type / Bonus: _____							Armor Weight: _____	Current Hit Points _____
Initiative: _____							Speed: _____	Subdual Damage _____
							Conditional AC Modifiers: _____	Dying _____
								Dead _____

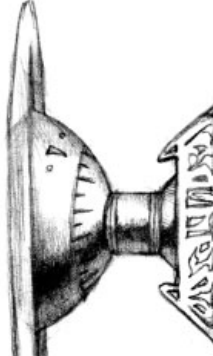


ATTACKS & WEAPONS									
Melee Attack	=	Base Attack	+ Str Modifier	+ Size Modifier	Ranged Attack	=	Base Attack	+ Dex Modifier	+ Size Modifier
_____	=	_____	+ _____	+ _____	_____	=	_____	+ _____	+ _____
Weapon	Attack	Damage	Critical	Range Increment	Weight	Size	Type		
_____	_____	_____	_____	_____	_____	_____	_____		
_____	_____	_____	_____	_____	_____	_____	_____		
_____	_____	_____	_____	_____	_____	_____	_____		

- ### CLASS ABILITIES
- Runes (Sp):** Can create a rune as a full-round action. No rune can be used more than once per hour. Total value of runes in existence (capacity) at any given time: _____. (Lesser runes each have a value of 1, advanced runes have a value of 2, greater runes a value of 3, and runes of power a value of 4.)
 - Erase Rune (Sp):** Make a caster power check (DC 10 + creator's level) to erase. Advanced rune adds +4 to the DC, greater rune adds +6, rune of power adds +8, and ultimate rune adds +10. Takes a full minute. If it is your own rune, success is automatic and takes a standard action.
 - Sense Rune (Su):** Make a caster power check (DC 11 + creator's level) to sense a hidden rune within 10 feet.
 - Invested Rune (Su):** Can create a rune that doubles the duration, damage, or healing of a rune already known. Counts double toward capacity.
 - Password (Su):** You create a way to touch a touch-trigger rune without triggering it.
 - Familiarity With Magic (Ex):** Adds a +2 competence bonus to all saving throws against spells and spell-like and supernatural abilities (including magic items) and a +2 competence bonus to Armor Class against spells requiring attack rolls.
 - Inscribe Rune (Su):** Make a rune permanent.
 - Ultimate Rune:** Replicate the effects of any spell of 7th level or below. Takes 10 minutes to create.

SPELLS			
Level	Save DC	Spell Slots/Day Used	Spells Readied (pg.)
0	_____	_____	_____
1st	_____	_____	_____
2nd	_____	_____	_____
3rd	_____	_____	_____
4th	_____	_____	_____
5th	_____	_____	_____
6th	_____	_____	_____
7th	_____	_____	_____
1st Level: _____			
Spell Save DC Modifier: _____			
Spell Failure Chance: _____			
Lesser Runes Known: _____			
Advanced Runes Known: _____			
Greater Runes Known: _____			
Runes of Power Known: _____			
2nd Level: _____			
3rd Level: _____			
4th Level: _____			
5th Level: _____			
6th Level: _____			
7th Level: _____			

TOTEM WARRIOR



Character Name: _____

Player Name: _____

Race: _____ Size: _____ Gender: _____

Level: _____ Hero Points: _____ Totem: _____

SAVING THROWS					
Type	Total	=	Base Save	+ Ability Modifier	+ Misc. Modifiers
Reflex (Dex)	_____	=	_____	+ _____	+ _____
Fortitude (Con)	_____	=	_____	+ _____	+ _____
Will (Wis)	_____	=	_____	+ _____	+ _____

ABILITY SCORES		
Ability	Score	Modifier
Strength	_____	_____
Dexterity	_____	_____
Constitution	_____	_____
Intelligence	_____	_____
Wisdom	_____	_____
Charisma	_____	_____

ARMOR CLASS & HIT POINTS							
AC	=	10	+ Armor Bonus	+ Shield Bonus	+ Dex Modifier	+ Size Modifier	+ Misc. Modifiers
_____	=	10	+ _____	+ _____	+ _____	+ _____	+ _____
Armor Type / Bonus: _____ Armor Check Penalty: _____							
Shield Type / Bonus: _____ Armor Weight: _____							
Initiative: _____ Speed: _____ Conditional AC Modifiers: _____							

Hit Points _____
 Current Hit Points _____
 Subdual Damage _____
 Dying _____
 Dead _____

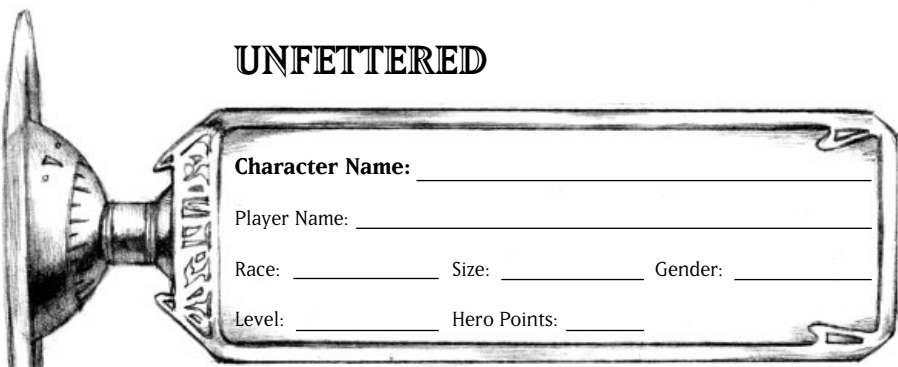


ATTACKS & WEAPONS									
Melee Attack	=	Base Attack	+ Str Modifier	+ Size Modifier	Ranged Attack	=	Base Attack	+ Dex Modifier	+ Size Modifier
_____	=	_____	+ _____	+ _____	_____	=	_____	+ _____	+ _____
Weapon		Attack	Damage	Critical	Range Increment	Weight	Size	Type	
_____		_____	_____	_____	_____	_____	_____	_____	
_____		_____	_____	_____	_____	_____	_____	_____	
_____		_____	_____	_____	_____	_____	_____	_____	
_____		_____	_____	_____	_____	_____	_____	_____	
_____		_____	_____	_____	_____	_____	_____	_____	
_____		_____	_____	_____	_____	_____	_____	_____	

CLASS ABILITIES	
<input type="checkbox"/>	Special Totem Ability: _____
<input type="checkbox"/>	1st-Level Totem Ability: _____
<input type="checkbox"/>	4th-Level Totem Ability: _____
<input type="checkbox"/>	Totem Animal Bond (Su): You have an empathic bond with your totem animal companion as long as you are within one mile of each other. You know the animal's general condition and well-being and can understand basic emotional messages from it. You can send similar mental messages or information to the animal. You can stop animals of the creature's general type from attacking or get information from them with a Handle Animal check (DC = 10 + animal's HD + animal's Charisma modifier).
<input type="checkbox"/>	8th-Level Totem Ability: _____
<input type="checkbox"/>	Totem Spirit Companion (Su): Can speak directly with the spirit of your totem 1/day, asking a yes/no question. It has a _____ % chance to know the answer to a question about the past.
<input type="checkbox"/>	Totem Animal Speech (Su): Can speak to and understand (as if it could speak) your totem animal companion and all animals of its general type.
<input type="checkbox"/>	12th-Level Totem Ability: _____
<input type="checkbox"/>	16th-Level Totem Ability: _____
<input type="checkbox"/>	20th-Level Totem Ability: _____
Totem Animal Companion Statistics:	

NOTES

UNFETTERED



Character Name: _____

Player Name: _____

Race: _____ Size: _____ Gender: _____

Level: _____ Hero Points: _____

SAVING THROWS

Type	Total	=	Base Save	+	Ability Modifier	+	Misc. Modifiers
Reflex (Dex)	_____	=	_____	+	_____	+	_____
Fortitude (Con)	_____	=	_____	+	_____	+	_____
Will (Wis)	_____	=	_____	+	_____	+	_____

ABILITY SCORES

Ability	Score	Modifier
Strength	_____	_____
Dexterity	_____	_____
Constitution	_____	_____
Intelligence	_____	_____
Wisdom	_____	_____
Charisma	_____	_____

ARMOR CLASS & HIT POINTS

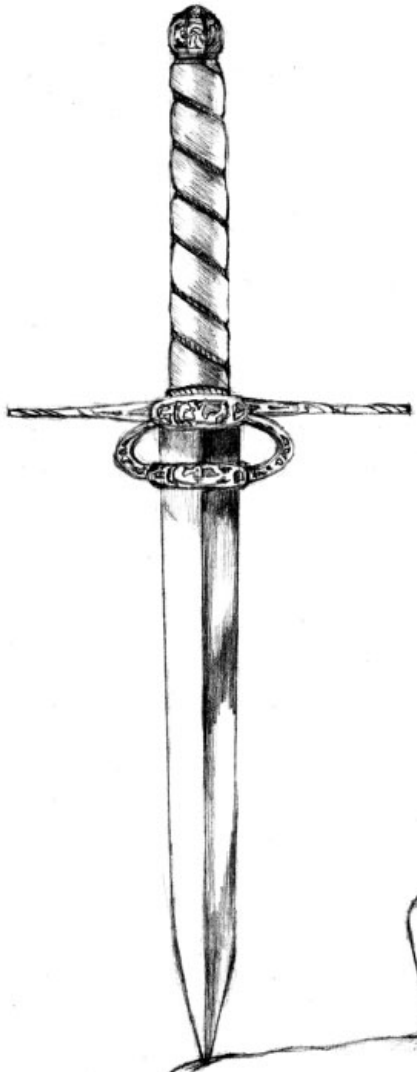
AC	=	10	+	Armor Bonus	+	Shield Bonus	+	Dex Modifier	+	Size Modifier	+	Misc. Modifiers
_____	=	10	+	_____	+	_____	+	_____	+	_____	+	_____
Armor Type / Bonus: _____ Armor Check Penalty: _____												
Shield Type / Bonus: _____ Armor Weight: _____												
Parry Modifier: _____ Initiative: _____ Speed: _____ Conditional AC Modifiers: _____												
Hit Points _____												
Current Hit Points _____												
Subdual Damage _____												
Dying _____												
Dead _____												

ATTACKS & WEAPONS

Melee Attack	=	Base Attack	+	Str Modifier	+	Size Modifier
_____	=	_____	+	_____	+	_____

Ranged Attack	=	Base Attack	+	Dex Modifier	+	Size Modifier
_____	=	_____	+	_____	+	_____

Weapon	Attack	Damage	Critical	Range Increment	Weight	Size	Type
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____



CLASS ABILITIES

- Sneak Attack (Ex):** Add + ____ damage to attacks against foes denied their Dexterity bonus or those you flank. You can make sneak attacks with ranged weapons, up to a range of 30 feet.
- Evasion (Ex):** No damage on a successful Reflex saving throw against an attack that normally deals half damage on a successful save.
- Parry Magic (Ex):** Make an attack roll opposed by the caster's caster power check. If your roll is higher, add a +4 competence bonus to your save against the spell. 1/round.

NOTES

WARMAIN

Character Name: _____

Player Name: _____

Race: _____ Size: _____ Gender: _____

Level: _____ Hero Points: _____

SAVING THROWS

Type	Total	=	Base Save	+	Ability Modifier	+	Misc. Modifiers
Reflex (Dex)	_____	=	_____	+	_____	+	_____
Fortitude (Con)	_____	=	_____	+	_____	+	_____
Will (Wis)	_____	=	_____	+	_____	+	_____

ABILITY SCORES

Ability	Score	Modifier
Strength	_____	_____
Dexterity	_____	_____
Constitution	_____	_____
Intelligence	_____	_____
Wisdom	_____	_____
Charisma	_____	_____

ARMOR CLASS & HIT POINTS

AC	=	10	+	Armor Bonus	+	Shield Bonus	+	Dex Modifier	+	Size Modifier	+	Misc. Modifiers
_____	=	10	+	_____	+	_____	+	_____	+	_____	+	_____
Armor Type / Bonus: _____ Armor Check Penalty: _____ Shield Type / Bonus: _____ Armor Weight: _____ Initiative: _____ Speed: _____ Conditional AC Modifiers: _____												
Hit Points _____ Current Hit Points _____ Subdual Damage _____ Dying _____ Dead _____												

ATTACKS & WEAPONS

Melee Attack	=	Base Attack	+	Str Modifier	+	Size Modifier
_____	=	_____	+	_____	+	_____

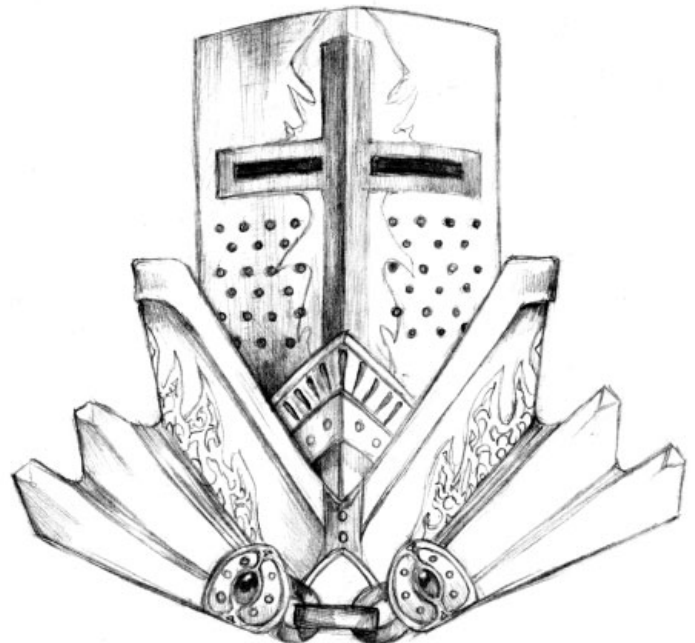
Ranged Attack	=	Base Attack	+	Dex Modifier	+	Size Modifier
_____	=	_____	+	_____	+	_____

Weapon	Attack	Damage	Range		Weight	Size	Type
			Critical	Increment			
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____

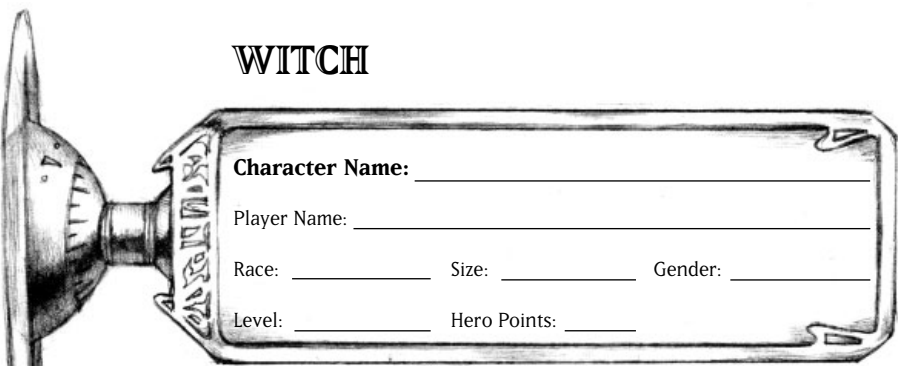
CLASS ABILITIES

- Sturdy:** Gain the Sturdy feat for free.
- Weapon Specialization (Ex):** Gain Weapon Specialization (a +2 damage bonus) with a melee weapon of your choice. You must have Weapon Focus with that weapon to gain this ability.
- Crushing Blow (Ex):** Inflict damage as if weapon inflicted a critical hit, even if striking a foe normally immune to critical hits, 1/day. If crushing blow attack inflicts an actual critical hit, increase the critical multiplier by +1. At 15th level, 2/day.
- Armor Specialization (Ex):** Armor bonus of any armor you use increases by +1 for Light and Medium armor and +2 for Heavy armor. (Armor's enhancement bonus not affected.)
- Weapon Size Increase (Ex):** Can use weapons one size category larger than you as one-handed weapons, and two size categories larger than you as two-handed weapons.
- Weapon Mastery (Ex):** As weapon specialization, except damage bonus is +4.

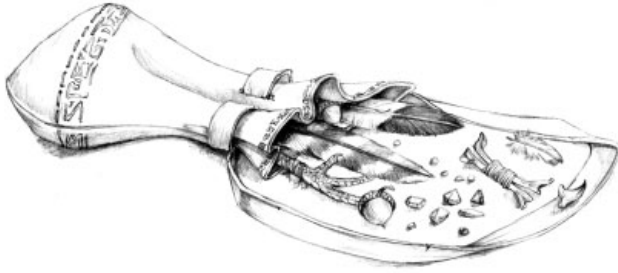
NOTES



WITCH



Character Name: _____
 Player Name: _____
 Race: _____ Size: _____ Gender: _____
 Level: _____ Hero Points: _____



SAVING THROWS					
Type	Total	=	Base Save	+ Ability Modifier	+ Misc. Modifiers
Reflex (Dex)	_____	=	_____	+ _____	+ _____
Fortitude (Con)	_____	=	_____	+ _____	+ _____
Will (Wis)	_____	=	_____	+ _____	+ _____

ARMOR CLASS & HIT POINTS							
AC	=	10	+ Armor Bonus	+ Shield Bonus	+ Dex Modifier	+ Size Modifier	+ Misc. Modifiers
_____	=	10	+ _____	+ _____	+ _____	+ _____	+ _____
Hit Points: _____ Dying: _____ Initiative: _____							
Current Hit Points: _____ Dead: _____ Speed: _____							
Subdual Damage: _____ Conditional AC Modifiers: _____							

ABILITY SCORES		
Ability	Score	Modifier
Strength	_____	_____
Dexterity	_____	_____
Constitution	_____	_____
Intelligence	_____	_____
Wisdom	_____	_____
Charisma	_____	_____

ATTACKS & WEAPONS									
Melee Attack	=	Base Attack	+ Str Modifier	+ Size Modifier	Ranged Attack	=	Base Attack	+ Dex Modifier	+ Size Modifier
_____	=	_____	+ _____	+ _____	_____	=	_____	+ _____	+ _____
Weapon	Attack	Damage	Critical	Range Increment	Weight	Size	Type		
_____	_____	_____	_____	_____	_____	_____	_____	_____	
_____	_____	_____	_____	_____	_____	_____	_____	_____	
_____	_____	_____	_____	_____	_____	_____	_____	_____	

CLASS ABILITIES
<input type="checkbox"/> The Sight (Su): Can determine the class and level (if any) of a creature observed for at least one minute. Creatures can make a Will saving throw (DC _____) to negate the effect.
<input type="checkbox"/> Familiarity With Magic (Ex): Adds a +2 competence bonus to all saving throws against spells and spell-like and supernatural abilities (including magic items) and a +2 competence bonus to AC against spells requiring attack rolls.
<input type="checkbox"/> Witchery Spellcasting (Su): _____
<input type="checkbox"/> Witchery Lord Power: _____
Witchery Lord Power Doubled: _____
<input type="checkbox"/> Witchery Mastery: _____
Witchery Mastery Power Doubled: _____

NOTES

SPELLS						
Level	Save DC	Spell Slots/Day	Spell Used	Spells Readied	(pg.)	(pg.)
0	_____	_____	_____	0 Level: _____	()	()
1st	_____	_____	_____	_____	()	()
2nd	_____	_____	_____	_____	()	()
3rd	_____	_____	_____	_____	()	()
4th	_____	_____	_____	_____	()	()
5th	_____	_____	_____	_____	()	()
6th	_____	_____	_____	_____	()	()
7th	_____	_____	_____	_____	()	()
				1st Level: _____	()	()
				Spell Save DC Modifier: _____	()	()
				Witchery Manifestation: _____	()	()
				Power: _____	()	()
				_____	()	()
				_____	()	()
				Witchery Manifestation: _____	()	()
				Power: _____	()	()
				_____	()	()
				_____	()	()
				Witchery Manifestation: _____	()	()
				Power: _____	()	()
				_____	()	()
				_____	()	()
				Witchery Manifestation: _____	()	()
				Power: _____	()	()
				_____	()	()
				_____	()	()
				Witchery Manifestation: _____	()	()
				Power: _____	()	()
				_____	()	()
				_____	()	()
				Witchery Manifestation: _____	()	()
				Power: _____	()	()

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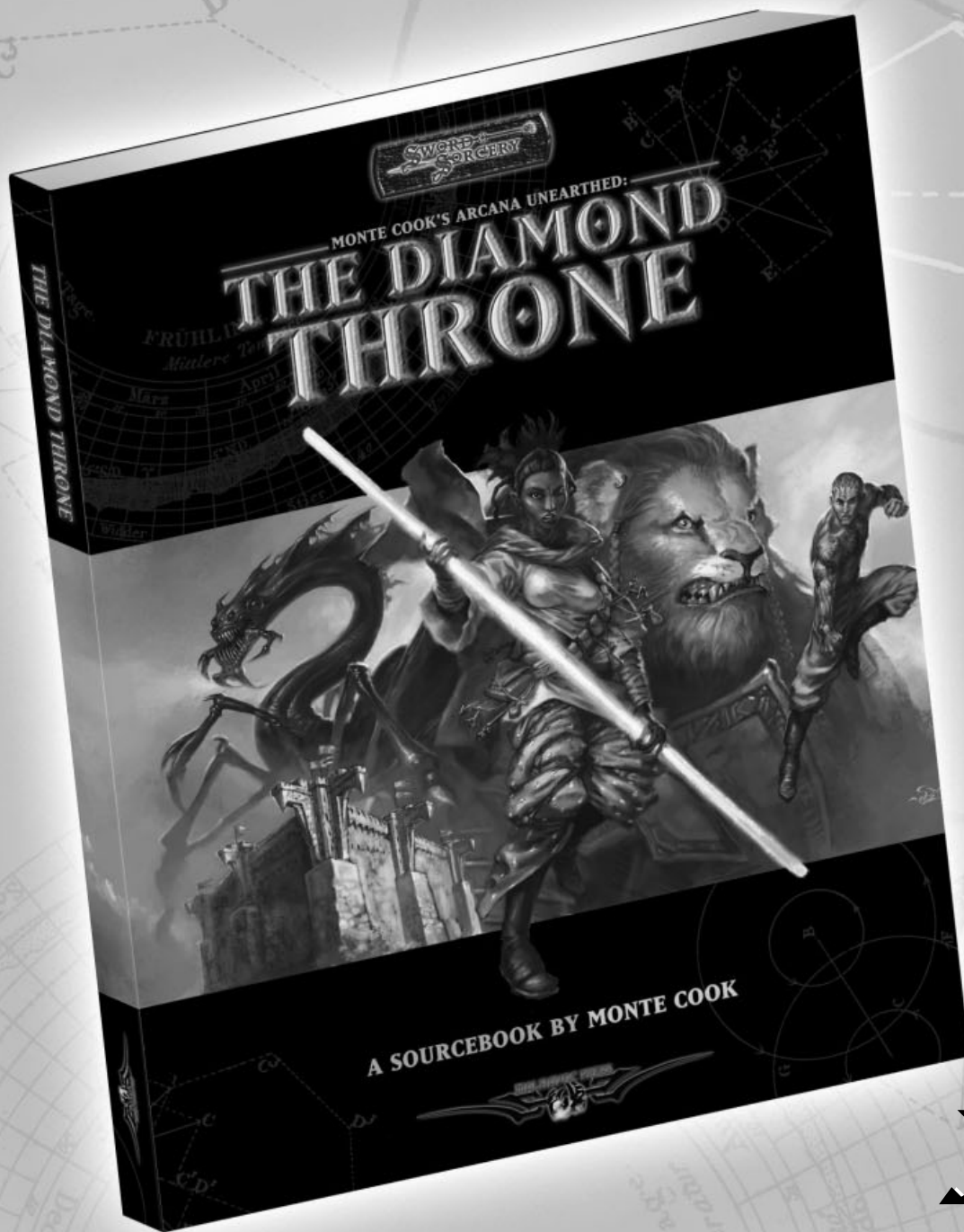
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