



Welcome to our 3E Beta campaign supplement. Contained herein you will find the latest Dungeons & Dragons third edition rules (mostly common speculations) with a smattering of our house rules. Items contained are in no way “official” or approved for distribution by TSR, Wizard’s of the Coast, or Hasbro. This document contains liberal reproduction from the 2nd Edition Players Handbook, The Forgotten Realms box set, the Wilderness Survival Guide, and numerous other TSR products. Special thanks should be given to David Hatfield for laying the groundwork for this whole project.

Character Abilities

Abilities are the six natural traits that represent the basic definition of a character. They are used to determine success or failure of many actions. Each character starts off with 84 points to allocate amongst all six categories. Characters will start out with maximum hit points for the first two levels.

Ability	Modifier	Bonus Spells		
3	-4			
4	-3			
5	-2			
6	-1			
7-10	0			
11-12	+1	1	-	-
13-14	+2	1	1	-
15-16	+3	2	1	-
17-18	+4	2	2	1
19	+5			
20	+6			
21	+7			
22	+8			
23	+9			

24	+10
25	+11

Strength measures a character's muscle, endurance, and stamina. This is usually the prime requisite of Warriors because they must be physically powerful in order to wear armor and wield heavy weapons. The probability of scoring a successful hit and the amount of damage done are determined by Strength. Percentile strength scores above 18 are no longer used.

Intelligence represents a character's memory, reasoning, and learning ability. Intelligence dictates the number of languages a character can learn. Intelligence is the prime requisite of Wizards, who must have keen minds to understand and memorize magical spells. The Wizard's Intelligence dictates which spells he can learn and the number of spells he can memorize at one time. Those with high Intelligence are granted extra spells.

Wisdom describes a composite of the character's enlightenment, judgment, guile, willpower, common sense, and intuition. It can affect the character's resistance to magical attack. It is the prime requisite of Priests and those with high Wisdom are granted extra spells.

Dexterity encompasses several physical attributes including hand-eye coordination, agility, reaction speed, reflexes, and balance. Dexterity affects a character's reaction to a threat or surprise, his accuracy with thrown weapons and bows, and his ability to dodge an enemy's blows. It is the prime requisite of Rogues, Bards and Assassins and affects their professional skills.

Constitution encompasses a character's physique, fitness, health, and physical resistance to hardship, injury, and disease. This ability affects the character's hit points and chances of surviving such tremendous shocks as being physically reshaped by magic or resurrected from death, it is vitally important to all classes.

Charisma measures a character's persuasiveness, personal magnetism, and ability to lead. It is not a reflection of physical attractiveness, although attractiveness certainly plays a role. It is important to all characters, but especially to those who must deal with non-player characters, mercenary hirelings, retainers, and intelligent monsters. It dictates the total number of henchmen a character can retain and affects the loyalty of henchmen, hirelings, and retainers.

Character Race in the Realms

Race is the character's species: Human, Elf, Half-Elf, Dwarf, Gnome and Halfling are the most common choices, though others, such as Half-Orc or even Gnoll, are possible.

Racial Ability Score Adjustments

Dwarf	+2 Con	-2 Cha
Elf	+2 Dex	-2 Con
Gnome	+2 Int	-2 Wis

Halfling +2 Dex -2 Str

Dwarves

The dwarves of Faerun are a short, stocky people who seem to be a part of the earth itself, ranging in shade and hue from a rich earth red to a granite stone gray. Dour and with a strong distrust towards magic beyond that which a magical axe can lend, they appear to others as a withdrawn, moody people.

Dwarves come in a wide variety of hair, skin, and eye colors, regardless of their origin. The designations of mountain, hill, and jungle dwarves are fairly artificial, and more a matter of taste, closer to those humans who like the sea and those who prefer the high country. Both dwarven males and females have beards, though the females usually (but not always) shave.

Dwarves remain deeply tied to their roots and their sense of family and nobility. Dwarven nobles have declined in number with their race, and so are treated with respect by all, despite any long running feuds that may develop between the dwarven kings. Loyalty and perseverance are considered dwarven virtues, and very common among the wanderers (see below). For this reason dwarven adventurers are often welcomed into adventure companies as a source of stability, solid reason, and battle prowess.

The first subrace is that of the shield dwarves. The dwarves are a people whose numbers in the North have dwindled with the passing years. Their overall population has been declining since the days when the dragons controlled the lands of Cormyr and the Sunrise Mountains still spout flames and steam. Among the dwarves, these northern dwarves are known as mountain dwarves to show their home terrain, or shield dwarves to reflect their battle prowess and history.

The northern, mountain dwelling dwarves also tend to divide themselves by behavior into two categories: the hidden and wanderers. The hidden are a reflection of the shield dwarven sense of their loss and danger as a race. A majority of shield dwarves (and of dwarves in general) can be classified as part of the hidden. The hidden are reclusive and remain secretive about their homelands. Because of this, the small kingdoms of the dwarves are known about only in a general fashion. For example, the dwarves of the Far Hills travel to Fastings for trade, yet no one knows if they are one community or several, and how they are ruled. More common are those dwarves who identify their home as some long abandoned or enemy occupied hold, such as the dwarves that were of Hammer Hall, or those of the Iron House, who had been driven out of the mines of Tethyamar.

Another type of shield dwarf that has been on the increase is the dwarf that seeks the company of humans in their towns and cities. Most adventuring dwarves come from this background, and are conversant in human styles and customs without abandoning their own heritage. It has been hazarded (but not voiced around dwarves) that they enjoy being around other creatures more short lived than they. From such roving shield dwarves come tales of adventuring dwarves, who enjoy the company of humans and even settle in their cities. Such dwarves are known among their peoples as the wanderers.

As the race of dwarf dwindles in the North, one great dwarven kingdom still thrives to the far South. There the earth is rent in a great chasm that could swallow the nation of Cormyr. Located on the rim of that chasm are the towers of the city of Earthheart, and within the walls of that chasm is carved the huge dwarven nation of Underhome. These southern dwarves are said to be very different from their northern cousins prouder, haughtier and more energetic. These southern, are called gold dwarves or hill dwarves, the former name showing their wealth, the latter the terrain they are

more comfortable with.

Shield dwarves (both wanderers and the hid-den) and gold dwarves dominate the dwarven population of the Realms. There are stories, though, of a savage dwarven offshoot in the jungles of Chult, known as wild dwarves or jungle dwarves, but they have been little seen beyond the borders of that great wood. Wild dwarves are said to be tattooed, bloodthirsty savages, but this may be an exaggeration.

Finally, deep beneath the Surface of the earth dwells a race of twisted dwarf-like creatures called the duergar. Surface world dwarves view these creatures with a hatred that exceeds that of the elves for the drow. The dwarves deny any true kinship with this race, despite evidence to the contrary.

A Dwarf's preferred class is fighter. Those who choose to study magic lose their racial resistance to magic. Dwarven characters receive the following racial abilities:

Darkvision: The dwarf can see in environments of absolute darkness up to 60'. Darkvision is monochromatic.

Magic Malfunction: Because of their non-magical nature, dwarves have trouble using magical items. Each time a dwarf attempts to use a magical item not specifically suited to his character's class, he must make an action check of DC 5 or the item fails to work. A malfunction affects only the current use; the item may work properly next time. Note that dwarves who choose wizards as a class do not suffer this effect.

Melee Combat: Dwarves have a +1 bonus to their attack rolls vs. orcs, half-orcs, goblins, and hobgoblins. Further, when ogres, half-ogres, ogre magi, trolls, giants, or titans fight dwarves, these aggressors suffer a –4 to their attack rolls because of the dwarves' small size and defensive tactics against these large foes.

Mining Detection Ability: Dwarves are miners of great skill. While underground, they may attempt the following:

Action	DC
Detect slope in passage	5
Detect new construction	5
Detect sliding/shifting walls	7
Detect stonework traps, and pits	10
Determine approximate depth	10

Saving Throw Bonus: Dwarves gain +4 to Saving Throws vs. magic/poison. Note that Dwarves who choose to pursue the magical arts lose this bonus for magic.

Elves

The elves of Toril do not follow the standards of most other worlds. What unites almost all the elves of the Realms is their self-bestowed title: Tel'Quessir. This translates to "The people." All non-elves are known as the N'Tel'Quess, or "Not-People."

While these elves possess the standard elf abilities, their appearance is markedly different. These elves are of human height, though there the resemblance ends. Like their more typical cousins, the elves of the Realms are much more slender and delicate in appearance. Breaking down the elf nation still further, there are five separate, distinct subraces of elves in the Realms, each of which is viewed differently by the other races.

The first subrace is that of the gold elves. Some also call them sunrise elves or high elves, although they do not closely resemble the standard high elves and, indeed, seem more like grey elves. Gold elves are generally viewed as the most civilized and, at the same time, the most contemptuous of other races. They are the nobility of elves on Toril, leading the other elves in the elven way.

The second subrace is known variously as moon, silver, or grey elves, although again the name is the main similarity to the typical grey elf. They more closely resemble high elves than grey elves, which is not surprising since the nomadic high elves settled Toril. They are the most common of elves on this world, or at least the variety most often seen by non-elves. Because of their higher tolerance for other races, the moon elves are more likely to become adventurers than are the other elves. Likewise, most half-elves in the Realms are descended from moon elves. Although moon elves are considered less noble than gold elves, the Queen of Evermeet is a moon elf.

The third subrace is roughly equivalent to sylvan elves. They are called wild, green, or forest elves. They deal almost exclusively with other elves, keeping any contact with other races to a minimum. Since they try to live far from humankind, they are one of the least-seen races of the elves. Although they do not have a kingdom of their own, they permeate every elf nation.

The sea elves comprise the fourth subrace. They, too, are fairly uncommon, although they aren't as reclusive as wild elves. They swim in two waters: those of the Great Sea and the Sea of Fallen Stars. There is only a slight difference in appearance between the two. One race breathes salt water and the other fresh, but they can survive in either. Water elves make their homes anywhere but are most common near the island retreat of Evermeet.

The final subrace on Toril is that of the dark elves. Like their drow cousins, the dark elves are almost universally shunned for their evil. Cruel creatures living underground, these drow emerge only at night, trying to avenge themselves on their "oppressors," the elves responsible for their underground retreat.

The elves of the Realms are one of the oldest races native to that world. While humans were living in their caves, learning to hunt each other, the elves flourished. Their nations spread across Toril, and they lived in harmony with the land. But as humans became more and more civilized and expanded their holdings, the elves had to retreat.

Since the elves could not react quickly to the constant change humans wrought, they had to devise an alternate plan. From their court in Myth Drannor, the elves began arguing the virtues of a Retreat to a land beyond humans. They argued this matter for many centuries and, after exhausting all the evidence available, came to a consensus.

During their debates, they located a land far beyond human reach. Called Evermeet, an island thousands of miles out in the Trackless Sea, it suited their purpose perfectly. Holding deep and glorious forests as well as many of the other features elves consider essential for a home, there was little doubt that this should be the last home of the Elf Nation. Only elves are welcome in Evermeet. All others (including drow and half-elves) are turned away. Since there seems no way of magically traveling to Evermeet, it is only by ship that anyone can journey to there. The Elven Navy, the largest known, protects the sanctity of Evermeet by destroying non-elven ships that come inside Evermeet's jurisdiction. The

navy also provides passage for elves seeking Retreat or protection for elves beset by humans. The navy seems to know when their services are needed.

Although they were once the most powerful group of the Realms, the elves are a group in sad decline. They retreat from their world in ever-greater numbers. One day, humans will find the Realms devoid of elves. The greater world will no doubt miss their presence.

An Elf's preferred class is mage. Elves receive the following racial abilities:

Charm/Sleep Resistant: Elves resist Charm and Sleep magic with an action check of DC 5.

Detect Hidden: Elves are very adept at finding hidden objects. Elves gain a +5 to their action checks while searching an area, object, etc.

Nightvision: Nightvision allows sight in dim environments for up to 60'. Nightvision is monochromatic.

Surprise: An elf gains a bonus to surprise opponents, but only if the elf is not in metal armor. Even then, the elf must either be alone, or with a party comprised only of elves or halflings (also not in metal armor), or 90 feet or more away from his party (the group of characters he is with) to gain this bonus. If he fulfills these conditions, he moves so silently that opponents suffer a -4 penalty to their surprise die rolls. If the elf must open a door or screen to attack, then this penalty is reduced to -2.

Weapon Bonus: An elf automatically gains proficiency with either the long sword or longbow.

Half-Elves

Half elves are a mixture of human and elf, and occupy the middle ground between the two. They are stockier than elves, but thinner than humans, and may or may not show the distinctive, elven pointed ears. They still have the slender and finely chiseled facial features of the elven faces. It is possible for a half elf to pass as human or elf for brief periods, but usually such duplicity is discovered. Half elves are not a true race, but rather the product of the union of human and elf, and as such they have no national or racial heritage other than that of the area and family they have been brought up in. A half elf that has been raised in the Elven Court thinks like an elf; while one from Aglarond thinks like a human, for the elven people have been long bred into the general population there.

As a result of their hybrid heritage, half elves tend to be individualistic and their outlook and behavior varies greatly from person to person. Many are adventurers by nature, in that they are seeking their own niche in a world where (to their eyes) they belong truly to neither major culture. Half elves take on some of the features of their elven subrace:

- Moon half elves tend to be pale with just a touch of blue around the ears and at the chin.
- Gold half elves tend to have bronzed skin.
- Wild half elves are very rare and tend to have copperish skin tinged with green.

- Sea half-elves tend to be a blend of the flesh tones of their human and elven parents. For instance, the child of a Lantan merchant and a Great Sea elf is likely to be a light green.
- Drow half-elves are very rare and tend to be dusky-colored with silver or white hair and the eye colors found in humans.

Half-elves may mate and breed, but will always produce the offspring of the other parent (a half-elf/elf pairing will produce elven children, while a half-elf/human pairing will result in human children). Second generation half-elves only result if two half-elves marry.

Of all the demi-human races, half-elves have the greatest range of preferred character classes. Their preferred classes are cleric, fighter, and thief. Half-elves receive the following racial abilities:

Charm/Sleep Resistant: The Half-Elf resists Charm and Sleep magic with an action check of DC 10.

Detect Hidden: Half-Elves are very adept at finding hidden and secret objects. When searching an area, object, etc., they gain +5 to their action checks.

Nightvision: Nightvision allows sight in dim environments for up to 60'. Nightvision is monochromatic.

Gnomes

The gnomes of Faerun are a small, friendly race of humanoid creatures common in most regions of the Realms. They are smaller and less stocky than dwarves, and are thought to be distant relatives of dwarves (though only gnomish men have beards).

The faces of gnomes, regardless of age, are lined as if with centuries of smiles and frowns, making these people appear to be carved from wood. Their natural coloring, from a light ash color to maple to the color of varnished and buffed oak, increases the tendency to think of gnomes as a woods folk when they are thought of at all.

The gnomes are called the forgotten folk of the Forgotten Realms, for despite the fact they are an everyday sight in major cities and have good-sized Communities of their own, they seem unbothered by the world and similarly only rarely become involved with it. Gnomes have no history beyond the memory of the eldest clan member and the songs of legend. They have never developed their own written tongue, acquiring the written language of those they live among for everyday use. Unlike the elves, they have no millennial heritage, and unlike the dwarves, no death knell tomorrow. As a result, they tend to take life as it comes, one day at a time.

Gnomes are among the most common-sense beings of a world filled with all manner of magical things. Their natural tendency towards illusioncraft has given them wisdom to look beyond the fancy trappings of speech and appearance to find out what is really there instead of making them more crafty and cunning. Gnomes value their families first, then whatever other relatives they encounter, then other gnomes, then the world, in that order.

Gnomes have no subraces, but since the Time of Troubles a different sort of gnome has appeared in the Realms, coming primarily from the South. These gnomes are particularly interested in craft and artifice, including all manner of sciences and invention. This new breed of gnome is relatively rare, but counts among its numbers primarily younger gnomes who venerate the god Gond Wonderbringer (who resembles a gnome in their version of the faith). Such gnomes are currently found as apprentices to smiths, craftsmen, and wizards, and are eager to learn as much about the world around them as possible. What they will do with this knowledge is as yet undetermined, but given the legendary wisdom of the gnomes, everyday humans have little to fear.

A gnome's preferred class is specialist mage: illusionist. Gnome characters receive the following racial abilities:

Darkvision: The gnome can see in environments of absolute darkness up to 60'. Darkvision is monochromatic.

Magic Malfunction: Because of their non-magical nature, gnomes have trouble using magical items. Each time a gnome attempts to use a magical item not specifically suited to his character's class, he must make an action check of DC 5 or the item fails to work. A malfunction affects only the current use; the item may work properly next time. Note that gnomes who choose mage as a class do not suffer this effect.

Melee Combat: Gnomes have a +1 bonus to their attack rolls vs. kobolds or goblins. Further, when gnolls, bugbears, ogres, trolls, ogre magi, giants, or titans fight gnomes, these aggressors suffer a –4 to their attack rolls because of the dwarves' small size and defensive tactics against these large foes.

Mining Detection Ability: Gnomes are tunnelers of great skill. While underground, they may attempt the following:

Action	DC
Detect slope in passage	5
Detect unsafe walls, ceilings, and floors	7
Detect approximate direction underground	10
Determine approximate depth	7

Saving Throw Bonus: Gnomes gain +4 to Saving Throws vs. magic. Note that gnomes who choose to pursue the magical arts lose this bonus.

Halflings

Halflings are the smallest of the major races, and to observe their communities outside cities, the most numerous (and growing). They tend to resemble small street urchins, wise beyond their years. The halflings of the Forgotten Realms have a light covering of hairy down over most of their bodies that is most noticeable on the backs of their hands and the tops of their hare feet. Often their faces are bare, though there are more than a few full bearded halflings as well.

The halfling people have a saying: "First there were dragons, then dwarves, then elves, then humans. Then it's Our Turn!" This attitude that all things will turn out to their benefit (and he served up to them on a silver platter) is typical of the battling mindset – cocksure, confident, and with more than a streak of larceny to it.

A halfling's appearance, similar to that of a small human child, belies the fact that this is a race with the same basic needs as any other. Halflings live in many of the same areas as humankind and may be considered a competitor. Yet rather than being overtly hostile, halflings have a smug, far-sighted attitude that these lumbering giants (human beings) will eventually leave, destroy themselves, or give themselves up, and that which remains will be theirs. This is not to say that halflings as a race or as individuals are evil, for they would do nothing to harm another unless harm had been inflicted on them first. But the tendency for them to take advantage is strong. Many a human thieves' guild has as its master thief a small, child-like creature that can sneak into and out of areas that larger folk cannot manage.

Halflings are delighted by the concept of money, which they consider a human invention that redeems the race. They enjoy gathering bunches of it, but unlike the dwarves with their ancient hordes, they see no point in keeping it, and fritter it away on gifts, parties, and purchases. Money is a way of keeping score on how well one is doing against the world and all its clumsy, lumbering races.

Halflings come in all the same skin colors and with the same variety of hair and eye color as humans. They tend to respect their families as groups not to steal from (though borrowing is permitted), and they show a strong loyalty to friends and those who have stood up for them. There seem to be only minor differences between the three major subraces of baffling: hairfeet, tallfellow, and stout. (Their differences are as noted in the Player's Handbook.) The subraces mix easily with each other and with other races.

Halflings excel at roguish tasks, and those who apply themselves in this area find their talents welcome among adventuring companies and thieves' guilds. As a result, halflings are as well-traveled and knowledgeable about the world as humankind, if not more so. The crux of their knowledge is centered on immediate goals and gratification, for it is not as important for a halfling to know who the local lord is as much as to scope out the bill of fare at the local tavern.

To the far South there is said to be a nation of halflings called Luiren, whose inhabitants have pointy ears. Considering the fact that most of the other dominant races of the Inner Sea came originally from the South, and the stated (if joking) halfling intentions to eventually dominate all other races, the idea of a halfling nation is somewhat disturbing.

Halflings can choose any class, but lose their magic resistance if they choose to pursue the magical arts. Their preferred class is thief. Halflings receive the following racial abilities:

Determine Direction: A halfling can determine direction with an action check of DC 10.

Determine Slope: Halflings can note if a passage is an up or down grade with an action check of DC 5.

Nightvision: Nightvision allows sight in dim environments for up to 60'. Nightvision is monochromatic.

Saving Throw Bonus: Halflings gain a +4 to Saving Throws vs. magic and poison. Halflings who choose to pursue the magical arts lose this bonus vs. magic.

Surprise: A halfling can gain a bonus to surprise opponents, but only if the halfling is not in metal armor. Even then, the halfling must either be alone, or with a party comprised only of halflings or elves, or 90 feet or more away from his party to gain this bonus. If he fulfills any of these conditions, he causes a -4 penalty to opponents' surprise rolls. If a

door or other screen must be opened, this penalty is reduced to -2.

Weapon Bonus: A halfling automatically gains proficiency with slings or one thrown missile weapon of his choice.

Humans

Humans, though relatively new arrivals, can be found throughout Toril and are its most common race. They do not receive any ability modifiers, but gain XP at a 10% faster rate than non-human races.

Additionally, Humans can choose any class or combination of classes within alignment restrictions without incurring an XP penalty.

Character Classes in the Realms

Adventurers are known by their many skills. Warriors, wizards, priests, rogues, and all the subclasses, kits, and varieties found within each of these major classifications allow adventurers a wide array of choices in their career and differing ways to increase their power. The Realms holds promise for each of these breeds of adventurer, as well as dangers and challenges. While each class has different special abilities, they all share the same XP Table. Any race may choose any class or combination of classes within alignment restrictions. A character may choose to pursue up to five different classes; however, each additional class beyond the first incurs a 20% XP penalty. When a new level is gained, he may select which class to increase, but if the difference in levels between any of the classes exceeds one, an additional 20% XP penalty is suffered until the levels are within one

Level	XP	Level	XP
1	0	11	55,000
2	1,000	12	66,000
3	3,000	13	78,000
4	6,000	14	91,000
5	10,000	15	105,000
6	15,000	16	120,000
7	21,000	17	136,000
8	28,000	18	153,000
9	36,000	19	171,000
10	45,000	20	190,000

Fighter

The services of trained warriors are in constant demand in the Forgotten Realms, owing to the large number of hostile creatures (including other humans) to be found in the world. Fighters and their sub-groupings tend to gravitate to certain positions and responsibilities, including:

- Local militias, including police patrols, sentries, palace guards, and watchmen. In times of hostilities, such women and men as these serve as foot troops in battle. Such positions are usually low, paying and hold little status. However, it is here that most heroic warriors make their start, serving with these groups to protect their homes, with the survivors moving on to greater things.
- Mercenary companies engage in fighting for a price. These pay better than militias, but have the disadvantage that local rulers/employers usually give mercenary companies the most difficult positions or tasks, as they are professionals paid for their experience.
- Trail guards have the advantage of good benefits and travel with the disadvantage that such fighters must fight not only to protect their own lives but the property of others. Some of the smaller traders offer high wages but deduct any losses they incur from those wages.
- Raiders are fighters who perform acts of banditry and piracy. The disadvantage of this lifestyle is that these fighters do not normally operate in civilized areas and may be hunted down by more law-abiding groups.
- Bodyguards and other protection opportunities offer low pay at relatively little risk.
- Gladiators and professional fighters are a rare occurrence in the North, though some debauched regions do set up such matches, usually between slaves or prisoners and monsters.
- Adventuring companies offer the highest return in advancement and money, as well as allowing warriors a great degree of independence. The disadvantages of these operations are the great deal of personal risk fighters are placed in and the essential need for cooperation with others.

Fighters gain these abilities:

Defense Bonus: +2 bonus to armor class if unarmored and unencumbered.

Heroic Fray: Once per day, whenever his opponents outnumber a fighter in melee combat by 3 to 1 or more, he may draw upon his skill and determination to double his number of attacks for a number of rounds equal to his level.

Quickness: Once per day, a fighter can draw upon his skill and determination to gain the first sequence in melee combat. This action must be announced before any initiative rolls.

Weapon Focus: The fighter can increase his chance to hit in melee combat by +2 by reducing his Armor Class -2. This must be announced before the initiative roll.

Paladin

Paladins are fighters of a higher calling than most common warriors. They fight for a strongly held moral and ethical code, and are held to exacting standards in all their actions. Failure to live up to their moral and ethical alignment results in their downfall, and the stripping of all special abilities granted by the paladin class.

There is no specific paladin's code, no set of do's and don'ts by which paladins are graded on a pass/fail basis. The closest thing to such a code is "Quentin's Monograph," a short treatise on the nature of alignment and paladinhood by a retired paladin. In addition to flowery descriptions of early endeavors and practical advice on the care of weapons and animals, the monograph summarizes what it calls the Paladin's Virtues.

The listing is not all inclusive, and every paladin grades and emphasizes these virtues based on their own personal ethos and religious background. Paladins may obey all these virtues to the letter and still lose their special status, or flout one virtue in the name of another and still retain paladinhood. In this fashion, a paladin may exist outside an organized hierarchy or even lead rebellions and wars against unjust or evil causes. It is possible under these virtues that one paladin may even fight another, both seeking to defend a different paladin's virtue or interpretation of all of them. The paladin's virtues are:

- v An organized approach brings the most good for all.
- v Laws exist to bring prosperity to those under them.
- v Unjust laws must be overturned or changed in a reasonable and positive fashion.
- v People rule; laws help.
- v Cause the most good through the least harm.
- v Protect the weak.
- v Goodness is not a natural state, but must be fought for to be attained and maintained.
- v Lead by example.
- v Let your deeds speak your intentions.
- v Goodness radiates from the heart.
- v Give others your mercy, but keep your wits about you.

Paladins in the Realms, like priests, are devoted to a particular deity. The most common paladin deities are those that embody action, decision, watchfulness, and wisdom. Torm and Tyr are both Popular deities for paladins, as is Ilmater, who stresses the need to suf-fer to attain one's goals. All these gods are good and lawful in their basic alignment.

Paladins also serve deities who present themselves as being good but not necessarily lawful, and lawful but not necessarily good. These include Azuth and Helm, who are lawful and neutral in their outlook, and Mystra, Deneir, Lathander, and Milil, who are good and neutral. Chauntea and Mielikki are also neutral and good, but tend to attract more druids and rangers than paladins, though there are exceptions. No gods who claim true neutrality, evil, or chaos in their ethos and morals have paladins operating in their name.

Paladins gain these abilities:

Circle of Power: If the paladin has a holy sword, he can project a circle of power 30' in diameter. This circle dispels hostile magic at a level equal to the level of the paladin.

Curative: Cure diseases of all types 1/week for every three levels of experience. This ability is ineffective vs. magical diseases.

Detection: Detect evil monsters or creatures up to 60' away by concentrating. A paladin can do this as often as he wishes, but each use takes one minute.

Faithful Mount: The paladin can summon a special steed at 4th level.

Healing Touch: The paladin may "lay on hands" 1/day, healing two hit points per his experience level.

Health: Immunity to all forms of natural disease.

Priest Spells: At 9th level, the paladin can cast priest spells from the following spheres: combat, divination, healing, and protection. The paladin receives bonus spells based on high Wisdom, as do priests.

Level	1	2	3	4
8	1	—	—	
9	2	—	—	
10	2	1	—	
11	2	2	—	
12	2	2	1	
13	3	2	1	
14	3	2	2	
15	3	3	2	
16	3	3	3	
17	3	3	3	1
18	3	3	3	1
19	3	3	3	2
20	3	3	3	3

Protection from Evil: The paladin has a natural aura with a 10' radius. Within this radius, summoned or evil creatures suffer a -1 to all attack rolls. Creatures affected by this aura know the paladin to be the source of their discomfort.

Saving Throw Bonus: The paladin gains +2 to all saving throws.

Turn Undead: When the paladin attains 3rd level he can turn undead as if he were a cleric two levels lower.

Ranger

Rangers are specialized breed of warrior, suited to a wilderness existence while still retaining more of the trappings and station of society. Individuals who become rangers are normally from the civilized agricultural areas of the Realms, as opposed to its wilderness areas.

Rangers are a phenomenon primarily confined to the North, in particular that region north and west of the Sea of Fallen Stars called the Heartlands. Occasionally rangers' hail from Amn or Chondath, but a ranger farther south is as rare as sympathy from a beholder. This may be due to the fact that rangers function best in those regions that are still being developed and explored by civilized humankind, and as such have little to do in those regions that have been settled and ruled (at least in name) for centuries,

Due to their low numbers, regional restrictions, and tendency to perform along the lines of moral good, rangers are both very individualistic and clannish. A ranger can often be found on his or her own, or in a company of druids or adventurers, where wilderness skills are useful. At the same time, when rangers meet, they often exchange names and gossip on the latest doings of others of their type. While not a political or social force, rangers comprise a finely wrought network of information, and it is this network that makes them a natural part of the group known as the Harpers. Not all rangers are Harpers, but many are, and the Harpers recruit further from the ranks of rangers only on the recommendation of other rangers within the Harpers.

Rangers receive these abilities:

Empathy with Animals: When dealing with a domestic or non-hostile animal, the ranger can approach and befriend it automatically. The ranger also can discern the health and nature of such animals. When approaching wild animals or those trained to attack, the animal must make a Mental saving throw to resist the ranger's friendly overtures. There is a -1 penalty to the roll for every three experience levels of the ranger.

Find and Remove Wilderness Traps: These traps include pits, snares, etc. The ranger must make an action check of DC 18. The ranger improves his roll by +1/level.

Hide in Shadows: A ranger can hide in shadows in natural surroundings if he is wearing studded leather or lighter armor with an action check of DC 19. The ranger improves his roll by +1/level. The ranger can also attempt to use this ability in other settings, but the DC improves to 23.

Move Silently: A ranger can move silently, as the thief ability, in natural surroundings if he is wearing studded leather or lighter armor with an action check of DC 18. The ranger improves his roll by +1/level. The ranger can also attempt to use this ability in other settings, but the DC improves to 22.

Priest Spells: At 8th level, a ranger can learn and cast priest spells from the plant and animal spheres. The ranger receives bonus spells based on high Wisdom, as do priests.

Level	1	2	3	4
8	1	—	—	
9	2	—	—	
10	2	1	—	
11	2	2	—	
12	2	2	1	
13	3	2	1	
14	3	2	2	
15	3	3	2	
16	3	3	3	
17	3	3	3	1
18	3	3	3	1
19	3	3	3	2
20	3	3	3	3

Special Enemy: Rangers focus their efforts on one exceedingly bothersome type of creature. A ranger must choose his special enemy before reaching 2nd level. The ranger gains a +4 to attack the special enemy. Further, the ranger will seek out such creatures over other foes in combat.

Tracking: The ranger may track with an action check of DC 16. The ranger improves his roll by +1/level.

Two-Weapon Style: A ranger can fight with two weapons and suffer no penalties to his attack rolls. No shield can be used when a ranger fights in this manner. If the ranger wears armor heavier than studded leather, the standard penalties for two-weapon fighting apply.

Wizard

In many races, certain individuals have the ability to channel the ambient magical energies of the world to produce a desired effect. In the Forgotten Realms, this ability is called magic, or the Art, and the Realms are home to large number of the Art's practitioners.

All manner of spellcasters people the Forgotten Realms, and though universities and magical schools exist, the great majority of spellcasters still learn their skills in the time honored fashion: by apprenticeship to a higher level mage. After years of what seem to the student to be arduous and unpleasant chores, the tutoring mage will begin instruction in the easiest cantrips, later moving on to the first spells, and presenting the apprentice with his or her first spell book. Upon teaming the basics, the young wizard usually journeys out to gain some real, life experience in his or her craft. Some go no further in their development, seeking other safer pursuits, and some perish in their adventures. Those that survive, return to their former masters or to others of greater skill to learn greater magics and to share what they have discovered.

Practitioners of the Art are found in most walks of life, and there are former mages among the merchant class and courtiers. Many make their living at magic, either as court wizards, adventurers, or sages (the last being the least well paid or recognized). Often they devote long periods of time to producing magical items. When they adventure, they are looking both for money to fund their researches, for magical items to understand and comprehend, and for books to expand the scope of their teaming.

Wizards develop a signature rune that they use to identify their belongings, sign as their name, and warn others. As a mage gains in power, more individuals recognize the rune and connect it with a mighty individual, not to be trifled

with. Since some runes are connected with magical spells, the use of signature runes reinforces the tendency of ordinary people to shy away from such magically marked items. A mage may develop a signature rune at any time, though it should not be altered once created, to avoid confusion. This rune is used in all spells that require writing, including symbol type spells, and non-magically to indicate property or for messages. In a world where the majority of the people speak but do not read a common language, such runes are important to instruct the unknowing and to warn the cautious.

Mages relearn their spells daily from spell books, and usually maintain two sets of the texts; a traveling set for use in the wilderness and a larger, more complete set at or near their home. Such books are very important; many specialized books that were once wizard's tomes are highly valued for the original spells therein.

The magic universities function using this same principle on a larger scale; they house many wizards and sages with various specialties. They are not large operations, including maybe a dozen students at most and three or four sages with any true magical ability, but they are a change from the previous one-on-one relationship of mage and apprentice. These schools are almost nonexistent in the North, appearing only in the past 20 winters, and their first students are just now making their name in the Realms at large. Such colleges are said to be more common (and much larger) in the South, particularly in such magical lands as Nimbral and Halrua. In the North, the failed experiment of a large university is recorded in the toppled stones of a ruined magical college outside Beregost. Magic colleges in the North tend to be low key where they exist at all.

Wizards receive these abilities:

Cantrips: Wizards receive slots for Cantrip-type spells as well as their normal spells. They receive 3 Cantrips at 1st Level and an additional Cantrip at the rate of 1/Level after 1st.

Create Magic Item: Once they reach 9th level, a mage can pen magical scrolls and brew potions. They can construct more powerful magical items only after they have learned the appropriate spells (or works with someone who knows them).

Specialist Wizard

Some mages are specialist wizards, concentrating their work in a particular direction and devoting themselves to a particular school of magic. A school differs from a college and University in that it is a particular type of study as opposed to a physical location. Wizards specializing in illusion/phantasm magic are said to belong the school of illusion, whether they operate in the lands of Thay or in the jungles of Chult.

Specialist mages have always existed in the Realms, but their numbers (save for the illusionists) were never great previous to the Time of Troubles. Most of the old guard wizards like Khelben and Elminster are non-specialized mages. Since the Time of Troubles, the number of specialist wizards has increased, and these wizards have differing attitudes from their elders. The result of this magical gap in ages has yet to be resolved.

Abjurers: These wizards specialize in abjuration spells, and are concerned with wards and protection spells. Their general attitude is that in a dangerous world, the first order of business is to stay alive and whole. Abjurers prefer green and brown in their clothing.

Conjurers: Conjurers are specialists in conjuration/summoning magic, and believe that to be a successful mage, all you need is to be able to call into being allies, lackeys, or powerful servants to work your will. Conjurers tend to be flashy in both dress and attitude.

Diviners: These cautious wizards specialize in the divination school, particularly those spells of higher than 3rd level (known as the greater divinations). They are careful, cautious planners, bookish and literal in their outlook, as they are directed toward the gathering and verification of information. Their dress and manners are conservative and modest.

Enchanters: Enchanter specialist wizards hold a dual role. They imbue their magic into static objects, but also use their enchantment/charm spells to influence and control others. As a result, they are as a class very self-confident and tend to think of themselves as superior, even to other mages. Enchanters are social creatures and tend to dress stylishly. They are most comfortable in cities, which provide a wide circle of admirers (and subjects for their charms).

Illusionists: Illusionists are devoted to one of the eldest specialty wizard schools, concentrating on the powers of illusion and phantasm. As a group they tend to be secretive, even to the point of having their own written language, Ruathlek, derived from their magical writings. They dress in simple grays and browns, perhaps with an accent of color or a gemstone.

Invokers: Invokers are those mages who specialize in the invocation and evocation schools of magic. Capable of calling matter and effects such as lightning and fire out of thin air, they are used to possessing power and commanding the respect (or at least fear) of those around them. Self-confident to the point of cockiness, invokers prefer bright primary colors in their dress.

Necromancers: Necromancers are a two-sided coin. Some are interested in necromancy from its healing and restorative aspect in relation to the human body, while others (the better known half) concentrate their work on the dead and undead. As a result, the school is separated into two camps, one white, and the other black. White necromancers are healers, work with local churches, and are in general good-aligned. Black necromancers are secretive to the point of obsession, vengeful, and often black-hearted. Their dress tends to match their outlook.

Transmuters: Transmuter, the masters of the alteration school of magic are, as a rule, creative experimenters, and explorers who are never happy with the way things are, but rather intensely intrigued by the way things could yet be. Their garb is cut for comfort, as opposed to fashion or camouflage.

Specialist	School	Opposition School(s)
Abjurer	Abjuration	Alteration & Illusion
Conjurer	Conjuration/Summoning	Greater Divination. & Invocation
Diviner	Greater. Divination	Conjuration/Summoning
Enchanter	Enchantment/Charm	Invocation/Evocation & Necromancy
Illusionist	Illusion	Necromancy, Invocation/Evocation Abjuration
Invoker	Invocation/Evocation	Enchantment/Charm & Conjuration/Summoning
Necromancer	Necromancy	Illusion & Enchantment/Charm
Transmuter	Alteration	Abjuration & Necromancy

Specialists Wizards gain these abilities:

Cantrips: Wizards receive slots for Cantrip-type spells as well as their normal spells. They receive 3 Cantrips at 1st Level and an additional Cantrip at the rate of 1/Level after 1st.

Extra Spells: They gain the benefit of memorizing one extra spell of each level, as long as it is taken from their preferred school

Saving Throw Adjustment: A specialist gains a +2 bonus to saving throws against spells of their particular specialty school and specialist inflicts a -2 penalty to their opponents' saves when casting spells of their specialty.

Easier Research: Specialists research spells of their specialty as if the spells were one level lower than their actual level.

Spell Bonus: Specialists automatically add a spell to their spell book when they gain a level.

Learning Bonus: +15% bonus when attempting to learn new spells belonging to their chosen school.

Create Magic Item: Once they reach 9th level, a specialist can pen magical scrolls and brew potions. They can construct more powerful magical items only after they have learned the appropriate spells (or works with someone who knows them).

Sorcerer

From among the various races, a few individuals are born with an innate ability for the Arcane. They are often highly charismatic and make excellent students of magic. Those who pursue this talent are known as Sorcerers. But there is more that is strange about them. Though they gain higher-level spells at a much slower rate than Wizards, they possess spell-like abilities instead of memorizing spells each day.

Instead of memorizing magic from a spell book, a Sorcerer commits a set of spells to knowledge that he may draw upon as needed. A Sorcerer must choose wisely the spells he learns, for when he decides to learn a new spell, he commits that spell to knowledge forever, and that spell becomes a permanent part of his repertoire and can never be replaced or substituted. The Sorcerer may then cast any spell from his repertoire as needed, up to his maximum number of spells per day. A Sorcerer may know a number of spells per level determined by his Charisma score. For example, a Sorcerer with a Charisma of 14 may know and have at his disposal a maximum of 5 spells per level.

Charisma Score	Max. # / Level
9	3
10	4
11	4
12	4

13	5
14	5
15	5
16	6
17	7
18	9

A Sorcerer's spell-like abilities give him slower access to higher-level spells than Wizards, but they may cast more spells per day.

	1	2	3	4	5
Level					
1	2	-	-	-	-
2	3	-	-	-	-
3	4	-	-	-	-
4	5	-	-	-	-
5	5	2	-	-	-
6	5	3	-	-	-
7	5	4	-	-	-
8	6	4	-	-	-
9	6	5	-	-	-
10	6	5	2	-	-
11	7	5	3	-	-
12	7	6	3	-	-
13	7	6	4	-	-
14	8	6	4	-	-
15	8	7	4	2	-
16	8	7	5	3	-
17	9	7	5	4	-
18	9	8	5	4	-
19	9	8	6	4	-
20	10	8	6	5	2

Sorcerers gain these abilities:

Armor: A Sorcerer may wear scale mail or lighter armor and use his spell-like abilities.

Bonus Spells: A Sorcerer gains bonus spells for a high Charisma score as per Priests.

Innate Spells: Sorcerers begin play with four 1st level spells of their choosing.

Learning Spells: A Sorcerer may learn a spell with an action check of DC 12 modified by his Charisma. Unlike Wizards, who can make another attempt to re-learn a spell upon gaining the next level, Sorcerers who fail at the first attempt to learn a spell may never learn that spell.

Priest

Priests are those individuals capable of directing energies derived from particular entities known properly in the Realms as powers, though often referred to as deities or gods. All priests belong to faiths that venerate these powers and advocate their aims and goals.

The peoples of the Realms tend to be generally tolerant of all faiths, such that in larger cities there are temple districts of various faiths of dissimilar alignments and goals existing side by side. Faiths and temples maintain varying levels of influence in the local govern-ment, and only in a few cases is there a state religion. One such exam-ple is the island nation of Lantan, whose strange inhabitants are almost all worshippers of Gond. Even so, there are shrines to other deities on Lantan, though they exist primarily to serve foreign visitors.

Priests in the Forgotten Realms are divided into two types: the standard, generalist cleric, who has set abilities common to all church-es regardless of faith, and the specialty priest, who has special abilities granted by the power in question. Many of the major faiths of the Realms have specialty priests, but the most common such priest encountered is the druid (see next section).

Priests can also be divided into two groups within their faith's orga-nization, though members of one group easily and often cross into the other group. Hierarchy-bound priests are those who are usually tied down to a specific location, such as a temple, shrine, or monastery, and work primarily to the good of that location, the church, and the community, though not necessarily in that order. Mission priests are at-large agents entrusted to wander the length and breadth of the Realms spreading the basic tenets and beliefs of their faith.

Many of the priests found in adventuring parties, working along-side merchants, or in mercenary companies are mission priests. However, the line is a fuzzy one, such that a specialty priest who has spent his life in the hierarchy may suddenly decide, for the good of his order, to engage in a quest for an artifact, gather a group of like-mind-ed adventurers, and set off as a mission priest. Similarly, a cleric who has spent her life in adventuring companies, tithing a large part of her earnings to setting up shrines for the power she follows, may deter-mine to retire to a temple to use the experience she has gained to teach others, and enter the church hierarchy in that fashion.

Most faiths are fairly loose with such restrictions, only requiring that a priest get the approval of a Superior (or of the power being ven-erated, if the priest is of matriarch/patriarch level) before joining or leaving the hierarchy. In a similar fashion, priests have no required dress code or raiment outside of the garb required for ceremonies. In general, priests dress in the colors of their order (usually those of their holy symbol) and wear some obvious symbol of their faith on their person. Priests of Tymora will tend towards grays and wear a silver disk either on a neck chain or affixed to a circlet, while priests of Tempus will wear helms (or metal skullcaps) and display Tempus's symbol (the fiery sword on the crimson field) on their shields.

Priests gain these abilities:

Command/Turn Undead: The priest is granted power over undead beings by either turning or commanding undead. Players should be aware of possible influences on alignment when using this ability.

Healing: Priests may exchange any spell they are currently carrying for a Healing spell. The spell heals 1d8 per level of spell substituted. For example, the Priest may exchange one of his 3rd level spells and cast a healing spell for 3d8.

Druid

Druids, the most common type of specialty priest, tend to worship outside of standard temple complexes, and instead wander the land, collecting into loosely affiliated circles throughout the Realms. The term circle serves to illustrate the unending cycles of natural processes, and to emphasize that no one creature is intrinsically superior to another. These druid circles fill the same requirements as church hierarchies do within the clerical faiths, but are much smaller. Among druids the distinction between the hierarchy-bound priest and the mission priest becomes almost meaningless because of the loose nature of circles and the roving tendencies of druids who are the caretakers of large regions.

In the northern Realms from the Sword Coast to Impiltur, druids in lightly settled areas have tended to gather in small groups, often with rangers and other allies, for mutual protection, defense of key areas or resources, and in order to accomplish their common goals more easily. These groups, usually consisting of a dozen or fewer druids and 20 or fewer others, vary widely in prominence and working relationships. In some, the druids live together in a woodland grove, and in others, they are widely scattered, with other group members serving as go-betweens. In some groups the druids and rangers deal with each other as equals, and in others the druids are revered.

In the Realms at large, these circles make up a network of communication and aid among those who venerate Chauntea and similar powers, such as Mielikki and Eldath. In general, the druids of the Realms seek balance between the needs of people (especially civilized peoples) and the needs of the natural world at the expense of neither.

While druids are relatively weak in the Dalelands at the moment, they have several major areas of power, including the Border Forest, the Gulthmere Forest, and, in particular, the Moonshaes. In the latter, the druids are worshippers of a good uncommon in the rest of the Realms, the Earthmother, and this faith is both native and unique to the area.

Druids of the same circle may worship different deities, though in general, druids of the same circle tend to worship the same god. Common powers venerated by druids are Eldath, Silvanus, Chauntea (in places), and the elemental lords, in particular Grumbar and Kossuth (earth and flame, respectively). Player character druids do not begin the game as members of a circle, but may form such circles if they find other druids and either accept them or are accepted into their ranks.

Great and grand druids are singular beings, and there is only one such individual for a 500-mile area about the abode of a great or grand druid. Each is entrusted with the organization and protection of the circles and other druidic shrines within that domain. The precise borders of a great druid's domain are nebulous at best, but there are three major regions within Faerun. The first and eldest is on the southern shores of the Sea of Fallen Stars, and includes the Gulthmere Forest and the Chondalwood. The second is located in the scattered remains of ancient Cormanthor, ranging from Cormyr to the Moonsea, and includes the ancient territories of the Elven Court. The third is located in the North. It is based in the High Forest but includes all other forests and woods in the area. Druids are also active in the Moonshaes and the forests surrounding the Great Dale, but it is unknown at this time if their organization includes great and grand druids.

When a druid reaches sufficient level to advance in rank, she or he is expected to seek and challenge another druid of his or her position. A sign will be sent by the power the druid worships indicating the location of the druid sought, unless the first druid knows the second druid's location already. At high levels, this is the only method of advancement for these specialty priests.

Druids gain these abilities:

Communicate with Creatures: The druid can acquire the languages of woodland creatures at the rate of one language per level.

Healing: Druids may exchange any spell they are currently carrying for a Healing spell. The spell heals 1d8 per level of spell substituted. For example, the druid may exchange one of his 3rd level spells and cast a healing spell for 3d8.

Identify: At 3rd level, the druid can accurately identify plants, animals, and clean water.

Pass without Trace: At 3rd level, the druid may Pass Without a Trace.

Immunity to Charm: At 7th level a druid becomes immune to charm spells cast by woodland beings.

Saving Throw Bonus: The druid receives a +2 to all saving throws vs. fire and electrical attacks.

Shapechange: A druid gains the ability to shapechange into a reptile, bird, or mammal up to three times per day after he reaches 7th level. Each animal form (reptile, bird, or mammal) can be used only once per day. The size can vary from that of a bullfrog or small bird, to as large as a black bear.

Upon assuming a new form, the druid heals 10-60% (1d6 x 10%) of all damage he has suffered (round fractions down). The druid can only assume the form of a normal (real world) animal in its normal proportions, but by doing so he takes on all of that creature's characteristics - its movement rate and abilities, its Armor Class, number of attacks, and damage per attack. Thus, a druid could change into a wren to fly across a river, transform into a black bear on the opposite side and attack the orcs gathered there, and finally change into a snake to escape into the bushes before more orcs arrive.

Monk

Monks are priests dedicated to mind over body and master of hand-to-hand combat. Through their rigorous training, Monks gain the ability to dodge attacks, resist poisons, and have an increased mental resistance. They can be any lawful alignment.

Like Paladins, monks cannot retain wealth. He can keep enough money to support himself, pay his henchmen, and so on, but all excess monies must be donated to a worthy cause. Magical items usable by monks include all magical weapons, rings, and miscellaneous items usable by thieves. No other magic items of any sort can be employed.

Monks receive these abilities:

Open Hand Attack: Monks can do lethal damage with their hands and feet as if they were carrying weapons. Eventually, monks can strike several times per round and inflict wounds equal to those from the most dangerous

weapons. See the table below.

Killing Attack: At 2nd level, a monk can kill an opponent with a successful open hand attack. The attack must first stun the target, which must make a Fortitude saving throw at –4 or die.

Resist ESP: A monk can resist ESP and other thought-reading attempts by making a Mental saving throw at +2.

Safe-Fall: A monk is able to fall safely as long as he is within 1' of a wall or other surface that he can touch to slow his fall. See the table below.

Resist Charm: The monk is unaffected by charm-type spells and effects with an action check of DC 16. If the check fails, normal saves apply.

Quivering Palm: This attack creates disharmonic vibrations in the target's body and may cause death if the monk so wishes. Use of the "quivering palm" is as follows:

- It may be attempted once per week, and must be announced before an open hand attack.
- It affects only man-sized or smaller creatures that would normally be affected by the monk's stun attack, and only if the monk is higher level than the target creature.
- If the attack hits, it causes normal damage. The monk may slay the target with the vibrations at any time within a time limit of one day per level of the monk; the target gets a Fortitude save to avoid the effect.

Evade: The ability to evade and fortify their flesh increases the monk's AC as his level increases.

Speed: Monks can move faster than normal humans due to their training.

Rogue Skills: Monks gain the following Rogue skills but advance at ½ the rate; Climb Walls, Detect Traps, Hear Noise, Hide in Shadows and Move Silently.

Extra Damage: Because of their knowledge of anatomy, monks cause extra damage when they use weapons against living creatures, equal to the monk's level divided by 2, rounded up. This extra damage only applies against creatures with familiar musculature, anatomy, skeletal system, joints, etc.).

Stun: Once per day, a monk may attempt to stun an opponent with an open-hand attack. The monk declares intent to stun and rolls to hit; if the attack hits, the target must make a Fortitude saving throw or be stunned (unable to attack, losing all Dexterity adjustments) for one round.

Dodge: A monk may deflect an incoming fired or hurled missile by forsaking any other action and making a Reflex saving throw. In addition, if the monk is attacked by an effect that requires a saving throw, a successful saving throw vs. the attack results in the monk taking no damage, even if the effect was a fireball, for example.

Resist Magic: At 14th level, the monk always gets a saving throw vs. magic, even when none is normally allowed.

Astral Projection: At 17th level, the monk is able to leave his body and project himself into the astral plane once per week.

	Abilities	Move	# Attacks	Unarmed Dmg.	AC Bonus
Level					
1	Base skills	30	1	D4	+1
2	Killing Attack	30	1	D4	+2
3	Resistance to ESP	30	1	D6	+2
4	Fall up to 20' safely	33	1	D6	+3
5	Immune to disease, Haste & Slow	33	1	D6	+3
6	Fall up to 30' safely	33	2	D6+1	+4
7	Self heal 2 hp/level	35	2	D6+1	+4
8	Fall 50' safely, +1 initiative	35	2	D6+1	+5
9	Resistance to charm effects	35	2	D8	+5
10	Open hand is +1 magical	37	2	D8	+6
11	Immune to poison	37	2	D8	+6
12	+2 initiative	37	3	D8+1	+7
13	Quivering Palm	40	3	D8+1	+7
14	Always gets a Save	40	3	D8+1	+8
15		40	3	D10	+8
16		43	3	D10	+9
17	Open hand is +2 magical	43	4	D10	+9
18		45	4	D12	+10
19	Astral Projection	45	4	D12	+10
20		45	4	D12	+10

There are only three monks at any given time of level 13, and only one of each level above that. When a monk reaches level 13 and higher, he must issue a challenge within one month to a monk of the same level. If the challenged monk chooses not to abdicate his rank, the two choose a time and a place for a duel. The monks may fight with any weapons and abilities available to them. Victory conditions are determined beforehand, with most battles being to unconsciousness or to a certain number of hits. Cruel or vengeful defending monks of rank often insist on battle to the death.

The loser, assuming he survives, drops to the lowest number of experience points necessary for his previous experience level and cannot challenge again for one year. The winner gains or retains the title of that level and all the associated abilities. A monk is not required to challenge if he is not interested in the title or abilities of the new level. However, the monk is unable to gain experience points unless he involves himself in the challenge process.

Rogue

As more people gather in large cities, more individuals who prey on large collections of humankind gather as well. Chief of those are human scavengers, who seek their profession by stealing from others. These are the rogues of the Realms. Their allegiance is to themselves and a handful of allies (at best), and their intentions are not always for the good of their prey. In the wilds, their behavior is often useful and beneficial to the group, but in the larger cities, their acts usually spell trouble, and most lawful towns have laws against such activities.

Despite such laws, thieves and thievery are common. Most major cities have a number of thieves' dens competing with each other in stealing and theft. A few cities (such as Zhentil Keep) have an organized group of rogues (a guild) controlling all such activity, and some can even operate from a building in broad daylight. Most thieves' dens are secret gathering spots, often located beneath a city, and they change as guards and lawful groups discover them.

The city of Waterdeep once was home to the most powerful guild of thieves in the North. The Lords of Waterdeep smashed that guild, forcing its leaders to flee the city. Those leaders are now the Shadow Thieves of Amn). Rogues of all types still operate in Waterdeep, but they are broken into innumerable small groups or operate alone. The most recent attempt at organization (headed by a beholder named Xanathar) has been smashed by the Lords and their agents.

The most common respite for rogues is what they call the "honest trade" — adventuring. While adventuring, roguish abilities may be used and indeed lionized in song and legend, when what a rogue is doing is almost the same as his or her in-town activities. The only difference is that instead of stealing from a lord's manor, she or he is burglarizing a lich's tomb. Many thieves take to this life, adhering to a code that keeps them out of trouble in civilized areas but keeps them in gold. Some leaders of important organizations are of this type. Their fellow guild members trust the cash box with such individuals in the city, but keep an eye on them in the wild for pocketed gems and magical items that find their way into their high-topped boots.

Rogues receive these abilities:

Cant: Rogues use slang terms when referring to their activities and operations. This lets them converse about such dealings without others knowing what they are talking about.

Read Languages: As per the *PHB*.

Scroll Use: At tenth level, the rogue can use magical spell scrolls.

Thieving Skills: Each skill starts out with a +1 modifier (adjusted for race and dexterity.) At first level rogues get 3 discretionary "pluses" to distribute amongst the stat(s) of their choice. As the rogue advances they gain an additional 6 "pluses" per level to distribute. Note: No skill can be raised by more than 3 at a time and can never be raised above an "unmodified" +20.

- **Climb Walls:** This skill lets the rogue climb smooth or vertical surfaces.
- **Detect Noise:** This is the ability to hear sounds others usually can't as per the *PHB*.

- **Find/Remove Traps:** This ability allows the rogue to find and remove small mechanical traps and alarms as per the *PHB*.
- **Hide in Shadows:** The rogue can attempt to disappear in shadows, bushes, and crannies. A successful rogue will be effectively invisible as long as he remains all but motionless. Slow, deliberate movements are allowed.
- **Move Silently:** The rogue can move at 1/3 his normal rate without making noise.
- **Open Locks:** The rogue can pick all kinds of locks using skill, tools, luck, and finesse. If a rogue fails at picking a lock, he cannot try again until advancing a level.
- **Pick Pockets:** A rogue uses this skill to pilfer small items from the pouches, pockets, etc. of others. A failed attempt means the rogue did not come away with an item, but it does not indicate the thief was caught in the act.

Sneak attack: If the rogue strikes an unsuspecting target, he gains a +4 bonus on his attack roll and inflicts additional damage based on his level of experience as per the *PHB*. See the thief backstab Table 30 for the damage multiplier.

Bard

Bards have been called rogues with a better biographer, and indeed, they have many of the abilities and tendencies of their ill-reputed Cousins, yet are in the main more welcome throughout the Realms than their roguish fellows. That level of trust operates mainly on the social level, though, for while a landed lord may invite a bard into his home for dinner, he will inevitably count his silverware afterward.

Bards have a number of skills that make them singularly valuable in the Realms. They are wanderers by nature, and carry new items, information, gossip, tales, warnings, and other bits of knowledge from place to place. Further, it is the bard's nature to share this information, as opposed to hoarding it for his or her own good (something wizards are regularly accused of doing). The arrival of a famous bard is the subject of everything from mild discussion in larger cities to celebra-tion in isolated villages. Bards are often rewarded with both food and shelter, and also pick up new tales and legends to relate elsewhere.

Bards can be of any alignment, though some part of their morality or ethos must be neutral. There are evil bards in the Realms, though their nature is not always apparent. garden variety rogues are usually assumed to be of evil (or at least greedy) intent, but bards are general-ly presumed to be beneficent (or at least neutral). Many evil bards profit under this assumption.

Contributing to the reputation of bards as forces for good is the existence of a primarily good-aligned secret organization—the Harpers. The Harpers include druids, mages, priests, and rangers in addition to bards, but the group's musical background and the pre-dominance of bards in such numbers among its ranks account for its appearance as a bardic society. Membership in the Harpers is limited and by invitation only, so that not every bard is a member of this group, though to the forces of evil it often seems so.

Most bards are independent by choice and by nature, owing nothing to any except their traveling companions. Not all bards are musicians (some are rumormongers or poets), and not all musicians are bards, though musical background is definitely useful in bardic society of old there were bardic colleges in the Realms, but they have been long since been abandoned, save for a few names and ancient stories.

Bards receive these abilities:

Thieving Skills: Each skill starts out with a +1 modifier (adjusted for race and dexterity.) At first level rogues get 1 discretionary "plus" to distribute amongst the stat of their choice. As the bard advances they gain an additional 3 "pluses" per level to distribute. Note: No skill can be raised above an "unmodified" +20.

- **Climb Walls:** This skill lets the bard climb smooth or vertical surfaces.
- **Detect Noise:** This is the ability to hear sounds others usually can't as per the *PHB*.
- **Pick Pockets:** A bard uses this skill to pilfer small items from the pouches, pockets, etc. of others. A failed attempt means the rogue did not come away with an item, but it does not indicate the thief was caught in the act.

Read Languages: is an important ability, since words are the meat and drink of bards. They have some ability to read documents written in languages they do not know, relying on words and phrases they have picked up in their studies and travels.

Influence Reactions: When performing before a group that is not attacking (and not intending to attack in just seconds), the bard can try to alter the mood of the listeners. He can try to soften their mood or make it uglier. The method can be whatever is most suitable to the situation at the moment; a fiery speech, collection of jokes, a sad tale, a fine tune played on a fiddle, a haunting lute melody, or a heroic song from the old homeland. Everyone in the group listening must roll a Mental saving throw (if the crowd is large, make saving throws for groups of people using average hit dice). The die roll is modified by -1 for every 3 experience levels of the bard (round fractions down).

If the saving throw fails, the group's reaction can be shifted one, toward either the friendly or hostile end of the scale, at the player's option. Those who make a successful saving throw have their reaction shifted one level toward the opposite end of the scale. This ability cannot affect people in the midst of battle; it is effective only when the audience has time to listen. Furthermore, the form of entertainment used must be appropriate to the audience.

Rally Allies: The music, poetry, and stories of the bard can also be inspirational, rallying friends and allies. If the exact nature of an impending threat is known, the bard can heroically inspire his companions (immortalizing them in word and song,) granting a +1 bonus to attack rolls, or a +1 bonus to saving throws, or a +2 bonus to morale (particularly useful in large battles) to those involved in melee. The bard must spend at least three full rounds singing or reciting before the battle begins. This affects those within a range of 10 feet per experience level of the bard. The effect lasts one round per level. Once the effect wears off, it can't be renewed if the recipients are still in battle. However, troops who have withdrawn from combat can be re-inspired by the bard's words.

Counter Magical Effects: Bards are also able to counter the effects of songs and poetry used as magical attacks. Characters within 30 feet of the bard are immune to the attack as long as the bard sings a counter song (or recites a poem, etc.) While doing this, the bard can perform no other action except a slow walk. Furthermore, if he is struck or fails a saving throw, his effort is ruined. Success is checked by having the bard make a Mental saving throw. Success

blocks the attack; failure means the attack has its normal effect (everyone affected rolls saving throws, normal damage is inflicted, etc.). The bard can use this ability once per encounter or battle. This power does not affect verbal spell components or command words; it is effective against spells that involve explanations, commands, or suggestions.

Ancient Lore: Bards learn a little bit of everything in their studies and travels. Thus, all bards can read and write their native tongue (if a written language exists) and all know local history (without cost if the optional proficiency rules are used). Furthermore, bards have a +1 chance per experience level to identify the general purpose and function of any magical item (rolled against a DC of 20.) The bard need not handle the item but must examine it closely. Even if successful, the exact function of the item is not revealed, only its general nature.

Magical Item Use: Upon reaching 10th level, a bard can attempt to use magical devices of written nature; scrolls, books, etc. However, his understanding of magic is imperfect (although better than that of a thief) so there is a 15% chance that any written item he uses is read incorrectly. When this happens, the magical power works the opposite of what is intended, generally to the detriment of the bard or his friends.

Multiclass Characters

Multiclass characters are those characters that pursue multiple classes simultaneously. A character may choose to pursue up to five different classes; however, each additional class beyond the first incurs a 20% XP penalty. The level of multiclassed characters is the sum of their levels in all classes and all HP, combat bonuses, and other level related attributes are summed instead of averaged. For example, a 4/3 Fighter/Rogue is considered a 7th level character and requires 21,000 XP just as a single-classed 7th level character.

Combat

Combat is now fast and exciting. Your turn to perform an action arises once every six seconds. Initiative will be rolled on a d20, modified by Dexterity, and high roll goes first. After rolling for the first round, each character then acts in that order for all subsequent rounds, with two exceptions. Players may choose to "Delay" their actions until the end of the cycle, or may "Focus" by giving up an attack in order to gain an earlier initiative spot in the cycle. Casting time for wizard spells has been eliminated, as well as weapon speeds. When a wizard casts a spell, it goes off on his turn in the initiative cycle, unless the casting time is greater than one round.

Spellcasters who have been injured in the cycle prior to their actions may have their spells disrupted. Spellcasters, though, may still have an opportunity to cast a spell that round by making a successful Concentration check (DC = 10 + HP of damage taken + level of spell). Opponents will have three other methods of disrupting a spell:

- **Ready:** An action that allows a combatant to specify a trigger event on which to act (such as a spellcaster beginning a spell)
- **Counterspell:** An action where one spellcaster attempts to thwart the spell of another by casting the same

spell at the same time.

Disrupt: A specialized use of the spell Dispel Magic.

There is also a concept called an “Attack of Opportunity.” This allows opponents within melee range a free attack when you do something that would drop your guard (such as spellcasting). So when a spellcaster begins a spell, opponents within melee range get free attacks (assuming that they are capable of doing so within certain restrictions on levels and abilities). This could have the dual negative effects of causing the caster to take damage and lose the spell being cast.

Armor Class

Armor Class (AC) represents the difficulty for an opponent to score a hit that inflicts damage on a scale from 10 to 30. AC is determined by the type of armor your character wears and is modified by factors such as Dexterity, magical effects, and combat modifiers. This new system replaces the old THACO system of previous editions. You just roll a d20 and add modifiers for Dexterity, magical effects, class, level, etc. and that’s the AC you can hit.

Saving Throws

There are three categories for saving throws: Reflex (dodge, area effect spells), Mental (mind-influence, charms), and Fortitude (poison, etc.). There will be one base number to achieve modified by ability, class, and level bonuses. Dexterity will affect Reflex saves; Wisdom will affect Mental saves; and Constitution will affect Fortitude saves.

Character Death

When a character is reduced to 0 or fewer hit points, he immediately falls to the ground, unconscious. Thereafter, he automatically loses one hit point each round. His survival from this point on depends on the quick thinking of his companions. If they reach the character before his hit points fall below his negative constitution score and spend at least one round tending to his wounds (stanching the flow of blood, etc.) the character does not die immediately. If the only action is to bind his wounds, the injured character no longer loses one hit point each round, but neither does he gain any. He remains unconscious and vulnerable to damage from further attacks.

Combat Specialization and Special Maneuvers

Characters may improve their proficiency with weapons and armor to high skill levels. Upon creating a character, the player names one weapon and one type of armor that becomes their weapon/armor of choice. As the character progresses in level, so does his ability with his preferred weapon/armor. The following tables describe skill advancement and minimum levels for each skill category.

	Specialization	Master	High Master	Grand Master
Fighter	1	5	9	13
Ranger/Paladin	3	7	11	15
Priest	5	9	13	17

Rogue	6	11	16	21
Wizard	7	12	17	22

Weapon Level	Bonus to Hit	Bonus Damage	Attack Bonus
Chosen	+1	-	-
Specialization	+1	+2	-
Mastery	+2	+2	Gains Doublestrike
High Mastery	+2	+3	-
Grand Mastery	+3	+3	Gains Multistrike

Armor Level	Max Dex Bonus *	Skill Penalty Bonus *	Armor Bonus
Chosen	-	+1	-
Specialization	+1	+2	-
Mastery	+2	+3	Gain Quickdon

* These numbers modify the penalties taken from wearing heavier armor.

Parry

Sometimes the best thing to do is take cover and try not to get clobbered. Parrying is a no-move action that is in effect for the entire combat round. If a character parries, he cannot move, attack, or cast spells. Parrying improves a non-warrior character's Armor Class by one-half his level, rounded down. A 6th level wizard with an AC of 15 who parries raises his AC to 18. Warriors who choose to parry improve their AC by one-half their level, plus one. A 6th level fighter gets an AC bonus of 4 by parrying.

Disarm

To disarm an opponent, a player must announce his intention and give up all other actions that round. Upon doing so, he suffers a -2 penalty to his initiative (representing the time spent carefully aiming his attack). When the character does get a chance to act, his attack roll suffers a -4 penalty. If the roll succeeds, the opponent makes a Reflex saving throw. If the saving throw fails, the opponent is disarmed. When a weapon is disarmed, it falls 1–10 feet away in a random direction. Recovering a disarmed weapon requires a half-move.

Optional Rules

Natural Healing and Rest

Characters heal naturally at the rate of 1 hit point per day of rest. Rest is defined as low activity; nothing more

strenuous than riding a horse or traveling from one place to another. Fighting, running in fear, lifting a heavy boulder, forcing a door, or any other strenuous activity prevents resting, since it strains old wounds and may even reopen them. If a character has complete bed-rest (doing nothing for an entire day), he can regain 3 hit points for the day. For each complete week of bed rest, the character can add any Constitution bonus he might have to the base of 21 points (3 points per day) he regained during that week.

Sleep

Adventurers are a hardy lot; they have to be, or they don't remain live adventurers for very long. But even the toughest barbarian needs to rest frequently in order to remain in top condition. And it is not only the quantity of rest that is important; the quality of the rest makes a difference, too. To remain in the best possible physical and mental condition, a character should spend no more than 16 hours per day in active adventuring pursuits; traveling, fighting, etc. (This "active time" includes rest stops taken to avoid fatigue, which do not count as actual rest for the purpose of these rules.) The remainder of each day is the time that should be set aside for making camp, eating, and sleeping. Setting up a shelter, hunting and foraging, and cooking or preparing the nighttime meal should all be able to be done in three hours at most, with perhaps a little time left over for boasting around the campfire. And then it's time for sleep.

A character needs five hours of sleep every 24 hours to avoid the risk of ill effects from lack of rest. If he is not properly rested, the ill effects may not show up right away, and might not manifest themselves at all if he is lucky. On the other hand, his lack of rest might come back to haunt him at a very inopportune time. Effects of Lack of Sleep:

Average Rest	Effects
Less than 5	-1 to Dexterity
Less than 4	-2 to Dexterity -1 to Strength -1 to all Attacks Spell Casting Success DC 5
Less than 3	-3 to Dexterity -2 to Strength -1 to Wisdom -2 to all attacks -50% to Spell Casting Success Spell Casting Success DC 10
Less than 2	-4 to Dexterity -3 to Strength -2 to Wisdom -1 to Constitution 3 to all Attacks Spell Casting Success DC 15 -33% to Movement Rate
Less than 1	-5 to Dexterity -4 to Strength -3 to Wisdom -2 Constitution 4 to all Attacks Spell Casting Success DC 20 50% to Movement Rate

The effects on the preceding table do not set in until a character has gone for two days without getting at least five

hours of sleep during one of those days. He can stay up all night and function normally throughout the next day, but if he doesn't get at least five hours of sleep on the following night then the effects will begin at sunrise or when he awakens.

Average Rest Per Day is calculated on a day by day basis whenever a character goes for two or more consecutive days without getting at least five hours of sleep during one of those days. As soon as he gets five hours of sleep in a single day, any and all effects are negated; the character is physically and mentally replenished by the simple act of getting one good night's sleep, even if he has been deprived of sufficient sleep for several days in a row.

The phrase "a good night's rest" speaks to the quality of the rest, not the night. For a character to fully benefit from his sleep-ing time he must be able to rest in comfort; which isn't always easy to achieve in the wilderness. If a character is trying to sleep when any of the following conditions exist, the amount of "good rest" he gets is reduced accordingly:

1 hour	Character not prone or in relaxed position
1 hour	Lying on bare ground (no bedding or padding) *
-1 hour	Personal temperature above 90 degrees
2 hours	Personal temperature below 0 degrees
2 hours	Wind of 20 mph or greater with no shelter *
3 hours	Light or moderate precipitation with no shelter *
3 hours	Character wearing any metal armor except plate
4 hours	Character wearing any kind of plate armor

* These penalties do not apply to a character wearing plate armor.

Add up all of the penalties that apply and reduce the hours of sleep the character gets by the indicated amount. If the total penalty exceeds the amount of time the character spends trying to sleep, then resting didn't do him any good; either he simply failed to get to sleep, or his sleep was so disrupted and restless that he wasn't refreshed at all.

It is impossible for a character to sleep in extreme weather conditions such as a lightning storm, a hailstorm, or a sandstorm unless he is inside a shelter, and even then the commotion caused by the storm may keep him awake.

One way to compensate for "bad rest" is to spend a longer time sleeping. For instance, if a character wearing plate armor beds down for a typical night's sleep of five hours, he will only get the equivalent of one hour of actual rest. But if he sleeps for nine hours (and everybody else in the group doesn't mind waiting for him to wake up), he will be just as refreshed the next day as if he had taken off his armor before sleeping for five hours.

Sometimes the best way to sleep is uncomfortably. If characters have good reason to think that they might be set upon by a band of ruffians during the night, then sleeping in full armor is probably more prudent than taking it off. Because the penalties for lack of sleep do not go into effect until after the second night of deprivation, all a character needs to do is be sure he gets enough sleep on one night out of every two.

Donning and Removing Armor

Since characters are unable to benefit from the effects of sleep while wearing any armor heavier than studded leather, it becomes important to know how quickly armor can be donned should trouble interrupt a character's peaceful slumber. Hastily donning armor (plate mail for example) improves the character's AC by 1 (from a base of 10) for every round

spent dressing. A fighter could choose to spend three rounds fitting on parts of his plate mail, giving him an AC of 13 before going into battle.

Removing armor is a much quicker matter. Most can be shed in a single round. Piece armor (particularly full plate) requires d4+1 rounds. However, if the character is willing to cut straps and bend pins, such armors can be removed in half the time (roll d4+1, divide by 2, then round fractions up).

Encumbrance

A character that carries more than his Strength's weight allowance is considered encumbered. Encumbered characters suffer a -4 to attack rolls, -3 penalty to AC, and have their Dexterity and movement rates halved. To quickly determine the amount of weight a character normally carries that applies to encumbrance, consider the weight of his armor, shield, and largest weapon. If the character is also carrying a backpack of adventuring equipment, add 15 pounds.

Movement and Combat

Movement rates, given in feet per round (the new six-second combat round) will be dependent on the size of the creature or character moving: T=10, S=20, M=30, L=40, H=50, G=60. Combatants can move up to half of his or her allotted movement and still get full attacks. They can also Charge (move base x 1.5) and get a single attack. This attack automatically wins initiative and is made at +2 but carries a penalty of -1 and no Dexterity bonus to the attackers Armor Class. Combatants can also choose to Sprint (move base x 3) for the entire round. This carries the same penalties as charging with the added detriment of no other actions available during the round.

One other type of "movement" a combatant can do is Guard. This is in effect a Ready, which says, "as soon as an enemy comes into my square I'm going to attack it." This attack wins initiative unless the new opponent is charging, in which case normal initiative prevails

Charts and Tables

1. Armor Class Table

Armor Type	AC	Max Dex Bonus	Skill Check Penalty
No Armor	10	-	-
Shield	11	-	-
Padded Armor	12	+4	-1
Leather Armor	12	+4	-1
Studded Leather	13	+3	-3
Brigandine	14	+3	-3
Hide Armor	14	+2	-5
Scale Armor	14	+2	-5
Chain Mail	15	+2	-5
Banded Mail	16	+1	-7
Splint Mail	17	+0	-7
Half Plate (a.k.a. Plate Mail)	18	+0	-7
Full Plate (a.k.a. Field Plate)	19	+1	-6

2. Attack Table

Level	1	2	3	4	5	6	7	8	9	10
Warrior	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
Priest	+0	+0	+0	+2	+2	+2	+4	+4	+4	+6
Rogue	+0	+0	+1	+1	+2	+2	+3	+3	+4	+4
Wizard	+0	+0	+0	+1	+1	+1	+2	+2	+2	+3
Monster *	+1	+1	+3	+3	+5	+5	+7	+7	+9	+9

Level	11	12	13	14	15	16	17	18	19	20
Warrior	+10	+11	+12	+13	+14	+15	+16	+17	+18	+19
Priest	+6	+6	+8	+8	+8	+10	+10	+10	+12	+12
Rogue	+5	+5	+6	+6	+7	+7	+8	+8	+9	+9
Wizard	+3	+3	+4	+4	+4	+5	+5	+5	+6	+6
Monster	+11	+11	+13	+13	+15	+15	+17	+17	+19	+19

* Monsters up to 1HD = +0

3. Common DC's

Task	DC	Ability
Break down a standard door	10	STR
Break down a dungeon door	16	STR
Search an area	20	INT
Move Silently	18	DEX
Hide in Shadows	20	DEX
Surprise an Opponent	16	DEX
Avoid Surprise	16	INT
Raise a lowered gate	20	STR
Track a target creature	16	WIS

4. Difficulty Class Ratings

Action Description	DC	Success %
Easy	5	75
Average	10	50
Challenging	16	25
Very Hard	18	15
Extremely Hard	20	5
Nearly Impossible	25	-

Saving Throws

Reflex: DC 20

Class	1	2	3	4	5	6	7	8	9	10
Warrior	0	0	0	+2	+2	+2	+4	+4	+4	+6
Priest	0	0	+1	+1	+2	+2	+3	+3	+4	+4
Rogue	0	+1	+2	+3	+4	+5	+6	+7	+8	+9
Wizard	0	0	0	+1	+1	+1	+2	+2	+2	+3

Class	11	12	13	14	15	16	17	18	19	20
Warrior	+6	+6	+8	+8	+8	+10	+10	+10	+12	+12
Priest	+5	+5	+6	+6	+7	+7	+8	+8	+9	+9
Rogue	+10	+11	+12	+13	+14	+15	+16	+17	+18	+19
Wizard	+3	+3	+4	+4	+4	+5	+5	+5	+6	+6

Mental: DC 18

Class	1	2	3	4	5	6	7	8	9	10
Warrior	0	0	0	+1	+1	+1	+2	+2	+2	+3
Priest	0	+1	+2	+3	+4	+5	+6	+7	+8	+9
Rogue	0	0	+1	+1	+2	+2	+3	+3	+4	+4
Wizard	0	0	0	+2	+2	+2	+4	+4	+4	+6

Class	11	12	13	14	15	16	17	18	19	20
Warrior	+3	+3	+4	+4	+4	+5	+5	+5	+6	+6
Priest	+10	+11	+12	+13	+14	+15	+16	+17	+18	+19
Rogue	+5	+5	+6	+6	+7	+7	+8	+8	+9	+9
Wizard	+6	+6	+8	+8	+8	+10	+10	+10	+12	+12

Fortitude: DC 16

Class	1	2	3	4	5	6	7	8	9	10
Warrior	0	+1	+2	+3	+4	+5	+6	+7	+8	+9
Priest	0	0	0	+2	+2	+2	+4	+4	+4	+6
Rogue	0	0	+1	+1	+2	+2	+3	+3	+4	+4
Wizard	0	0	0	+1	+1	+1	+2	+2	+2	+3

Class	11	12	13	14	15	16	17	18	19	20
Warrior	+10	+11	+12	+13	+14	+15	+16	+17	+18	+19
Priest	+6	+6	+8	+8	+8	+10	+10	+10	+12	+12
Rogue	+5	+5	+6	+6	+7	+7	+8	+8	+9	+9
Wizard	+3	+3	+4	+4	+4	+5	+5	+5	+6	+6