

Allowed character races:

Humans, Elves, Halflings, and Dwarves.

Disallowed classes:

Illusionist, Knight & Paladin.

Class restrictions:

Humans can be any class.

Elves cannot be barbarians, monks, or clerics.

Halflings cannot be barbarians, or monks.

Dwarves cannot be rangers, monks, or druids.

Human Bonus:

Any character who is human gets an extra 15% experience when calculating experience.

Challenges & Saves:

Humans and Demi-Humans 3 primes, one in class, and two to choose. They can also split one of the non-class primes into two half-primes. All Challenges have a base of 12(prime)/15(half-prime)/18(no prime) all saves 12(prime)/14(half-prime)/16(no prime).

Hit points:

All Characters start off with Maximum hit points at both 1st and 2nd Level. After 2nd Level, all hit points are re-rolled every level. For hit points rolls, re-roll 1's. If your total with Constitution bonus is lower than your previous total of Hit Points, you stay the same. If it is higher, you go up to whatever your new total is.

Example: Phred the fighter reaches third level. He had 22 HP (Max first 10 + Max Second 10 +1 per level for constitution bonus) at second. He Rolls 3d10+3(for Constitution Bonus). If he gets below 22, he still has 22 hit points. But Phred got Lucky and Rolled a 25+3 for a total of 28! He goes up 6 hit points.

Hit Points, Damage, & Death:

At "0" hp passed out, no actions. Recover in 1d6 hours, awake but movement at a ½. Magical healing at Zero takes place normally, although character is still at ½ movement for 1d6 hours.

At -1 to -6 "Grievous" Wound. Must rest 24 hours, can be brought back to "0" by magical healing but no higher with one spell.

At -7 to -Constitution Score "Mortal" Wound. Aid, spell, or healing potion will stop loss of 1 hp/ round. All take a full round. Further magics except restoration do not help. After 24 hours move up to "Grievous" Wound.

After Constitution Score – Death.

Fate Points:

All Characters begin with 3 points that they can use to get out of any situation.

Once a point is used, it can never be gained back. *Example: Gamphoone the Dwarven Fighter opens the large door in the cavern beyond. Inside are a huge number of orcs. He*

immediately charges in and yells at the rest of the party to jam the door and RUN!! There is no escape for poor Gamphoone, he dies at the hands of the orcs. Or does he? The player decides to spend the last of his fate points. Two days later Gamphoone wakes up washed on the sides of a small stream. The orcs after the battle took him for dead, and threw him into a stream, where he washed out to where he woke up. Dammit!! All his equipment is gone now, but that is another adventure.....

Weapon Proficiencies:

Weapon proficiencies are not used. Instead the Master Weapon Rules are used for all classes.

Fighters:

Fighters do not gain weapon specialization at first level. A Fighter may substitute Cleave for Combat Dominance as a class ability.

Cleave (fighter class ability):

Beginning at 4th level, if a fighter deals a creature enough damage to make it drop (typically by dropping it to below 0 hit points or killing it), he/she gets an immediate, extra melee attack against another creature within reach. You cannot move before making this extra attack. The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous creature. You can use this ability once per round. At 8th Level, there is no limit to the number of times you can use it per round.

Thief & Assassins:

Their ability Listen (Wis) will be replaced with Notice (Wis).

Notice (Wis):

This represents an ability to use sight, sound and intuition to hear, spot, and deduce locations of people, things, and events in your area. *Example 1: The party just wiped out a bandits nest. Their treasure is well hidden. A thief or assassin might be able to get a notice check to deduce the location of the treasure based off from "If I were them, where would I hide it?" logic. Example 2: A thief sneaks into the entrance of a liar of a foul creature. Using his smell, listening, sight, and deductive reasoning, he could deduce the general type of creature or the specific creature.*

Barbarians:

The barbarian will have a redefined Primal Fury ability.

Primal Fury (barbarian class ability): At 3rd level a barbarian can fly into a primal fury once a day. In a primal fury, a barbarian temporarily gains a +3 strength bonus, and +3 Constitution bonus, and a +2 Wisdom bonus saves/checks, but he takes a -2 penalty to Armor Class, and -2 penalty on Intelligence saves/checks. The increase in Constitution increases the barbarian's hit points by 3 points per level, but these hit points go away at the end of the primal fury when his Constitution bonus drops back to normal. (These extra hit points are not lost first the way temporary hit points are.) While raging, a barbarian cannot use any abilities that require patience or concentration, cannot

drink potions or use items magic items that require command words or activation, and cannot speak or communicate except in unintelligent battle cries. A fit of primal fury lasts for a number of rounds equal to 1 + the character's level. A barbarian may not prematurely end his primal fury. If the barbarian is in his primal fury, and all foes are downed, he has to make a wisdom check (he can add his level to this) to not attack friends. He can check once a round, and once it is made, he has enough will power not to attack friends anymore for that primal fury, unless more foes come, and they are defeated, the check has to be made again. At 8th level the barbarian may use this ability twice a day. At the end of the primal fury, the barbarian loses the primal fury modifiers and restrictions and becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, -10ft movement, and can't charge or run) for one hour.

Wizards, Clerics, and Druids:

Spellcasters do not lose spells after casting them. They are still retained in memory. With rest, they can cast the same spells they had 'memorized' the previous day. They do not have to 'memorize' spells everyday. If they want to switch spells out, they have to take the standard amount of time for the spell and level for 'memorizing'. *Example: Rory the 5th level wizard can cast 4 1st level spells, 2 2nd level spells, and 1 3rd level spell. He has magic missile, sleep, read magic, and spider climb memorized for 1st level spells, levitate and web for 2nd level spells, and Fireball for 3rd level spells. That day he needed to cast 2 read magic and 2 magic missiles, and 2 webs. He did not exceed the number he can cast for the day, and he got to choose the spells he wanted to cast. After 8 hours of rest, Rory can again cast 4 1st, 2nd, and 1 3rd level spell from the list above.*

Wizards and material components:

Material components cost a wizard on average 5gp per level of the spell per casting. Most 1st-3rd level spell components can readily be bought at any guild merchant house. They realize the value of these and employ peopleSpells that do not take material components and that are one action casting time, will allow the wizard to take the normal 1/2 move allowed with a combat action. 0th level spells do not take material components.

Imbue Components (wizard 1st level spell):

With the casting of this spell on a well made (x10 cost) non magical rod, staff, or wand, the wizard can fuse into it enough components to cast 20 levels of spells. The item can be reused again and again. If destroyed, all the imbued components are destroyed with it. This allows the wizard to take the normal 1/2 move allowed with a combat action when casting a spell. CT 1 hour, R Touch, D permanent, SR - , Comp V,S,M

Grapple Check

Size Difference: Larger :+4/size, smaller -4/size. Can only Grapple humanoid types one size difference. Success means both are grappled and must make grapple checks to do any grapple action. Deal subdual damage. Grapple actions: Break grapple, draw knife or dagger, attack with knife or dagger, Move opponent 5 ft, do subdual damage. Both considered prone and defenseless.

Master Weapon Rules:

Weapon Damage Progression Chart					
-2 to hit	+0 to hit	+1 to hit	+2 to hit	+3 to hit	+3 to hit
1 attk rd	1 attk rd	1 attk rd	1 attk rd	2 attk rd	2 attk rd
0 proficiency	1 proficiency	2 proficiency	3 proficiency	4 proficiency	5 proficiency
Unskilled	Basic Skill	Skilled	Expert	Master	Grand Master
1	1d3	1d6	1d8	1d10	1d12
2	1d4	1d6	1d8	1d10	1d12
1d4	1d6	1d8	1d10	1d12	1d8+1d6
1d6	1d8	1d10	1d12	1d8+1d6	2d8
1d8	1d10	1d12	1d8+1d6	2d8	1d10+1d8
1d10	1d12	1d8+1d6	2d8	1d10+1d8	2d10

Table Explanation:

Weapon damage as listed in the equipment lists corresponds to the basic skill level in a weapon. If a character picks up a weapon that they are not proficient in, they go off unskilled weapon damage. The extra attack given by proficiency does not combine with other abilities that give extra attacks, except the extra attack fighters get at 10th level. Otherwise, when in a combat where two abilities could be used, the player must choose either the weapon proficiencies extra attack(s), or the other abilities extra attack.

Proficiencies:

All classes, except fighter, initial proficiencies have to be taken in separate weapons. Fighters are allowed to take up to 2 proficiencies in a weapon initially.

Fighters/Rangers/Bards/Paladins/Knights get 4 to start, with an additional 1 every 4 levels from 0th level.

Clerics/Druids/Assassins/Thieves get 3 to start, with an additional 1 every 5 levels from 0th level.

Magic User/Illusionist get 2 to start, with an additional 1 every 5 levels from 0th level.

Critical Damage:

Whenever damage is rolled for weapons a critical dice is rolled with it. If the result on the critical dice is the highest number possible, and additional damage dice and critical dice is rolled and added to the damage. This is open ended until no criticals are rolled. The base critical dice is d10. *Example: Finneous Fingers the 10th level thief attacks an Orc. He hits on his melee attack and deals 1d8+4 (Strength bonus + magic bonus). In rolling damage he gets a 6, but scores a 10 on his critical dice. He rolls his damage again and gets another 6. He also gets REAL lucky and rolls another critical, a 10. He rolls damage again and gets 8, but not a 10 on the critical dice. His total damage is 4(Strength bonus + magic bonus)+6+6+8=24 points of damage!!! The Orc staggers back from the slice across his neck. His hands go up as if to staunch the bleeding and his body and head slowly seperate and fall in different directions. Mark that spot as hindering terrain.....*