

The grand AD&D Character Creation Book

A Random Megacore product
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This is NOT a substitute for the AD&D official books. Go out and buy them, you wont regret it.

Introduction

The following is a guidebook to creating your character. It will take you, step by step, through character creation. This booklet is a compiled and revised creation process developed by R.Random and V.Hood. Another Random Megacore product.

The Steps of Creation

The creation process follows the following steps -

- * Choose your Race
- * Choose Your Profession
- * Prioritise
- * Roll your Statistics
- * Choose your Racial Powers
- * Choose your Profession Powers or Kit
- * Select Weapon Proficiencies
- * Select Non-Weapon Proficiencies
- * Fill in the blanks
- * Roll starting money and equip the character
- * Flesh Out

Prioritising

This section deals with the prioritising of your character. You have 21 development points to spend. In each of the 6 fields, you must spend a minimum of 1 point and a maximum of 6 points. Your choice of race and profession is important for the assigning of points.

NOTE: To multiclass, it costs 1 point more per class (adding to the most expensive (e.g. A Druid Ranger would cost 7 points)).

Be warned, a re-roll of statistics will not be allowed unless your character has a total of 80 points or less.

See the Prioritising Table at the top of the next page.

	Race	Profession	Statistics	Weapon Proficiencies	Non Weapon Proficiencies	Funding
A 6 points	Class A	Paladin Bard Psionicist	13 sets of 4d6 (discard lowest 5)	12	12	5d10 x 100 gold
B 5 points	Class B	Ranger Druid Spec. Wiz	12 sets of 4d6 (discard lowest 4)	10	10	2d10 x 100 gold
C 4 points	Class C	Wizard Spec. Priest.	11 sets of 4d6 (discard lowest 3)	8	8	5d10 x 20 gold
D 3 points	Class D	Cleric	10 sets of 4d6 (discard lowest 2)	6	6	3d10 x 10 gold
E 2 points	Class E	Thief Barbarian	9 sets of 4d6 (discard lowest 1)	4	4	d10 x 10 gold
F 1 point	Class F	Warrior	8 sets of 4d6 (discard none)	3	3	d10 gold

Choose Your Race

Select the race you wish to play from the following list. This list has the class rating (for purpose of Prioritising).

Race	Class
AARAKOCRA	B
ALAGHI	B
ASSIMAR (Celestine)	A
BARIAUR	C
BEASTMAN	D
BUGBEAR	D
BULLYWUG	D
CENTAUR	C

DRACON		C
DWARF, DEEP		B
DWARF, GREY		B
DWARF, GULLY		C
DWARF, HILL		C
DWARF, MOUNTAIN		C
DWARF, SUNDERED		C
ELF, AQUATIC		C
ELF, AVARIEL		B
ELF, DROW		B
ELF, GREY		B
ELF, HALF		E
ELF, HIGH		C
ELF, SYLVAN		C
FIRBOLG		C
FLIND		C
FREMLIN		B
FURCHIN		D
GENASI (Air, Earth, Fire, or Water)		A
GIFF		B
GITHZERA		B
GNOLL	C	
GNOME, DEEP		B
GNOME, FOREST	D	
GNOME, ROCK		D
GNOME, TINKER	C	
GOBLIN	E	
GROMMAN		B
HADOZEE		B
HALF ORC		E
HALF OGRE		D
HALFLING, HAIRFOOT		D
HALFLING, POLAR	C	
HALFLING, TALLFELLOW		D
HALFLING, STOUT	D	
HOBGOBLIN		D
HUMAN	F	
HURWAITI		C
KENDER		B
KOBOLD		E
LIZARD MAN, REALMS		D
LIZARD MAN, SPELLJAMMER	D	
MINOI		C
MINOTAUR		B
MODRON		B
MONGRELMAN		C
OGRE		C
OGRE MAGI		A
ORC		E
PIXIE		A
RASTIPEDE		B
SATYR		B
SCRO		C
SR. BLADEBACK	B	
SR. FINBACK		B
SR. FLYER		B
SR. HORNHEAID	B	
SVIRFNEBLIN		B
SWANMAY		B
TIEFLING		A
VOADKYN		C
WEMIK	C	
XIXCHIL		B

Choose Your Profession

Select the profession you wish to play. Some races may multi-class (ask your D.M.). The list below gives the basic list (Kits may be chosen later).

Profession	Priority
Warrior	F
Paladin	A
Ranger	B
Barbarian	E
Bard	A
Thief	E
Cleric	D
Druid	B
Speciality Priest	C
Wizard	C
Speciality Wizard	B
Psionicist	A

Roll Your Statistics

Simply roll the allocated amount of 4d6 rolls and discard the required amount. If your stats add up to 80 points or less, then you may have a single re-roll free.

NOTE: The 4d6 roll requires you to roll 4d6, discard the lowest roll and add the remaining 3 together.

Choose Your Racial Powers

Using the following charts, choose the racial powers for your character. Write these on your character sheet.

Race	CP Allotment
Aasimar (Celestine)	40
Bariaur	30
Dwarf	45
Elf	45
Genasi	25
Githzerai	30
Gnome	45
Halfling	35
Half-Elf	25
Half Orc	15
Half Ogre	15

Human	10
Modron	40
Tiefling	40

Any unlisted race may not use the CP method of choosing racial powers, they already have a fixed list of strengths and weaknesses.

Planar Races (all)

Alignment Affinity (5): The PC is instantly aware of any beings within 20ft who possess the same alignment as himself.

Magical Perception (5): Regardless of whether the PC is a spellcaster, he understands how the unique nature of his home plane affects magic. This includes which schools of magic are affected, how it is affected, and why. This does not provide other magical insight, such as spell keys.

Planar Recognition (5): Upon sight, the PC instantly recognises any beings who originate from his home plane as a fellow native. Only true natives of the PC's plane can be discerned. The PC does not gain any other information about the beings he encounters.

Planar Resistance (5): The PC receives a +3 bonus to all saves vs. any naturally occurring phenomena on his home plane.

Celestine

Aasimar bloodline - major 1(10): The PC is immune to all forms of gas attacks.

Aasimar bloodline - major 11(15): The PC is immune to poison.

Aasimar powers - minor (10): Once a day, the PC can cast cure light wounds, dispel magic, or protection from normal missiles. At 7th level, the PC can cast all these abilities once a day.

Aasimar powers - major (15): Once a tenday, the PC can cast heal, holy word, or spell turning. At 9th level, the PC can cast all these abilities once a tenday.

Armor bonus (5): The PC gains an additional +1 AC bonus when wearing any metal armor.

Celestial skin (15): The PC can be hit only by +1 weapons.

Cold resistance (5/15): The PC suffers half damage from all cold attacks for 5 CPs. For 15 points, the PC suffers half damage from cold until 9th level, when the PC becomes completely immune to the cold.

Confer (10): With this option, a Celestine may temporarily confer one of his racial abilities on a worthy being of good for the next 24 hours. The act takes one round and requires the Celestine to touch the recipient. The PC loses that ability until 24 hours have elapsed, at which time he regains the ability. The PC cannot cancel this conferral once it has taken place. This sacrifice is not taken lightly.

Detect lie (5): The PC may cast detect lie once a day.

Eladrin bloodline - major (10): PC is immune to magic missile.

Eladrin powers - minor (10): Once a day, the PC may cast alter self, comprehend languages, or slow poison. At 7th level, the PC can cast all of these abilities once a day.

Eladrin powers - major (15): Once a tenday the Celestine may cast minor globe of invulnerability, polymorph self or wall of force. At 9th level, the PC can cast all these spells once a tenday.

Fire resistance (5): PC suffers half damage from all fire attacks.

Guardinal bloodline - major (15): PC is immune to all electrical attacks.

Guardinal powers - minor (10): Once a day the PC can cast light, magic missile, or protection from evil 15' radius. At 7th level the PC can cast all these abilities once a day.

Guardinal powers - major (15): Once a tenday, the PC can cast hold monster, lightning bolt, or wall of ice. At 9th level, the PC can cast all of these abilities once a tenday.

Holy regeneration (10): While on any of the upper Planes of Good, the PC regenerates hit points at the rate of 1hp/round.

Infravision (5): PC possesses infravision to 60'.

Intuition bonus (10): PC raises wisdom/intuition sub-ability by +1.

Know alignment (5): The PC may cast know alignment once a day.

Lightform (10): Once a day, the PC may assume a Lightform similar in function to the wizard spell Wraithform (except this ability accesses an extra-dimensional space, not the ethereal plane). Once activated, the PC is identical in appearance to a light Aasimar. At 5th level, the PC can assume a Lightform twice a day.

Magic resistance (10): PC has 10% magic resistance.

Mental fortitude (5): +2 to saving throws against charm, fear, emotion, and domination type spells.

Muscle bonus (10): PC raises Strength/Muscle sub-ability by +1.

Power of life 1 (15): As a direct descendant of the forces of life and goodness, the Celestine is immune to death magic.

Power of life 2 (15): The Celestine is immune to level draining spells and attacks such as those from undead. The PC is not immune, however, to ageing effects such as an attack from a ghost or a haste spell.

Rilmani bloodline - minor (10): PC suffers half damage from acid attacks.

Rilmani powers - minor (10): Once a day, the PC can cast blur, fly, or mirror image. At 7th level, the PC can cast all these spells once a day.

Rilmani powers - major (15): Once a tenday, the PC can cast advanced illusion, improved invisibility, or solid fog. At 9th level, the PC can cast all of these abilities once a tenday.

Surprise bonus (5): The PC's unnatural hearing and other-planar alertness grant a +1 to all surprise checks.

Stamina bonus (10): The PC raises Strength/Stamina sub-ability by +1.

Sword bonus (5): The PC gains +1 to hit with any sword.

Telepathy (5): At will, the PC can communicate telepathically with any Celestine, Eladrin, Guardinal, Rilmani, or other intelligent being of the same alignment within a 20' radius.

Willpower bonus (10): PC raises Wisdom/Willpower sub-ability by +1.

Racial weakness options

Some Celestine may inherit weaknesses from their Upper Planar parents. Celestine PCs may select any or all of the following racial weaknesses to receive bonus CPs to purchase additional racial traits.

Iron weakness (5): PC suffers double damage from any iron weapons.

Lower planar disorientation (5): The good nature of PC comes into severe conflict with the overwhelming evil of the lower planes. On any lower plane, the Celestine becomes extremely uncomfortable and nauseous suffering a -4 to THACO and AC as well as a -4 to all surprise checks.

Susceptibility to fiendish magic (5): The PC is more susceptible to the foul, unwholesome magics cast by fiends. PC receives a -1 to all saves vs. magic used by fiends and also suffers an extra point of damage per die rolled from offensive spells employed by fiends.

Unholy water vulnerability (5): The PC suffers 2d4 hp damage from a direct hit of unholy water. A splash of unholy water inflicts 1 d4 hp damage.

Bariaur

Back kick (5): The PC can kick an opponent to his rear with his hind legs for 3d6 damage and no penalty to THACO.

Charge (10): Male PCs may cause triple damage with a head butt by charging an opponent. The PC needs at least 30' running distance to perform this attack successfully.

Club bonus (5): Any club the PC wields in both hands has the speed factor and damage of a 2-handed sword.

Fitness bonus (10): Male PC gains a +1 to the Constitution/Fitness sub-ability.

Head butt (5): Male PC may attack with his horns for 1d8 hp damage plus strength bonus. Should the PC also select Hoof Attack, then he receives 3 attacks per round.

Health bonus (10): Male PC raises Constitution/Health sub-ability by +1.

Hoof attack (10): PC can attack with both hooves in one combat round causing 1 d6 points of damage per hoof.

Improved movement rate (5): This PC is one of the fastest of the race possessing a movement rate of 21.

Infravision (10): PC possesses infravision to 60'.

Intuition bonus (10): Female PC gains a +1 to the Wisdom/Intuition sub-ability.

Knowledge bonus (10): The female PC gains +1 to the Intelligence/Knowledge sub-ability.

Lawbreaker (5): The wildly chaotic nature of Bariaurs makes them naturally resistant to the influences of law. The PC receives a +1 bonus to all save vs. spells against magic from the priestly sphere of law or magic cast by lawful creatures.

Magic resistance (10): The PC possesses 10% magic resistance.

Muscle bonus (10): The male PC gains +1 to the Strength/Muscle sub-ability.

Poison save bonus (5): Because of his hearty constitution, the male PC receives a +2 to all poison saves.

Reason bonus (10): The female PC gains +1 to the Intelligence/Reason sub-ability.

Spell resistance (10): The female PC gains +3 to all saving throws vs. spells.

Spear bonus (5): The PC gains +1 to attacks with any spear.

Stamina bonus (10): The male PC gains +1 to the Strength/Stamina sub-ability.

Surprise bonus (5): The female PC gains +2 on all surprise checks.

Tough hide (10): The PC's thick skin and fur give him a tough hide granting a natural AC of 8.

Trample (10): On a successful attack with both hooves, the Bariaur has knocked down his opponent and automatically tramples him. Also, a trampled victim suffers an additional 2d6 hp damage, has a -2 penalty to his AC, and must spend a full move getting back up on his feet. This attack affects only humanoids of M size or smaller. The PC must first select Hoof Attack to choose this option.

Willpower bonus (10): The female PC gains a +1 to the Wisdom/Willpower sub-ability.

Genasi

All genasi may select from this list of shared half-elemental traits in addition to traits peculiar to their specific element.

Ignore element (5): Genasi can ignore his element (magical and non-magical) for a number of rounds equal to his experience level once a day.

Elemental empowerment (5): Elemental spells or abilities employed by the PC are treated as if he were one experience level higher. Option may be taken multiple times for increased effect.

Elemental form (10): Once a day the PC can polymorph into an elemental of the PCs element for a duration of 2 rounds per level.

Elemental regeneration (10): When the PC rests immersed in his element as it occurs naturally, he regenerates at a rate of 1 hp/turn.

Elemental resistance (5/15): The PC gains a 30% resistance vs. all attacks against his element. For 15 points, the PC is completely immune to his element. This option cannot be taken with magic resistance option.

Etherealness (10): Once a day, the PC can enter the ethereal plane from any of the inner planes or prime material plane or, if already within the Border Ethereal, the PC can enter an inner plane or prime material plane world.

Infravision (5): The PC possesses 60' Infravision.

Magic resistance (10): The PC possesses a 10% resistance to all magic.

Para-elemental resistance (5): The PC receives a +2 to all saving throws from any Para-elemental attacks associated with the PC's element (e.g., fire genasi receive this bonus against ash and magma attacks).

Quasi-elemental resistance (5): The PC receives a +2 to all saving throws from any quasi-elemental attacks associated with the PC's element (e.g., water genasi receive this bonus against steam and salt attacks).

Saving throw bonus (5): The PC receives 8+1 bonus to all saving throws vs. spells and magic of his own element for every five experience levels.

Genasi, air

Aim bonus (10): The PC gains +1 to the Dexterity/Aim sub-ability.

Air boat (10): At 9th level, the PC can call down an air boat once a tenday.

Balance bonus (10): The PC gains +1 to the Dexterity/ Balance sub-ability.

Elemental powers, minor (10): Once a day, the PC can cast fly, stinking cloud, or wind wall. At 7th level, the PC can use all of these abilities once a day.

Elemental powers, major (15): Once a tenday, the PC can cast air walk, solid fog, or suffocate. At 9th level, the PC can use all of these abilities once a tenday.

Feather fall (5): The PC can cast featherfall once a day for every three experience levels possessed.

Non-respiration (10): The PC need no longer breathe.

Knowledge bonus (10): PC gains +1 to the Intelligence/Knowledge sub-ability.

Levitate (5): Genasi can levitate once a day as a 5th level wizard.

Reason bonus (10): The PC gains +1 to the Intelligence/Reason sub-ability.

Genasi, earth

Elemental powers, minor (10): Once a day, the PC can cast fist of stone, Maximilian's stony grasp, or meld into stone. At 7th level, the PC can use all of these abilities once a day.

Elemental powers, major (15): Once a tenday, the genasi can cast move earth, stone shape, or wall of stone. At 9th level, the PC can use all of these abilities once a tenday.

Fitness bonus (10): The PC gains +1 to the Constitution/ Fitness sub-ability.

Health bonus (10): The PC gains +1 to the Constitution/Health sub-ability.

Muscle bonus (10): The PC gains +1 to the Strength/Muscle sub-ability.

Pass without trace (5): The PC can pass without trace once per day as a 5th level priest.

Passwall (10): Once a day at 5th level, the PC can cast a Passwall except that this ability affects only stone or earth.

Reverse gravity (10): At 9th level, the PC can reverse gravity once a tenday.

Stamina bonus (10): The PC gains +1 to the Strength/ Stamina sub-ability.

Stony skin (10): The PC has a naturally rock hard AC of 8.

Genasi. fire

Affect fire (5): The PC can affect normal fires once per day as a 5th level wizard.

Elemental powers, minor (10): Once a day, the PC can cast flame arrow, flame walk or heat metal. At 7th level, the PC can use all of these abilities once a day.

Elemental powers, major (15): Once a tenday, the PC can cast fire shield, Maleckeths flame fist or wall of fire. At 9th level, the PC can use all of these abilities once a tenday.

Fire Immunity (5): The PC is immune to normal, non-magical fire.

Knowledge bonus (10): The PC gains +1 to the Intelligence/Knowledge sub-ability.

Produce flame (5): The PC can produce flame once a day for every three experience levels.

Reason bonus (10): The PC gains +1 to the intelligence/ Reason sub-ability.

Surprise fireball (10): At 7th level, the PC can cast a delayed blast fireball once a tenday.

Genasi. water

Acid storm (10): At 7th level, the PC can create an acid storm once a tenday.

Bestow water breathing (10): Once a day for every three experience levels, the PC can bestow water breathing (or its reverse) on any creature other than himself.

Create water (5/10): Genasi can create water once a day as a 5th-level priest. For 10 points, the PC can cast improved create water (reverse of transmute water to dust) as a 5th-level priest.

Elemental powers, minor (10): The PC possesses the innate ability to cast lower/raise water, insatiable thirst or watery double once a day. At 7th level, the PC can use all of these abilities once a day.

Elemental powers 1 major (15): Once a tenday, the PC can to cast Abu-Dalzim's horrid wilting, part water, or wall of ice At 9th level, the PC can use all of these abilities once a tenday.

Fitness bonus (10): The PC gains +1 to the Constitution/Fitness sub-ability.

Health bonus (10): PC gains +1 to the Constitution/Health sub-ability.

Water breathing (10): The PC breathes water.

Genasi vulnerabilities

All genasi may inherit certain weaknesses from their elemental parentage. Genasi PCs may select any or all of the following racial weaknesses for bonus CPs to purchase additional racial traits:

Elemental damage (+5/+10): The PC suffers additional damage from elemental attacks not of his own element. For 5 points, the PC suffers +1 to damage per die rolled. For 10 points, the PC suffers +2 damage per die.

Elemental hatred (+5): The PC despises his opposition element and always seeks to destroy without question or hesitation anyone strongly associated with the opposition element (such as natives of that elemental plane. specialist wizards and speciality priests of the opposing element, etc.)

Elemental vulnerability (+5): The PC suffers a -1 penalty to all saves from elemental attacks not of his own element.

Githzerai

Aim bonus (10): The PC gains +1 to the Dexterity/Aim sub-ability.

Balance bonus (10): The PC gains +1 to the Dexterity/Balance sub-ability.

ESP (10): The PC can cast ESP once a day. At 9th level. the PC can cast ESP twice a day.

Infravision (10): The PC possesses infravision to 60'.

Knowledge bonus (10): The PC gains +1 to the Intelligence/Knowledge sub-ability.

Lesser magic resistance (10): The PC possesses magic resistance equal to 2%/level. This option cannot be taken with the magic resistance option.

Lower resistance (10): Once a day, the PC can attempt to lower his magic resistance by effecting lower resistance on himself only.

Limbo powers (5): As a native of Limbo, the PC gains a movement rate of 96 while in Limbo and also suffers no ill effects from the roiling, primal matter of that chaotic plane.

Magic resistance (15): PC receives magic resistance equal to 5%/level.

Mental assault (10): The PC can cast feeblemind once a tenday for every five experience levels.

Mental shielding (10): Once a tenday, the Githzerai PC can cast mind blank.

Mind guard (5): The PC gains +1 to all saves vs. mind affecting spells and psionics.

Plane shift (10): Once a day, the PC can plane shift (himself alone) to any other plane he has previously visited. This ability takes one full round to activate. If the PC is interrupted during activation of this power, the power fails.

Racial enmity (5): The PC's extreme hatred of Githyanki grants him a +2 to hit on all attacks against Githyanki.

Rrakma hunter (5): The PC gains +2 to hit against the despised Gith slave masters of ages past - the mind flayers.

Reason bonus (10): The PC gains +1 to the Intelligence/Reason sub-ability.

Renegade (5): The PC has secretly decided to advance in level beyond the artificial limits set by the Githzerai wizard-king (i.e., the PC has no level limits in any chosen classes). Once a renegade Githzerai's decision becomes known, he rarely survives for long, as any such blasphemous Githzerai are quickly hunted down by the wizard-king's forces.

Silver sword (5): At 5th level, the PC, if in good standing with his people, is rewarded with a special two-handed silver sword +3. If used on the Astral Plane, the silver sword has a 5% chance of cutting an opponents silver cord upon scoring a hit. These weapons have a significant religious value to the Githzerai, who would never willingly let them fall into the hands of outsiders.

Sword bonus (5): The PC gains +1 to hit with any sword of Githzerai make.

Xenophobia (5): Fearful and hateful of nearly all sentient creatures not of his own race, the PC is always on the alert for outside treachery and attack. The PC receives a +3 to all surprise checks. Note that while a xenophobic Githzerai may be able to suppress displays of his xenophobic nature most of the time,

such strong emotions are ever-present under the surface, just waiting for a chance to be expressed.

Zeith bonus (5): The PC is a zerth, part of a religious sect who worship the memory of the legendary Githzerai hero, Zerthimon. PC gains a 5% bonus to all XP when actively worshipping as a zerth and also receives a +4 reaction modifier when dealing with any Githzerai (all Githzerai value such worship in other Githzerai). DMs may decide on the form such hero worship takes such as joining rrakkma bands, spreading the word of Zerthimon or hunting Githyanki on a regular basis.

Rogue Modron

Armor (10/15): The PC possesses a tough, semi-metallic skin allowing a natural AC of 8. For 15 points, the rogue Modron has enhanced armor granting an AC of 6.

Detect doors (5): The PC has a detect secret doors of 6 and a detect concealed doors of 10.

Detect lie (5): The PC can detect lie once a day.

Fitness bonus (10): The PC gains +1 to the Constitution/Fitness sub-ability.

Four arms (10): The PC possesses an extra pair of mechanical arms which can be used to wield another weapon and carry a shield (much like a thri-kreen PC).

Health bonus (10): Constitution/Health sub-ability raised by +1.

Infravision (5): The PC possesses 120' infravision.

Knowledge bonus (10): The PC gains +1 to the Intelligence/Knowledge sub-ability.

Magic resistance (10): The PC receives magic resistance equal to 2% per experience level.

Modron powers, minor (10): Once a day, the PC can cast clairaudience, clairvoyance, or command. At 7th level, PC can use all of these abilities once a day.

Modron powers, major (15): Once a tenday, the PC can use its innate ability to cast dimension door, teleport without error or wall of force. At 9th level, PC can use all of these abilities once a tenday.

Reason bonus (10): The PC gains +1 to the Intelligence/Reason sub-ability.

Resist chaos (5): The PC receives a +1 to all saves vs. wild magic, spells cast by chaotic individuals, and spells from the priest sphere of chaos.

Resist unlawful influences (10): The PC has a 30% resistance to illusions, energy drains, charm, sleep, fear, domination, and other mind-affecting spells.

Saving throw bonus (5): The PC possesses the modronic resistance to fire, cold, and acid gaining a +1 to all saving throws vs. any such attacks.

Sense modrons (5): Ever alert to the fact that it may be captured by a Modron patrol and returned for judgement on Mechanus, the PC can detect at will all modrons within 60 yards. Detection requires the modron's full concentration for each round to be maintained.

Superior sight (5): The PC's vision is double the normal range of sight.

Telepathy (5): At will, the PC can converse telepathically with any creature of lawful alignment.

Winged Modron (10): The PC possesses a pair of wings allowing flight (Mv 15, MC D).

Tiefling

Ambidextrous (5): The PC is ambidextrous and can fight equally well with two weapons with no attack penalty as rangers. Tiefling must use weapons he is proficient in.

Appearance bonus (10): The PC gains +1 to the Appearance/Charisma sub-ability.

Baatorian bloodline (15): Somewhere in the past, one of the PC's human ancestors became romantically involved with a resident of Baator - most likely an Erinyes. This diabolical blood tie has given the Tiefling a complete immunity to fire.

Baatorian powers - minor (10): Once a day, the PC can cast command, fireball, or know alignment. At 7th level, Tiefling can enact all these abilities once a day.

Baatorian powers - major (15): Once a tenday, the PC can cast fear, Improved invisibility, or Wall of fire. At 9th level, Tiefling can enact all these abilities once a tenday.

Bladeling flesh (10): The PC is granted a metallic natural AC 5 inherited from his Bladeling ancestry. An unfortunate side-effect from this option is that the Tiefling suffers double damage from any heat metal spells and rust dragon breath attacks.

Choice weapon (5): The PC gains +1 to hit when using any one of the following weapons: long sword, stiletto, throwing dagger, long spear, ranseur, hand crossbow, scimitar, or punch dagger.

Cold resistance (10): The PC suffers half damage from cold attacks.

Darkform (10): Once a day, the Tiefling may assume a Darkform similar in function to the wizard spell Wraithform. Once activated, the Tiefling appears as a shadowy humanoid shape filled with dark, roiling clouds. At 5th level, the PC can activate this power twice a day.

Darkness (5): Once a day, the PC can cast darkness 15' radius.

Electricity save bonus (5): The PC gains +2 bonus to all saves vs. electrical attacks.

Fiendish hide (15): The PC can be hit only by weapons enchanted to +1 or better.

Fiendish wings (10): The PC sports a large pair of leathery, fiendish-looking wings from his back that allows flight (MV 15, MC C).

Fire save bonus (5): +2 bonus to all saves vs. fire.

Gas resistance (10): The PC suffers half damage from gas attacks.

Hellraiser (10): The PC is invigorated when on any of the lower planes, providing a temporary boost to his prime attribute (d4 points added to prime attribute ability score). A PC with more than one prime attribute, such as a multi-classed PC, has only one attribute determined randomly raised in this way. This boost cannot be made permanent and ends once the PC leaves the lower planes.

Hordling bloodline (10): The PC's Hordling ancestry has granted the PC an unpredictable magic resistance. Every 24 hours, the PC rolls a d6 to determine his magic resistance for the day.

(1=1%; 2=5%; 3=10%; 4=15%; 5=30%; 6=60%).

Howl from pandemonium (10): Once a day at 5th level, Tiefling can emit a mind jarring howl that affects all beings within 30' of the PC as if targeted by a chaos spell.

Infravision (5): The PC possesses infravision to 60'.

Knowledge bonus (10): The PC gains +1 to the Intelligence/Knowledge Sub-ability.

Lower planar regeneration (10): While on any of the lower planes, the PC regenerates 1 hp/round.

Poison save bonus (5): The PC gains +2 to all saves vs. poison.

Reason bonus (10): The PC raises Intelligence/Reason sub-ability by +1.

Styx resistance (10): The PC, like many denizens of the lower planes, is immune to the memory-sapping waters of the River Styx.

Tanar'ric bloodline (15): The PC is immune to all forms of electricity.

Tanar'ric powers - minor (10): Once a day, the Tiefling can employ heat metal, scare, or suggestion. At 7th level, the Tiefling can enact all these abilities once a day.

Tanar'ric powers - major (15): Once a tenday, the Tiefling can employ telekinesis, true seeing, or vampiric touch. At 9th level, the Tiefling can enact all these abilities once a tenday.

Telepathy (5): At will within a 20' radius, the PC can communicate telepathically with any fiend or being possessing the tiefling's alignment.

Teleport Without error (15): At 7th level, the PC can teleport without error once a day. This ability take one full turn to activate and is ruined for that day if the Tiefling is disrupted in any way.

Undetectable lie (5): Once a day, the PC can speak an undetectable lie (reverse of detect lie).

Yugoloth bloodline (15): A bizarre cross breeding between one of the tiefling's human progenitors and a Yugoloth resulted in the PC being immune to acid.

Yugoloth powers - minor (10): Once a day, the Tiefling can employ alter self, charm person, or spectral force. At 7th level, the PC can enact all these abilities once a day.

Yugoloth powers - major (15): Once a tenday, the PC can polymorph self, warp wood, or wind walk. At 9th level, the PC can enact all these abilities once a tenday.

Racial weakness options

Some tieflings inherit weaknesses from their Lower Planar ancestors. Tiefling PCs may select from the following racial weaknesses to earn bonus points.

Fiendish weakness (5): The PC suffers double damage from cold attacks.

Holy water vulnerability (5): Tiefling's fiendish ancestry makes him especially vulnerable to holy water. A direct hit causes 2d4 hp damage, while a splash does 1 d4.

Silver vulnerability (5): The PC suffers double damage from all silver weapons.

Upper planar disorientation (5): The tiefling's fiendish nature is at odds with the pure goodness found in the Upper Planes. On the Upper Planes of Good, Tiefling is sickened and weakened suffering a -4 to THACO and AC as well as a -4 to all surprise checks.

Dwarf

Axe bonus (5): +1 to attack rolls with hand or battle axes.

Better Balance (10): +1 to the Balance subability score.

Brewing (5): +2 to the Brewing proficiency score. The dwarf must have this proficiency to gain this benefit.

Close to the earth (5): Dwarves with this ability heal faster in subterranean settings. When this character is underground, he heals 2 points of damage overnight rather than the 1 point normally healed by other races. This bonus does not apply if the character is above ground.

Constitution/Health bonus (10): A Constitution/Health score bonus of +1, because the dwarf is accustomed to the cold and often damp Underdark.

Crossbow bonus (5): Because dwarves favour crossbows, they gain a +1 attack bonus with any crossbow. Hurling weapons are limited in tunnels, and other bows require large pieces of wood which are not readily accessible.

Determine stability (5): The character is an expert at determining if the ground is stable. By concentrating for one round, the character can determine if there will be a dangerous tremor, collapse, rockfall or slide when the character enters an area. The chance of success is 1-4 on 1d6.

Determine age (5): By examining a building or ruins, the dwarf stands an excellent chance of determining the approximate age of the structure. The chance of success is 1-5 on 1d6.

Dense skin (10): If the dwarf is struck by a blunt weapon the character suffers only half the damage the attack would normally inflict.

Detect poison (5): By sniffing food or drink, the dwarf can determine if it has been poisoned. The chance of success is 1-4 on 1d6.

Enlarge/reduce (5): The PC can enlarge or reduce himself as the wizard spell once a day.

Evaluate gems (5): A dwarf with this ability can determine within 10% the value of any given gem.

Expert haggler (5): This dwarf drives a hard bargain. Anything he purchases costs 10% less than the listed price.

Hit point bonus (10): The dwarf gains an additional hit point each time the character attains a new level.

Illusion resistant (5): These dwarves gain a +2 bonus on attempts to disbelieve illusions.

Improved Stamina (10): +1 to the Stamina subability score.

Infravision (10): Dwarves have infravision to 60 feet- the ability to see heat patterns given off by living warm-blooded creatures in the dark

Lower resistance (10): The non-magical nature of planar dwarves can be harnessed to adversely affect other beings. At 5th level, the PC can cause one being to be affected by lower resistance once a day.

Mace bonus (5): +1 to attack rolls with the footman's mace.

Magic resistance (10): PC has 10% magic resistance.

Meld into stone (10): Once a day a dwarf with this ability can meld into stone as a priest of the same level.

Melee combat (10): 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 penalty on all attack rolls. Dwarves are small and have defensive tactics against these large foes.

Mining Detection Abilities (10): A character with this skill is familiar with mining, tunnelling and stonework. It takes 1 round of concentration to utilise these powers. The character gets the 5 standard Dwarven detection proficiencies.

More muscles (10): +1 to the Muscle subability score.

Pebble to boulder (5): At 5th level, the dwarf may cast pebble to boulder once a day.

Pick bonus (5): +1 to attack rolls with military picks.

Planar sense (5): Being creatures of the earth, dwarves are naturally attuned to the lands they travel upon. At will, the PC can determine which outer plane he is on as well as how many layers beneath the first layer of the plane he is. The PC does not gain any other knowledge of the plane (i.e. planar ruler, local inhabitants, etc.).

Rockform (10): Once a day, the PC can assume the form of a large rock or small boulder the same size as the dwarf. The dwarf may remain in rock form for 1 hour per level of the PC. When the PC reverts back to his normal dwarf form, he is healed of 2d8+6 hp damage. While in rock form, the dwarf is virtually immune to standard weapon attacks but may be harmed by other means such as mining equipment or being thrown by a giant. Stone affecting spells cast on a dwarf in rockform affect the dwarf in the same manner such spells affect a being under the effects of a meld into stone spell.

Saving Throw Bonuses (10): Dwarves gain bonuses to saving throws vs. poison and against magical attacks from rods, wands, and spells based on their Constitution/Health scores. Determine the dwarf's Constitution/Health score and consult the chart below:

Score	Bonus
4-6	+1
7-10	+2
11-13	+3
14-17	+4
18-20	+5

Short sword bonus (5): +1 to attack rolls with short swords.

Stealth (10): If the dwarf is not in metal armor, a -2 penalty is applied to opponents surprise rolls if the dwarf is at least 90 feet ahead of a party of characters without this ability, or accompanied only by characters with equivalent stealth skills. The dwarf is also difficult to surprise himself and receives a +2 bonus to his own surprise rolls.

Stone tell (10): Once a day a dwarf with this ability can use the stone tell ability, as a priest of the same level.

Warhammer bonus (5): +1 to attack rolls with the war hammer

Elves

Aim bonus (10): +1 to the Aim subability score.

Animal/plant form (10): Closer to nature than perhaps any other PC race, the elf has developed the ability to cast polymorph self (natural animals only) or tree once a day.

Balance bonus (10): +1 to the character's Balance subability score.

Bow bonus (5): +1 on attacks with long or short bows.

Cold resistance (5): +1 bonus on saving throws vs. cold and ice-based attacks, as the elf's body is less susceptible to extreme temperatures.

Companion (10): The elf gains the companionship of a Cooshee or an Elven cat. See the Animal Master kit for more specifics on companion animals.

Confer water breathing (10): Once a day, the elf can confer the ability to breathe water upon another individual or creature. This ability lasts one hour for every level of the elf conferring the ability. For example, a 6th level aquatic elf thief could confer water breathing on another for six hours. This can only be taken by an aquatic elf.

Dagger bonus (5): +1 attack roll bonus with daggers.

Detect undead (5): As champions of life, most elves despise undead as an unnatural abomination and seek to destroy them where possible. The PC can detect undead as per the spell once a day for every three levels possessed.

Heat resistance (5): +1 bonus on saving throws vs. heat- and fire-based attacks, as the elf's body is less susceptible to extreme temperatures.

Infravision (10): 60' infravision range.

Infravision, improved (15): 120ft infravision range.

Invoke wild surge (5): Elves, being a magical and mostly chaotic race, can combine these two traits to cause spectacular results. Once a day for every five levels, the PC can cause a wild surge to happen to a spellcaster in the process of casting a spell within 20'. This power cannot affect innate abilities.

Javelin bonus (5): +1 attack roll bonus when using a javelin.

Less sleep (5): The elf requires only four hours worth of sleep to be rested. This is especially valuable to spellcasters.

Luck Bonus (5): The elf gains a +1 to his luck score.

Magic identification (10): A 5% chance per experience level of identifying the general purpose and function of any magical item, reflecting their interest in the arcane. This is as per the bard ability-see The Player's Hand- book for more information.

Magic resistance (10): The PC possesses 10% magic resistance. This option may not be taken with the Elven resistance to charm spells option.

Perception bonus (10): The Elf gains a +2 to his perception score.

Power of life 1 (15): The PC is immune to death magic.

Power of life 2 (15): The PC is immune to level draining spells and attacks such as those from undead. The PC is not immune, however, to ageing effects such as an attack from a ghost or a haste spell.

Reason bonus (10): + 1 to the Reason subability, due to gray elves' devotion to developing their intellects.

Resistance (10): 90% resistant to sleep and charm-related spells.

Secret doors (5): because of their acute senses, elves are quick to spot concealed doors and hidden entrances. Merely passing within 10' of a concealed door allows an elf a detection check (4 in 20) to notice it. If actively searching, an elf's detection score is 6 to find secret doors, and 10 to notice a concealed door.

Speak with plants (10): Once a day, the elf can use the speak with plants ability, as a priest of the same level.

Spear bonus (5): +1 attack roll bonus when using a spear.

Spell Abilities (15): Once a day the elf can cast faerie fire, dancing lights, and darkness as a priest or wizard of the same level. When the character reaches 4th level, he can add levitate, detect magic, and know alignment. This is a drowish power, indicating Drow heritage.

Stealth (10): When the elf is alone and is not wearing metal armor, he gains a bonus to surprise opponents. The opponent suffers a -4 penalty or a -2 if the elf has to open a door.

Sword bonus(5): +1 on attack rolls using a short sword or a long sword.

Trident bonus (5): +1 on attack rolls when using a trident.

Withdraw (5): The long-lived elf approaches each situation with tact and caution making the best possible use of time. Once a day, the PC can cast withdraw.

Gnome

Animal friendship (10): Once a day a gnome gains an animal friendship spell ability, as the priest spell, with respect to burrowing animals.

Melee Combat bonus (10): +1 bonus on their attack rolls vs. Kobolds and goblins - the gnomes' traditional rivals for space and resources. Also, Gnolls, Bugbears, ogres, half-ogres, ogre magi, trolls, giants, and titans suffer a -4 penalty on their attack rolls vs. gnomes.

Dagger bonus: (5) +1 to attack rolls with daggers.

Dart bonus (5): +1 to attack rolls with darts, their preferred missile weapon.

Defensive bonus (5): +1 to Armor Class when in their native underground environment.

Dreamweaver (10): Once a day, the PC can cast phantasmal force. At 3rd level, this power improves as the gnome's understanding of illusions becomes greater allowing the PC to now cast spectral force once a day. At 9th level, this ability becomes even more enhanced allowing the gnome to cast advanced illusion, programmed illusion, or mirage arcane once a day.

Engineering bonus (5): If the gnome has the engineering proficiency he gains a +4 bonus to the proficiency score and any success is classed as a special.

Etherealness (10): From any prime material world, inner plane, or demi-plane, the PC may enter the Border Ethereal of the Ethereal Plane at will twice a day. Likewise, a gnome in the Border Ethereal can enter any bordering plane twice a day.

Forest movement (10): The ability to pass without trace through their native woodland as the druidic ability.

Freeze (10): the ability to "freeze" in place in their underground environment. This gives them a 60% chance not to be noticed by passersby.

Hide (10): the ability to hide in woods with a chance equal to 10% per level.

Illusion resistance (5/20): The PC receives 30% resistance to illusion/phantasm magic for 5 points. For 20 points, the gnome receives a 90% resistance to all illusion/phantasm magic.

Infravision (10): 60' infravision range.

Luck bonus (10): The Gnome gains a +2 bonus to his luck score.

Magic resistance (20): Gnome starts off with 20% magic resistance that improves by 5% for every level after 3rd. This cannot be combined with Illusion Resistance.

Mining Detection Abilities (10): A character with this skill is familiar with mining, tunnelling and stonework. The gnome gains the 5 traditional Dwarf proficiencies free.

Non-detection (15): The PC is permanently protected by non-detection.

Perception Bonus (10): The gnome gains a +2 to his perception score.

Potion identification (5): A gnome with this ability has a percentage chance equal to twice his Wisdom score of identifying a potion by appearance and scent.

Reason bonus (10): +1 bonus to the Reason subability.

Shadow wielder (15): At 5th level, the gnome can cast shadow magic or shadow monsters once a day. At 9th level, this ability is enhanced via the gnome's greater understanding of illusory magics and the PC can cast either demishadow magic or demishadow monsters once a day.

Short sword bonus (5): +1 to attack rolls with short swords.

Saving Throw Bonus (5): Like dwarves, gnomes are resistant to most magic. This grants them a bonus to all saving throws vs. magical wands, staves, rods, and spells. This bonus is determined by the character's Health sub-ability score. For every 3, : points of Constitution/Health, the gnome receives a +1 bonus. These bonuses are summarised on the chart below.

Score	Bonus
4-6	+1
7-10	+2
11-13	+3
14-17	+4
18-20	+5

Sling bonus (5): +1 bonus *to hit when using a sling.

Stealth (10): If the gnome is not in metal armor, a -4 penalty is applied to opponent--s surprise rolls if the gnome is at least 90 feet ahead of a party of characters without this ability, or accompanied only by characters with equivalent stealth skills. The gnome is also difficult to surprise himself and receives a +2 bonus to his own surprise rolls.

Summon earth elemental (15): At 6th level, once a day, the PC can summon an earth elemental as the conjure earth elemental priest spell with no chance of the gnome losing control of the elemental.

Halfling

Aim bonus (10): +1 to the halflings Aim subability score.

Alter self (5/10): Once a day, the PC can alter self. For 10 points, the PC can polymorph self once a day.

Alternate reality (15): The PC can cast the wild magic spell, alternate reality, once a day.

Attack bonus (5): +1 attack bonus with hurled weapons and slings.

Balance bonus (10): +1 to the Balance subability.

Chaos shaper (5): The PC receives the chaos shaping proficiency. All attempts to shape land in Limbo automatically succeed, and the halfling can shape double the amount of land normally allowed.

Chaos shield (5): Some halflings have developed an innate (some say vital) resistance to wild magic. Once a day for every five levels, the PC can cast chaos shield to protect himself from all wild surges regardless of where they originate.

Detect evil (5): Halflings are very perceptive. Once a day a halfling with this ability can detect evil in creatures or individuals. This ability does not function on items or locations.

Detect secret doors (5): The halfling can detect secret and concealed doors, as an elf

Hide (10): The ability to hide in woods with a chance equal to 10% per level.

Health bonus (10): +1 to the halflings Health subability score.

Infravision (5): Infravision with a 30' range, which indicates some stout blood in the character's lineage.

Limbo friend (5): The PC is recognised as a native of Limbo and looked upon as a fellow chaos supporter by other natives (i.e., Slaad, Githzerai, etc.) receiving a +4 to all reaction modifiers should those natives care at all to parley with the halfling. This can only be taken by a planar halfling that originated on Limbo.

Luck bonus (5/10): The PC gains a +1 to his luck score (5 points) or a massive +3 bonus (10 points).

Magic resistance (10): The PC has 10% magic resistance (this option cannot be combined with wild resistance option).

Mining Detection Abilities (5): A character with this skill is familiar with mining, tunnelling and stone work. The halfling gains the standard Dwarven detection powers free.

Perception bonus (10): The PC gains a +2 to his perception score.

Reaction bonus (5): +1 to reaction rolls due to other races' acceptance of halflings.

Saving Throw Bonuses (10): Halflings have a high resistance to magical spells and poison. This natural block grants halfling characters a bonus to all saving throws vs. magical wands, staves, rods, and spells and applies vs. any poisonous or toxic substances. This bonus is determined by the character's Constitution - Health score. For every 3/ : points of Health, the character receives a +1 bonus. These bonuses are summarised below. Halflings - unlike dwarves and gnomes-are not hindered when using magical items.

Score	Bonus
4-6	+1
7-10	+2
11-13	+3
14-17	+4
18-20	+5

Stealth (10): Like elves, halflings gain a bonus to surprise opponents, but only if the halfling is not wearing metal armor. The halfling can move so quietly that opponents suffer a -4 penalty to their surprise rolls. If the halfling must open a door or move aside some other obstruction, this penalty is reduced to -2.

Taunt (5): Once a day the halfling can taunt someone, as per the 1st level wizard spell. This indicates a, some would say, unfortunate Kender lineage (or simply a twatty attitude).

Wall of fog (5/10): Once a day, the PC can use his smoking pipe to create a Wall of fog. For 10 points, halfling still uses his pipe to produce a Wall of fog but upon reaching 8th level can produce solid fog once a day.

Wild resistance (5): The PC possesses 30% magic resistance to wild magic spells, the effects of wild surges, and priest spells from the sphere of chaos.

Half-Elf

Ancestor ability (5+): The PC can select any one ability from either the elf or human list of options but must pay an additional 5 points over the original cost of the option. This option may be taken only once.

Appeasement (5): The PC deeply respects and defers to both human and Elven society, gaining a +4 modifier to all reactions with these two races.

Bow bonus (5): +1 to attack rolls with any bows other than crossbows.

Cold resistance (5): +1 bonus on saving throws vs. cold- and ice-based attacks, as the half-elf's body is less susceptible to extreme temperatures.

Detect secret doors (5): because of their acute senses, half-elves are quick to spot concealed doors and hidden entranceways. Merely passing within 10' of a concealed door allows an elf a detection check (4) to notice it. If actively searching an elf's chances improve to a (6) to find secret doors, and a (10) to notice a concealed door.

Health bonus (10): +1 bonus to the character's Health subability score.

Heat resistance (5): +1 bonus on saving throws vs. heat- and fire-based attacks, as the half-elf's body is less susceptible to extreme temperatures.

Infravision (10): Infravision with a range of 60'.

Improved Infravision (15): Infravision 90ft.

Less sleep (5): The half-elf requires only four hours worth of sleep to be rested. This is especially valuable to spellcasters.

Life protection bonus (5): The PC gains +1 to all saves vs. death magic and life-draining attacks.

Luck bonus (10): The PC gains a +1 to his luck score.

Perception bonus (10): The PC gains a +1 to his perception score.

Racial appearance (5): The PC appears for all intents and purposes as a member of one of his parent's race (either human or elf). The PC will never be mistaken for a half-elf or as a member of the other parent's race.

Resistance (5): 30% resistance to sleep and charm spells.

Stealth (10): When the half-elf is alone and is not wearing metal armor, he gains a bonus to surprise opponents. The opponent suffers a -4 penalty, a -2 if he has to open a door.

Survivor (10): Not fully accepted by either human or Elven society, the solitary PC learned to rely mainly on himself and has thus developed unusual survival abilities. Once a day, the PC can cast Know alignment, Invisibility or Silence 15' radius. At 9th level, the half-elf can cast all these abilities once a day.

Sword bonus (5): +1 to attacks with long swords or short swords.

Urban sense (5): The PC is a tough urban survivor having had to hone his skills to find out pertinent information fast. The PC has a base 40% +5% chance per level of knowing the answer to any general question concerning Sigil or any of the gate towns (portals, local law, ruler, etc.). Of course, many burghs have secrets that no berk will ever get the dark on. this may only be taken by a Planar Half-Elf

Half Ogre

Alteration resistance (5): The PC is 30% resistant to magic from the school of alteration.

Attack bonus (5): +1 attack bonus with one melee weapon.

Club bonus (5): A half-ogre who is proficient with a club inflicts double damage on a successful attack that exceed the to hit roll by more than 4 (or when

an auto hit occurs).

Damage bonus (5): +1 to damage rolls with one melee weapon

Fitness bonus (10): +1 bonus to the character's Fitness subability score, due to his hardy heritage.

Hit point bonus (10): One additional hit point whenever new hit points (for advancing to a new level) are rolled.

Humans not so bad (5): The PC has learned enough of his human parent's customs to gain a general acceptance with humans. PC gains a +4 reaction modifier when dealing with humans.

Infravision (5): Infravision with a 30' range.

Muscle bonus (10): +1 bonus to the character's Muscle subability score, due to his great size.

Necromantic resistance (5): The PC receives 30% resistance to necromantic magic.

Ogres good, humans bad (10): The PC has honed his fighting skills against those particularly troublesome humans, elves, half-elves, Celestine, and tieflings. PC gains a +2 to hit and damage when fighting any of these 'annoying' races.

Poison resistance (5): +1 to saving throws versus poison.

Super hit points (15): The robust PC receives a bonus 2 hit points at every level advance.

Tough hide (5): Half-ogres have a natural Armor Class of 8. If the character wears armor that would improve his AC to better than 8, this ability has no effect. If the character wears armor that gives him an AC of 8 or worse, he may add a +1 bonus to his Armor Class.

Half orc

Active sense of smell (5): The character's sense of smell is sensitive enough to give a +1 bonus to surprise rolls.

Acute taste (5): The character's sense of taste is so sensitive he gains a +2 bonus to saving throws vs. imbibed poisons.

Attack bonus (5): +1 attack bonus with one weapon of the player's choice.

Battle Rager of Acheron (10): Once a day, the PC may choose to enter a battle-rage whereby during a battle, PC fights to -15 hps or until all foes in sight are slain. After either condition is met the half-orc is rendered unconscious but is also instantly healed to 1 hp if 0 hp or less. Once unconscious, the PC cannot be revived by any means but eventually will awaken in d4 turns. Some sages attribute this ability to a bizarre influence emanating from Acheron targeting those of orish descent. This option may only be taken by a planar half-orc.

Chaos foe (5): The PC gains +1 to all saves from spells cast by chaotic beings, spells having chaos as an end result such as confusion and chaos, or priest spells from the law sphere.

Damage bonus (5): +1 damage bonus with one weapon of the player's choice.

Eye of Gruumsh (10): At 2nd level, once a day, the PC can know alignment, detect lie, or detect magic. At 8th level, the PC can enact each ability once a day.

Fitness bonus (10): +1 bonus to the character's Fitness subability score, due to his hardy heritage.

Gruumsh's speedy blessing (10): Once a day, in battle only, the PC can move as if hasted for as many rounds as levels possessed. The half-orc does not suffer any ageing from this power.

Infravision (10): Infravision with a 60' range.

Law warrior (10): Once a day, the half-orc can cast one priest spell from the combat, war, or law spheres. The PC can only cast a spell that is normally available to a priest of the same level. For example, a 5th level half-orc fighter could cast one priest spell up to 3rd level but no higher. When he reached 7th level, the half-orc could then cast one spell up to 4th level.

Magic resistance (10): The PC receives 10% magic resistance.

Mining Detection Abilities (5): A character with this skill is familiar with mining, tunnelling and stonework. The half-orc gains the standard Dwarven detection proficiencies free.

Revitalised slayer (5): The PC is invigorated with every kill in battle. For every being slain by the half-orc, the PC is healed of 2 hp of damage (but cannot exceed PC's maximum total). This is a reward from Acheron for the half-orc's proven battle prowess.

Human

Astral walker (10): Once a day, the PC and up to 1 companion per level can enter the astral plane from the first layer of any outer plane (excluding Sigil). This ability takes one round to enact but works only on the outer planes.

Attack bonus (5): +1 to attack with any weapon of the human's choice.

Balance bonus (10): +1 bonus to the character's Balance subability score.

Detect fiend (5): Some stalwart humans are always on guard against the seemingly ever-present fiends. At will, the PC can detect all fiends within 30' x 10' path in front of him even if the fiend has assumed a different form. This power takes one round to scan a direction and the PC cannot engage in any other behaviour.

Detect scrying (5): Some humans are very sensitive to divination magics directed at them. Once a day, the PC can detect scrying.

Experience bonus (10): +5% experience point bonus. This is cumulative if the human meets the class requirements to gain experience point bonus.

Evocation resistance (5): The PC has 30% resistance to invocation/evocation magic.

Free actor (10): Once a day, the human can cast free action on himself.

Health bonus (10): +1 bonus to the character's Health subability score.

Hit point bonus (10): One additional hit point whenever new hit points (for advancing to a new level) are rolled.

Human fortune (10): Once per combat, the character can ignore a fumbled "to hit" roll.

Luck bonus (10): The human gains a +2 to his luck score.

Magic resistance (5/10): Human receives 2% magic resistance for every level possessed. For 10 points, the PC receives a 3% magic resistance per level. This ability cannot be combined with evocation resistance.

Perception bonus (10): The human receives a +2 to his perception score.

Plane lover (5): The PC is enamoured of a handful of native races living on the outer planes. The PC gains a +4 modifier to all reactions when dealing with good celestials, evil fiends, or the neutral beings (modrons, Slaad and Rilmani). The player chooses one group only. Such infatuations sometimes lead to the births of Celestine, Alu-fiends, Cambions, and tieflings.

Secret doors (10): A human with a trace of Elven blood may have the ability to spot concealed doors and hidden entranceways. Merely passing within 10' of a concealed door allows the character a detection check of 3 to notice it. If actively searching, the character's chances improve to a (6) to find secret doors, and a (9) to notice a concealed door.

Tough hide (10): A few rare human characters have a natural Armor Class of 8. If the character wears armor that would improve his AC to better than 8, this ability has no effect. If the character wears armor that gives him an AC of 8 or worse, he may add a +1 bonus to his Armor Class.

True seer (10): The human has been gifted with a precious enhanced vision. PC can cast true seeing (priest version) once a day.

Choose your Profession Powers or Kit.

At this point of character creation, you must decide whether to custom create your character (using a character point method) or choose a pre-made kit. Below are a list of Kits you may have for your character (ask your DM if he is allowing the kit you desire as some are only suitable for certain campaigns or characters).

Warriors

Fighter

Amazon
Barbarian
Beast Rider
Berserker
Cavalier
Gladiator
Myrmidon
Noble Warrior
Peasant Hero
Pirate / Outlaw
Samurai
Savage
Swashbuckler
Wilderness Warrior

Harper

Barbarian

Brushrunner
Brute
Forest Lord
Islander
Plainsrider
Ravager
Wizard Slayer

Paladin

True Paladin
Chevalier

Divinate
Envoy
Equerry
Errant
Expatriate
Ghosthunter
Inquisitor
Medician
Militarist
Skyrider
Squire
Votary
Wyrmslayer

Ranger

Beastmaster
Explorer
Falconer
Ferelan
Forest Runner
Giant Killer
Greenwood Ranger
Guardian
Justifier
Mountain Man
Pathfinder
Sea Ranger
Seeker
Stalker
Warden

Dwarf

Animal Master
Axe For Hire
Clansdwarf
Hearth Guard
Battlerager
Highborn
Outcast
Rapid Response Rider
Sharpshooter

Elf

Archer
Wilderness Runner
Windrider
Undead Slayer

Gnome

Breachgnome
Goblinsticker

Halfling

Archer
Forestwalker
Homesteader
Mercenary
Sheriff
Squire
Tunnelrat

Spelljammer

Corsair
Crusader
Frontiersman
Marine
Merchant

Regional

Region specific

Mage

Academician
Amazon Sorceress
Anagakok
Militant Wizard
Mystic
Patrician
Peasant Wizard
Savage Wizard
Witch

Spellsinger

Specialist

Abjurer
Alchemist
Conjurer
Diviner
Enchanter
Geometer
Illusionist
Invoker
Necromancer
Shadow Mage
Song Wizard
Transmuter
Air Elementalist
Earth Elementalist
Fire Elementalist
Water Elementalist
Wild Mage

Chronomancer

Guide
Historian
Seer
Traveller

Elf

Undead Slayer

Spelljammer

Arcanist
Astronomer

Wizard

Geomancer
Impostor
War Mage
Gnome
Imagemaker
Vanisher
Regional
Region specific

Thief

Thief
Acrobat
Adventurer
Assassin
Bandit
Beggar
Bounty Hunter
Buccaneer
Burglar
Cutpurse
Fence
Investigator
Scout
Smuggler
Spy
Swashbuckler
Swindler
Thug
Trouble-shooter
Shadow Walker

Dwarf
Diplomat
Entertainer
Locksmith
Pest Controller

Elf
Undead Slayer
Spelljammer

Aperusa
Courier
Harlequin
Privateer
Salvager
Ninja

Stealer - in
Shadow Warrior
Intruder
Consort
Pathfinder
Lone Wolf
Spirit Warrior

Gnome
Mouseburglar
Tumbler

Halfling
Bandit
Bilker
Burglar
Smuggler
Urchin

Regional
Region specific

Priest

Cleric
Amazon Priestess
Barbarian
Berserker
Fighting Monk
Nobleman
Outlaw
Pacifist
Peasant
Prophet
Savage
Scholar

Speciality Priest
Auril
Chillbringer
Azuth
Golem Master
Magefriend
Beshaba
Wormluck
Chauntea
Cultivator
Lifeward
Cyril
Purifier
Sword
Deneir
Wordsmith
Eldath
Stillwater
Gond
Holy Builder
Helm
Bulwark
Quester
Hoar
Nemesis
Ilmater
Alleviator
Iyachtu Xvim

	Gauntlet
	Orb
Kelemvor	Mortarchs
	Necrobane
Lathander	Springlord
Leira	Mistwalker
Lliira	Festbringer
	Profitprophet
Loviatar	Painteacher
Malar	Beastheart
Mask	Catfoot
	Nightrunner
Mielikki	Treespeaker
	Woodscout
Millil	Lore singer
Mystra	Apothecar
	Monitor
Oghma	Holy Singer
	Quill
Selune	Moon Night
	Silver Lady
Shar	Darkcloak
	Nightbringer
Sharess	Indulgent
Shaundakul	Windrider
Silvanus	Greenlord
Sune	Aesthete
	Silkwisper
Talona	Fang
Talos	Chaos Knight
	Stormrider
Tempus	Battleforge
	Gloryblood
Torm	Paragon
Tymora	Favoured
	Luckrider
Tyr	Hand
	Scale
Umberlee	Anchor
	Tempest
Valkur	Stormharbor
Shaman	
	Tribal
	Solitary
	Spiritualist
Crusader	
Druid	
	Arctic
	Desert
	Grey
	Forest
	Jungle
	Mountain
	Plains
	Swamp
	Advisor
	Avenger
	Beastfriend
	Guardian
	Hivemaster
	Lost Druid
	Natural Philosopher
	Outlaw
	Pacifist
	Savage
	Shapeshifter
	Totemic Druid
	Village Druid
	Wanderer
Barbarian	
	Dreamwalker
	Flamespeaker
	Medicine Man
	Seer
	Spiritualist
	Witchman
Dwarf	
	Crafts Priest
	Pariah
	Patrician
	Ritual Priest
Elf	

Herbalist
Undead Slayer
Spelljammer
Astrologer
Diplomat
Evangelist
Medicus
Missionary
Gnome
Rocktender
Treetender
Halfling
Healer
Leafender
Oracle

Regional kit Areas (Realms)

Dales
Elven Court
Cormyr
Sembia
Moonsea
Ride
Vast
Dragon Coast
Western Heartlands
Waterdeep
Island Kingdoms
Savage North
Cold Lands
Unapproachable East
Old Empires
Vilhon Reach
Empires of the Sands
Shining South
Anauroch

Psionicist

Mountebank
Crystallite
Dowser
Empath
Manipulator
Psychic Surgeon
Spiritualist

These kits are be found in Dragon 200

Auditor
Beastmaster
Mercenary
Noble
Psiologist
Sensi
Tribal

Psionicist

True Bard
Blade
Charlatan
Gallant
Gypsy Bard
Herald
Jester
Jongleur
Loremaster
Meistersinger
Riddlemaster
Skald
Thespian

Bard

Multi-Classed Characters

Dwarf Warrior / Priest
Champion
Temple Guard
Vindicator
Dwarf Warrior / Thief
Ghetto Fighter
Trader
Vermin Slayer
Wayfinder
Elf Mage / Thief
Spellfilcher
Elf Fighter / Mage
Bladesinger
War Wizard
Elf Fighter / Thief
Huntsman
Elf Fighter / Mage / Thief
Collector
Infiltrator
Gnome Thief/Illusionist
Buffoon
Gnome Fighter / Thief
Stalker
Halfling Fighter / Thief
Cartographer
Trader
Traveller

Fighter
Ranger

Shinobi

Mage
Illusionist
Priest
Thief
Bard

Ravenloft

Avenger
Arcanist
Anchorite
Gypsy
Accursed
Cold One
Eremite
Fugitive
Ghostwatcher
The Green Hand
Invisible
Knight of the Shadows
Monster Hunter
Order of the Guardian
Pistoleer
Psychic
Redeemed
Spiritualist

Custom Creation

Instead of choosing a kit, you may custom create your character. Each profession has an allotment of points to purchase powers. The point allotment for each profession is as follows -

Class	Points allotted
Fighter	15
Paladin	70
Ranger	60
Bard	80
Thief	80
Cleric	120
Druid	100
Mage	40
Specialist Wizard	30
Psionicist	30

All Classes

Weapon Specialisation (varies): The PC has the ability to specialise in a single weapon. The cost varies depending on the class chosen -

Fighter (5): Gains the weapon specialisation at 1st level.
Paladin, Ranger or Bard (8): Gains the weapon specialisation at 3rd level.
Thief, Cleric, Druid (15): Gains the weapon specialisation at 5th level.
Mage (20): Gains the specialisation at 7th level.
Specialist Wizard (22): Gains the specialisation at 7th level.

Purchase character points for weapon and non weapon use later (1/3/5): For 1 character point, the PC may buy 1 cp for use in weapon and non weapon skill purchase. For 3 points, the PC buys 4 CPs, and for 5 points, the character gains 7 points for later use. This option may only be taken once (exception - humans may take this option twice).

Wild Talent Psionicist (15): A character who chooses this ability is treated as if he had successfully checked for a wild talent.

Warrior classes

Optional restrictions

Limited armor (5/10/15): The PC with this restriction is limited in his selection of armor. If the PC is restricted to chainmail or lighter armor, this restriction gives 5 CPs; if limited to studded leather or lighter armor, PC gains 10 CPs; and if the PC refuses to wear any armor at all, he gains 15 CPs. All warriors may still use a shield.

Limited weapon selection (5): The PC is limited in his choice of weapons. He can gain proficiency with weapons in only one of the following groups: melee weapons (no missile weapons allowed); priest weapons; rogue weapons.

Limited magical item use (5+): The PC refuses to use certain categories of magical items. For each category that is barred to him, he gains 5 CPs. The categories are: potions, oils, and scrolls; Rods, staves, wands, and miscellaneous magical items; Weapons; and armor.

Fighters

1d12 for hit points (10): The PC rolls d12 for hit points.

Attract followers (5/10): The PC at 9th level gains followers as described in the PHB if he establishes a stronghold. The 10-point option allows him to attract followers whenever he establishes a stronghold, regardless of level.

Blood warrior (10): The PC believes that the true path to becoming the finest warrior lies in pitting his skills against the eternally warring fiends especially fighting them where they war the most - in the Blood War. When fighting fiends anywhere, the PC becomes an awesome fighting machine as he revels in his true element. The Fighter gains a +2 to hit and damage against all fiends, and receives a +2 bonus to AC.

Building (5): The PC knows how to construct heavy war machines, siege engines, and siege towers.

Defence bonus (10/15): The PC gains a +2 bonus to AC if unencumbered and unarmored. For 15 points, AC bonus is +3.

Improved THACO (10): The PC begins life better suited to fight than most by having an improved THACO. The PC starts with a THACO of 18 at 1st level that improves by 1 for every level advance.

Increased movement (5): The PC is quicker than most and adds a +3 to movement rate.

Leadership (5): The PC is able to lead large number of troops in battle (up to 100 soldiers per level). The PC knows how to use messengers and signals, is familiar with military terminology, and understands the mechanics of moving large numbers of troops.

Magic Resistance (10): The fighter gains a 2% magic resistance per level.

Move silently (10): A PC with this ability can move silently like thieves. The chance of success is equal to PC's Dexterity score added to the PC's level. In order to move silently, the PC cannot wear any armor greater than studded leather. All other thief penalties also apply.

Multiple specialisation (10): The PC with this ability can specialise in as many weapons as desired provided that the CP cost is met for each individual specialisation. this does not include a free specialisation skill.

Planetouched (10): The PC's body is charged with a curious planar energy that temporarily renders non-magical weapons the fighter wields into a magical weapon (so long as the fighter maintains physical contact with the weapon). For every 4 levels of the fighter, the non-magical weapon gains a magical +1 bonus to hit and damage (i.e., +1 at 1st level, +2 at 5th, etc., to a maximum of +5).

Poison resistance (5): The PC gains +1 to all saves vs. poison.

Proficiency ease (5): By spending 5 CPs now, the fighter can cut the cost of all weapon proficiency costs in the future (including all forms of mastery) by 50%.

Spell resistance (5): The PC gains +1 to all saves vs. spells.

Supervisor (5): The PC has the authority to supervise the construction of defensive works such as ditches, pits, fields of stakes, and hastily built wooden and stone barricades. Semi-permanent buildings may also be constructed if time permits.

War machines (5): The PC knows how to operate heavy war machines and siege engines such as ballistae, catapults, rams, bores, and siege towers.

Paladin

1d12 for hit points (10): The PC rolls d12 for hit points.

Alternative sphere access (5): Standard paladins have the equivalent of minor access to combat, divination, healing and necromantic, totalling 20 CPs. For 5, the paladin may exchange spheres (e.g a Paladin of a water god may grant All, Elemental water, Healing, Weather and Creation). The new chosen spheres must add up to 20 points or less. Priest spells must be taken with this option.

Circle of power (5): If the PC owns a holy sword, he can project a circle of power 10ft in diameter. This circle dispels hostile magic at a level equal to the paladin's experience.

Curative (10): Once a week for every three experience levels, the PC can cure diseases of all types.

Detect evil (5): The PC can detect evil monsters and beings up to 60' away simply by concentrating for one round. The PC can perform this ability an unlimited number of times.

Dispel evil (10): At 7th level, the PC can cast dispel evil once per day.

Faithful mount (5): The PC can summon a steed at 4th level as per the PHB.

Fiend slayer (10): The PC is the sworn enemy of all vile fiends and gains a +3 to hit and +3 to damage against fiends.

Gift of the Archons (15): If the PC has been honoured by the Archons and rewarded with a wondrous gift. The PC grows a large pair of feathered wings from his back that allows flight (MV 18B). Note that any armor the PC owns must be altered to accommodate these celestial wings.

Healing (5/10): Once a day, the PC can heal him or another by laying on of hands restoring 2 hit points per level. For 10 points, the paladin can heal 4 hit points per level once a day.

Health (5): The PC is immune to all forms of disease.

High wisdom bonus (5): If the PC has the Priest spells option, he receives bonus spells based on his high wisdom identical to the way clerics do.

Holy assistance (10): Once a tenday, the PC can gate in 1 Lantern Archon per experience level as long as the Archons are employed solely in the fight against evil. The gated Lanterns remain for 1 turn plus 1 round per paladin's level. This ability does not work in Sigil.

Holy defender (10): When on the plane of his power (usually Mt. Celestia but not always), the PC becomes a near invincible defender. All magic resistance and saving throw bonuses are doubled and the paladin's AC is Improved by 4.

Increased spell power (7): A paladin with this power casts spells as if he were 4 levels less than his level (for purpose of spell effects).

Increased spell progression (10/15): A paladin with this power gains his spell ability earlier than 9th level. For 10 points, he gains his spells at 7th level; for 15 points, at 4th level. In all other respect his spell powers are unchanged, and he simply enters Table 17: PHB at the level indicated. This must be taken with the Priest Spells option.

Lawful order (5): The PC can dictate (as the 3rd-level priest spell in S&M) once a day for every four levels.

Lower planar vanquisher (10): The PC has stealed himself for taking the good fight where fiends live and breed. The paladin receives a +4 to all saves vs. any naturally occurring phenomena on any of the lower planes.

Poison resistance (10): The PC gains +2 to all saves vs. poison.

Priest spells (10): At 9th level, the PC can cast priest spells as per the PHB.

Protection from evil (5): The PC is protected from evil by a natural aura 10' in diameter which affects all evil creatures in the aura (-1 penalty to THACO).

Resist fiendish magics (10): The Paladin gains a 2%/level magic resistance against any spells employed by fiends. This resistance can be added to any other magic resistance the paladin possesses.

Resist charm (10/15): +2 bonus to saves vs. charm-like spells and effects. For 15 points, the paladin's saving throw bonus vs. charm magic is +4 if the charm is cast by any evil being from the lower planes.

Saving throw bonus (10): +2 bonus to all saving throws.

Turn undead (10): At 3rd level, the paladin can turn undead as a cleric two levels below his own level.

Ranger

1d12 for hit points (10): PC rolls d12 for hit points.

Alternate sphere access (5): Normally, a ranger has minor access to plant and animal spheres (totalling 10 points). For 5 points, this access may be changed as long as the new spheres total 10 points or less (like Travellers, elemental air, and healing). This option requires the Priest Spells option.

Animal master (15): At 5th level, the PC has learned how to control the natural fauna around him. Once a tenday, the ranger may cast animal growth, anti-animal shell, conjure animals, or hold animal. At 9th level, the ranger can enact each of these abilities once a tenday.

Attract followers (10): At 10th level, the PC attracts followers as per PHB or S&P.

Bow bonus (5): +1 attack bonus with any bow.

Climbing (10): Ranger can climb trees, cliffs, and other natural formations (except the Spire below Sigil). The climbing score is equal to ranger's Dexterity/Balance score plus the hide in shadows percentage for a ranger of his level (see table in PHB or S&P).

Detect noise (10): Similar to the thief ability but the ranger uses his Wisdom/Intuition score plus the hide in shadows percentage to determine his chance of success.

Empathy with animals (10): Ranger can approach and befriend an animal as described in the PHB or S&P.

Find and remove wilderness traps (10): This ability functions similar to the thief ability but ranger's chance of success is equal to move silently percentage.

Followers (10): At 10th level, the ranger attracts followers. He does not need to build a stronghold for this to happen. Your DM has the needed details (and probably won't be using the chart from the PHB).

High wisdom bonus (5): If the ranger has the Priest Spells option, the ranger receives bonus spells based on his high wisdom identical to the way clerics do.

Hide In shadows (5): Wearing studded leather or lighter armor, ranger can hide in shadows as per PHB or S&P.

Increased spell power (7): A ranger's spell casting power is only 4 levels less than his true level (for purposes of spell effects).

Increased spell progression (7/12): A ranger with this power gains his spells earlier than 8th level. For 7 points, he gains his spells at 6th level. For 12 points, he gains his spells at 4th level. In all other respects, his spell powers are unchanged, he simply enters Table 18 (PHB) at the level indicated.

Move silently (5): Wearing studded leather or lighter armor, ranger can move silently as per PHB or S&P.

Pass without trace (10): Ranger can pass without trace as the druid ability.

Planar defender (10): Ranger gains a +2 bonus to hit to damage, and initiative as well as a +1 bonus to AC when fighting on his home plane against non-natives of the plane.

Planar attunement (5): Ranger can attune herself to the plane he is on and become vividly aware of naturally occurring phenomena of the plane such as the will-sapping entropy of the Gray Waste. This ability takes one complete turn of uninterrupted concentration per phenomena to be discerned.

Plant master (15): At 3rd level, the ranger has learned how to effectively manipulate surrounding flora and may, once a tenday, cast anti-plant shell, hold plant, growth, or wall of thorns. At 8th level, the ranger can enact each ability once a tenday.

Polymorph self (5/10): At 5th level, ranger can polymorph self once a day into any natural animal native to his plane of origin. For 10 points, ranger can polymorph into any creature he desires within the spell's limitations.

Priest spells (10): At 8th level, the ranger can cast priest spells precisely as described in the PHB or S&P.

Savage ranger (10): The union of planar energies and the ranger's relationship with nature have combined to make him a savage fighter. Once a day, the ranger can cast Tenser's transformation on himself with the following differences: the ranger uses his own THACO and may fight with any weapon which he chooses (proficiency rules still apply).

Sneak attack (10): A ranger who successfully hides in shadows and moves silently can backstab an opponent as the thief ability. A backstab is +4 to hit and causes damage as per a thief of the same level.

Speak with animals (5/10): Once a day, the PC can speak with animals as the spell. For 10-points, the ranger can employ this ability once a day for every three experience levels possessed.

Special enemy (10): The PC gains a +4 to THACO and -4 to reaction modifiers when dealing with his special enemy. This ability is fully described in the PHB and S&P, but the ranger may now select planar beings as enemies, including fiends, (if it is feasible that he has encountered them).

Tracking ability (5): The PC receives tracking proficiency which automatically improves by +1 for every three levels.

Two-weapon style (3): The PC can fight with two weapons, as per the two weapon style with weapons of equal length.

Rogue class

Bribe (5): As a primary, improveable thief skill.

Climb walls (5): As a primary, improvable thief skill.

Detect Illusion (10): As a primary, improvable thief skill.

Detect Magic (10): As a primary, improvable thief skill.

Detect Noise (5): As a primary, improvable thief skill.

Escape Bonds (10): As a primary, improvable thief skill.

Find/Remove Traps (10): As a primary, improvable thief skill.

Hide in Shadows (5): As a primary, improvable thief skill.

Move Silently (5): As a primary, improvable thief skill.

Open Locks (10): As a primary, improvable thief skill.

Pick Pockets (10): As a primary, improvable thief skill.

Read Languages (5): As a primary, improvable thief skill.

Tunnelling (10): As a primary, improvable thief skill.

Attract followers (5/10): The 5-point option allows the PC to attract followers at 9th level as per the PHB. For 10 points, thief can attract followers whenever he establishes a stronghold, regardless of level.

Audible glamour (5): A thief often needs to cause a diversion when he has to slip past some annoying militia or other law-enforcing berks. The PC can cast an audible glamour once a day.

Backstab (10): The PC can attack an opponent with a vicious backstab as detailed in the S&P.

Improved Backstab (15): A thief gains a +6 backstab bonus to hit.

Comprehend languages (5): The planes house a tremendous number of races and a knight of the cross-trade has to be able to speak their languages to get what he wants from them (usually a profitable peel). Once a day, the PC can cast tongues. This skill is most suited to Planars but may, at DMs discretion, be allowed in a cosmopolitan area.

Dimension door (10): Berks about to get nabbed by the law usually wish they'd have planned some form of escape. Some planar thieves, usually Sigilian, have learned a sure-fire way to escape. Once a tenday, the PC can employ a dimension door. At 9th level, the PC can enact this ability once a day. This skill is most suited to Planars but may, at DMs discretion, be allowed.

Defensive bonus (10/15): An unarmored and unencumbered thief gains a +2 to his armor class. For 15 points, the thief receives a +3 bonus to AC.

Know faction (5): In Sigil and elsewhere, lots of cutters try to hide who they are and who they serve. This thief has made it his business to know who he is dealing with before he deals with them. The thief can know faction once a day as the Indep spell in the Factol's Manifesto. This may only be taken by Planar characters.

Magic thief (10): At 7th level, the thief can steal enchantment once a day.

Portal lock (5): If on the run, some thieves need to keep annoying berks like Harmonium from following them through portals. Once a day the thief can attempt temporarily to shut down a portal by casting surelock (Planescape campaign setting). This can only be taken by Planar characters.

Sense portal (10): Always looking for a possible means to escape should the need arise, the thief can cast warp sense (PLANESCAPE campaign setting) once a day. This can only be taken by Planar characters.

Shadow thief (10): At 7th level, thief can cast Lorloveim's shadowy transformation on himself twice a day.
Silence (5): Once a day, the thief can render himself silent as the 2nd-level priest spell silence 15' radius, except only the thief is affected.
Scroll use (5/10): At 10th level, the thief can use magical spell scrolls as per S&P. For 10-points, the thief can read scrolls at any level.
Thieves' cant (5): The thief uses slang terms when referring to illegal activities thus letting them converse about such dealings in the open without others knowing what is being talked about.

Bard

Accelerated spell progression (15): The bard enters Table 32: Bard spell progression in the PHB as if he were 1 level higher.
Armor and spell use (5/10): Normally, a bard cannot wear armour and cast spells. For 5 CPs, he may wear leather or lighter armour and cast spells. For 10 CPs, he may wear any type of armour available to a bard and still cast spells.
Attract followers (5/10): The 5-point option allows the PC to attract followers at 9th level as per the PHB. For 10 points, the PC can attract followers whenever the PC establishes a stronghold, regardless of the PC's level.
Alter moods(5): The PC can influence reactions as described in the PHB.
Animal friendship (10): Once a day, the bard can cast the equivalent of an animal friendship spell by singing a song.
Charm person (10): Once a day, the PC can cast a charm person by singing the spell. At 9th level, the PC can cast charm monster instead of charm person once a day.
Charm resistance (10): The PC gains +2 to all saves vs. charm/enchantment spells and effects.
Counter effects (10): The PC can counter the effects of songs and magic used as magical attacks (including spells cast by song mages) by performing a counter song as described in S&P.
Detect Magic (10): The bard can detect the strengths of magic within line of sight. The range is 60ft.
Detect Noise (5): The bard can hear noise as the bardic power described in the PHB.
History (10): Bard knows a "little bit of everything" as found in the PHB.
Instrumental spell casting (10): The PC has learned how to enhance his spells by casting them through a musical instrument with which he is proficient. (CPs must be spent for this proficiency also). All spells cast through the instrument are treated as if two levels higher with regard to effect, range, etc., and need no material components. Casting spells in this manner increases casting time by 1 per level of the spell.
Magical item use (10): Bard can use magic items usable only by wizards but with a chance of failure as per the PHB.
Pick Pockets (10): The thieving gypsy bastard can nick stuff from the pockets of honest, upright citizens (as detailed in the Bard section of the PHB).
Priestly magic (5): The bard gains minor access to one sphere of priestly magic. The wizard spells option must also be taken. Additional spheres may be purchased as many times as desired.
Rally friends (5): Music, stories and poetry performed by the bard can be inspirational as in the PHB.
Read Languages (5): The Bardic Read Languages ability, as detailed in the PHB.
Scroll use (5/10): At 10th level, the bard can attempt to use any magical scrolls. For 10 points, the bard can try to use a magical scroll at any level (see page 54 of S&P).
Song of combat (10): Once a day, the bard can play a song of combat which has the same effect as unearthly choir as if he were a trio of priests. At 6th level, the bard can sing as per the quartet; at 9th level, the bard functions as if a quintet; at 12th level, the bard sings as an ensemble of six priests; and at 15th level, the bard sings as if he were an entire choir of eleven priests.
Song of discordance (10): Once a day, a non-lawful bard can play a song of discordance on his instrument which has the same effect as chaotic combat except that all warriors within 10' of the bard are affected.
Song of harmony (10): Once a day, a non-chaotic bard can play a song of harmony on his instrument which has the same effect as defensive harmony.
Sound resistance (5): +2 bonus to saves vs. sound-based magical assaults.
Spell bonus (10): Bard gains an extra spell per spell level if the wizard spells option is taken.
Wizard magic item use (10): The bard may use and magical items usable by wizards (except rods or staves).

Bardic Restrictions

Awkward casting method (5): The bard's spells must be cast in an obvious way, alerting anyone within earshot that the caster is casting a spell. Effects may include loud singing, noisy instrument, hollering etc. The obviousness of the method may not be masked.
Opposition schools (5+): The PC with this restriction may choose to take an opposing school, gaining 5 points for each school in opposition to his speciality. Only standard speciality schools as described in the PHB can be selected as additional oppositional schools.
Reduced spell power (10): Since he is not a true wizard, the bard's spells are weaker than a wizard's. A bard's level, for purposes of area, effect etc. is reduced by 20% (round up).
Unreliable casting method (5): The bard's spell fumbles on a 1 or a 2.

Priests & Druids Restrictions

Armor restriction (5+): The PC is limited in choice of armor. For 5 CPs, the priest is restricted to chain mail or lighter armor; for 10 points, the priest is limited to studded leather or lighter armor; and for 15 points, the priest may not wear armor at all.
Awkward casting method (5): The bard's spells must be cast in an obvious way, alerting anyone within earshot that the caster is casting a spell. Effects may include a divine halo, ground tremors, loud prayer etc. The obviousness of the method may not be masked.
Behaviour/Taboo (2): The priest's religion has a strong set of beliefs that require him to act strangely. He may have to utter a 10 minute prayer whenever he crosses a stream, cast cure spells on anyone in need regardless of ethic outlook, etc. The behaviour chosen is recognised by others as a sign of his religion and must fit in with the principles and dogma of his god. If his taboo is violated, he loses all memorised spells.
Difficult spell acquisition (5): A priest with this limitation must pray only in very specific circumstances (in his temple, during certain phases of the moon, grove or even to perform an 3 day rite). This limit will make it hard for the priest to gain spells while travelling/adventuring.
Limited magical item Use (5+): Any priest with this penalty refuses to use certain categories of magical items. The priest gains 5 CPs for every category selected:
potions, oils, and scrolls
rings, rods, staves, wands, and miscellaneous items
weapons
armor
No weapon (15): The priest may not gain a weapon proficiency or wield any sort of weapon.
Reduced hit points (10/15): The PC with the 10-point limitation uses d6 for hit points. For 15 points, the PC uses d4 for hit points.
Slower casting times (5): The priest's spells are unusually long winded; all casting times are increased by 3. A casting time of 1 round or more is simply doubled.

Cleric

Access to spheres (varies): Clerics can purchase major or minor access to the priest spheres of magic. All clerics are generally limited to only those spheres of their powers portfolio. The chart below shows the costs (major and minor). Note: Minor access cost the same to memorise as major access but the priest is limited to 3rd level spells. Also note - the priest must select his spell spheres depending on what the god (or gods) he worships grant. You cannot simply select your favourite spells with no regard to who or what you worship.

Sphere	Minor	Major
All	3	5
Animal	5	10
Astral	3	5
Chaos	5	8
Charm	5	10
Combat	5	10
Creation	5	10
Divination	5	10
Elemental	8	20
Air	2	5
Earth	3	8
Fire	3	8
Water	2	5
Guardian	3	5
Healing	5	10
Law	5	8
Necromantic	5	10
Numbers	5	10
Plant	5	10
Protection	5	10
Summoning	5	10
Sun	3	5

Thought	5	10
Time	5	10
Travellers	3	5
War	3	5
Wards	5	10
Weather	5	10

Anchor of stability (5): The very land of the planes, being mutable, can slide into another plane when dominated by the overwhelming influence of the alignment of those present. The PC's strong devotion to his power acts as an anchor for that ground and thus prevents its movement. No planar land slips within 10' of the cleric unless that land is shifting to the plane of the cleric's power. (in this case, the land slips normally). This can only be taken by Planar characters.

Animal Empathy (10): This is the same as the ranger animal empathy ability.

Armour class improvement (15): The priests a.c. improves by 1 point every even level (to a maximum ac of 2). This ability is useless with armour or magical devices which replace armour (like bracers of defence).

Casting reduction (5): Clerics casting time is reduced by 1 (to a minimum of 1)

Cold resistance (5): The priest gains a +2 to saves vs. magical and natural cold. Iced based attacks are included in the resistance.

Detect good/evil (10): Non-evil clerics with this ability can see emanations of evil (non-good clerics detect good) from creatures and objects within a path 10' wide by 60' long. This power takes one round to scan a direction and the cleric cannot engage in any other actions.

Detect undead (10): Clerics with this ability can detect undead within a path 10' wide by 60' long as long as the undead are not hidden behind stone or other dense material. This power takes one round to scan a direction and the cleric cannot engage in any other activity.

Combat bonus (20): The priest uses the warriors Thaco chart.

Communication (10): A priest with this ability learns 1 language per level from a related group of racial tongues (e.g. woodland, sylvan, aquatic, mountain, creatures of stone etc.)

Detect evil (10): The priest may cast the Detect Evil spell once per day per 2 levels. The priest must stand still and concentrate for one round.

Detect undead (10): The priest may cast the Detect Undead spell once per day per 2 levels. The priest must stand still and concentrate for one round.

Expert healer (5/10): The PC can cast a bonus cure light wounds spell once per day. With the 10-point option, the cleric can cast a bonus cure light wounds once a day for every three levels of experience.

Faithful fanatic (10): All spells cast by cleric function as if the PC were one level higher as a reward of his devotion to his power. Role playing the fanaticism will be required or this power will be withdrawn (and the spent points will be lost).

Fire/electrical resistance (7): The priest gains a +2 to save vs. fire and electrical attacks (mundane and magical).

Followers (5/10): The 5-point option allows the cleric to attract followers at 9th level as per the PHB. For 10 points, he can attract followers whenever the cleric establishes a stronghold, regardless of the his level.

Hit point bonus (10/15): The PC rolls d10 for hit points. For 15 points, the PC rolls d12.

Immunity to charm (5): At 7th level, the priest gains an immunity to charm effects or spells cast by a group of related creatures (e.g. extraplanar creatures, plant creatures, undead, wizards etc.)

Immunity to magic (15): The priest enjoys partial immunity to a single type of magic (e.g. Alterations, Necromancy, Invocations etc.). The priest gains a +4 to saves against the type chosen, and an unmodified save if none is usually allowed. Certain exceptions over-ride this rule (Gods and Ravenloft come to mind) so be warned.

Immunity to natural disease (10): The priest is immune to normal diseases, although magical ones (like mummy rot and lycanthropy still affect him).

Inspire/enrage allies (5/10): Through prayers and exhortations, the priest inspires his allies in battle, giving them a +1 to hit and saving throws. A priest must do nothing but chant for 3 rounds before his allies gain the bonuses, and the effects last d3 rounds after he stops. All allies within 10ft are affected. For a 10 point bonus, he enrages his allies, giving them a +2 to hit and saving throws. The priest can do nothing else when using either of these powers.

Know alignment (10/15): Once a day, the cleric can cast Know Alignment. For 15 points, the priest may cast Know Alignment once per 2 levels per day.

Lay on hands (5/10): For 10 points the priest may utilise a Laying on of hands, curing 2 points of damage per level. This may be done once per day. The 5 point option restricts the "hands" to a member of the same faith.

Nearer my power to thee (10): An extremely strong link between the cleric and his power exists lessening by one the levels a cleric will drop when not on the plane of his power

Pass without trace (5/7): At third level, the priest gains the pass without trace (as the spell) at his normal movement rate. For 7 points, he gains this ability at 1st level.

Path of the proxy (5): Once a day, the cleric can call upon faith or draw upon holy might

Plane truth (15): The cleric is granted the purest vision from his deity. Priest can cast true seeing (priest version) once a tenday. At 7th level, the priest can use this ability once per day.

Proficiency group crossover (5+): For each 5 points spent, the priest may select proficiencies from the Warrior, Wizard, Thief or Psionicist skills at no extra cost.

Purify Water (5): Once per day, the priest may cast Purify Water on water or brine only.

Resist energy drain (5): The PC gains +1 to all saves vs. the energy drain spell and level-draining attacks of undead. This ability has no effect where no save is allowed or when used in conjunction with the negative energy protection spell.

Resist energy drain (5/15): Priests with this ability gain a +1 to save vs. Energy Drain spells and undead draining effects. If the power does not normally allow a save, this power has no effect. For 15 points, the save bonus is +2 and a save is allowed (with a penalty of -4) when one would normally not be. Be warned, there are exceptions to this rule (Gods and Ravenloft for example).

Resist temptation (10): The cleric's zeal and devotion to his power lessens the chance that others can sway or influence the PC. The PC gains a +2 to all saves which might influence the PC's mind such as charm/enchantment spells and psionics.

Secret language (5): Priests with this ability share a secret form of communication that only they understand. This permits secure conversations in nearly any setting.

Shapechange (15+): This is identical to the druids shapechange ability (change into a mammal, reptile or bird 3 times per day - heal d6x10% of injuries for each change). This power is gained at 7th level. For each additional 2 CPs spent, the level in which the power is gained is reduced by one (so, if 25 CPs are spent, the power becomes available at level 2).

Spell duration increase (10): The duration of all non-instantaneous spells cast by the PC increases by 1 round for every 2 of the cleric's experience levels.

Sphere bonus (5+): The cleric can purchase either major or minor access to one sphere of priest spells that normally lies outside his powers portfolio. The cost is twice the standard cost listed.

Sphere focus (10): Any spells in one sphere of the cleric's choice are cast as if the PC were two levels higher. This may be combined with the Faithful Fanatic option.

Spirit powers (30+): A priest with this ability commands spirit powers; as described for the shaman (S&M). For 30 points, the shaman may contact 1 class of spirit (dead, animal, nature). For each additional 5 CPs, the shaman may contact an additional class, so 40 points gives the character full spirit powers.

Thief ability (10+): For 10 CPs, the priest may select 1 thief ability. Each additional thief ability costs 5 more CPs, up to a maximum of 4 abilities (Thieves cant and Backstab may be selected. The priests score increases as per "average thief ability" on Table 19 in the DMG.

Turn undead (15): Cleric is granted powers over the undead as per PHB or S&P.

Warrior-priests (10): Clerics with this option use the warrior Strength and Constitution bonuses for exceptional scores.

Weapon allowance (5): A cleric with this option can use a favoured, edged weapon of his deity. PC must also pay for proficiency for the weapon.

Wizards priests (15/25): The Cleric gains access to one school of wizard spells and can cast them as if they were clerical spells. This includes the more stylised wizard schools such as elemental magic or even wild magic. The Priest begins with a spell book or sacred scroll with d2+1 spells upon it. For 25 points, the school is treated as another sphere of access and is prayed for rather than studied out of a book. Henceforth, all spells of that school (in the PHB) are available to the priest.

Wondrous healer (15): All cure or regenerate wounds cast by the cleric heal to their maximum potential. If the cleric has not been exemplary to his faith, this boon will not function.

Druid

Access to spheres: The standard druid selection of spells costs 60 CPs or the druid can purchase access to the spheres just like clerics do.

Alignment change (10): Once a day, the druid can temporarily neutralise one being by changing its alignment to the least extreme alignment - true neutral. On a failed save vs. spells, the being so affected has its alignment changed to true neutral for the next 2d6 hours and acts accordingly. This change can severely complicate the lives of 'extremists' such as paladins and fiends, which is precisely what the druid wishes to accomplish.

Alter beasts (10): Once a day at 7th level, the druid can cast polymorph other upon another being turning it into a woodland creature.

Analyse balance (5): The druid can analyse balance at will.

Animal friendship (5): Once a day, the druid can cast animal friendship.

Cold resistance (5): +2 to all saves vs. cold or ice-based attacks.

Communicate (10): The druid can learn one language per level of one group of creatures from a related group of racial tongues. A druid could learn the languages of woodland and sylvan races or the languages of the neutral planar beings such as Rilmani, modrons, Eladrin, Slaad and Yugoloth.

Elemental sphere bonus (5/20): Elemental spells cast by the druid are treated as if the PC were one level higher For 20 points, the druid's own body also serves as an all-purpose elemental power key enabling all elemental spells cast by the druid to reach their fullest potential anywhere in the planes.

Fire/electrical resistance (5): The PC gains +2 to all saves vs. fire and electrical attacks.

Hide In shadows (5): Druid can hide in shadows as per the ranger ability with the same chance of success as a ranger (see ranger).

Hit point bonus (10/15): Druid rolls d10 for hit points. For 15 points, the druid rolls d12 for hit points.

Identify (5/10): At 3rd level, the druid can accurately identify plants, animals, and clean water from his native plane. The 10-point option allows the druid to accurately identify plants, animals and clean water from other planes but because of the druid's unfamiliarity with flora and fauna from other planes, he may fail at an identification attempt. Chance of success equals 40% + 5%/level.

Immunity to charm (5/10): At 7th level, the druid is immune to charm spells cast by woodland creatures from his own plane and the plane of his deity as

per the PHB. The 10-point option gives a druid this immunity at 1st level.

Immunity to disease (10): With this option, the druid is immune to all natural diseases.

Keeper of the balance (10): When fighting against creatures of extreme alignments (LG, CG, LE, a CE), the druid gains a +2 bonus to hit, damage, and initiative as well as receiving a +2 to all saves from spell attacks by those beings.

Move silently (5): Druid can move silently as per the ranger ability with the same chance of success as a ranger (see ranger).

Outlandish defender (10): On the Outlands, the druid becomes an awesome defender receiving a +4 bonus to armor class and doubling all magic resistance and saving throw bonuses. This may be taken by anyone, but is most useful in a planar campaign (although you never really know where you'll end up).

Pass without trace (5): At 3rd level, a druid moving at his normal movement rate can pass without trace at will, as per the spell.

Planar native (10): This powerful option allows a PC to attune his body to any outer plane he is on, providing him with special benefits. The PC's neutral alignment is masked and for purposes of divination appears to be the alignment of the plane he is on. The PC also does not drop in level if his power is on another plane. The PC gains a +1 to all saves vs. natural phenomena of the plane he is on.

Portal affinity (5): The Druid can cast warp sense once per day. This can only be taken by Planar characters.

Purify water (5): Druid can cast purify food and drink once a day.

Secret language (5): Druid knows a secret language that only druids and Rilmani know.

Sense plane slippage (5): While on any of the Outer Planes, the druid becomes instantly aware of any large-scale plane slippage from one plane to another as it occurs (large-scale being about the size of a gateway). The druid learns where the slipping begins and where the land is headed. Additionally, the druid instantly becomes aware of when he steps on any land that has slipped if the slippage occurred within the past 100 years (druid also learns where the slipped land originated). This can only be taken by Planar characters.

Shapechange (10/15): At 7th level, druid can shapechange into a natural animal as described in PHB or S&P. For 15 points, the druid can shapechange starting at 5th level.

Spire sense (5): On the Outlands, the druid is instantly aware of when he crosses any of the nine rings surrounding the spire that restrict magic use. This can only be taken by Planar characters.

Mage and Specialist Wizards

General Options

Armoured wizard (5/10/15): As a 5 point ability, the wizard may wear padded armor. For 10 points, the wizard may wear leather, studded leather, hide, or brigantine armor. For 15 points, the wizard may wear any armor desired. Wizards are not allowed to use shields.

Automatic spells (5): When a wizard with this option gains a level, the wizard automatically acquires a spell of a level he can cast. Specialist wizards may only select spells belonging to their chosen school. The choice must be made from the PHB (except Wild Magic, for obvious reasons).

Bonus spells (10): Wizard may memorise 1 additional spell per spell level. Bonus spells memorised by specialists must belong to the wizard's speciality school.

Casting reduction (2/5): Wizard's casting times are reduced by 1 (to a minimum of 1). The 2 point cost is a time reduction for a single school while the 5 point cost covers all schools.

Combat bonus (8/10): For 8 points, the wizard fights with a rogues Thaco. For 10 points, the wizard fights with a priest's THACO.

Constitution adjustment (5): The wizard gains the fighter constitution award for bonus hit points.

Detect magic (10): This ability allows the wizard to detect magic once a day for every two levels of the wizard.

Dispel (10/15): This power allows a wizard to dispel one kind of effect or spell once per day, or 3 times per day for 15 CPs. The range of this power is 30 yards, and it requires nothing more than a round of concentration. The base chance is the same as a Dispel Magic spell. The type of effect that may be dispelled must be a group of linked spells in the same school; for example, Charm spells, Polymorph spells, or Shadow magic are all good examples.

Dispel magic (10): Wizard can cast dispel magic once a day for every five levels possessed.

Enhanced casting level (10): The wizard may cast spells from a single school as if he were d4 levels higher (roll each time used). This power may be invoked once per day.

Extend duration (10): The duration of all non-instantaneous spells increases by 1 round for every 2 experience levels of the generalist mage. If taken by a specialist, this option extends a non-instantaneous spell's duration by 1 round/level but the spell must belong to the wizard's speciality school.

Followers (10): Normally, wizards do not attract loyal followers at high level like other characters do. A wizard who selects this ability automatically attracts 20-200 men at arms (0 level) at 8th level if he establishes a keep, castle, tower or other place of strength. In addition, d6 low level wizards (1st to 3rd level) will approach and request to become an apprentice to the character.

Greater hit die (10/20): For 10 points, the wizard rolls d6 for hit points. With the 20-point option, the wizard rolls d8 for hit points.

Immunity (10+): A wizard with this power gains complete immunity to one particular spell, at a cost of 10 CPs plus 1 CP per spell level. The wizard ignores the effects of the spell and cannot be directly damaged or harmed by the spell. The wizard may gain immunity to a group of related spells by spending CPs equal to (10+(highest level spell in group x 1.5) rounding up) in that group, so a wizard who wanted to become immune to all charms (charm person, charm monster, etc.) would spend 22 CPs for Immunity to mass charm.

Proficiency group crossovers (5+): At the cost of 5 CPs per profession, the caster may choose proficiencies from that professions skills at no extra cost.

Range boost (5/7): The reach of all ranged spells (other than 0, self, or touch) from one school selected by the wizard is increased by 25%. Speciality wizards must apply this option to their chosen school. The 7 point cost gives a 50% range boost.

Persistent spell effect (15 +2/spell level): The wizard may select one spell that he knows (and can cast) to have a persistent, permanent effect. He must allocate a spell slot of the appropriate level for this effect. Only spells with noninstantaneous, non special duration's may be selected as persistent powers, and the spell must be one which affects the caster. By concentrating, the wizard may invoke the power and maintain it for as long as he continues to concentrate. Changing the persistent spell requires a tenday of uninterrupted work. If the wizard is struck by a dispel magic, the persistent effect works. Examples of suitable first level spells include; change self, chill touch, detect undead, feather fall, gaze reflection, jump, protection from evil, shield, spider climb, and ventriloquism.

Read magic (5): The Wizard can read magic once a day for every two levels possessed.

Thief Ability (10): A caster with this talent possesses one of the thief abilities of his choice. Backstab is classed as a thief ability.

Optional general restrictions

Awkward casting method (5): The casters spells must be cast in an obvious way, alerting anyone within earshot that the caster is casting a spell. Effects may include bright lights, waves of cold, hollering etc. The obviousness of the method may not be masked.

Behaviour/Taboo (2): The wizard has a strong set of beliefs that require him to act strangely. He may have to dress in certain colours, avoid physical contact with other people, avoid certain foods. The behaviour chosen is recognised by others as a sign of his profession. If his taboo is violated, he loses all memorised spells.

Difficult memorisation (5): A wizard with this limitation must study and memorise spells only in very specific circumstances (in a Lab, temple, grove or even to perform an all day rite costing him 250 gold in materials).

Environmental conditions (5+): The wizard requires certain conditions for spells to be effective. An everyday circumstance (cast in daylight only) is worth 15 points. A rare circumstance (cant cast spells during the 3 hours of highsun) is worth 10 points. A very specific circumstance (cant cast spells during the dark of the moon) is worth only 5 points. This is a DM call and his decision is final.

Hazardous spells (10): The spell caster fumbles a spell on a roll of 1 or 2.

Learning penalty (5+): Wizard suffers a -15% penalty when trying to learn spells in all schools of magic except one school which the wizard exempts from this penalty. Specialists must exempt their chosen school.

Limited magical item use (5+): The PC with this penalty refuses to use certain categories of magical items. The wizard gains 5 CPs for every category selected:

potions, oils, and scrolls;
rings, rods, staves, wands, and miscellaneous items
all weapons and armor

More opposition schools (5+): The PC with this restriction may choose to take additional opposing schools, gaining 5 points for each school in opposition to his speciality. Only standard speciality schools as described in the PHB can be selected as additional oppositional schools. This option is not available to mages.

Reduced hit points (5): Wizard uses d3 for hit points rather than d4.

Reduced spells (15): The wizards spell point allocation suffers a penalty equal to the specialists bonus allotment.

Slower casting time (2/5): Spell casting times increase by 3. For 5 points, the time is increased to the next unit (phases become rounds, rounds become turns, turns become hours etc.).

Talisman (8): The wizards magical power is inexorably connected to a single object or talisman. He must have this object on his person to cast spells. If the talisman is destroyed, he loses all memorised spells and cannot cast again until he fashions a new talisman. This may require a quest or an expensive process. The time period of renewal (or the average quest duration) is from 10 to 40 days. Having a talisman is no free lunch.

Weapon restriction (3/5): For 3 points, the wizard may never have a weapon proficiency. For 5 points, the wizard can never wield a weapon even to save his life. This last restriction is not limited to weapons wholly created by the wizard's spells such as Ice knife. This restriction will be strictly enforced.

Mage

Access to a single school (5): It costs 40 points for a mage to have access to all eight standard schools of magic.

Ethos focus (10): The mage's spells are more effective against creatures of a specific ethos, who suffer a -2 to saving throws vs. the mage's spells. Only creatures whose alignment falls into one of the following groups are affected: lawful, chaotic, or neutral good/evil.

Planar safeguard (10): The mage has developed a magical resistance (2%/level) against spells cast by all beings originating from one plane of existence as chosen by the player. This resistance can be added to any magic resistance the PC already possesses.

Planar sympathy (10): The mage is attuned to those outer planes with the same ethos as his own (either law, chaos, or non-lawful/non-chaotic neutrality). All spells cast by the mage are treated as if two levels higher when cast on an outer plane of the same ethos.

Priestly wizard (10/15): For 10 points, the mage gains minor access to one sphere of priest spells and can cast them as if they were wizard spells. For 15 points, the mage gains major access to that sphere. The caster must have a deity/pantheon to worship and prays for spells rather than transcribing them in a book. He must also have a holy/unholy symbol as a priestly spell focus.

Resistance to sleep and charm (5): +1 bonus to all saving throws vs. sleep and charm.
Stay enchantment (5): Weapons used by the mage do not suffer a magical plus loss when brought to other planes as the mage is able to sustain the weapon's magical enchantment. A weapon not in the wizard's grasp is unaffected.
Warrior mage (10): The mage enjoys the benefits of a high constitution score the same as warriors.

Specialist wizard

Extra bonus spell (10): If the Bonus Spell option was taken, the specialist now receives a second bonus spell per level provided that the spell belongs to his chosen school.
Focused magic (10): Most beings in the planes have some form of magic resistance which makes it difficult for wizards to use offensive spells. The wizard has enhanced his spellcasting to attempt to overcome that magic resistance. Once a day, any being targeted by a spell cast from the specialist's chosen school is first treated as if affected by lower resistance for that spell only.
Intense magic (5): If a specialist wizard casts a spell from his chosen school, the targets of that spell suffer a -1 saving throw penalty. This option may be purchased several times with a cumulative effect.
Learning bonus (5): +15% bonus when attempting to learn new spells belonging to the wizard's speciality school.
Magic resistance (10): Specialist gains 10% magic resistance against magic from his speciality school which may be added to any other magic resistance.
No components (10): The ability to designate one speciality-school spell per character level as a spell that does not require material components.
Planar strength (10): On his home plane, spells of his chosen school cast by the specialist have their effects doubled. This can only be taken by Planar characters.
Research bonus (5): When attempting to research and create a new spell belonging to his specialised school, the spell is treated as one level lower than its actual level.
Saving throw bonus (5): +1 bonus on saving throws vs. spells cast at the wizard from his school of specialisation. This option may be purchased several times with a cumulative effect.
Speciality bonus (10): All spells in the wizard's chosen school cast by the specialist are treated as if the wizard were two levels higher for purposes of damage, duration, etc.
Speciality sense (5): The specialist is very much in tune with his speciality school and instinctively knows how the physical conditions on any plane will affect spells from his chosen school. This knowledge comes to a wizard within 3 turns upon arrival on a plane.

Psionicist

Armor Use (5/10): For 5 points, the Psionicist can employ small shields and padded, leather, hide, or studded leather armor. As a 10-point ability, the Psionicist can use the above plus medium shields and brigandine, chain mail, ring mail, scale mail, or metal lamella armor. If the Psionicist does not choose this ability at all the character can wear no armor and employ no shields whatsoever.
Bonus Psionic Attack (10): The Psionicist has one more psionic attack (of the player's choice) than his level normally would allow. This does not grant the PC any extra attacks in a combat round, nor does it allow the PC any extra psionic defences or powers.
 For example, a 1st-level Psionicist with this ability would possess two psionic attacks and one psionic defence rather than one of each. This ability is useless without the Contact ability below.
Bonus Psionic Defence (10): The Psionicist has one additional psionic defence than normal for the characters level. This does not grant the PC any extra psionic attacks or powers. For instance, a 1st-level Psionicist with this ability would possess one attack and two defences instead of one attack and one defence. This ability is worthless without the Contact ability below.
Combat Bonus (10): The Psionicist now uses the priest's THACO chart for physical combat.
Contact (5/10): This ability costs five Character Points for Psionicist PCs and 10 Character Points for wild-talent characters. The character with this ability receives the contact nonweapon proficiency and gains psionic attacks and defences as in the Skills & Powers book. This ability can be purchased at any point in the PC's career when sufficient Character Points are available. Note that wild-talent characters can never possess more than three psionic attacks and three psionic defences whereas psionicists can gain all five of each.
 A psionic character without this ability cannot engage in psionic combat as the PC has no means to contact other minds and no way to defend himself from outside psionic attack. Therefore, the character is considered to be a closed, nonpsionic mind for purposes of psionic combat. In other words, a single successful psionic attack roll (i.e., defeating the character's MAC) opens the PC's mind to further invasion by any psionic attacker.
 In addition, a psionic character without this ability can use only those psionic powers (devotions and sciences) that affect the character himself or inanimate objects. As the character does not possess the ability to touch another living mind, no psionic power that affects another living being can be used by the character.
 Without this ability, the 'Psionic attack of choice,' 'Bonus psionic attack,' 'Bonus psionic defence,' and 'Psionic defence of choice' abilities detailed here are useless.
Detect psionics (5/10): This ability costs five points for psionicists and 10 points for wild talents. The character can detect psionics in use and/or creatures actively using psionic abilities within 90' and in line-of-sight when the character spends a full round concentrating.
 For example, a psionic PC using this ability could not detect an unconscious intellect devourer but could detect a Githyanki using a psionic power or engaging in psionic combat that was within range and visible.
Decreased PSP Costs (5/10): The psionicists mind is very efficient, allowing the PC to use PSP's more economically. For five points, the cost to use or maintain all psionic devotions in the PC's primary discipline is decreased by one. For 10 points, this decrease also extends to all sciences in the psionicists primary discipline. This ability decreases the PSP cost regardless of success or failure of the power's attempted use, but in no case can the cost for attempting a power be decreased to less than 1 PSP. This ability has no effect on psionic combat.
Followers (5/0): For five points, the Psionicist becomes a contemplative master at 9th level. At this point one 1st-level Psionicist arrives each month, seeking instruction. Students must be fed and boarded, but serve without pay as long as each receives at least 10 hours of training per week. Any students who do not receive the minimum hours leave the PC and spread the word of the masters apathy, forever ending the stream of students to the master. The maximum number of students attracted is equal to one half the maximum number of henchmen that the PC can have according to the PC's Charisma score (or Charisma/Leadership subability). If the Psionicist builds a meditative sanctuary, the number of students attracted equals the full number of henchmen that the PC could attract. Note that, in either case, these students fulfil the role of henchmen and should be treated as such NPCs. For 10 points, the Psionicist becomes a well-renowned contemplative master and can attract 1st level psionicists as above regardless of the PC's experience level. All other limits above still apply. If a character doesn't choose this ability, the PC never attracts psionic followers, although acquiring other henchmen and hirelings remains possible.
Guarded Mind (5/10): The character's inner strength grants bonuses to saving throws vs. all spells of the enchantment/charm school and sphere. For 5 points, a +1 bonus is granted vs. those spells, be they wizardly or clerical; for 10 points, a +2 bonus is applied to saving throws vs. all such spells.
Hit-Point Bonus (10): Psionicists with this ability roll eight-sided dice to determine their hit points instead of the normal six-sided dice. They still receive only 2 hp per level for reaching 10th level and each level beyond.
Penetrating Mind (10): The psionicists strong will enables the character to penetrate physical barriers more easily than other psionicists. Two inches of lead or iron, four inches of obsidian, or two feet of rock is required to block the psionicists clairsentient and telepathic powers. Note that most powers require line of sight to be used on a target, and this ability does nothing to negate a blocked line of sight. Further, this ability has no effect on psionic combat and does not grant immunity to magical or psychic barriers that may block psionic powers.
Psionic Attack of Choice (10): The Psionicist devotes extra time to or possesses superior natural ability with one of the five psionic attacks. The Psionicist gains a +1 bonus to mental attack and damage rolls when using that psionic attack. The psionicists player chooses the particular attack. Note that this ability is useless without the 'Contact' ability above.
Psionic Defence of Choice (10): The Psionicist has exceptional talent with or has developed a stronger version of one of the five psionic defences. This ability grants the Psionicist a +2 bonus to the PC's MAC when using that defence, which is chosen by the player. Note that without the 'Contact' ability above, this ability is worthless.
PSP Bonus (10/15): Instead of rolling six-sided dice to determine PSP's, the 10 point ability allows the character to roll eight-sided dice. The 15-point ability notes a truly potent psionic mind and the player rolls 10-sided dice to determine his character's PSP's rather than the normal six-sided dice.
Range Boost (10): The ranges of all powers in the psionicists primary discipline are increased by 25%. All powers with ranges of 0, self, or touch are unaffected by this ability. This ability has no effect on psionic combat.
Unarmed Combat specialisation (5):
 This ability is available only to those psionicists who choose to take neither of the 'Weapon use' abilities detailed below. These psionicists may specialise in one of the unarmed combat methods: punching (pummeling in the PLAYER'S OPTION: Combat & Tactics book), wrestling, or martial arts. This specialisation grants a +1 bonus to attack rolls and a +2 bonus to damage rolls when the Psionicist makes an appropriate unarmed attack. Note that psionicists also must purchase proficiency in the unarmed combat style normally to specialise. This five-point ability does not grant the PC a cheap specialisation, but only allows the player to spend the CPs on a specialisation that would not normally be allowed to the Psionicist PC.
Warrior Constitution Bonus (10): The Psionicist gains bonus hit points from high Constitution scores (or the Constitution/Fitness subability) as if the character were a warrior. For example, a Psionicist with a 18 Constitution (or Constitution/Fitness) would receive +4 hp per level, rather than +2 hp.
Weapon Use (5/10): For five points, the Psionicist is eligible to use only the following weapons: hand crossbow, dagger, dart, dirk, knife, scourge, sickle, and short sword. For 10 points, the Psionicist can use the above plus the following: short bow, club, light crossbow, hand/throwing axe, javelin, quarterstaff, sling, spear, and war club. Note that this ability grants no proficiency with these weapons: It merely determines the pool of weapons from which the character may choose weapon proficiencies. If the character does not take this ability at all, the Psionicist can use no weapons at all with proficiency, relying solely on his body and mind for protection. (See the 'Unarmed combat specialisation ability above for an option regarding this.)

Select your Weapon Proficiencies

Depending upon your choice during prioritising, you will have a number of points to spend upon combat skills. Choose from the following list -

Proficiency	C.P.s	Ability	Base	Source Book
Archery - Broken Charge	2 or 3	N/A	N/A	Complete Elves

Archery - Double Arrow	2 or 3	N/A	N/A	Complete Elves
Archery - Foot Shot	2 or 3	N/A	N/A	Complete Elves
Archery - Hanging Tree	2 or 3	N/A	N/A	Complete Elves
Archery - Quick Draw	2 or 3	N/A	N/A	Complete Elves
Archery - Stapling Shot	2 or 3	N/A	N/A	Complete Elves
Archery - Trick Shot	2 or 3	N/A	N/A	Complete Elves
Armor Proficiency	2 or 3	N/A	N/A	Combat & Tactics
Ballista proficiency	2 or 3	N/A	N/A	Complete Spacefarer
Bladesong	4 or 6	N/A	N/A	Complete Elves
Bombard proficiency	4 or 6	N/A	N/A	Complete Spacefarer
Catapult proficiency	2 or 3	N/A	N/A	Complete Spacefarer
Greek Fire Projector prof.	4 or 6	N/A	N/A	Complete Spacefarer
Jettison proficiency	2 or 3	N/A	N/A	Complete Spacefarer
Martial arts (Dragonfist method)	3	N/A	N/A	Dragonfist, the download
Martial Arts Style A	2 or 3	N/A	N/A	Combat & Tactics
Martial Arts Style B	2 or 3	N/A	N/A	Combat & Tactics
Martial Arts Style C	2 or 3	N/A	N/A	Combat & Tactics
Martial Arts Style D	2 or 3	N/A	N/A	Combat & Tactics
Missile or Thrown Weapon S	2 or 3	N/A	N/A	Combat & Tactics
One Handed Weapon Style	2 or 3	N/A	N/A	Combat & Tactics
Pummelling Specialisation	2 or 3	N/A	N/A	Combat & Tactics
Shield proficiency	2 or 3	N/A	N/A	Combat & Tactics
T.w.s.(weap's of same length)	4 or 6	N/A	N/A	Combat & Tactics
Two Handed Weapon Style	2 or 3	N/A	N/A	Combat & Tactics
Two Weapon Style	2 or 3	N/A	N/A	Combat & Tactics
Underwater Combat	3	n/a	n/a	Of Ships and the Sea
Weapon & Shield Style	2 or 3	N/A	N/A	Combat & Tactics
Weapon Expertise	2 or 3	N/A	N/A	Combat & Tactics
Weapon Mastery [lev. dep.]	spec	N/A	N/A	Combat & Tactics
Weapon proficiency	2 or 3	N/A	N/A	Combat & Tactics
Wrestling Specialisation	2 or 3	N/A	N/A	Combat & Tactics

Selecting Non-Weapon Proficiencies

As with weapon skill selection, this follows the same process. Below are the non weapon skills available for you to choose.

General Skills					
Skill	Profession	CPs	Skill	Base	Source
Acting	General	3	Leadership	6	Complete Bard
Agriculture	General	3	Knowledge	7	Skills & Powers
Animal Handling	General	3	Willpower	7	Skills & Powers
Animal Training	General	4	Willpower	5	Skills & Powers
Blacksmith	General	4	Strength	6	Skills & Powers
Bluffing	General	4	Charisma	5	Dragon 243
Boat Piloting	General	2	Muscle	6	Skills & Powers
Brewing	General	3	Knowledge	8	Skills & Powers
Burrow	General	2	Muscle	7	Council of Wyrms
Carpentry	General	3	Aim	7	Skills & Powers
Chanting	General	2	Random	7	Complete Bard
Chaos Shaping	General	4	Intuition	8	P.W.Handbook
Cheesemaking	General	2	Knowledge	7	Complete Humanoids
City Familiarity	General	2	Knowledge	7	Complete Ninja
Clothesmaking, Crude	General	2	Knowledge	6	Complete Barbarian
Cobbling	General	3	Aim	7	Skills & Powers
Cooking	General	3	Reason	7	Skills & Powers
Craft Instrument	General	4	Aim	5	Complete Bard
Dancing	General	2	Balance	6	Skills & Powers
Danger Sense	General	4	Intuition	7	Complete Barbarian
Debate	General	3	Leadership	6	Council of Wyrms
Deep Diving	General	2	Health	5	Skills & Powers
Detect Depth Underg.	General	2	Intuition	7	Complete Dwarves
Detect Grade or Slope	General	2	Intuition	10	Complete Dwarves

Detect New Tunnel / P	General	2	Intuition	10	Complete Dwarves
Detect Slide / Shifting	General	2	Intuition	8	Complete Dwarves
Detect Stonework Tr	General	2	Intuition	7	Complete Dwarves
Direction Sense, Surf.	General	2	Intuition	7	Complete Dwarves
Direction Sense, Under	General	3	Intuition	7	Complete Dwarves
Distance Sense	General	2	Perception	6	Complete Ranger
Drinking	General	2	Stamina	7	Complete Humanoids
Dwarf Runes	General	2	Knowledge	7	Complete Dwarves
Eating	General	2	Stamina	7	Complete Humanoids
Engineering	General	4	Reason	5	Skills & Powers
Etiquette	General	2	Intuition	8	Skills & Powers
Falconry	General	3	Intuition	6	Complete Ranger
Fashion	General	2	Intuition	8	City of Splendours A.G.
Fire-Building	General	2	Reason	8	Skills & Powers
Fishing	General	3	Random	6	Skills & Powers
Foraging	General	3	Knowledge	5	Shaman
Fungi Recognition	General	2	Knowledge	7	Complete Dwarves
Gaming	General	3	Intuition	5	Skills & Powers
Geography	General	3	Knowledge	6	Shaman
Glassblowing	General	3	Dexterity	6	Red Steel
Heraldry	General	2	Knowledge	8	Skills & Powers
Heraldry, space	General	3	Knowledge	7	Complete Spacefarer
Hiding	General	4	Luck	6	Complete Humanoids
Incitation	General	3	Charisma	7	Dragon 243
Kindredbond	General	2	Intuition	5	Council of Wyrms
Leather Working	General	3	Aim	7	Skills & Powers
Medium	General	5	Intuition	7	Shaman
Mental Armor	General	3/5	N/A	N/A	Skills & Powers
Metalworking	General	3	Dexterity	7	Red Steel
Mining	General	3	Knowledge	5	Skills & Powers
Modern Language	General	2(1)	Knowledge	9	Skills & Powers
Musical Instrument	General	2	Random	7	Skills & Powers
Navigation	General	3	Knowledge	6	Skills & Powers
Negotiation	General	3	Leadership	7	Dragon 243
Observation	General	2	Perception	9	Complete Spacefarer
Orienteering	General	3	Intuition	7	Skills & Powers
Painting	General	2	Random	7	Skills & Powers
Persuasion	General	2	Leadership	7	Complete Ranger
Planar Direction Sense	General	3	Intuition	7	P.W.Handbook
Planar Sense	General	3	Intuition	6	P.W.Handbook
Planar Survival	General	4	Knowledge	5	P.W.Handbook
Plane Knowledge	General	4	Knowledge	5	Factols Manifesto
Poetry	General	2	Random	5	Complete Bard
Portal Feel	General	5	Reason	3/1	P.W.Handbook
Pottery	General	3	Aim	7	Skills & Powers
Psychic Defence	General	5	Willpower	7	Will & the Way
Riding, Airborne	General	4	Balance	5	Skills & Powers
Riding, Land	General	2	Balance	8	Skills & Powers
Riding, Sea Based	General	4	Willpower	5	Complete Ranger
Rope Use	General	2	Aim	8	Skills & Powers
Sculpting	General	2	Random	5	Skills & Powers

Seamanship	General	3	Intuition	8	Skills & Powers
Shipwright	General	3	Knowledge	6	Complete Spacefarer
Sign Language	General	3	Knowledge	7	Complete Dwarves
Signalling	General	2	Leadership	5	Complete Dwarves
Signalling	General	2	Knowledge	7	Complete Ranger
Signalling	General	2	Knowledge	7	Complete Spacefarer
Singing	General	2	Random	5	Skills & Powers
Slow Respiration	General	2	Health	7	Complete Dwarves
Slow Respiration	General	2	Health	7	Complete Spacefarer
Smelting	General	4	Knowledge	5	Complete Dwarves
Sound Analysis	General	2	Intuition	5	Complete Dwarves
Spacemanship	General	4	Balance	7	Complete Spacefarer
Stonemasonry	General	4	Stamina	5	Skills & Powers
Swimming	General	2	Stamina	9	Skills & Powers
Tailoring	General	3	Aim	7	Skills & Powers
Tease	General	2	Leadership	6	Council of Wyrms
Trick	General	2	Intuition	5	Council of Wyrms
Trouble Sense	General	3	Intuition	6	Combat & Tactics
Waterdeep Commerce 1	General	2	Intuition	6	City of Splendours A.G.
Waterdeep Commerce 2	General	5	Intuition	5	City of Splendours A.G.
Waterdeep Lore 1	General	2	Knowledge	8	City of Splendours A.G.
Waterdeep Lore 2	General	4	Knowledge	6	City of Splendours A.G.
Waterdeep Lore 3	General	4	Leadership	6	City of Splendours A.G.
Waterdeep Lore 4	General	5	Knowledge	5	City of Splendours A.G.
Weather Knowledge	General	2	Intuition	7	Skills & Powers
Weaving	General	3	Reason	6	Skills & Powers
Whistling / Humming	General	2	Random	9	Complete Bard

Priest Skills

Administration	Priest	3	Knowledge	9	Spells & Magic
Alms	Priest	3	Leadership	8	Spells & Magic
Ancient Geography	Priest	3	Knowledge	5	Shaman
Ancient History	Priest	3	Knowledge	6	Skills & Powers
Ancient Language	Priest	4(1)	Knowledge	5	Skills & Powers
Astrology	Priest	3	Intuition	5	Skills & Powers
Bookbinding	Priest	3	Knowledge	8	Spells & Magic
Bureaucracy	Priest	5	Reason	8	Spells & Magic
Cartography	Priest	3	Knowledge	5	Complete Spacefarer
Ceremony	Priest	2	Intuition	7	Spells & Magic
Detect Deception [15]	Priest	3	Intuition	6	High Level Campaigns
Diagnostics	Priest	3	Knowledge	6	Complete Paladin
Diplomacy	Priest	3	Leadership	6	Spells & Magic
Divine Strength [10]	Priest	3	Willpower	4	High Level Campaigns
Divine Voice [15]	Priest	3	Leadership	4	High Level Campaigns
Divine Will [10]	Priest	3	Willpower	4	High Level Campaigns
Dream Interpretations	Priest	4	Intuition	6	Shaman
Eminence [10]	Priest	3	Leadership	6	High Level Campaigns
Healing	Priest	4	Reason	5	Skills & Powers
Healing, Veterinary	Priest	3	Intuition	5	Complete Ranger
Herbalism	Priest	3	Knowledge	6	Skills & Powers
Investigation	Priest	4	Reason	6	Spells & Magic
Invincibility [21]	Priest	6	Willpower	4	High Level Campaigns

Iron Will	Priest	4	Willpower	5	Combat & Tactics
Law	Priest	3	Knowledge	5	Complete Paladin
Loan [15]	Priest	3	Intuition	4	High Level Campaigns
Local Dwarf History	Priest	2	Leadership	8	Complete Dwarves
Local History	Priest	2	Appearance	8	Skills & Powers
M.A. Backward Kick	Priest	2	N/A	N/A	Combat & Tactics
M.A. Crushing Blow	Priest	2	N/A	N/A	Combat & Tactics
M.A. Instant Stand	Priest	2	Balance	7	Combat & Tactics
M.A. Missile Deflection	Priest	2	N/A	N/A	Combat & Tactics
Massage	Priest	3	Knowledge	6	Complete Gladiator
Navigation, Phlogiston	Priest	3	Knowledge	5	Complete Spacefarer
Navigation, Wildspace	Priest	3	Knowledge	5	Complete Spacefarer
Observation	Priest	3	Perception	7	Spells & Magic
Omen Interpretation	Priest	3	Reason	5	Shaman
Omen Reading	Priest	3	Intuition	5	Spells & Magic
Oratory	Priest	3	Leadership	6	Complete Paladin
Papermaking	Priest	2	Knowledge	8	Spells & Magic
Persuasion	Priest	3	Leadership	5	Spells & Magic
Planetology	Priest	4	Knowledge	6	Complete Spacefarer
Planology	Priest	4	Reason	7	P.W.Handbook
Priestcraft	Priest	3	Reason	7	Skills & Powers
Reading / Writing	Priest	2(1)	Knowledge	8	Skills & Powers
Religion	Priest	2	Intuition	6	Skills & Powers
Rulership	Priest	5	Leadership	7	Council of Wyrms
Sage Knowledge	Priest	4	Knowledge	5	Spells & Magic
Scribe	Priest	2	Dexterity	7	Spells & Magic
Shamanic Ritual	Priest	3	Intuition	8	Shaman
Smite [15]	Priest	6	N/A	N/A	High Level Campaigns
Soothsaying	Priest	4	Intuition	7	Complete Barbarian
Spell Recovery	Priest	5	Knowledge	3	P.W.Handbook
Spelljamming	Priest	4	Reason	5	Complete Spacefarer
Spirit Lore	Priest	3	Intuition	8	Shaman
Stewardship	Priest	3	Knowledge	7	Council of Wyrms
Storytelling	Priest	2	Leadership	7	Red Steel
Trance	Priest	5	Intuition	5	Shaman
Undead Lore	Priest	3	Knowledge	6	Spells & Magic
Zero-Gravity Combat	Priest	2	Balance	5	Complete Spacefarer

Psionicist Skills

Crystal Focus	Psionicist	3	Willpower	7	Will & the Way
Gem Cutting	Psionicist	4	Aim	7	Skills & Powers
Harness Subconscious	Psionicist	3	Willpower	6	Skills & Powers
Hypnosis	Psionicist	3	Leadership	5	Skills & Powers
Meditative Focus	Psionicist	3	Willpower	8	Skills & Powers
Musical Instrument	Psionicist	2	Random	7	Skills & Powers
Power Manipulation	Psionicist	5	Reason	5	Will & the Way
Psionic Lore	Psionicist	3	Knowledge	8	Will & the Way
Reading / Writing	Psionicist	2	Knowledge	8	Skills & Powers
Rejuvenation	Psionicist	3	Willpower	7	Skills & Powers
Religion	Psionicist	2	Intuition	7	Skills & Powers

Rogue Skills

Acting	Rogue	2	Leadership	6	Complete Ninja
Adaptation [11]	Rogue	6	Reason	10	High Level Campaigns
Ambush	Rogue	3	Reason	6	Combat & Tactics
Ancient History	Rogue	3	Knowledge	6	Skills & Powers
Animal Noise	Rogue	2	Intuition	6	Complete Thief
Appraising	Rogue	2	Reason	8	Skills & Powers
Assimilation	Rogue	3	Reason	7	Complete Ninja
Bartering	Rogue	2	Intuition	5	Complete Barbarian
Begging	Rogue	2	Leadership	7	Complete Thief
Blind-Fighting	Rogue	4	Intuition	N/A	Skills & Powers
Bureaucracy	Rogue	4	Knowledge	7	Complete Paladin
Camouflage	Rogue	3	Learning	6	Combat & Tactics
Cartography	Rogue	3	Knowledge	5	Complete Spacefarer
Classify Traps [11]	Rogue	6	Knowledge	4	High Level Campaigns
Close Quarter Fighting	Rogue	4	Balance	7	Complete Humanoids
Crowd Working	Rogue	2	Leadership	6	Complete Bard
Cryptography	Rogue	3	Reason	6	Skills & Powers
Detect Signing	Rogue	2	Reason	8	Complete Ninja
Dirty Fighting	Rogue	3	Reason	7	Combat & Tactics
Disguise	Rogue	4	Reason	5	Skills & Powers
Enamour	Rogue	3	Appearance	6	Complete Ninja
Escape	Rogue	4	Balance	7	Complete Ninja
Evasion [16]	Rogue	3	N/A	N/A	High Level Campaigns
Fall / Jump [11]	Rogue	3	Balance	11	High Level Campaigns
Fast-Talking	Rogue	2	Leadership	7	Complete Spacefarer
Featherfoot [11]	Rogue	3	N/A	N/A	High Level Campaigns
Feign / Detect Sleep	Rogue	3	Reason	7	Complete Ninja
Fine Balance	Rogue	4	Balance	7	Combat & Tactics
Forgery	Rogue	3	Aim	5	Skills & Powers
Fortune Telling	Rogue	4	Leadership	7	Complete Humanoids
Fortune Telling	Rogue	4	Leadership	7	Complete Spacefarer
Gem Cutting	Rogue	3	Aim	6	Skills & Powers
Giant Kite Flying	Rogue	3	Aim	4	Complete Ninja
Hold Breath	Rogue	2	Stamina	6	Complete Ninja
Improvised Attack [16]	Rogue	6	N/A	N/A	High Level Campaigns
Information Gathering	Rogue	2	Leadership	6	Complete Thief
Inner Focus [11]	Rogue	3	Willpower	5	High Level Campaigns
Intimidation	Rogue	2	Varies	7	Complete Thief
Intrigue	Rogue	3	Charisma	6	Dragon 243
Juggling	Rogue	3	Aim	7	Skills & Powers
Jumping	Rogue	2	Muscle	8	Skills & Powers
Local Dwarf History	Rogue	2	Leadership	8	Complete Dwarves
Local History	Rogue	2	Leadership	8	Skills & Powers
Locksmithing	Rogue	4	Aim	6	Complete Thief
Looting	Rogue	2	Reason	6	Complete Spacefarer
Manipulation	Rogue	4	Leadership	6	Dragon 243
M.A. Backward Kick	Rogue	2	N/A	N/A	Combat & Tactics
M.A. Crushing Blow	Rogue	2	N/A	N/A	Combat & Tactics
M.A. Instant Stand	Rogue	2	Balance	7	Combat & Tactics
M.A. Missile Deflection	Rogue	2	N/A	N/A	Combat & Tactics
M.A. Spring	Rogue	2	Balance	7	Combat & Tactics

Night Vision	Rogue	2	Perception	5	Complete Ninja
Nondetection [16]	Rogue	6	Willpower	4	High Level Campaigns
Pest Control	Rogue	2	Reason	7	Complete Dwarves
Quick Study	Rogue	5	Varies	3	Complete Ninja
Quickness	Rogue	4	Aim	7	Combat & Tactics
Reading Lips	Rogue	4	Reason	5	Skills & Powers
Seduction	Rogue	3	Charisma	8	Dragon 243
Sense Danger [16]	Rogue	6	Reason	6	High Level Campaigns
Set Snares	Rogue	3	Aim	6	Skills & Powers
Shadow Flight [21]	Rogue	3	N/A	N/A	High Level Campaigns
Steady Hand	Rogue	3	Aim	N/A	Combat & Tactics
Storytelling	Rogue	2	Leadership	7	Red Steel
Throwing	Rogue	2	Muscle	8	Skills & Powers
Tightrope Walking	Rogue	3	Balance	5	Skills & Powers
Toxicology	Rogue	5	Knowledge	6	Complete Ninja
Trail Signs	Rogue	2	Knowledge	6	Complete Ranger
Trailing	Rogue	3	Perception	5	Complete Thief
Tumbling	Rogue	3	Balance	7	Skills & Powers
Underclass	Rogue	3	Intuition	7	Complete Ninja
Ventriloquism	Rogue	4	Random	5	Skills & Powers
Voice Mimicry	Rogue	4	Leadership	5	Complete Thief
Water Walking	Rogue	3	Balance	6	Complete Ninja
Zero-Gravity Combat	Rogue	2	Balance	5	Complete Spacefarer

Warrior Skills

Adaptation [10]	Warrior	6	Reason	9	High Level Campaigns
All-Around Attack [10]	Warrior	3	N/A	N/A	High Level Campaigns
Ambush	Warrior	3	Reason	6	Combat & Tactics
Animal Lore	Warrior	3	Intuition	7	Skills & Powers
Animal Rending	Warrior	2	Aim	9	Complete Barbarian
Arena Acting	Warrior	2	Leadership	7	Complete Gladiator
Armorer	Warrior	5	Knowledge	5	Skills & Powers
Armorer, Crude	Warrior	4	Knowledge	6	Complete Barbarian
Blind-Fighting	Warrior	4	Intuition	N/A	Skills & Powers
Bowyer/Fletcher	Warrior	5	Aim	6	Skills & Powers
Bowyer/Fletcher, Crude	Warrior	3	Aim	7	Complete Barbarian
Bravery [10]	Warrior	3	Willpower	4	High Level Campaigns
Camouflage	Warrior	3	Learning	6	Combat & Tactics
Captivate [15]	Warrior	3	Appearance	4	High Level Campaigns
Charioteering	Warrior	4	Balance	5	Skills & Powers
Close Quarter Fighting	Warrior	4	Balance	7	Complete Humanoids
Death Blow [15]	Warrior	6	N/A	N/A	High Level Campaigns
Dirty Fighting	Warrior	3	Reason	7	Combat & Tactics
Dirty Tricks	Warrior	2	Intuition	6	Complete Gladiator
Embolden	Warrior	2	Leadership	7	Dragon 243
Endurance	Warrior	2	N/A	3	Skills & Powers
Fine Balance	Warrior	4	Balance	7	Combat & Tactics
Frighten / Challenge [10]	Warrior	3	Leadership	4	High Level Campaigns
Gaming	Warrior	3	Leadership	5	Skills & Powers
Gunsmithing	Warrior	5	Knowledge	4	Red Steel
Hardiness [15+]	Warrior	6	Stamina	4	High Level Campaigns
Horde Summoning	Warrior	5	Leadership	7	Complete Barbarian

Hunting	Warrior	2	Intuition	7	Skills & Powers
Inner Focus [10]	Warrior	3	Willpower	4	High Level Campaigns
Iron Will	Warrior	4	Willpower	5	Combat & Tactics
Jousting	Warrior	3	Aim	7	Complete Paladin
Law	Warrior	3	Knowledge	5	Complete Paladin
Leadership	Warrior	3	Leadership	6	Combat & Tactics
Light Sleeping	Warrior	2	Perception	6	Complete Barbarian
M.A. Backward Kick	Warrior	2	N/A	N/A	Combat & Tactics
M.A. Crushing Blow	Warrior	2	N/A	N/A	Combat & Tactics
M.A. Flying Kick	Warrior	2	Muscle	6	Combat & Tactics
M.A. Instant Stand	Warrior	2	Balance	7	Combat & Tactics
M.A. Missile Deflection	Warrior	2	N/A	N/A	Combat & Tactics
M.A. Spring	Warrior	2	Balance	7	Combat & Tactics
Massage	Warrior	3	Knowledge	6	Complete Gladiator
Mountaineering	Warrior	4	Stamina	7	Skills & Powers
Natural Fighting	Warrior	4	Balance	7	Complete Humanoids
Oratory	Warrior	3	Leadership	6	Complete Paladin
Quickness	Warrior	4	Aim	7	Combat & Tactics
Rulership	Warrior	5	Leadership	7	Council of Wyrms
Running	Warrior	2	Stamina	5	Skills & Powers
Sense Danger [15]	Warrior	6	Intuition	6	High Level Campaigns
Set Snares	Warrior	4	Aim	8	Skills & Powers
Signature Item [10]	Warrior	6	Intuition	10	High Level Campaigns
Signature Mount [10]	Warrior	3	Intuition	9	High Level Campaigns
Spelunking	Warrior	3	Balance	5	Complete Ranger
Steady Hand	Warrior	3	Aim	N/A	Combat & Tactics
Stewardship	Warrior	3	Knowledge	7	Council of Wyrms
Style Analysis	Warrior	3	Reason	7	Complete Ninja
Survival, choose type	Warrior	3	Knowledge	6	Skills & Powers
Tactics	Warrior	4	Reason	5	Complete Gladiator
Taunting	Warrior	3	Leadership	7	Complete Gladiator
Tracking	Warrior	4	Intuition	7	Skills & Powers
Trail Marking	Warrior	3	Intuition	7	Complete Ranger
Trail Signs	Warrior	2	Knowledge	6	Complete Ranger
Weakness Identification	Warrior	4	Perception	6	Complete Gladiator
Weapon Improvisation	Warrior	2	Intuition	6	Complete Barbarian
Weaponsmithing	Warrior	5	Knowledge	5	Skills & Powers
Weaponsmithing, Crude	Warrior	3	Knowledge	6	Complete Barbarian
Weaponsmithing, Crude	Warrior	3	Knowledge	6	Complete Ranger
Wild Fighting	Warrior	4	Stamina	7	Complete Barbarian
Wild Fighting	Warrior	4	Stamina	7	Complete Humanoids
Zero-Gravity Combat	Warrior	2	Balance	5	Complete Spacefarer

Wizards Skills

Signature Spell (1-3)	Wizard	4 / 7	N.A.	N.A.	Spells & Magic
Signature Spell (4-6)	Wizard	7/10	N.A.	N.A.	Spells & Magic
Signature Spell (7-9t)	Wizard	10/13	N.A.	N.A.	Spells & Magic
Alchemy	Wizard	5	Knowledge	6	Spells & Magic
Anatomy	Wizard	4	Knowledge	5	Spells & Magic
Ancient History	Wizard	3	Knowledge	6	Skills & Powers
Ancient Language	Wizard	4(1)	Knowledge	5	Skills & Powers
Arcanology	Wizard	4	Knowledge	5	Spells & Magic

Astrology	Wizard	3	Knowledge	5	Skills & Powers
Astronomy	Wizard	2	Knowledge	7	Skills & Powers
Bookbinding	Wizard	3	Knowledge	8	Spells & Magic
Cartography	Wizard	3	Knowledge	5	Complete Spacefarer
Concentration	Wizard	5	Willpower	6	Spells & Magic
Cryptography	Wizard	3	Intuition	6	Skills & Powers
Dowsing	Wizard	3	Intuition	5	Spells & Magic
Embolden	Wizard	2	Leadership	7	Dragon 243
Future History	Wizard	3	Knowledge	7	Chronomancer
Future Language	Wizard	2[1]	Knowledge	7	Chronomancer
Gem Cutting	Wizard	3	Aim	6	Skills & Powers
Glassblowing	Wizard	2	Balance	7	Spells & Magic
Herbalism	Wizard	3	Knowledge	6	Skills & Powers
High Magic	Wizard	4	Knowledge	7	Dragon 242
Hypnotism	Wizard	4	Leadership	6	Spells & Magic
Intrigue	Wizard	3	Charisma	6	Dragon 243
Magecraft	Wizard	3	Reason	7	Dragon 242
Manipulation	Wizard	4	Leadership	6	Dragon 243
Mental Focus [12]	Wizard	3	Willpower	4	High Level Campaigns
Metaphysical Theory	Wizard	5	Reason	6	Dragon 242
Mental Resistance	Wizard	3	Willpower	5	Spells & Magic
Navigation, Phlogiston	Wizard	3	Knowledge	5	Complete Spacefarer
Navigation, Wildspace	Wizard	3	Knowledge	5	Complete Spacefarer
Necrology	Wizard	3	Intuition	5	Complete Necromancer
Netherworld Knowledge	Wizard	3	Knowledge	5	Complete Necromancer
Omen Reading	Wizard	3	Intuition	5	Spells & Magic
Papermaking	Wizard	2	Knowledge	8	Spells & Magic
Planetology	Wizard	4	Knowledge	6	Complete Spacefarer
Planology	Wizard	4	Reason	7	P.W.Handbook
Prestidigitation	Wizard	3	Aim	7	Spells & Magic
Prophecy	Wizard	3	Intuition	6	Chronomancer
Reading / Writing	Wizard	2	Knowledge	8	Skills & Powers
Religion	Wizard	2	Intuition	6	Skills & Powers
Research	Wizard	3	Reason	6	Spells & Magic
Rulership	Wizard	5	Leadership	7	Council of Wyrms
Sage Knowledge	Wizard	4	Knowledge	5	Spells & Magic
School Theory	Wizard	5	Knowledge	7	Dragon 242
<i>prereq. Magecraft</i>					
Scribe	Wizard	2	Dexterity	7	Spells & Magic
Seduction	Wizard	3	Charisma	8	Dragon 243
Signature Item [12]	Wizard	6	Intuition	10	High Level Campaigns
Spell Recovery	Wizard	5	Knowledge	3	P.W.Handbook
Spell Sculpting [12]	Wizard	6	Intuition	6	High Level Campaigns
Spelljamming	Wizard	4	Reason	5	Complete Spacefarer
Spirit Lore	Wizard	4	Leadership	4	Complete Necromancer
Stewardship	Wizard	3	Knowledge	7	Council of Wyrms
Tactics of Magic	Wizard	3	Reason	6	Spells & Magic
Thaumaturgy	Wizard	3	Reason	5	Spells & Magic
Time Sense	Wizard	2	Intuition	5	Chronomancer
Venom Handling	Wizard	3	Intuition	5	Complete Necromancer

Modifiers and Costs

The skills above cost more if the controlling statistic is less than 9. If the score is less than 9, the difference between the statistic and 9 must be paid for

in character points.

The bonus to the base score = (*controlling statistic* - 13). Negative numbers are ignored.

Filling in the Blanks

Now, it is just a matter of rolling starting age, height, weight. Also, choosing a name (e.g. Girth Horse, Irene, Thornstar), recording saving throws, combat thaco's experience for next level, hair colour etc.

Roll Starting Money

Roll your starting cash, as determined by your prioritising earlier on.

Equip your character, taking into account the weights of each item. If you carry loads of stuff, your movement rate (and maybe even combat skills) will suffer.

Purchase equipment from various sources (PHB, C&T, Auroras guide, etc.).

Fleshing Out

Now, its a matter of deciding on a background. How many in your family, where you live, what are your attitudes, religion, motivations, goals.

The more you consider these aspects, the more "3D" your character will become.

Good luck and safe adventuring.

Created by the Random Megacore. 1999. Amended Feb 2000

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<http://www.dungeon14.freerve.co.uk>

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