

Chapter I: Ability Scores

Character Generation

The the method for generating characters is a bit different from core D&D:

First, all players get together to create characters as a group. They decide as a team how their party will be assembled and who will play what. Character concepts are pitched, and players begin to form basic relationships between characters. Players discuss how each character may know the others, and what their backgrounds may be. The DM takes notes and has the final say, later. Right now, just let them brainstorm. Players should fill out a character profile, included in Chapter VI: description, before rolling any dice.

Next, the players each take turns rolling 4d6, dropping the lowest die. Each player rolls once, and the team records, then the dice are

passed on. This is done until 7 scores are rolled for each player at the table. The lowest score for each player is discarded, and the remaining 6 scores are pooled into a group “pot” of scores. Then the players, having decided who will play what, distribute the scores back out to the other players in whatever way they see fit. Methods include draft picks, average point distribution, or maybe even assigning great scores to one party leader. Let them decide.

Once ability scores are distributed, the players begin fleshing out their character with race, class, etc, and basically filling in the numbers. Well-written backgrounds may provide in-game bonuses or statistical adjustments. See the Optional Backgrounds in Chapter VI for ideas.

Chapter II: Races

Most races have undergone minor adjustments to accentuate their differences. A couple of races have gotten major overhauls. Most importantly, size has played a larger factor in determining racial modifiers.

Size

Size has a tremendous effect on combat and statistics:

Small Creatures:

- -4 Strength, -2 Constitution, +2 Dexterity. This is actually extrapolated from the Monster Manual
- +1 size bonus to hit and to AC.
- +4 bonus to Hide, and Spot, and +2 to Move Silently and Listen checks. Small creatures not only move with more stealth relative to medium creatures, but also have relatively more acute senses – that is, things are larger to them and are thus easier to spot and hear. This follows the similar approach to AC and to-hit roll modifiers for size. Otherwise, small creatures would have a hard time seeing each other.
- Small creatures may treat their strength score as if it were 4 points higher when determining modifiers for Swim, Climb, and Jump because they have much less weight to move. Likewise, when making Constitution checks for fatigue concerning these skills, the creature may treat its Constitution score as 2 higher.
- Small creatures receive a -4 penalty to grapple checks. They simply do not have the reach, leverage, or weight to grapple effectively.
- The carrying capacity of a small creature is $\frac{3}{4}$ that of a Medium sized creature, but so is the weight of their gear. They likewise consume $\frac{1}{2}$ of the amount of food of a medium creature.

Humans

Humans have the following traits:

- Medium: Base land speed of 30 ft.
- 1 extra feat at 1st level.
- 4 extra skill points at 1st level, and 1 extra skill point at each additional level.
- Humans can select any 1 skill as a class skill at 1st level. This skill continues to be a class skill for their entire career.
- Automatic Language: Common. Bonus Languages: Any (other than secret languages, such as Druidic).
- Favored Class: Any. Humans never suffer xp penalties for any multi-class combination, regardless of classes or level differences.

Dwarves

Dwarves have the following traits

- +2 Constitution, -2 Dexterity, -2 Charisma. Dwarves are stout and rough, but are not very agile or graceful, and tend to be gruff and reserved.
- Dwarves cover the middle-ground between Small and Medium sized races. They are treated as Medium except for two areas: Movement and Weapon Wielding.
- Dwarves have a base land speed of 20 ft. However, dwarves can move this speed even when wearing medium or heavy armor. A heavy (but not medium) load still reduces a dwarf's movement rate.
- Dwarves cannot effectively wield Medium 2-handed weapons, and wield them as a small creature. The exceptions are any axes, picks, hammers, or crossbows (and even Greataxes and Mauls need to be shortened). Weapons considered too long include pole arms, Longbows, two-handed swords, etc. Note that there are

known to be Dwarven equivalents of 2-handed weapons that have the same statistics, but are specifically made shorter and heavier, for dwarves.

- Darkvision: 60 ft
- Stonecunning: Unchanged from PHB (see page 15).
- Weapon familiarity: Dwarves begin play with proficiency in any 2 Martial Weapons, as long as they are axes, picks, or hammers.
- +2 racial bonus poison, spells, and spell-like abilities. Note that supernatural abilities are not treated as spells or spell-like abilities.
- +1 racial bonus on attack rolls against orcs and goblinoids.
- +4 dodge bonus to Armor Class against Giant types.
- +2 racial bonus to appraise checks involving items made of metal or stone (including gems).
- +2 racial bonus to craft checks involving stone or metal.
- Automatic Languages: Common and Dwarven. Bonus Languages: Giant, Gnome, Goblin, Orc, Terran, and Undercommon.
- Favored Class: Fighter.

Elves

Elves have the following traits:

- +2 Dexterity, +2 Wisdom, -2 Strength. Elves are graceful, carry the wisdom of the ages, a strong, resolute will, and have amazing talents in perception, but are thin of frame and not as strong as humans.
- Medium: Base land speed of 30 ft.
- Immunity to magic sleep effects, and a +2 racial bonus to enchantment spells or effects.
- Low-light vision
- Keen Senses: Elves have double the normal range increments when determining penalties for Spot or Listen checks (-1 per 20 feet, not 10 feet). In addition, elves receive a +2 racial bonus to Listen and Spot checks.
- +2 racial bonus to Search checks. An elf retains the PHB abilities regarding secret doors (see PHB, page 16).
- Weapon Familiarity: Elves begin play with Martial Weapon Proficiency feats for the longsword, rapier, longbow, and shortbow. If the elf already has proficiency in every one of these weapons from his 1st level class, he gains the Weapon Focus feat in one of these weapons, instead.
- Elves have an affinity for magic, the arts, and have tremendous access to Primary Sources (that is, elves that were alive during historical times and can provide eyewitness accounts). Elves are also long-lived, and even the youngest adventuring elves have had decades to study and learn the ways of their people. Elves begin play with a +2 bonus to any 4 of the following skills:
 - Balance
 - Climb
 - Craft (one craft per pick)
 - Decipher script
 - Heal
 - Knowledge (arcana)

- Knowledge (history)
- Knowledge (geography)
- Knowledge (nature)
- Perform (one form per pick)
- Spellcraft
- Survival

- Favored Class: Bard, Wizard, Ranger, or Priest, depending on racial subtype and background. The player must choose only 1 at the moment of creation.
- Enhanced Life Span: Elves have an adventuring lifespan of about 500 years, but they do not die then. Upon reaching old age, they instead leave the lands of man, and live the rest of their years in seclusion. It is said that secluded elves may live for up to 2000 years.
- ECL +1

Gnomes

Gnomes have the following traits:

- Small: see small traits, above, but use the Gnome ability score modifiers, below.
- +2 Intelligence, +2 Dexterity, -2 Strength, -2 Wisdom. Like dwarves, gnomes are tough and strong, but they are still small. They are also brilliant, but a bit absent minded and not terribly strong-willed.
- A Gnome has a base land speed of 20 ft
- Low-Light vision
- Weapon Familiarity: Gnomes begin play with proficiency in light or heavy pick, and all crossbows in the PHB. This reflects their burrowing nature, as well as their affinity for anything mechanical.
- +2 racial bonus to saves versus Illusions
- Add +1 to the Difficulty Class of all saving throws against illusion spells cast by gnomes. This stacks with School Focus.
- +1 racial bonus on attack rolls versus kobolds and goblinoids.
- +4 dodge bonus to Armor Class versus Giant types.
- +2 racial bonus to Search and Craft (Alchemy) checks, and a +2 racial bonus to skill checks involving anything mechanical.
- Automatic Languages: Common and Gnome. Bonus Languages: Draconic, Dwarven, Elven, Giant, Goblin, and Orc.
- Spell-Like Abilities: 1/day—speak with animals (burrowing animals only, duration 1 minute). A gnome with a Charisma score of at least 10 also has the following spell-like abilities: 1/day—dancing lights, ghost sound, prestidigitation. Caster level 1st; save DC 10 + gnome's Cha modifier + spell level.
- Favored Class: Wizard or Sorcerer.

Half-Elves

Half-elves have the following traits:

- Medium: Base land speed of 30 ft.
- Immunity to sleep spells and similar magical effects, and a +2 racial bonus on saving throws against enchantment spells or effects.
- Low-light Vision
- +1 racial bonus to listen, search, and spot checks: An elf does not have the elf's ability to notice secret doors simply by passing near them. Half-elves have keen senses, but not as keen as those of an elf.
- +2 racial bonus on Diplomacy, Gather Information, and Sense Motive checks. Half-elves get along naturally with all people, and have exposure to very different cultures and worldviews, and are naturally empathic.
- Elven blood: for all effects related to race, a half-elf is considered an elf. Half-elves, for example, are just as vulnerable to special effects that affect elves as their elf ancestors are, and they can and they can use magic items that are only useable by elves.
- Automatic languages: Common and Elven. Bonus Languages: Any (other than secret languages, such as Druidic).
- Favored Class: Any. When determining whether a multi-class half-elf takes an experience point penalty, her highest class does not count.

Half-Orcs

Half-Orcs have the following traits:

- Medium: base land speed of 30 ft.
- +2 Strength, -2 Intelligence, -2 Charisma
- Darkvision, 60 ft
- Half orcs receive a +2 racial bonus to Intimidate checks.
- Orc Blood: For all effects related to race, a half-orc is considered an orc. Half-orcs, for example, are just as

vulnerable to special effects that affect orcs as their orc ancestors are, and they can use magic items that are only usable by orcs.

- Automatic Languages: Orc and Common. Bonus Languages: Draconic, Giant, Gnome, Goblin, and Abyssal.
- Favored Class: Barbarian.

Halflings

Halflings have the following traits:

- Small: see small traits, above, but use the Halfling ability score modifiers, below.
- -4 Strength, -2 Constitution, +4 Dexterity, +2 Charisma. Halflings, like all small creatures, are small and light, but more fragile than other humanoids. Halflings are also surprisingly outgoing, friendly, and self-confident, especially for their size. Halflings are also exceptionally nimble and agile, even for their size.
- Halfling base land speed is 20 feet.
- +2 racial bonus to Knowledge (nature) and Profession (gardener or farmer). Halflings have a green thumb.
- +2 racial bonus to Climb, Jump, and Move Silently checks: Halflings are agile, surefooted, and athletic.
- +1 racial bonus to on all saving throws. Halflings are surprisingly capable of avoiding mishaps.
- +1 racial bonus to hit with slings, shortbows, and thrown weapons.
- +2 morale bonus to saving throws versus fear: this bonus stacks with the halfling's bonus to saves in general.
- Automatic Languages: Common and Halfling. Bonus Languages: Dwarven, Elven, Gnome, Goblin, and Orc.
- Favored Class: Rogue.

Chapter III: Classes

Sorcerers

Sorcerers now have the following characteristics:

Hit Die: d6.

BAB Progression: As cleric

Saves: Good Willpower only

Skill Points per Level: 4+ Intelligence modifier

Class Skills: Same as PHB, plus Use Magical Device

Weapon Proficiencies: All simple weapons

Class Features

Familiar: Sorcerers still gain a familiar, as they used to.

Eschew Material Components: Sorcerers begin play with the Eschew Materials feat for free. (This feat has been changed, and allows you to ignore material components of up to 50 gp worth). Sorcerers may substitute 1 xp per 5 gp (round down) of a material cost. Thus, they could substitute up to 50 xp to cast a Stoneskin spell instead of paying the 250 gp material cost.

Thematics: Sorcerer spells must follow a theme. This is similar to the feat, Spell Thematics, but does not increase the effectiveness of spells. Sorcerers may only take spells that lie within their theme. The DM and player should work to create an acceptable theme for the sorcerer.

Evolving Magic: Sorcerers must choose which spells they will learn, one level in advance. For example, immediately upon advancing to 4th level, the sorcerer must decide what spells she will learn at 5th level. This reflects that a sorcerer develops her talents gradually, and is constantly working towards new ones.

Meta-magic Feats: As spontaneous casters, Sorcerers can use metamagic feats on the fly as a full-round action. This is unchanged from the PHB.

Spells Known: Sorcerers begin play knowing four 0-level spells and two 1st level spells. Each level, they may select 2 additional spells to learn. These spells may not be of the same spell level. Thus, at 3rd level, a sorcerer may learn a 1st and 2nd, a 0 and 2nd, or any other combination that does not have 2 spells of the same level.

Sorcerer Spell Use

Sorcerers use spell slots as they always have. They cast spontaneously and do not have to prepare spells in advance. They have spells per day as a wizard, however, and advance in spell access as a wizard. See the Wizard spells per day table in the PHB.

Divine Casters

Divine casters now have 3 classes: The Druid, the Cleric, and the Priest/Priestess. The cleric and the Priest are spontaneous casters. They do not have to prepare their spells ahead of time, and simply ask for favors then they need to. The Druid, however, is unchanged from the PHB. The reasoning is this: Druids are simply well-balanced and have good flavor already. Druidical magic can be seen as very ritualistic, requiring fonts, standing stones, mistletoe and such. Their casting is not as simple as asking their god for miracles and the rituals must be performed ahead of

time. In return, however, they gain some very good spells, both offensive and defensive, and good class abilities. This packet deals mostly with changes to the Cleric, and the addition of the Priest class (known by Final Fantasy fans as the White Mage).

Priest

The Priest is a divine spellcaster who is intimately and strongly in tune with his god. He is the master of Divine power and the mouthpiece for his god's dogma. The Priest is not a strong melee combatant, but has access to the highest level spells and may call down favors at any time. The following are the base characteristics of the Priest class:

Alignment: As PHB cleric.

Hit Die: d6.

BAB Progression: As Wizard (poor)

Saves: Good Willpower only

Class Skills

As PHB Cleric, but add Decipher Script and Sense Motive.

Domains and Class Skills: As cleric in PHB.

Skill Points at 1st Level: (4 + Int modifier) x4.

Skill Points at Each Additional Level: 4 + Int modifier.

Spells

Priests (and clerics) use a Spell Slot system and have an "open book" for spell selection. This means that instead of preparing spells, they simply have spell slots, much like PHB sorcerers do. Domain spells must still be separate from their normal daily allotment, but they may choose which domain spell to cast when the time comes. The number of spells a Priest can cast per day is as per the Cleric from the PHB. All other information on priestly spellcasting is as cleric in the PHB (time of day for spells, domains, ability scores, alignment-based spells, etc).

Class Features

All of the following are class features of the priest.

Weapon and Armor Proficiency: Priests are proficient with: club, dagger, heavy crossbow, light crossbow, light mace, sling, and quarterstaff. They are proficient with light armor and bucklers. A priest who chooses the War domain receives the Martial Weapon Proficiency feat related to his deity's weapon as a bonus feat, and gains either the Medium Armor Proficiency feat or Shield Proficiency feat as a bonus feat (player's choice).

Aura (Ex): See cleric in PHB.

Turn or Rebuke Undead (Su): Priests Turn or Rebuke undead as normal.

Bonus Languages: Unchanged from PHB cleric.

Meta-magic Feats: As spontaneous casters, Priests can use metamagic feats on the fly as a full-round action.

Ex-Priests

Unchanged from PHB cleric.

Cleric

The cleric has been re-worked and red-defined as more of what it has always been: A combat medic or combative spiritual leader. The cleric is now a blend between a paladin and priest, but without the moral code of the paladin. A cleric may fight for any god's cause. The cleric gains spells at a rate similar to bard, though a bit more quickly, and has good armor proficiencies, and good saves. The following are the changes in the Cleric class. Unless otherwise noted, the cleric's class abilities are as noted in the PHB.

Spells

Clerics now use a Spell Slot system and have an "open book" for spell selection. This means that instead of preparing spells, they simply have spell slots, much like PHB sorcerers and bards do. Domain spells must still be separate from their normal daily allotment, but they may choose which domain spell to cast when the time comes. The number of spells a cleric may cast per day is listed in the table below. All other information on priestly

spellcasting is as cleric in the PHB (time of day for spells, domains, ability scores, alignment-based spells, etc).

Class Features

The following are changes to the class features of the Cleric.

Weapon and Armor Proficiency: Clerics are proficient in all simple weapons, and all light, medium, and heavy armors. They are also proficient in all shields, including the tower shield. A cleric who chooses the War domain receives the Martial Weapon Proficiency feat related to his deity's weapon as a bonus feat, and gains the Weapon Focus feat in that weapon as a bonus feat.

Bonus Feats: Clerics receive a bonus feat at 4th level, and every 4th level thereafter. These bonus feats may be chosen from the Fighter bonus feat list or any feat relating to Turning Undead, although the cleric must still meet any prerequisites.

Meta-magic Feats: As spontaneous casters, Clerics can use metamagic feats on the fly as a full-round action. See the section on Feats for information concerning the Quicken Spell feat.

Table: The Cleric

Table: The Cleric												
———— Spells per Day ————												
Level	BAB	Fort	Ref	Wil	Special	0	1st	2nd	3 rd	4th	5th	6th
1st	+0	+2	+0	+2	Turn Undead	3						
2nd	+1	+3	+0	+3		3	0+1					
3rd	+2	+3	+1	+3		3	1+1					
4th	+3	+4	+1	+4	Bonus Feat	3	2+1	0+1				
5th	+3	+4	+1	+4		3	3+1	1+1				
6th	+4	+5	+2	+5		3	3+1	2+1				
7th	+5	+5	+2	+5		3	3+1	2+1	0+1			
8th	+6/+1	+6	+2	+6	Bonus Feat	3	3+1	3+1	1+1			
9th	+6/+1	+6	+3	+6		3	3+1	3+1	2+1			
10th	+7/+2	+7	+3	+7		3	3+1	3+1	2+1	0+1		
11th	+8/+3	+7	+3	+7		3	3+1	3+1	3+1	1+1		
12th	+9/+4	+8	+4	+8	Bonus Feat	3	3+1	3+1	3+1	2+1		
13th	+9/+4	+8	+4	+8		3	3+1	3+1	3+1	2+1	0+1	
14th	+10/+5	+9	+4	+9		4	3+1	3+1	3+1	3+1	1+1	
15th	+11/+6/+1	+9	+5	+9		4	4+1	3+1	3+1	3+1	2+1	
16th	+12/+7/+2	+10	+5	+10	Bonus Feat	4	4+1	4+1	3+1	3+1	2+1	0+1
17th	+12/+7/+2	+10	+5	+10		4	4+1	4+1	4+1	3+1	3+1	1+1
18th	+13/+8/+3	+11	+6	+11		4	4+1	4+1	4+1	4+1	3+1	2+1
19th	+14/+9/+4	+11	+6	+11		4	4+1	4+1	4+1	4+1	4+1	3+1
20th	+15/+10/+5	+12	+6	+12	Bonus Feat	4	4+1	4+1	4+1	4+1	4+1	4+1

Chapter IV: Skills

Skill Changes

Heal

- This skill now allows you to restore hit points to party members. A heal check heals an amount of hp equal to the result on the table below. Note that it IS possible to injure a person with a low heal check (9 or lower).

Check	Healed	Check	Healed
0 or lower	Check/5, -2	20-24	2
0-4	-2	25-29	3
5-9	-1	30-34	4
10-14	0	35-39	5
15-19	1	40+	Check/5, -2

- A person can benefit from only one such check per day. You may take 10 on this check, but not 20.
- This skill can help poisoned or diseased individuals, but the check does NOT replace the recipient's save. Instead, it allows a new save at a modifier equal to the Healed amount on the table above. You may take 10 on this check, but not 20.
- Healing Kits give +5 to the check. In effect, they add 1 to the total healed or 1 to the save modifier.

Size

As discussed in the Races chapter, size has an important effect on certain skills:

- For every size category smaller than Medium, a creature gains a +4 size bonus to Hide, Listen, Move Silently, and Spot checks. Otherwise, small creatures would have a hard time seeing each other, for example, and be just as likely to see a medium sized creature as medium creature would. Humans are to halflings as ogres are to humans.
- For every size category larger than medium, a creature suffers a -4 size penalty to Hide, Listen, Move Silently, and Spot checks.
- The strength-based skills of Jump, Swim, and Climb are definitely governed by Strength, but also are hugely affected by a creature's weight. Small creatures gain a +2 bonus to these checks, which balances out the Strength penalties they have. Large creatures, who gain a +4 bonus to strength, suffer a -2 these skill checks. In effect, you ignore a creature's size modifier to Strength when determining the bonuses to these skills.
- When making Constitution checks regarding fatigue from running, swimming, or extended climbing, ignore a creature's size modifier to Constitution. Thus, small creatures would gain a +1 bonus, while large creatures would suffer a -1 penalty.

Chapter V: Feats

Feat Changes

Weapon Focus

Weapon focus can be re-distributed to another weapon, with some requirements:

- First, the player must begin to use the new weapon type in combat, focusing on that weapon for 1 full character level.
- Then, whenever the character's BAB bonus would increase, the player may move the weapon focus feat to the new weapon.
- Example: a player's fighter has just reached 3rd level, and he wants to move his weapon focus from longsword to his newly acquired bastard sword. Since he just leveled to 3rd, he can spend an entire level focusing on the bastard sword, and when his BAB bonus increases at 4th level, he may move the focus to bastard sword. He would have to wait until 5th if he decided mid-way through 3rd, since he has to focus on the weapon for at least one full level before shifting the feat.

Improved Grapple

This feat simply negates the attack of opportunity granted to your opponent when you make a grapple attempt. It does not grant a +4 bonus to the attempt.

Improved Disarm

This feat simply negates the attack of opportunity granted to your opponent when you make a disarm attempt. It does not grant a +4 bonus to the attempt.

Improved Trip

This feat negates the attack of opportunity granted to your opponent if you attempt a trip attack without an appropriate weapon. If you are wielding a weapon that allows you to make trip attacks, it allows you to make an attack of opportunity on your opponent immediately after succeeding at a trip attack. It does not grant a +4 bonus to your trip attempt.

Improved Bull Rush

This feat simply negates the attack of opportunity granted to your opponent when you make a bull rush. It does not grant a +4 bonus to the attempt.

Whirlwind Attack

You cannot interrupt the whirlwind attack to trigger other feats, such as knockdown, cleave, etc. You resolve such feats only once, and on the LAST opponent in the whirlwind attack, if applicable.

Called Shot [General, Fighter]

You make precise and deadly attacks.

Prerequisite: Dex 13+, Int 13+, Base attack bonus of +2.

Benefit: You may choose to take a penalty on all your attacks in a round, then add damage equal to that number to melee damage rolls or ½ that number to ranged damage rolls. The number cannot exceed your base attack bonus.

Special: This is much like power attack, but also works a little with ranged weapons. It also has more prerequisites, though of a different nature.

Expert Healer [Metamagic]

You are exceptionally good at healing spells.

Prerequisite: Wis 13+, Ability to cast *cure* spells.

Benefit: You roll d10's for healing spells, instead of d8's.

Living Anatomy [General]

You have insight into the general anatomies of many living creatures. You have an easier time treating wounds and causing them.

Prerequisite: 8 ranks in Healing skill, Int 13+, Wis 13+

Benefit: This feat confers a +2 bonus to Heal skill checks, and a damage bonus equal to your critical multiplier on critical hits. Thus you would get a +3 damage bonus to a critical hit with a warhammer (x3 critical), doing a base damage of 3d8+3.

Bonus: Rogues with this feat do an additional +1 damage per die of sneak attack damage.

Sex Appeal [General]

You have a definite alluring presence to members of the opposite sex. You are more attractive than your Charisma would normally indicate. However, your good looks tend to leave others a bit envious.

Benefit: You gain a +2 competence bonus to Bluff, Diplomacy, Gather Information, and Perform versus members of the opposite sex, but –1 competency penalty to members of the same sex. These modifiers do not apply to creatures that are not of the same type you are (most PCs are humanoids). Thus, it will not work on beasts, monsters, etc. At the DM's option, it may work on similar creature types (such as fey or humanoid outsiders).

Silent Running [General]

You can move faster while still remaining stealthy.

Prerequisites: Dex 13+, 5 ranks in Move Silently and Hide

Benefit: Penalties for moving half your speed or higher while attempting to Move Silently or Hide are reduced by 5. Thus, you suffer no penalty to checks while moving ½ to full speed and –15 to checks while running.

Normal: A character without this feat suffers a –5 to Move Silently and Hide checks while moving ½ to full speed, and –20 to his check while running.

This chapter really gets shortchanged in the PHB. I think that this is probably one of the most important steps in creation of your character, and really should come at the very beginning of character creation.

A player should fill out a character profile. This sample profile was taken from the Ravenloft 3E Campaign Book, and is a great one to use. Of course, other profile formats may suffice, if approved by the DM. The profile sample below includes information on a Ravenloft character, Amelia Joan Moret, in blue text. A blank template of this profile is included in the Appendix.

~Professor Amelia Joan Moret~

1.) What do you look like? Are you alluring? Plain? Grotesque? Do you dress in finery or tattered rags? Do you have any scars or distinguishing features? A character's appearance may hint at her past. For example; a fighter hunting the weretiger who infected her with Lycanthropy might still bear scars from the attack.

She is slender in build. About 5'7 in height. She has slightly curly hair that is precisely pinned into place. Her dress is fancy which indicates that she is not from the lower class but the color is very plain and modest looking. Her Boots are black and her dress is brown. She wears round, black framed glasses which sometimes hides her attractiveness.

2.) Where is your family? Where is your homeland? Are you native to Barovia, or were you drawn into a quest from the arid Amber Wastes? Do you have a cozy cottage to call home, or have you been banished from your ancestral estate? Some players may believe that loved ones can't be threatened if they don't exist. But consider this: a hero with no one to lose also has no one to turn to in time of need.

Amelia's family life has always been a little uneasy. When she was young her father died. She doesn't know exactly why and at the time she was to young to really understand the concept. Afterwards she meets a Dr who took her in under his wing and became more of an uncle to her. Amelia instantly began interested in the idea of knowledge and was very curious. She found comfort from reading books and began to enthrall herself into the world of knowledge. Soon after wards her uncle left and never said good-bye. This troubled Amelia but she continued her studies. Her mother, Elis, Was not happy about Amelia's choice but realized that Amelia would never settle for just a house wife. She supported Amelia in every way she could. Amelia did attend college in her hometown but was a bit of a snoop and was "recommended" to continue her studies in Dementlieu. After moving to Dementlieu Amelia decided that school was only for those who didn't have direction in their studies and decided that she would proclaim herself a professor and study at her own level, which she believed surpassed all of her teachers and colleges. She soon became a librarian and held many activities at the library. She taught children there and also held militia meetings for the locals. Amelia's mother still lives in her home town and when Amelia has time she goes and visits her mother whom she dearly loves.

3.) What is your greatest love? For what or whom do you make sacrifices? A romantic interest? A family member? Yourself? Your god? Magic? Youth? Knowledge? Power? Would you make a personal sacrifice, or sacrifice someone else?

Amelia's greatest love is her hunger for knowledge. She doesn't believe in religion and often thinks it gets in the way of science. Her goal is to become a great scholar one day and write intellectual books for people who love knowledge as much as she does. She will do anything to know as much as she possible can. She loves to read, and is touched very deeply by the beauties of nature.

4.) What is your greatest regret? Do you have any memories that haunt you at night? Were you unable to prevent a death? Do you have a mental or physical trait that you despise? Did you betray a friend in a time of weakness?

Her biggest regret was getting caught so many times at the university looking through files and other off limit information. She often wishes she could have stayed longer to find out more about the city and about Ravenloft itself.

5.) What makes your skin crawl? What are your hates or fears? Many elves are disgusted by the acrid scent of gunpowder, and dwarves are said to dislike the sea. Do you dislike the smell of livestock, or do you hate the sweltering heat of summer? Does witnessing an injustice set your teeth to grinding, or does the sight of spiders send your skin into shivers? Do you find a race culture, religion, or form of magic primitive or unnatural?

Amelia has a huge heart and often finds herself in the middle of other people's arguments. Her sensitivity and rather reserved manner make it very difficult for people to really know her. It is by actions rather than words that she shows her regard for others. Her reticence has caused her to suffer aloneness and to live much within her own thoughts.

6.) What fascinates you? What topics draw your interest? Do you attend operas, or do you read tawdry novels? Would you pore over the intricate patterns of a magic scroll, the strands of a cobweb, or the gears of a clock tower? Do you have a weakness for riddles? Do you live your life in search of new sensations?

Long walks on the beach, a date with a romance novel. I mean... err... heh... no, really Amelia is always wanting to know more and sometimes she thinks that people are not always telling the whole story. She appreciates the finer things of life and looks for quality in her material possessions (mainly books).

7.) What are your habits? Do you have any patterns in your life? A sorcerer might twist his beard when lost in thought. A barbarian might collect trophies from slain foes. A bard might practice every night to hone her musical skills.

Amelia is often seen with her nose in a book. Her glasses are a little too big for her so they keep sliding down her nose. She also has a strand of hair that often falls down into her face. When she is nervous she is often seen fidgeting with her glasses and pulling her peace of hair back into place.

8.) What are your secrets? Do you hide anything from the outside world? Are you disguising a trait or buried an event from your past? Why do you keep the secret? If your secret was revealed, would you merely be embarrassed or might you face persecution or place someone at risk?

She really isn't a professor. Her mother thinks that she gained the name from schooling in Dementlieu. You will never see her referring to herself as anything else except Professor. She would be deeply insulted if any one dared to question her title or ask her about her schooling in Dementlieu. She takes this very seriously.

9.) Are you rational or passionate? Do you pride yourself on following your head before your heart? Or are you a true romantic? Characters with chaotic alignments tend to be comfortable with their emotions, but lawful characters are certainly capable of passionate outbursts.

Amelia deeply cares about others but if you do not respect her she you will often feel a cold sensation when she is around. She is very serious and has a poised manner that allows her to take charge and see that the procedures are followed. She occasionally has out bursts when she is mad and will more than likely lecture the person who isn't doing something right.

10.) Are you sophisticated or superstitious? Were you educated in the finest boarding schools, or were you raised by tanners who left the farmstead only to check their traps? The cosmopolitan character might be experienced in the skills of etiquette, while an unrefined peasant might know countless folk tales about the Fey.

Sophisticated (or tries to be)

11.) How strong is your faith? Many denizens of the land of Mists scoff at religion, believing that the Gods have long since ceased to care about mortal concerns. If religious, do you worship the prevalent religion of your homeland, or have you adopted a foreign creed? Are you pious or zealous?

Amelia doesn't believe in religion and thinks it is an excuse for those who cannot grab the concept of science.

12.) How self-confident are you? Do you continually question your motives? Do you struggle with an inner darkness, or do you strive boldly forth, knowing in your heart that your motives are correct?

She thinks she is correct in most of her decisions although here lately she is having a hard time understanding why she is blacking out so much of the time. She wonders if maybe she doesn't have complete control of her life. It seems to be interrupting her train of thought and studies.

13.) What drives you to adventure? Why have you taken up the dangerous life of an adventurer? Are you simply a mercenary seeking treasure? Are you on a hunt for vengeance? Are you driven by altruistic motives? Do you believe you have a destiny to fulfill? Are you trying to reclaim a stolen birthright? Are you struggling to be reunited with a lost love?

Amelia, never really having experience in the real world, took up learning how to use firearms. She realized that it was an easy and fast way to protect herself and it would give her time to run away from danger. She is also wondering what happened to Dr. Gerhard, who took her in so long ago. She also thinks that it will give her the chance to learn things from on hand experiences which will allow her to write better books.

Chapter VII: Equipment

Weapons

Exotic Weapons

Katana:

With an EWP, you may increase the critical range of a Katana to 18-20, and it may be used with Weapon Finesse if wielded with both hands.

Spiked Chain:

EWP to use as a double weapon (must be proficient first). As a double weapon, it loses reach capability. Once per round, as free action, you can change the reach to 5 ft OR 10 ft. If 10 ft reach, it does not threaten 5 ft away.

Armor

Armor as DR:

Use Armor as DR Rules from the Unearthed Arcana.

Shields

In addition to providing their normal AC bonus, shields also provide additional AC bonuses versus missile fire. Whenever you are denied your Dexterity bonus to AC, you are also denied your Shield bonus to AC.

Shield	Melee	Missile
Buckler	+1	+1
Light Shield	+1	+2
Heavy Shield	+2	+4
Tower Shield	+4	+6

Negative HP

Tough PCs

All PC's and important NPC's can attempt to remain standing at negative hp. Upon reaching -1 or less hp, they must make a Constitution check at DC 10 + the amount of negative hp (-6 is DC 16). If they succeed, they stay conscious until their hp change, whereupon they must make another Con check. Remember that if they take strenuous actions, they lose a hit point after their action, and they also continue to bleed each round. So a fighter that drops to -2 and continues to fight must make another Con check after his turn (-3 hp) and again on the turn of the initial damage source (he bleeds to -4). If still up, he can take a partial, and if he hasn't been healed yet, loses another hp (-5) and makes another Con check to stay up, etc.

Combat

Melee Attacks vs. Unarmed or Unthreatening

Against an opponent who is unarmed, casting, or who does not threaten spaces, you gain a +4 on to hit rolls made with melee weapons. Regardless of whether you wield a weapon in a hand, you do not threaten spaces unless you take the attack action or the full defense action in a round. Thus, even if you cast a spell with a weapon in hand, you do not threaten squares.

Missile Fire: Incoming Attack

When wielding a missile weapon (or a melee weapon that can be used as a missile weapon), you may designate any number of your attacks in a round as Closing Shots. Closing Shots may be made in response to opponents closing in to attack you. Specifically, whenever an opponent charges you or moves 15 feet or more towards you, you may take a designated Closing Shot. Closing Shots use the attack bonus of the attack that was designated, and do not change your initiative order. Closing shots may not interrupt any other action other than a move (including charge or withdraw, if the opponent moves towards you).

Crossbow, Heavy:

You draw a heavy crossbow back by turning a small winch. Loading a heavy crossbow is a full-round action that provokes attacks of opportunity.

All heavy crossbows bows are made with a particular strength rating. This feature allows you to add the strength bonus to damage indicated for the crossbow. A crossbow also has a penetration rating equal to ½ of its strength modifier. If your Strength bonus is more than 2 less than the strength bonus of the crossbow, you can't reload it. The default heavy crossbow has a strength rating of +3, and so requires a Strength modifier of +1 or higher to reload it (12 Str). A heavy crossbow can be created with up to a +6 strength rating. Each point of Strength bonus granted by the crossbow adds 100 gp to its cost.

Crossbow, Light: You draw a light crossbow back by pulling a lever. Loading a light crossbow is a move action that provokes attacks of opportunity.

All light crossbows bows are made with a particular strength rating. This feature allows you to add the strength bonus to damage indicated for the crossbow. A crossbow also has a penetration rating equal to ½ of its strength modifier. If your Strength bonus is more than 2 less than the strength bonus of the crossbow, you can't reload it. The default light crossbow has a strength rating of +1, and so requires a Strength modifier of -1 or higher to reload it (8 Str). A light crossbow can be created with up to a +4 strength rating. Each point of Strength bonus granted by the crossbow adds 75 gp to its cost.

Crossbow, Repeating: The repeating crossbow (whether heavy or light) holds 5 crossbow bolts. As long as it holds bolts, you can reload it by pulling the reloading lever (a free action). Loading a new case of 5 bolts is a full-round action that provokes attacks of opportunity.

You can fire a repeating crossbow with one hand or fire a repeating crossbow in each hand in the same manner as you would a normal crossbow of the same size. However, you must fire the weapon with two hands in order to use the reloading lever, and you must use two hands to load a new case of bolts.

Dagger: You get a +2 bonus on Sleight of Hand checks made to conceal a dagger on your body (see the Sleight of Hand skill).

Flail, Dire: A dire flail is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. A creature wielding a dire flail in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round.

When using a dire flail, you get a +2 bonus on opposed attack rolls made to disarm an enemy (including the opposed attack roll to avoid being disarmed if such an attempt fails).

You can also use this weapon to make trip attacks. If you are tripped during your own trip attempt, you can drop the dire flail to avoid being tripped.

Flail or Heavy Flail: With a flail, you get a +2 bonus on opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails).

You can also use this weapon to make trip attacks. If you are tripped during your own trip attempt, you can drop the flail to avoid being tripped.

Gauntlet: This metal glove lets you deal lethal damage rather than nonlethal damage with unarmed strikes. A strike with a

gauntlet is otherwise considered an unarmed attack. The cost and weight given are for a single gauntlet. Medium and heavy armors (except breastplate) come with gauntlets.

Gauntlet, Spiked: Your opponent cannot use a disarm action to disarm you of spiked gauntlets. The cost and weight given are for a single gauntlet. An attack with a spiked gauntlet is considered an armed attack.

Glaive: A glaive has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

Guisarme: A guisarme has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

You can also use it to make trip attacks. If you are tripped during your own trip attempt, you can drop the guisarme to avoid being tripped.

Halberd: If you use a ready action to set a halberd against a charge, you deal double damage on a successful hit against a charging character.

You can use a halberd to make trip attacks. If you are tripped during your own trip attempt, you can drop the halberd to avoid being tripped.

Hammer, Gnome Hooked: A gnome hooked hammer is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. The hammer's blunt head is a bludgeoning weapon that deals 1d6 points of damage (crit x3). Its hook is a piercing weapon that deals 1d4 points of damage (crit x4). You can use either head as the primary weapon. The other head is the offhand weapon. A creature wielding a gnome hooked hammer in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round.

You can use a gnome hooked hammer to make trip attacks. If you are tripped during your own trip attempt, you can drop the gnome hooked hammer to avoid being tripped.

Gnomes treat gnome hooked hammers as martial weapons.

Javelin: Since it is not designed for melee, you are treated as nonproficient with it and take a -4 penalty on attack rolls if you use a javelin as a melee weapon.

Kama: The kama is a special monk weapon. This designation gives a monk wielding a kama special options.

You can use a kama to make trip attacks. If you are tripped

during your own trip attempt, you can drop the kama to avoid

being tripped.

Lance: A lance deals double damage when used from the back of a charging mount. It has reach, so you can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

While mounted, you can wield a lance with one hand.

Longbow: You need at least two hands to use a bow, regardless of its size. A longbow is too unwieldy to use while you are mounted. If you have a penalty for low Strength, apply it to damage rolls when you use a longbow. If you have a bonus for high Strength, you can apply it to damage rolls when you use a composite longbow (see below) but not a regular longbow.

Longbow, Composite: You need at least two hands to use a bow, regardless of its size. You can use a composite longbow while mounted. All composite bows are made with a particular strength rating (that is, each requires a minimum Strength modifier to use with proficiency). If your Strength bonus is less than the strength

rating of the composite bow, you can't effectively use it, so you take a -2 penalty on attacks with it. The default composite longbow requires a Strength modifier of $+0$ or higher to use with proficiency. A composite longbow can be made with a high strength rating to take advantage of an above-average Strength score; this feature allows you to add your Strength bonus to damage, up to the maximum bonus indicated for the bow. Each point of Strength bonus granted by the bow adds 100 gp to its cost.

For purposes of weapon proficiency and similar feats, a composite longbow is treated as if it were a longbow.

Longspear: A longspear has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe. If you use a ready action to set a longspear against a charge, you deal double damage on a successful hit against a charging character.

Net: A net is used to entangle enemies. When you throw a net, you make a ranged touch attack against your target. A net's maximum range is 10 feet. If you hit, the target is entangled. An entangled creature takes a -2 penalty on attack rolls and a -4 penalty on Dexterity, can move at only half speed, and cannot charge or run. If you control the trailing rope by succeeding on an opposed Strength check while holding it, the entangled creature can move only within the limits that the rope allows. If the entangled creature attempts to cast a spell, it must make a DC 15 Concentration check or be unable to cast the spell.

An entangled creature can escape with a DC 20 Escape Artist check (a full-round action). The net has 5 hit points and can be burst with a DC 25 Strength check (also a full-round action).

A net is useful only against creatures within one size category of you.

A net must be folded to be thrown effectively. The first time you throw your net in a fight, you make a normal ranged touch attack roll. After the net is unfolded, you take a -4 penalty on attack rolls with it. It takes 2 rounds for a proficient user to fold a net and twice that long for a nonproficient one to do so.

Nunchaku: The nunchaku is a special monk weapon. This designation gives a monk wielding a nunchaku special options. With a nunchaku, you get a $+2$ bonus on opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails).

Quarterstaff: A quarterstaff is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. A creature wielding a quarterstaff in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round.

The quarterstaff is a special monk weapon. This designation gives a monk wielding a quarterstaff special options.

Ranseur: A ranseur has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

With a ranseur, you get a $+2$ bonus on opposed attack rolls made to disarm an opponent (including the roll to avoid being disarmed if such an attempt fails).

Rapier: You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a rapier sized for you, even though it isn't a light weapon for you. You can't wield a rapier in two hands in order to apply $1-1/2$ times your Strength bonus to damage.

Sai: With a sai, you get a $+4$ bonus on opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails).

The sai is a special monk weapon. This designation gives a monk wielding a sai special options.

Scythe: A scythe can be used to make trip attacks. If you are tripped during your own trip attempt, you can drop the scythe to avoid being tripped.

Shield, Heavy or Light: You can bash with a shield instead of using it for defense. See Armor for details.

Shortbow: You need at least two hands to use a bow, regardless of its size. You can use a shortbow while mounted. If you have a penalty for low Strength, apply it to damage rolls when you use a shortbow. If you have a bonus for high Strength, you can apply it to damage rolls when you use a composite shortbow (see below) but not a regular shortbow.

Shortbow, Composite: You need at least two hands to use a bow, regardless of its size. You can use a composite shortbow while mounted. All composite bows are made with a particular strength rating (that is, each requires a minimum Strength modifier to use with proficiency). If your Strength bonus is lower than the strength rating of the composite bow, you can't effectively use it, so you take a -2 penalty on attacks with it. The default composite shortbow requires a Strength modifier of $+0$ or higher to use with proficiency. A composite shortbow can be made with a high strength rating to take advantage of an above-average Strength score; this feature allows you to add your Strength bonus to damage, up to the maximum bonus indicated for the bow. Each point of Strength bonus granted by the bow adds 75 gp to its cost.

For purposes of weapon proficiency and similar feats, a composite shortbow is treated as if it were a shortbow.

Shortspear: A shortspear is small enough to wield one-handed. It may also be thrown.

Shuriken: A shuriken is a special monk weapon. This designation gives a monk wielding shuriken special options. A shuriken can't be used as a melee weapon.

Although they are thrown weapons, shuriken are treated as ammunition for the purposes of drawing them, crafting masterwork or otherwise special versions of them and what happens to them after they are thrown.

Siangham: The siangham is a special monk weapon. This designation gives a monk wielding a siangham special options.

Sickle: A sickle can be used to make trip attacks. If you are tripped during your own trip attempt, you can drop the sickle to avoid being tripped.

Sling: Your Strength modifier applies to damage rolls when you use a sling, just as it does for thrown weapons. You can fire, but not load, a sling with one hand. Loading a sling is a move action that requires two hands and provokes attacks of opportunity.

You can hurl ordinary stones with a sling, but stones are not as dense or as round as bullets. Thus, such an attack deals damage as if the weapon were designed for a creature one size category smaller than you and you take a -1 penalty on attack rolls.

Spear: A spear can be thrown. If you use a ready action to set a spear against a charge, you deal double damage on a successful hit against a charging character.

Spiked Armor: You can outfit your armor with spikes, which can deal damage in a grapple or as a separate attack. See Armor for details.

Spiked Shield, Heavy or Light: You can bash with a spiked shield instead of using it for defense. See *Armor* for details.

Strike, Unarmed: A Medium character deals 1d3 points of nonlethal damage with an unarmed strike. A Small character deals 1d2 points of nonlethal damage. A monk or any character with the Improved Unarmed Strike feat can deal lethal or nonlethal damage with unarmed strikes, at her option. The damage from an unarmed strike is considered weapon damage for the purposes of effects that give you a bonus on weapon damage rolls.

An unarmed strike is always considered a light weapon. Therefore, you can use the *Weapon Finesse* feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with an unarmed strike.

Sword, Bastard: A bastard sword is too large to use in one hand without special training; thus, it is an exotic weapon. A character can use a bastard sword two-handed as a martial weapon.

Sword, Two-Bladed: A two-bladed sword is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. A creature wielding a two-bladed sword in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round.

Trident: This weapon can be thrown. If you use a ready action to set a trident against a charge, you deal double damage on a successful hit against a charging character.

Urgrosh, Dwarven: A dwarven urgrosh is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. The urgrosh's axe head is a slashing weapon that deals 1d8 points of damage. Its spear head is a piercing weapon that deals 1d6 points of damage. You can use either head as the primary weapon. The other is the off-hand weapon. A creature wielding a dwarven urgrosh in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round.

If you use a ready action to set an urgrosh against a charge, you deal double damage if you score a hit against a charging character. If you use an urgrosh against a charging character, the spear head is the part of the weapon that deals damage.

Dwarves treat dwarven urgroshes as martial weapons.

Waraxe, Dwarven: A dwarven waraxe is too large to use in one hand without special training; thus, it is an exotic weapon. A Medium character can use a dwarven waraxe two-handed as a martial weapon, or a Large creature can use it one-handed in the

same way. A dwarf treats a dwarven waraxe as a martial weapon even when using it in one hand.

Whip: A whip deals nonlethal damage. It deals no damage to any creature with an armor bonus of +1 or higher or a natural armor bonus of +3 or higher. The whip is treated as a melee weapon with 15-foot reach, though you don't threaten the area into which you can make an attack. In addition, unlike most other weapons with reach, you can use it against foes anywhere within your reach (including adjacent foes).

Using a whip provokes an attack of opportunity, just as if you had used a ranged weapon.

You can make trip attacks with a whip. If you are tripped during your own trip attempt, you can drop the whip to avoid being tripped.

When using a whip, you get a +2 bonus on opposed attack rolls made to disarm an opponent (including the roll to keep from being disarmed if the attack fails).

You can use the *Weapon Finesse* feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a whip sized for you, even though it isn't a light weapon for you.

MASTERWORK WEAPONS

A masterwork weapon is a finely crafted version of a normal weapon. Wielding it provides a +1 enhancement bonus on attack rolls.

You can't add the masterwork quality to a weapon after it is created; it must be crafted as a masterwork weapon (see the *Craft* skill). The masterwork quality adds 300 gp to the cost of a normal weapon (or 6 gp to the cost of a single unit of ammunition). Adding the masterwork quality to a double weapon costs twice the normal increase (+600 gp).

Masterwork ammunition is damaged (effectively destroyed) when used. The enhancement bonus of masterwork ammunition does not stack with any enhancement bonus of the projectile weapon firing it.

All magic weapons are automatically considered to be of masterwork quality. The enhancement bonus granted by the masterwork quality doesn't stack with the enhancement bonus provided by the weapon's magic.

Even though some types of armor and shields can be used as weapons, you can't create a masterwork version of such an item that confers an enhancement bonus on attack rolls. Instead, masterwork armor and shields have lessened armor check penalties.