

ADVANCED DUNGEONS & DRAGONS FANTASY ADVENTURE GAME



FANTASY ADVENTURE GAME

BY

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ALTERNATE RULES FOR CHARACTER CREATION AND ADVANCEMENT,
ALIGNMENTS, TASK RESOLUTION MECHANICS, AND OTHER SYSTEMS
WITH EXAMPLES.

FOR USE WITH ADVANCED DUNGEONS & DRAGONS FIRST EDITION

INQUIRIES CONCERNING RULES SHOULD BE ANSWERED BY YOUR
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CREATING AND ADVANCING CHARACTERS

Under this system the normal classes from the AD&D Players Handbook are not used (but can be, as both systems are compatible). Instead, characters are created at 1st level using a number of points (usually 30) with which to buy character class traits, such as hit points, an attack bonus, thief abilities, spellcasting, etc.

After creating a 1st level character and some time before the expected attainment of 2nd level, the player should note what traits are desired at 2nd level. The point costs for these traits are added up and multiplied by the current level's multiplier. This total equals the amount of experience points needed for 2nd level. Each level's experience point requirement is calculated in the same fashion except the previous level's required experience points are added to the new calculated amount.

Please consult the section **POINT COSTS FOR TRAITS** to find the point costs for the traits described hereafter.

Generating Original Ability Scores

Under this system, ability scores should be generated by rolling 3d6 for each ability score in order of Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma. The original results of each roll should be recorded. "Current" ability scores represent the character's scores at the present and may be different from the original scores (through development, permanent magic, etc.). Racial adjustments should be applied and recorded as "current" ability scores so that the originally rolled scores are known.

Keep in mind that this system doesn't use minimum ability scores as requisites for advancement, spellcasting, etc. A character with an Intelligence of 3 can still be a wizard under this system. High scores aren't needed to the extent they were in previous editions of the game.

Generating Maximum Ability Scores

Under this system, abilities can be improved during play. A character's maximum potential in each area should be determined, however. This is accomplished by assigning a dice package to each of the six ability scores. The dice packages are: 9d6, 8d6, 7d6, 6d6, 5d6, and 4d6. Each package is assigned to one ability. The dice are rolled and the best three are retained to generate

a total between 3 and 18. The likelihood of getting a much higher score comes with the packages that have a larger number of dice. If the number rolled for the ability is higher than the originally rolled score, then this is the maximum. If the number is equal to or lower than the originally rolled score, then the character is considered to have already reached the maximum potential in that ability and the maximum is equal to the originally rolled score. These maximums are affected by racial adjustments. Thus, if the player of an elf originally rolled an 18 for Dexterity, the current Dexterity will be 19, and the maximum Dexterity will also be 19 (the current score).

Character Races

This system is not altering the rules for character races. Note that the "Reorx Bonus" on the Constitution table refers to the dwarven, gnomish, and halfling resistances to poison and/or magic (see **ABILITY SCORE TABLES**).

There are no racial restrictions to gaining traits under this system. Dwarves can gain wizardry and halflings can progress as assassins. It is assumed that the demi-human abilities are really not that over-powered after all and they do not need to be penalized for their racial abilities. If balancing is desired, however, give humans an experience point bonus equal to +100% (effectively double the XP they get). This will keep humans about one level ahead until name level, at which point they will "take off."

Hit Dice

A character must have one hit die per level up to, and including, 10th level (for ten total hit dice at 10th experience level). The point cost for a hit die is equal to the maximum result that die can give when rolling for hit points (i.e., a d4 costs 4 points, a d10 costs 10 points). The Constitution ability modifier is applied to each hit die rolled when determining a character's maximum hit point total.

Hit Points

At 11th level, and every level thereafter, the character gains a number of hit points equal to one-half the number of points spent on the trait (i.e., +1 hit point per level costs 2 points, +3 hit points per level costs 6 points). The Constitution ability modifier is not added to these hit points per level.

Maximum Hit Point Total

A character's total hit points is equal to a roll of all hit dice gained (from 1st to 10th level) plus all hit points gained (from 11th level on). To this, add the character's Constitution ability modifier times the number of hit dice the character has.

Saving Throws

For simplicity, every character has a saving throw of 16 minus one-half the character's level (rounding all fractions favorably for the character). Thus, all saving throws are 15 at 1st and 2nd level, 14 at 3rd and 4th level, and so on, until the character has saving throws of 6 at 19th and 20th level (the lowest base possible). Characters can further lower their saving throws by four by taking a saving throw proficiency. There are five saving throw proficiencies, one for each category. A saving throw proficiency costs two points. This means that a character's lowest saving throw can be 2 under this system (a 19th level character with proficiency in the saving throw).

Armor and Shield Proficiencies

Normally gained at 1st level, armor proficiencies define the best armor type the character can use. The best base AC a character can have is equal to 10 minus the points put into armor proficiencies. Thus, a character who has placed two points into armor proficiencies can use all armors that have a base AC of 8 or worse. A character spending seven points can effectively use plate mail armor and worse (basically, all armor types in the Players Handbook). To be able to use shields, a character needs to spend one point. A character suffers a -3 on their "to hit" rolls when wearing armor in which they are not proficient and spellcasting is affected as well.

Weapon Proficiencies

Characters attack at a -3 on their "to hit" roll with all weapons they are not proficient with. Each weapon proficiency costs one point and grants a basic ability to use the weapon with no penalty. Each melee and missile weapon listed in the **COMBAT** section has its own proficiency. There is no advantage for using a "similar" weapon.

Weapon specialization exists in this rule set and each weapon specialization "slot" is considered a major feature (costing two points). The first weapon specialization slot grants a +1 to hit and a +1 to damage with the weapon. The second weapon specialization slot grants +2/+2 and the character may use the next best attack progression (three attacks every two rounds, two

attacks per round, etc.). The third weapon specialization slot grants +3/+3 and these are the highest bonuses granted by specialization. Specialization can be gained for any number of weapons. Note that these rules supersede those of *Unearthed Arcana*.

Attack Bonus

Every character must advance their attack bonus at every experience level. However, the rate at which they advance the attack bonus can be as high as +1 for every level or as little as +1 for every six levels. Increasing the character's attack bonus costs one point for every 1/6th increase in the character's attack bonus. Fractional amounts should be recorded on the character sheet. Only the whole number amount counts for combat; do not round up to find the character's attack bonus.

When your attack bonus becomes +7 you gain the attacks per round of a 7th level fighter (see AD&D Players Handbook, page 25). When your attack bonus becomes +13 you gain the attacks per round of a 13th level fighter. These attack rates apply to melee weapons only. Missile weapon rates of fire increase according to the weapon specializations the character has.

Class Progressions

The special abilities of some normal AD&D classes can be bought under this system as well. The per-level abilities of assassins and thieves costs four points each level. Monk abilities (called "mystic" in this rule set) cost three points per level. Magic-user spellcasting ("wizardry") costs ten points per level. Each additional wizard spell known and scribed costs one point. An amalgamation of cleric, druid, and illusionist spellcasting ("thaumaturgy") costs seven points per level. A new type of spellcasting, called sorcery, costs six points per level. Dungeon Masters can add additional progressions from other character classes if desired.

One level in thievery gets you an additional level in larceny, athletics, and cyphering. This includes all of the traditional thief abilities (pick pocket through read languages), the backstab progression, the ability to use scrolls (when reaching 10th level in thievery), Thieves' Cant, etc. Larceny covers picking pockets, opening locks, finding and removing traps, moving silently, hiding in shadows, hearing noise, and finding and opening concealed and secret doors. Athletics covers climbing walls, tightrope walking, and other such functions. Cyphering covers

reading language, deciphering scripts, reading treasure maps, and the like. You count as a “thief” of the given level of thievery according to game rules.

One level in assassin gets you an additional level in assassin. This raises your assassination ability by one level, your backstab by one level, and your larceny, athletics, and cyphering by one level. Note that the assassin progression grants larceny, athletics, and cyphering as thievery but two levels behind (i.e., you get these abilities as a 1st level thief when you gain 3rd level assassin). You count as an “assassin” of the given level of assassin according to game rules.

One level in mystic gets you an additional level in certain monk abilities. You gain the effective armor class, the move, open hand attacks per melee round, open hand damage, and special abilities of a monk. Furthermore, you gain the weapon damage bonus and the ability to stun, or even kill, an opponent. You must be unarmored and not employing a shield when using mystic abilities. If you want thief skills, take thievery or assassin. You count as a “monk” of the given level of mystic according to game rules.

One level in sorcery gains you the next level’s spell slots, spells known, and bonus spell slots due to Charisma (if any).

One level in thaumaturgy gets you the next level’s spell slots, spell lists, and bonus spell slots due to Wisdom (if any). You count as a “cleric” of the given level of thaumaturgy according to game rules (unless “druid” or “illusionist” would fit your character concept better).

One level in wizardry gets you the next level’s spell slots, one scribed spell of any level that can be cast (including the new spell level, if any), and bonus spell slots due to Intelligence (if any). You count as a “magic-user” of the given level of wizardry according to game rules.

Ability Score Increases

This system allows for advancement in ability scores as well. The DM is encouraged to use a 3d6 method for ability score generation and allow players to advance their characters’ ability scores during the course of play. To raise an ability score by one from any value of 12 or lower costs one point. To raise an ability from 13 to 14 or from 14 to 15 costs two points. From 15 to 16 or from 16 to 17 costs three points. Going from 17

to 18 costs four points. For the purposes of this system, a demi-human’s score should be counted as being equal to the initially rolled score (before the racial adjustment). Thus, it is possible to raise an elf’s Dexterity to 19 this way. Racial maximums below 18 can be ignored by the DM if desired.

Note, that under this system, there is no percentile Strength (but a straight 18 does grant a +4 to hit bonus and a +6 damage bonus, so it’s better than 18/00 anyway). All of the ability score tables have been redesigned so that lower scores still grant bonuses in most cases. Inflated ability score rolling techniques are not necessary under this system.

Starting Money and Equipment

All characters start with $3d6 \times 10$ g.p. with which to buy equipment.

The Level Multiplier

A 1st level character has zero experience points. Each level after requires a number of experience points equal to the total point cost of the traits gained the next level multiplied by the current level’s multiplier (see the **Mid-Level Costs** table in the **POINT COSTS FOR TRAITS** section). Thus, if a character would gain a +1 attack bonus and a d10 hit die at 2nd level (much like a fighter), this point cost would be 16 (6 for the +1 attack bonus and 10 for the d10 hit die). A 1st level character’s multiplier is 125. The total XP needed for 2nd level is zero (the 1st level total) plus 16×125 (the multiplier for 1st level) = 2,000 XP. If the character would gain a +1 to attack bonus and another d10 at 3rd level, then the XP required for 3rd level would be 2,000 XP (previous total) plus 16×125 (the multiplier for 2nd level) = 4,000 XP. If the same traits were gained for 4th level, then the required XP total for 4th level would be 4,000 XP (previous total) plus 16×250 (the multiplier for 3rd level) = 8,000 XP.

When determining what traits will be advanced for the next level, it is mandatory that the character be given a hit die (up to 10th level) or additional hit points (at 11th level and after) and that the character’s attack bonus be increased, even if only by a bonus of one-sixth (costing one point). The lowest hit die should be 1d4 but individual DMs can allow the hit die to go as low as 1d2 (or even just one point!) if desired.

Advancing the Character

Characters can advance in two ways. The first way is through traditional level advancement. The character earns XP which are added to their Current Experience Point Total. When the Current Experience Point Total equals or exceeds what's needed for next level, the character gains a level (be advised that some Dungeon Masters may require that the character train in some manner before gaining the next level). The amount needed for the next level is calculated as above. Also see the Advancement worksheet on the last page of the **AD&D 5e Character Sheet Supplement**.

The second way involves spending or sacrificing XP. A player can sacrifice a number of XP to buy a trait outright. The appropriate amount is subtracted from the Current Experience Point Total and the trait is gained. Experience points sacrificed in this way can be recorded as the Spent Experience Point Total so that the sum of Current and Spent XP will equal the career Total Earned Experience Point Total.

The amount of XP spent is determined by the cost of the trait and the character's current level multiplier. The **Mid-Level Costs** table (next page) shows the amount of XP that must be spent for traits costing one to ten points for all character levels. For example, a 7th level character wishes to gain proficiency in the Save vs. Spells saving throw proficiency. This costs two points. Cross-indexing 7th level with the '2' column yields a result of 7,625 XP. If the player spends this number of XP, proficiency in Save vs. Spells can be bought.

Note that a character's Current Experience Point Total can never be lowered below the experience point total that was needed to attain the current level (in other words, you can't "cash out" a level's advancement to make XP available to spend).

Character Creation Example

A player rolls 3d6 for each ability in order and records these numbers. He gets Strength 12, Intelligence 9, Wisdom 11, Dexterity 13, Constitution 10, and Charisma 7. Next, the player generates the maximum ability scores by assigning 9d6 to Strength, 8d6 to Dexterity, 7d6 to Constitution, 6d6 to Charisma, 5d6 to Wisdom, and 4d6 to Intelligence. He rolls the dice for each ability totaling only the highest three and making each result the maximum ability score for that ability. The results are Strength 18, Intelligence 8, Wisdom 13, Dexterity 17, Constitution 17, and Charisma 15. Because the Intelligence roll is lower than the character's current Intelligence of 9, the Intelligence maximum is also 9. All other ability scores have room for natural improvement over time. He chooses to make his character human. Now it's time to assign 30 points to traits. Consulting **POINT COSTS FOR TRAITS**, the player decides to assign 10 points to the character's hit die (d10), 6 points to the character's attack bonus (making this the full +1 allowable at 1st level), 7 points to armor proficiencies (granting all armor up to and including plate mail), 4 points to weapon proficiencies (granting proficiency in four weapons), one point to gain the ability to use shields, and the final 2 points to one saving throw proficiency (which will lower the saving throw number by four in the chosen category). This character is a competent warrior and has great potential given the Strength, Dexterity, and Constitution maximums. The player then plans out what traits the character will receive at 2nd level. He decides that he wants the character to have another d10 hit dice (costing 10 points) and a full +1 to attack score (costing 6 points). These 16 points are multiplied by 125 (the 1st level multiplier) for a result of 2,000 XP needed for 2nd level.

POINT COSTS FOR TRAITS

HIT DICE COSTS

Hit Dice	Points
d1	1
d2	2
d3	3
d4	4
d5	5
d6	6
d7	7
d8	8
d9	9
d10	10

HIT POINT COSTS

Hit Points	Points
+1/2	1
+1	2
+1 1/2	3
+2	4
+2 1/2	5
+3	6
+3 1/2	7
+4	8
+4 1/2	9
+5	10

ABILITY SCORE INCREASES

Increase	Points
By one (12 or lower)	1
From 12 to 13	1
From 13 to 14	2
From 14 to 15	2
From 15 to 16	3
From 16 to 17	3
From 17 to 18	4

ATTACK BONUS COSTS

Attack Bonus	Points
+1/6	1
+1/3	2
+1/2	3
+2/3	4
+5/6	5
+1	6

FEATURE COSTS

Feature	Points
Minor	1
Major	2

PROFICIENCY COSTS

Proficiency	Points
Spell	1
Shield	1
Weapon	1
Save	2

PROGRESSION COSTS

Progression	Points
Mystic	3
Assassin	4
Thievery	4
Sorcery	6
Thaumaturgy	7
Wizardry	10

ARMOR PROFICIENCY

Armor Types	Points
Padded/Leather	2
Studded Leather/Ring Mail	3
Scale Mail	4
Chain Mail	5
Banded Mail/Splint Mail	6
Plate Mail	7
Field Plate	8
Full Plate	9
All Armor (Futuristic, Exotic)	10

MID-LEVEL COSTS

Level	Multiplier	1	2	3	4	5	6	7	8	9	10
1	125	125	250	375	500	625	750	875	1,000	1,125	1,250
2	125	125	250	375	500	625	750	875	1,000	1,125	1,250
3	250	250	500	750	1,000	1,250	1,500	1,750	2,000	2,250	2,500
4	500	500	1,000	1,500	2,000	2,500	3,000	3,500	4,000	4,500	5,000
5	1,000	1,000	2,000	3,000	4,000	5,000	6,000	7,000	8,000	9,000	10,000
6	2,000	2,000	4,000	6,000	8,000	10,000	12,000	14,000	16,000	18,000	20,000
7	3,813	3,813	7,625	11,438	15,250	19,063	22,875	26,688	30,500	34,313	38,125
8	7,813	7,813	15,625	23,438	31,250	39,063	46,875	54,688	62,500	70,313	78,125
9	15,625	15,625	31,250	46,875	62,500	78,125	93,750	109,375	125,000	140,625	156,250
10+	15,625	15,625	31,250	46,875	62,500	78,125	93,750	109,375	125,000	140,625	156,250

These tables show the point costs when creating 1st level characters and planning for level advancement as well as the mid-level cost, in experience points, to purchase traits. For example, if the campaign gives 1st level characters 30 points to spend on traits, a character could buy one d10 hit die (for 10 points), a full +1 attack bonus (for 6 points), proficiency in shields and all armor up to plate mail (for 8 points), proficiency in four weapons (for 4 points), and proficiency in one saving throw (for 2 points). For the character's 2nd level, the player may desire an additional d10 hit die (for 10 points) and a full +1 attack bonus increase (for 6 points) making the experience points required for 2nd level equal to 2,000 XP (i.e., the number of points, 16, multiplied by the current level multiplier, 125, for a total of 2,000 XP). If, while advancing toward 2nd level, the player wanted to sacrifice experience points to buy further traits, the player would simply cross-index the current level (1st) with the point cost of the trait or traits (one through ten) and find the experience point cost (125 XP through 1,250 XP).

ABILITY SCORE TABLES

STRENGTH TABLE

Strength	Ability Modifier	Damage Bonus	Athletics	Lesser Feat	Greater Feat
3	-4	-3	-20%	10%	0%
4	-3	-3	-15%	10%	0%
5	-3	-2	-15%	15%	0%
6	-2	-2	-10%	15%	0%
7	-2	-1	-10%	20%	0%
8	-1	-1	-5%	20%	1%
9	-1	+0	-5%	25%	2%
10	+0	+0	+0%	25%	4%
11	+0	+1	+0%	30%	6%
12	+1	+1	+5%	30%	9%
13	+1	+2	+5%	35%	12%
14	+2	+2	+10%	35%	16%
15	+2	+3	+10%	40%	20%
16	+3	+4	+15%	45%	25%
17	+3	+5	+15%	50%	30%
18	+4	+6	+20%	55%	36%
19	+4	+7	+20%	60%	42%
20	+5	+8	+25%	65%	49%
21	+5	+9	+25%	70%	56%
22	+6	+10	+30%	75%	64%
23	+6	+11	+30%	80%	72%
24	+7	+12	+35%	85%	81%
25	+7	+14	+35%	95%	90%

INTELLIGENCE TABLE

Intelligence	Ability Modifier	Added Languages	Illusion Immunity	Read Languages
3	-4	0	--	-20%
4	-3	0	--	-15%
5	-3	0	--	-15%
6	-2	0	--	-10%
7	-2	0	--	-10%
8	-1	0	--	-5%
9	-1	1	--	-5%
10	+0	1	--	+0%
11	+0	2	--	+0%
12	+1	2	--	+5%
13	+1	3	--	+5%
14	+2	3	--	+10%
15	+2	4	--	+10%
16	+3	4	--	+15%
17	+3	5	--	+15%
18	+4	5	--	+20%
19	+4	6	1st Level	+20%
20	+5	6	2nd Level	+25%
21	+5	7	3rd Level	+25%
22	+6	7	4th Level	+30%
23	+6	8	5th Level	+30%
24	+7	8	6th Level	+35%
25	+7	9	7th Level	+35%

WISDOM TABLE

Wisdom	Ability Modifier	Magical Defense	Perception	Spell Immunities
3	-4	-3	-20%	
4	-3	-3	-15%	
5	-3	-2	-15%	
6	-2	-2	-10%	
7	-2	-1	-10%	
8	-1	-1	-5%	
9	-1	+0	-5%	
10	+0	+0	+0%	
11	+0	+1	+0%	
12	+1	+1	+5%	
13	+1	+2	+5%	
14	+2	+2	+10%	
15	+2	+3	+10%	
16	+3	+3	+15%	
17	+3	+4	+15%	
18	+4	+4	+20%	
19	+4	+5	+20%	As Legends & Lore
20	+5	+5	+25%	As Legends & Lore
21	+5	+6	+25%	As Legends & Lore
22	+6	+6	+30%	As Legends & Lore
23	+6	+7	+30%	As Legends & Lore
24	+7	+7	+35%	As Legends & Lore
25	+7	+8	+35%	As Legends & Lore

DEXTERITY TABLE

Dexterity	Ability Modifier	Initiative Modifier	Larceny
3	-4	+3	-20%
4	-3	+3	-15%
5	-3	+2	-15%
6	-2	+2	-10%
7	-2	+1	-10%
8	-1	+1	-5%
9	-1	+0	-5%
10	+0	+0	+0%
11	+0	-1	+0%
12	+1	-1	+5%
13	+1	-2	+5%
14	+2	-2	+10%
15	+2	-3	+10%
16	+3	-3	+15%
17	+3	-4	+15%
18	+4	-4	+20%
19	+4	-5	+20%
20	+5	-5	+25%
21	+5	-6	+25%
22	+6	-6	+30%
23	+6	-7	+30%
24	+7	-7	+35%
25	+7	-8	+35%

CONSTITUTION TABLE

Constitution	Ability Modifier	Reorx Bonus	System Shock	Resurrection	Poison Save	Regeneration
3	-4	+0	35%	40%	+0	--
4	-3	+1	40%	45%	+0	--
5	-3	+1	45%	50%	+0	--
6	-2	+1	50%	55%	+0	--
7	-2	+2	55%	60%	+0	--
8	-1	+2	60%	65%	+0	--
9	-1	+2	65%	70%	+0	--
10	+0	+2	70%	75%	+0	--
11	+0	+3	75%	80%	+0	--
12	+1	+3	80%	85%	+0	--
13	+1	+3	85%	90%	+0	--
14	+2	+4	90%	95%	+0	--
15	+2	+4	95%	100%	+0	--
16	+3	+4	99%	100%	+0	--
17	+3	+4	99%	100%	+0	--
18	+4	+5	99%	100%	+0	--
19	+4	+5	99%	100%	+1	--
20	+5	+5	99%	100%	+1	1 point / hr
21	+5	+6	99%	100%	+2	2 points / hr
22	+6	+6	99%	100%	+2	3 points / hr
23	+6	+6	99%	100%	+3	4 points / hr
24	+7	+6	99%	100%	+3	5 points / hr
25	+7	+7	99%	100%	+4	6 points / hr

CHARISMA TABLE

Charisma	Ability Modifier	Henchmen	Loyalty Base	Reaction Adjustment
3	-4	0	-30%	-25%
4	-3	1	-25%	-20%
5	-3	1	-20%	-15%
6	-2	2	-15%	-10%
7	-2	2	-10%	-5%
8	-1	3	-5%	-5%
9	-1	3	-5%	+0%
10	+0	4	+0%	+0%
11	+0	4	+0%	+5%
12	+1	5	+5%	+5%
13	+1	6	+5%	+10%
14	+2	7	+10%	+15%
15	+2	8	+15%	+20%
16	+3	9	+20%	+25%
17	+3	10	+30%	+30%
18	+4	15	+40%	+35%
19	+4	20	+50%	+40%
20	+5	25	+60%	+45%
21	+5	30	+70%	+50%
22	+6	35	+80%	+55%
23	+6	40	+90%	+60%
24	+7	45	+100%	+65%
25	+7	50	+100%	+70%

BUILDING CLASSES FOR ADVANCED DUNGEONS & DRAGONS

Even though this system gives full control of character creation and advancement to the player, some players may just wish to have their character follow a traditional AD&D class. To create a class, simply assign a number of traits having a total cost of 30 points to the 1st level of that class and then assign a number of points for each level thereafter. The number of points per level after 1st can be any number and each successive level need not have the same number of points. However, the classes below, with the exception of the Paragon, were made using 16, 18, 20, 22, or 24 points per level after 1st.

The classes are shown below with main names and an alternate name or closest AD&D multiclass in parenthesis. Each class entry shows which experience point table is used for advancement as well as the XP needed to reach 2nd level for reference. Hit dice (for 1st through 10th level) and hit points (for 11th level and higher) are shown next. When two hit point adds are shown, the first is for odd-numbered levels, the second for even. The attack progression shows the increase in the attack bonus of that class. The best armor type that the character can use effectively is shown after. The number of weapon and saving throw proficiencies gained at 1st level comes next. If the class can use shields, this is shown with the weapon proficiencies. Finally, the progressions, if any, for the character class are listed. If the class has wizardry, the number after in parenthesis shows the number of 1st level spells gained during character generation. Note that the Gish and the Paladin do not begin their spellcasting progression until 2nd level.

Assassin (Thug)

Experience Point Chart:	1
2nd Level XP:	2,000
Hit Dice (1st – 10th):	d8
Hit Points (11th+):	+4
Attack Progression:	+2 / 3 levels
Best Armor Type:	Scale Mail
Weapon Proficiencies:	4
Save Proficiencies:	3
Progressions:	Assassin
Suggested Features:	Armor Mastery Fighting Prowess

Assassins are good in physical combat but excel when able to strike from positions of advantage. Good armor and a respectable number of weapons complement their assassination ability but thievery skills will be two levels behind. Strength and Dexterity are prime requisites for Assassins.

Barbarian (Slayer)

Experience Point Chart:	2
2nd Level XP:	2,250
Hit Dice (1st – 10th):	d12
Hit Points (11th+):	+6
Attack Progression:	+1 / level
Best Armor Type:	Plate Mail
Weapon Proficiencies:	4 + Shield
Save Proficiencies:	0
Progressions:	None
Suggested Features:	Martial Artist Resistance

Barbarians potentially have the highest amount of hit points than any other class and are superior to almost all other classes in physical combat. A lack of saving throw proficiencies and no other special abilities are a weakness, however. Barbarians need high Strength, Dexterity, and Constitution in order to excel.

Bard (Cleric/Thief)

Experience Point Chart:	4
2nd Level XP:	2,750
Hit Dice (1st – 10th):	d7
Hit Points (11th+):	+4 / +3
Attack Progression:	+2 / 3 levels
Best Armor Type:	Leather
Weapon Proficiencies:	2
Save Proficiencies:	2
Progressions:	Thaumaturgy Thievery
Suggested Features:	Bardic Lore

Bards advance in both thaumaturgy and thievery and are decent combatants. Proficiency in thievery necessitates light armor but their defenses can be augmented with thaumaturgy spells. Wisdom and Dexterity are important to Bards.

Druid (Cleric/Sorcerer)

Experience Point Chart:	4
2nd Level XP:	2,750
Hit Dice (1st – 10th):	d6
Hit Points (11th+):	+3
Attack Progression:	+1 / 2 levels
Best Armor Type:	Leather
Weapon Proficiencies:	2
Save Proficiencies:	2
Progressions:	Sorcery Thaumaturgy
Suggested Features:	Druidic Lore

The Druid class combines sorcery and thaumaturgy into a very effective, versatile, and powerful spellcaster. The Druid has moderate physical combat ability and uses only the lighter forms of armor. Druids are more effective when they have high Wisdom and high Charisma.

Gish (Fighter/Wizard)

Experience Point Chart:	4
2nd Level XP:	2,750
Hit Dice (1st – 10th):	d8
Hit Points (11th+):	+4
Attack Progression:	+2 / 3 levels
Best Armor Type:	Scale Mail
Weapon Proficiencies:	3 + Shield
Save Proficiencies:	5
Progressions:	Wizardry*
Suggested Features:	Armor Mastery Spell Mastery

The Gish is very good at physical combat and progresses in wizardry starting at 2nd level (i.e., wizard spellcasting level equals Gish level minus one). Combining fighting and wizardly magic is a highly effective combination sought after by most adventuring parties. Strength, Intelligence, and Dexterity are important to the Gish.

Jack (Sorcerer/Thief)

Experience Point Chart:	3
2nd Level XP:	2,500
Hit Dice (1st – 10th):	d6
Hit Points (11th+):	+3
Attack Progression:	+2 / 3 levels
Best Armor Type:	Chain Mail
Weapon Proficiencies:	3
Save Proficiencies:	1
Progressions:	Sorcery Thievery
Suggested Features:	Spell Knowledge Treasure

As the name indicates, the Jack class can function somewhat well in a number of areas: physical combat, thievery, and spellcasting. Decent hit dice and attack progression is supplemented by proficiency in all but the heaviest armor types. All ability scores are important to this class but Charisma is used for spellcasting.

Monk (Mystic)

Experience Point Chart:	2
2nd Level XP:	2,250
Hit Dice (1st – 10th):	d9
Hit Points (11th+):	+5 / +4
Attack Progression:	+1 / level
Best Armor Type:	None
Weapon Proficiencies:	2
Save Proficiencies:	5
Progressions:	Mystic
Suggested Features:	Combat Endurance Footpad

As the premier unarmed fighter, the Monk has very good hit dice and the best attack progression but does not normally use armor. Mystic abilities grant unusual powers. Note that this Monk class does not gain the thief abilities of the AD&D monk (but see Ninja below). Strength, Dexterity, and Constitution are important.

Ninja (Monk/Thief)

Experience Point Chart:	1
2nd Level XP:	2,000
Hit Dice (1st – 10th):	d5
Hit Points (11th+):	+3 / +2
Attack Progression:	+2 / 3 levels
Best Armor Type:	None
Weapon Proficiencies:	4
Save Proficiencies:	5
Progressions:	Mystic Thievery
Suggested Features:	Combat Endurance Toughness

Combining the unarmed fighting of the mystic progression with all skills gained through thievery, the Ninja excels in stealth, subterfuge, and infiltration. Although weaker than other combatants in straight toe-to-toe fighting, this class has special attack abilities not available to most other classes. A high Dexterity is extremely important to this class.

Paladin (Fighter/Cleric)

Experience Point Chart:	4
2nd Level XP:	2,750
Hit Dice (1st – 10th):	d9
Hit Points (11th+):	+5 / +4
Attack Progression:	+1 / level
Best Armor Type:	Plate Mail
Weapon Proficiencies:	3 + Shield
Save Proficiencies:	2
Progressions:	Thaumaturgy*
Suggested Features:	Holy Warrior

These fighters are exceptional physical combatants and advance in thaumaturgy after 1st level (they start with no magic-use, however) making them highly effective in adventuring situations. A Paladin's thaumaturgy spellcasting level is equal to their Paladin level minus one. High Strength and high Wisdom are desired.

Paragon (Polymath)

Experience Point Chart:	Double 3
2nd Level XP:	5,000
Hit Dice (1st – 10th):	d10
Hit Points (11th+):	+5
Attack Progression:	+1 / level
Best Armor Type:	Full Plate
Weapon Proficiencies:	9 + Shield
Save Proficiencies:	5
Progressions:	Thaumaturgy Thievery Wizardry (3)
Suggested Features:	Any

As this class is extremely powerful, not all DMs allow Paragons in their campaign. Paragons excel in all meaningful areas of development: combat ability, thievery, thaumaturgy, and wizardry. Advancement is extremely slow as a result. All ability scores are equally important.

Ranger (Multiclass)

Experience Point Chart:	3
2nd Level XP:	2,500
Hit Dice (1st – 10th):	d6
Hit Points (11th+):	+3
Attack Progression:	+2 / 3 levels
Best Armor Type:	Chain Mail
Weapon Proficiencies:	4 + Shield
Save Proficiencies:	0
Progressions:	10 Points for Class Traits
Suggested Features:	Giant Killer

No two Rangers are alike but the core class enjoys moderate proficiency in physical combat, usage of all but the heaviest armor types, and a good number of weapon proficiencies at start. At 1st level and each level thereafter, the Ranger gains 10 points with which to augment their traits. Increased hit dice, a better attack progression, magic-use, special abilities, etc. are available. In this way, Rangers can fill-in party roles not otherwise covered as the adventuring group progresses.

Rogue (Wizard/Thief)

Experience Point Chart:	4
2nd Level XP:	2,750
Hit Dice (1st – 10th):	d6
Hit Points (11th+):	+3
Attack Progression:	+1 / 3 levels
Best Armor Type:	Leather
Weapon Proficiencies:	2
Save Proficiencies:	1
Progressions:	Thievery Wizardry (2)
Suggested Features:	Spell Knowledge

Rogues augment their thievery skills with the art of wizardry and are very good at handling a wide variety of adventuring challenges. They are not as good at physical combat as the thief but are harder than wizards.

Shukenja (Cleric/Monk)

Experience Point Chart:	3
2nd Level XP:	2,500
Hit Dice (1st – 10th):	d6
Hit Points (11th+):	+3
Attack Progression:	+2 / 3 levels
Best Armor Type:	None
Weapon Proficiencies:	2
Save Proficiencies:	4
Progressions:	Mystic Thaumaturgy
Suggested Features:	Fighting Prowess Toughness

Combining unarmed physical combat prowess with the use of thaumaturgy, the Shukenja is an effective combatant, especially when augmented by spells. Spell selection is extremely versatile, being able to draw from the AD&D cleric, druid, and illusionist spell lists. High Wisdom is advantageous.

Sorcerer

Experience Point Chart:	1
2nd Level XP:	2,000
Hit Dice (1st – 10th):	d6
Hit Points (11th+):	+3
Attack Progression:	+2 / 3 levels
Best Armor Type:	Chain Mail
Weapon Proficiencies:	3
Save Proficiencies:	3
Progressions:	Sorcery
Suggested Features:	Spell Knowledge

Unlike other spellcasters, Sorcerers are moderately good at physical combat and can wear all but the heaviest forms of armor. Charisma is their most important ability along with Strength and Dexterity if they are to act as secondary fighters. Sorcerers may choose spells from any spell list and advancement is faster than many other spellcasting classes that combine two forms of magic.

Thaumaturgist (Cleric)

Experience Point Chart:	1
2nd Level XP:	2,000
Hit Dice (1st – 10th):	d6
Hit Points (11th+):	+3
Attack Progression:	+1 / 2 levels
Best Armor Type:	Plate Mail
Weapon Proficiencies:	2 + Shield
Save Proficiencies:	2
Progressions:	Thaumaturgy
Suggested Features:	Fighting Prowess Toughness

These characters are only moderately proficient at fighting, with d6 hit dice and a middle-of-the-road attack progression but their magic is exceptionally diverse, being able to draw from the AD&D cleric, druid, and illusionist spell lists and Wisdom is their prime requisite. Thaumaturgists can be well-armored (they have proficiency with shields and all armor types up to plate mail) and they are able to turn undead, a powerful ability when the need arises. Usually every adventuring party has at least one Thaumaturgist.

Theurge (Cleric/Wizard)

Experience Point Chart:	5
2nd Level XP:	3,000
Hit Dice (1st – 10th):	d4
Hit Points (11th+):	+2
Attack Progression:	+1 / 3 levels
Best Armor Type:	None
Weapon Proficiencies:	1
Save Proficiencies:	1
Progressions:	Thaumaturgy Wizardry (4)
Suggested Features:	Resistance Spell Mastery

Among the most versatile and powerful of the spellcasting classes, Theurges combine the usage of both thaumaturgy and wizardry but physical combat ability suffers as a result. Intelligence and Wisdom are equally important to this class.

Thief

Experience Point Chart:	1
2nd Level XP:	2,000
Hit Dice (1st – 10th):	d8
Hit Points (11th+):	+4
Attack Progression:	+2 / 3 levels
Best Armor Type:	Leather
Weapon Proficiencies:	4
Save Proficiencies:	4
Progressions:	Thievery
Suggested Features:	Atonement Treasure

These characters are good in physical combat but excel in all manner of nefarious activities and the negotiation of obstacles. Practicing their professional abilities necessitates the usage of light armor. Thieves rely mostly on Dexterity but Strength and Wisdom are important as well. Given their versatility and usefulness, most adventuring parties contain at least one Thief.

Warlock (Sorcerer/Wizard)

Experience Point Chart:	4
2nd Level XP:	2,750
Hit Dice (1st – 10th):	d4
Hit Points (11th+):	+2
Attack Progression:	+1 / 3 levels
Best Armor Type:	None
Weapon Proficiencies:	1
Save Proficiencies:	1
Progressions:	Sorcery Wizardry (5)
Suggested Features:	Spell Knowledge

The combination of sorcery and wizardry is a powerful mix which makes Warlocks particularly potent. Warlocks need high Intelligence and Charisma to take advantage of their proficiency in using two forms of magic.

Warrior (Fighter)

Experience Point Chart:	1
2nd Level XP:	2,000
Hit Dice (1st – 10th):	d10
Hit Points (11th+):	+5
Attack Progression:	+1 / level
Best Armor Type:	Plate Mail
Weapon Proficiencies:	4 + Shield
Save Proficiencies:	1
Progressions:	None
Suggested Features:	Weapon Mastery Weapon Specialist

The basic fighting class with exceptional hit dice, the best attack progression, usage of all commonly-encountered armor types, and five weapon proficiencies at start. Warriors need high Strength, Dexterity, and Constitution to be effective. Warriors form the core of most adventuring parties.

Wizard

Experience Point Chart:	1
2nd Level XP:	2,000
Hit Dice (1st – 10th):	d4
Hit Points (11th+):	+2
Attack Progression:	+1 / 3 levels
Best Armor Type:	None
Weapon Proficiencies:	1
Save Proficiencies:	2
Progressions:	Wizardry (9)
Suggested Features:	Spell Knowledge War Caster

The classic spellbook-based magic-using class. Wizards are weak in physical combat but masters of wizardry, a very powerful form of magic noted for its versatility and wide-range of damaging spell effects. Wizards rely on Intelligence and this ability score should be very high. Most adventuring parties have at least one Wizard.

CHARACTER ADVANCEMENT CHART

Level	XP Chart 1	XP Chart 2	XP Chart 3	XP Chart 4	XP Chart 5	Hit Dice	Save	Proficient Save
1	0	0	0	0	0	1	15	11
2	2,000	2,250	2,500	2,750	3,000	2	15	11
3	4,000	4,500	5,000	5,500	6,000	3	14	10
4	8,000	9,000	10,000	11,000	12,000	4	14	10
5	16,000	18,000	20,000	22,000	24,000	5	13	9
6	32,000	36,000	40,000	44,000	48,000	6	13	9
7	64,000	72,000	80,000	88,000	96,000	7	12	8
8	125,000	140,625	156,250	171,875	187,500	8	12	8
9	250,000	281,250	312,500	343,750	375,000	9	11	7
10	500,000	562,500	625,000	687,500	750,000	10	11	7
11	750,000	843,750	937,500	1,031,250	1,125,000	10 + 1x	10	6
12	1,000,000	1,125,000	1,250,000	1,375,000	1,500,000	10 + 2x	10	6
13	1,250,000	1,406,250	1,562,500	1,718,750	1,875,000	10 + 3x	9	5
14	1,500,000	1,687,500	1,875,000	2,062,500	2,250,000	10 + 4x	9	5
15	1,750,000	1,968,750	2,187,500	2,406,250	2,625,000	10 + 5x	8	4
16	2,000,000	2,250,000	2,500,000	2,750,000	3,000,000	10 + 6x	8	4
17	2,250,000	2,531,250	2,812,500	3,093,750	3,375,000	10 + 7x	7	3
18	2,500,000	2,812,500	3,125,000	3,437,500	3,750,000	10 + 8x	7	3
19	2,750,000	3,093,750	3,437,500	3,781,250	4,125,000	10 + 9x	6	2
20	3,000,000	3,375,000	3,750,000	4,125,000	4,500,000	10 + 10x	6	2

CLASS TRAITS

Class	XP Chart	2nd Level	HD	Top Out	Attack	Best Armor	AC	Weapons	Saves	Spells	Progressions
Assassin	1	2,000	d8	+4	+2 / 3 lvl	Scale Mail	6	4	3	3	Assassin
Barbarian	2	2,250	d12	+6	+1 / 1 lvl	Plate Mail	3	4 + S	0		
Bard	4	2,750	d7	+3/+4	+2 / 3 lvl	Leather	8	2	2		Thaumaturgy, Thievery
Druid	4	2,750	d6	+3	+1 / 2 lvl	Leather	8	2	2		Sorcery, Thaumaturgy
Gish	4	2,750	d8	+4	+2 / 3 lvl	Scale Mail	6	3 + S	5		Wizardry (one level behind)
Jack	3	2,500	d6	+3	+2 / 3 lvl	Chain Mail	5	3	1		Sorcery, Thievery
Monk	2	2,250	d9	+4/+5	+1 / 1 lvl	None	10	2	5		Mystic
Ninja	1	2,000	d5	+2/+3	+2 / 3 lvl	None	10	4	5		Mystic, Thievery
Paladin	4	2,750	d9	+4/+5	+1 / 1 lvl	Plate Mail	3	3 + S	2		Thaumaturgy (one level behind)
Paragon	Double 3	5,000	d10	+5	+1 / 1 lvl	Full Plate	0	9 + S	5	3	Thaumaturgy, Thievery, Wizardry
Ranger	3	2,500	d6	+3	+2 / 3 lvl	Chain Mail	5	4 + S	0		(10 Points per Level for Class Traits)
Rogue	4	2,750	d6	+3	+1 / 3 lvl	Leather	8	2	1	2	Thievery, Wizardry
Shukenja	3	2,500	d6	+3	+2 / 3 lvl	None	10	2	4		Mystic, Thaumaturgy
Sorcerer	1	2,000	d6	+3	+2 / 3 lvl	Chain Mail	5	3	3		Sorcery
Thaumaturgist	1	2,000	d6	+3	+1 / 2 lvl	Plate Mail	3	2 + S	2		Thaumaturgy
Theurge	5	3,000	d4	+2	+1 / 3 lvl	None	10	1	1	4	Thaumaturgy, Wizardry
Thief	1	2,000	d8	+4	+2 / 3 lvl	Leather	8	4	4		Thievery
Warlock	4	2,750	d4	+2	+1 / 3 lvl	None	10	1	1	5	Sorcery, Wizardry
Warrior	1	2,000	d10	+5	+1 / 1 lvl	Plate Mail	3	4 + S	1		
Wizard	1	2,000	d4	+2	+1 / 3 lvl	None	10	1	2	9	Wizardry

EXPLANATION OF ADVENTURING TRAITS

This section provides additional information concerning the various traits that adventurers can possess.

The Attack Bonus

If the character follows a set attack bonus progression such as +1 every level or +2 every 3 levels, then use the table to the right to find the attack bonus at each character level.

ATTACK BONUS FOR CHARACTERS

Level	+1 / lvl	+5 / 6 lvl	+2 / 3 lvl	+1 / 2 lvl	+1 / 3 lvl	+1 / 6 lvl
1	+1	+0	+0	+0	+0	+0
2	+2	+1	+1	+1	+0	+0
3	+3	+2	+2	+1	+1	+0
4	+4	+3	+2	+2	+1	+0
5	+5	+4	+3	+2	+1	+0
6	+6	+5	+4	+3	+2	+1
7	+7	+5	+4	+3	+2	+1
8	+8	+6	+5	+4	+2	+1
9	+9	+7	+6	+4	+3	+1
10	+10	+8	+6	+5	+3	+1
11	+11	+9	+7	+5	+3	+1
12	+12	+10	+8	+6	+4	+2
13	+13	+10	+8	+6	+4	+2
14	+14	+11	+9	+7	+4	+2
15	+15	+12	+10	+7	+5	+2
16	+16	+13	+10	+8	+5	+2
17	+17	+14	+11	+8	+5	+2
18	+18	+15	+12	+9	+6	+3
19	+19	+15	+12	+9	+6	+3
20	+20	+16	+13	+10	+6	+3

Spellcasting

There are three main forms of spellcasting in this rule set: sorcery, thaumaturgy, and wizardry. Thaumaturgy is miracle-working. The prime requisite is Wisdom and thaumaturgists draw from the cleric, druid, and illusionist spell lists (i.e., all spell lists that go up to 7th level spells). Wizardry is spellbook-based magic, has Intelligence as its prime requisite, and consists of the magic-user spell list. Sorcery is innate spellcasting. Charisma is

the prime requisite for the sorcerer. Sorcery draws from all spell lists but only gets spell slots up to 5th level spells. All spellcasters get bonus spell slots based on the score of their prime requisite.

Thaumaturgists operate like clerics and druids with regard to spell selection. Thaumaturgists may prepare spells from the cleric, druid, and illusionist spell lists. Wizards have spellbooks and operate like magic-users. They must memorize their spells from their spellbooks. Sorcerers know a number of spells and at the levels indicated on their spells per day chart. Sorcerers do not get extra spells from high Charisma scores (just bonus spell slots to cast the spells they know). When casting a spell, a sorcerer spends a spell slot of the appropriate level to cast the spell. Sorcerers do not "fill" their spell slots like thaumaturgists and wizards.

Thaumaturgists recover their spell slots after a period of time. This time does not have to be spent resting or sleeping. However, for recovery to occur a thaumaturgist must refrain from casting any spells. It takes four hours to recover all 1st level spell slots, five hours to recover all 2nd level

spell slots, and so on, up to ten hours to recover 7th level spell slots. As an example, a 13th level thaumaturgist is completely out of spell slots. After four hours, all 1st level spell slots are recovered. After one more hour (for a total of five hours), all 2nd level spell slots are recovered. Continuing on, every hour after sees the thaumaturgist regaining the next level's spell slots. Finally, after ten hours of completely refraining from spellcasting, the thaumaturgist regains their 7th level spell slot. Due to these lengths of time, this is the normal reason why thaumaturgists regain spell slots only after a night's rest.

To fill their spell slots, a thaumaturgist must spend one hour in prayer, meditation, contemplation, or some other activity in accordance with their magical tradition. During this hour, which must be uninterrupted, any or all available spell slots are filled with the spells they desire (subject to DM approval). A thaumaturgist need not fill every available spell slot (they can leave as many as they want open). However, to fill any spell slots later on in the day, they must spend another hour each time they wish to fill one or more slots.

Wizards must have actual rest or sleep to regain the ability to refill their spell slots through spell preparation. The amount of rest or sleep

required to regain their spell slots ranges from four hours (for 1st level spell slots) to 12 hours (for 9th level spell slots). Once rested, wizards spend one hour preparing some or all of their spell slots by filling those slots with spells found in their spellbook(s). Spell slots can be left open for later but regardless of how many spell slots are to be filled, it takes another hour of preparation.

Sorcerers do not need to rest to regain their spell slots. They must simply refrain from spellcasting for the allotted time (four hours to eight hours) to regain spell slots. They do not fill their spell slots as thaumaturgists and wizards do. When casting a spell, they simply pick a spell they know, sacrifice a spell slot of the appropriate spell level, and the spell is cast.

Casting Spells in Armor

This has to be addressed because it always comes up.

The simple rule is that characters must be proficient in the armor they are wearing to cast spells in that armor. You can't cast spells wearing armor that you are not proficient with.

The advanced rule is that characters can cast spells wearing any armor they like. However, they must add one segment to the casting time for each base AC number below the best AC in which they are proficient. For example, if a wizard is wearing chain mail armor but is not proficient in any armor, then the casting time of all spells is extended by 10 (the best AC they have) minus 5 (the AC they're wearing) = 5 segments. Magical bonuses, Dexterity, etc. have no effect on this increased time. Just compare the character's proficiency in armor with what they're wearing and add an appropriate number of segments. In addition, any power rolls incur a -3 penalty when non-proficient armor is worn (in other words, creatures get +3 to save scores).

Using a Focus with Spellcasting

Spellcasters can use a focus as a substitute for any material components that don't have a monetary value. Any expensive or precious material component required for a spell still needs to be used.

Spell per Day and Bonus Spells Tables

The number of spells per day for sorcerers, thaumaturgists, and wizards are shown. Sorcerers get bonus spells for high Charisma, thaumaturgists for high Wisdom, and wizards for

SORCERY SPELLS PER DAY

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

BONUS SORCERY SPELLS

Charisma	1	2	3	4	5
12	1				
13	2				
14	2	1			
15	2	2			
16	2	2	1		
17	2	2	2		
18	2	2	2	1	
19	2	2	2	2	
20	2	2	2	2	1
21	2	2	2	2	2
22	2	2	2	2	2
23	2	2	2	2	2
24	2	2	2	2	2
25	2	2	2	2	2

high Intelligence. Sorcerers get spell slots for spell levels up to 5th. Thaumaturgists get spell slots for spell levels up to 7th. Wizards get spell slots for all levels of spells up to 9th.

Mystic Arcana

If the DM allows, sorcerers gain abilities known as mystic arcana at odd levels starting at 11th level. A mystic arcanum grants the ability to use a spell of a given level once per day. It is important to note that the sorcerer is not getting a spell slot for the spell at that level. Bonus spells due to high Charisma, magical items that grant additional spell slots, and the like cannot affect mystic arcana.

Sorcerers gain the ability to cast one 6th level spell as a mystic arcanum at 11th level. At 13th level, sorcerers gain one 7th level spell. An 8th level spell is gained at 15th level and a 9th level spell at 17th level. At 19th level, the sorcerer gains another 6th level spell and at 21st level another 7th level spell. There is no further progression after 21st level.

Miracles

If the DM allows, thaumaturgists gain miracles starting at 15th level. A miracle is a limited wish or wish spell that is usable once per day. At 15th level, the thaumaturgist gains one limited wish that can be used once per day. At 17th level, another limited wish is gained (for a total of two usable limited wishes per day). At 19th level, the thaumaturgist gains one wish spell that can be used once per day. There is no further progression beyond 19th level. These spells gained do not count as spell slots.

Granted Powers

In some campaigns, thaumaturgists (and perhaps sorcerers and wizards) can gain additional abilities known as granted powers. It is up to the Dungeon Master to determine if any granted powers are available to spellcasters in his or her milieu and the extent of those powers.

THAUMATURGY SPELLS PER DAY

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

BONUS THAUMATURGY SPELLS

Wisdom	1	2	3	4	5	6	7
12	1						
13	2						
14	2	1					
15	2	2					
16	2	2	1				
17	2	2	2				
18	2	2	2	1			
19	2	2	2	2			
20	2	2	2	2	1		
21	2	2	2	2	2		
22	2	2	2	2	2	1	
23	2	2	2	2	2	2	
24	2	2	2	2	2	2	1
25	2	2	2	2	2	2	2

WIZARDRY SPELLS PER DAY

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

BONUS WIZARDRY SPELLS

Intelligence	1	2	3	4	5	6	7
12	1						
13	2						
14	2	1					
15	2	2					
16	2	2	1				
17	2	2	2				
18	2	2	2	1			
19	2	2	2	2			
20	2	2	2	2	1		
21	2	2	2	2	2		
22	2	2	2	2	2	1	
23	2	2	2	2	2	2	
24	2	2	2	2	2	2	1
25	2	2	2	2	2	2	2

SPELL SLOT RECOVERY

Spell Slots Regained	Recovery Time
1st	4 hours
2nd	5 hours
3rd	6 hours
4th	7 hours
5th	8 hours
6th	9 hours
7th	10 hours
8th	11 hours
9th	12 hours

MATRIX FOR THAUMATURGISTS AFFECTING UNDEAD

Type of Undead	1	2	3	4	5	6	7	8	9	10-11	12-13	14+
Skeleton or 1 HD	10	7	4	T	T	D	D	D*	D*	D*	D*	D*
Zombie or 2 HD	13	10	7	4	T	T	D	D	D*	D*	D*	D*
Ghoul	16	13	10	7	4	T	T	D	D	D*	D*	D*
Shadow or 3 HD	19	16	13	10	7	4	T	T	D	D	D*	D*
Wight or 4 HD	20	19	16	13	10	7	4	T	T	D	D	D*
Ghast	--	20	19	16	13	10	7	4	T	T	D	D
Wraith or 5 HD	--	--	20	19	16	13	10	7	4	T	T	D
Mummy or 6 HD	--	--	--	20	19	16	13	10	7	4	T	T
Spectre or 7 HD	--	--	--	--	20	19	16	13	10	7	4	T
Vampire or 8 HD	--	--	--	--	--	20	19	16	13	10	7	4
Ghost or 10 HD	--	--	--	--	--	--	20	19	16	13	10	7
Lich or 11+ HD	--	--	--	--	--	--	--	20	19	16	13	10
Special	--	--	--	--	--	--	--	--	20	19	16	13

Turning Undead

The power to turn (or control) undead is normally reserved for thaumaturgists but other characters may gain this ability through a class ability or taking the appropriate feature.

The matrix above shows the effective turning level (normally the character's level of thaumaturgy) and the various types of undead. To resolve a turning attempt, a d20 is rolled and the chart is consulted. One d20 roll is used regardless of the number of types of undead in a group.

Undead of the type indicated will be successfully turned if the result of the d20 roll is equal to or greater than the number shown in the matrix. A 'T' indicates automatic turning of 1d12 undead. A 'D' indicates automatic destruction of 1d12 undead. A 'D*' indicates automatic destruction of 1d6+6 undead. Consult the Dungeon Master's Guide for further rules on turning undead.

Thievery

This progression follows the primary, secondary, and tertiary functions of the AD&D thief class.

The three base scores given in this rule set are Larceny, Athletics, and Cyphering. Larceny covers the primary thief functions of picking pockets, opening locks, finding and removing traps, moving silently, and hiding in shadows. It also includes the secondary function of listening at doors and hearing noise. The Athletics score covers the secondary function of climbing walls and whatever other physical feats the DM deems possible (such as actions from the Unearthed Arcana thief-acrobat split class). The Cyphering

score covers the tertiary function of reading languages, deciphering codes, and understanding treasure maps.

Any character with the thievery progression also functions as an AD&D thief of the given level in back stabbing, deciphering magical writings, etc. and is also fluent in Thieves' Cant if this language is used in the campaign.

Assassin

This progression allows a character to function as an AD&D assassin of the given level. Assassins perform all thieving functions as a thief of two levels lower than the assassin level except in the area of back stabbing (where the assassin functions as a thief of the same level as the assassin level).

Characters with the assassin progression gain the ability to assassinate, spy, disguise themselves, and gain alignment languages as an AD&D assassin. In the event alignment languages are not used in the campaign, the assassin is able to learn languages that are otherwise secret, guarded, lost, or in some other way inaccessible to the general population. Note that assassins do gain fluency in Thieves' Cant at 3rd level.

Mystic

The mystic progression grants characters all abilities found on the Monks Ability Table in the AD&D Players Handbook. In addition, they gain all of the monk abilities in the class description but do not gain the six thief abilities listed.

THIEF SKILLS

Level	Larceny	Athletics	Cyphering
1	30%	85%	5%
2	35%	87%	10%
3	40%	89%	15%
4	45%	91%	20%
5	50%	93%	25%
6	55%	95%	30%
7	60%	97%	35%
8	65%	99%	40%
9	70%	101%	45%
10	75%	103%	50%
11	80%	105%	55%
12	85%	107%	60%
13	90%	109%	65%
14	95%	111%	70%
15	100%	113%	75%
16	105%	115%	80%
17	110%	117%	85%
18	115%	119%	90%
19	120%	121%	95%
20	125%	123%	100%

ABILITY SCORE MODIFIERS TO THIEF SKILLS

Thief Skill	Ability Modifier
Pick Pockets	+ 5% × Dexterity Modifier
Open Locks	+ 5% × Dexterity Modifier
Find Traps	+ 5% × Wisdom Modifier
Remove Traps	+ 5% × Dexterity Modifier
Move Silently	+ 5% × Dexterity Modifier
Hide in Shadows	+ 5% × Dexterity Modifier
Hear Noise	+ 5% × Wisdom Modifier
Climb Walls	+ 5% × Strength Modifier
Read Languages	+ 5% × Intelligence Modifier

ASSASSINATION

Chance for successful assassination is:
 $50\% + 5\% \times (\text{Assassin Level} - \text{Victim Level})$

BACK STAB

+4 attack bonus
 Levels 1 to 4: Double Damage
 Levels 5 to 8: Triple Damage
 Levels 9 to 12: Quadruple Damage

USE SCROLLS

10th Level or higher: Failure Chance = 25%

ABILITY SCORE AND RACIAL MODIFIERS TO THIEF SKILLS

Thief Skill	Ability Modifier	Dwarf	Elf	Gnome	Half-Elf	Halfling	Half-Orc
Pick Pockets	+ 5% × Dexterity Modifier		+5%		+10%	+5%	-5%
Open Locks	+ 5% × Dexterity Modifier	+10%	-5%	+5%		+5%	+5%
Find Traps	+ 5% × Wisdom Modifier	+15%		+10%		+5%	+5%
Remove Traps	+ 5% × Dexterity Modifier	+15%		+10%		+5%	+5%
Move Silently	+ 5% × Dexterity Modifier		+5%	+5%		+10%	
Hide in Shadows	+ 5% × Dexterity Modifier		+10%	+5%	+5%	+15%	
Hear Noise	+ 5% × Wisdom Modifier		+5%	+10%		+5%	+5%
Climb Walls	+ 5% × Strength Modifier	-10%		-15%		-15%	+5%
Read Languages	+ 5% × Intelligence Modifier	-5%				-5%	-10%

ARMOR ADJUSTMENTS TO THIEF SKILLS

Thief Skill	None	Padded	Leather	Studded	Ring	Scale	Chain	Elfin	Banded	Splint	Plate Mail	Plate
Pick Pockets	+5%	-30%	+0%	-30%	-40%	-50%	-40%	-20%	-50%	-50%	-75%	-100%
Open Locks	+0%	-10%	+0%	-10%	-15%	-20%	-15%	-5%	-20%	-20%	-40%	-80%
Find Traps	+0%	-10%	+0%	-10%	-15%	-20%	-15%	-5%	-20%	-20%	-40%	-80%
Remove Traps	+0%	-10%	+0%	-10%	-15%	-20%	-15%	-5%	-20%	-20%	-40%	-80%
Move Silently	+10%	-20%	+0%	-20%	-40%	-60%	-40%	-10%	-60%	-60%	-80%	-100%
Hide in Shadows	+5%	-20%	+0%	-20%	-30%	-50%	-30%	-10%	-50%	-50%	-75%	-110%
Hear Noise	+0%	-10%	+0%	-10%	-20%	-30%	-20%	-5%	-30%	-30%	-50%	-70%
Climb Walls	+10%	-30%	+0%	-30%	-40%	-90%	-40%	-20%	-90%	-90%	-99%	-100%

FEATURES

One Feature should be given out at the attainment of every level starting at 2nd level. Features do not need to be paid for in points (each Feature is worth two points) but are rewards for attaining the next level. Features can augment traits or be “fluffy” (i.e., narrative, perhaps campaign-based extras). Features can represent some sort of secondary advancement or interest that the character has, can qualify them to act as certain character types (such as “druid” or “bard”), give them certain abilities present in other rule systems (like rolling hit dice to recover hit points during an adventure), or really anything else the DM can imagine.

Some examples are below. Any requirements are shown after “Required.”

Ability Development

You get two points with which to raise ability scores. Raising an ability score from 12 or lower to the next higher score costs one point. Raising an ability score from 13 to 14 or from 14 to 15 costs two points. Raising an ability score from 15 to 16 or from 16 to 17 costs three points. Raising an ability score from 17 to 18 costs four points. You may keep track of points spent on an ability that you didn’t raise to the next higher score (so that you may raise it by taking this feature again). No ability score can be raised above a maximum ability score with this feature. This feature may be taken more than once.

Armor Mastery

You become proficient in the two, next best, armor categories. For example, if you are proficient with base AC 8 armor (leather and padded), you become proficient in armor types that have a base AC of 6 and 7. You may take this feature more than once.

Artificer

Required: 5th Character Level or higher
Choose one type of magic item: potions, rings, rods/staves/wands, miscellaneous magic, armor/shields, or weapons. You can create magic items of the type at a level of four plus the number of features you have for this item type.

Atonement

Remove all non-permanent Shadow points. You may take this feature more than once. Permanent Shadow points and Degeneration cannot be removed with this feature.

Bardic Lore

You are considered to be a bard having a bard level equal to the number of times you’ve taken this feature plus one for game purposes. You gain the charm percentage, legend lore and item knowledge percentage, and additional languages known of a 2nd level bard (see AD&D Players Handbook, page 118). You may take this feature more than once. Each time, increase your effective bard level by one.

Combat Endurance

If you take a rest of at least one turn (ten minutes) you may roll up to two of your hit dice (your choice as to which ones) and add the result of your roll to your hit point total. Your hit point total may not exceed the maximum number of hit points you have. You may roll each die, increasing your hit points before deciding to roll successive dice. This ability replenishes after a night’s sleep (when you regain all spent hit dice). You may take any number of one turn rests during the day to use this ability but once you spend a hit die it is gone until replenished. You may take this feature more than once. Each time you take this feature after the first time, you add one more hit die to your daily pool up to a maximum of ten hit dice.

Druidic Lore

You are considered to be a druid having a druid level equal to the number of times you’ve taken this feature plus one for game purposes. You learn the language Druidic and gain a +2 on saving throws against fire, lightning, and electrical attacks. You may take this feature more than once. Each time you take it, you learn one language of your choice from the following list: centaur, dryad, elvish, faun, gnome, green dragon, hill giant, lizardman, mantichore, nixie, pixie, sprite, or treantish. Furthermore, the second time you gain this feature you gain the abilities of an Initiate of the 1st Circle. If you gain this feature a sixth time, you gain the abilities of an Initiate of the 5th Circle (see AD&D Players Handbook, page 21).

Fighting Prowess

Your attack bonus increases by $+1/3$. You may take this feature more than once but your attack bonus cannot be increased to higher than your character level this way.

Followers

Required: 9th Character Level or higher

You gain followers. The DM will determine the nature of these followers taking into account your character's class traits. The DM should determine which AD&D character class your character most closely conforms to and your character's desired future endeavors to choose followers accordingly.

Footpad

Required: Have no levels of Assassin or Thievery
You gain the Larceny, Athletics, and Cyphering skills at half the listed percentages of a 1st level thief (round down). Ability score, racial, armor, and other modifiers are applied normally. You may take this feature more than once. Each time you take it, you increase one-half level in your Larceny, Athletics, and Cyphering skills. Thus, the second time you take Footpad, you get the base percentages of a 1st level thief. The third time you take it, your percentages are at 1st level thief +2% / +1% / +2% for Larceny / Athletics / Cyphering (half-way between 1st and 2nd level). The fourth time you take it, you act as a 2nd level thief, and so on. If any situation occurs where you get another base percentage in Larceny, Athletics, and/or Cyphering, only use the higher of your base scores (do not add them up).

Giant Killer

You are considered to be a ranger having a ranger level equal to the number of times you've taken this feature plus one for game purposes. You gain a +2 to damage in melee combat against giant class creatures. Giant class creatures are: bugbears, ettins, giants, gnolls, goblins, hobgoblins, kobolds, ogres, ogre magi, orcs, trolls, and any other creature designated as such by AD&D rules. You may take this feature more than once. Each time you take it after the first, increase the damage bonus by +1.

Henchman

You gain one henchman. Use the rules in the AD&D Dungeon Master's Guide to determine all relevant details. You do not go through the entire process outlined to find a henchman; it is assumed that the groundwork was completed previously. You may take this feature more than once but you may not have more henchmen than your Charisma score allows.

Holy Warrior

You are considered to be a paladin having a paladin level equal to the number of times you've taken this feature plus one for game purposes.

You gain one of the six paladin benefits listed in the AD&D Players Handbook, page 22, benefits 1 through 6. You must follow strictures #1, #2, and #3 starting on the same page or risk losing all of the benefits and abilities you've gained through this feature. If you reach Degeneration Level 2, you lose your paladin status and all Holy Warrior features permanently. You may take this feature more than once. Each time you take it, you may choose one new paladin feature (from benefits 1 through 6) that you did not have before. Furthermore, you gain the ability to turn undead as a good cleric at a level equal to the number of times you've taken Holy Warrior minus one. Additionally, if you take Holy Warrior a third time, you are eligible to call for your warhorse (as benefit #8 in the paladin description).

Martial Artist

You gain the effective armor class, open hand attacks per melee round, and open hand damage of a 2nd level monk (see AD&D Players Handbook, page 31). You must not be wearing armor or employing a shield to use these abilities. You may take this feature more than once. Each time you take it, increase your effective monk level for the purposes of these three abilities only.

Necromancer

You control undead and turn good creatures as an evil cleric of a level equal to the number of times you've taken this feature plus one. You may take this feature more than once.

Resistance

Choose one saving throw category out of the five categories. You gain proficiency in this saving throw category. Proficiency lowers your saving throw number by four (i.e., a 15 becomes an 11 and a 6 becomes a 2). You may take this feature more than once but it can be applied only once to each saving throw category.

Rutterkin

Required: Have no levels of Assassin or Thievery
You operate as the assassin progression directs at a level equal to the number of times you have taken this feature divided by two. Your initial assassination percentages are half those of a 1st level assassin (round down). You gain the full abilities of a 1st level assassin after taking this feature a second time. You gain the thievery functions after taking this feature six times (you'll operate as a 3rd level assassin, meaning 1st level thief abilities). You may take this feature more than once.

Spell Knowledge

Required: Sorcery or Wizardry

You either gain knowledge of one sorcery spell of a level you can cast or two wizard spells of levels you can cast and these spells are scribed in your spellbook. You may take this feature more than once.

Spell Mastery

Required: Thaumaturgy or Wizardry

Choose one thaumaturgy spell you can cast that is on your spell list or one wizard spell that is scribed in your spellbook. You can cast this spell, even if you do not have it prepared, by sacrificing a prepared spell slot of the appropriate level to cast the mastered spell instead. You may take this feature more than once. Each time you take it, apply it to a different spell.

Toughness

If your level is 10th or lower when you take this feature, add two hit points to your maximum hit point total. If your level is 11th or higher when you take this feature, add one hit point to your maximum hit point total. You may take this feature more than once.

Treasure

You roll for treasure. Start by rolling on Table I. Map or Magic Determination in the Dungeon Master's Guide, page 120. The DM will consult the DMG (not allowing the player to see), follow along and record the results, asking you to make additional rolls as appropriate until a map has been generated, a magic item determined, etc. If a map is generated, you have come by the map and may do as you wish with it. If a magic item is generated, the DM should introduce the item as soon as possible but may just give you a backstory and have you record its possession on your character sheet. The DM may disallow any randomly-generated results and determine what is gained by fiat or needs of the campaign, if desired.

Undead Slayer

You turn undead as a good cleric of a level equal to the number of times you've taken this feature plus one. You may take this feature more than once.

War Caster

Required: Ability to cast spells

You gain a special saving throw called Save vs. Damage. When you take damage while casting a spell, you may make a Save vs. Damage to avoid having the spell disrupted by the damage. This special saving throw starts at a score of 15. You may take this feature more than once. Each time you take it, reduce your Save vs. Damage score by one point. You may only reduce your Save vs. Damage score to 2 (after you have taken 14 instances of War Caster).

Weapon Mastery

You gain proficiency in two weapons of your choice. You may take this feature more than once.

Weapon Specialization

Required: Did not take this feature last level

Choose one weapon that you have proficiency with. You gain one level of specialization with that type of weapon. The first level of weapon specialization grants a +1 to hit and a +1 to damage with the weapon. A second level of weapon specialization grants +2/+2 and the character may use the next best attack progression given their attack bonus (see *Unearthed Arcana*, page 18). The maximum, third level, of weapon specialization grants +3/+3. You may take this feature more than once and apply additional features to the same or different weapons. However, you may only take this feature if you did not take it last level (every other level maximum).

COMBAT

Initiative

Initiative in combat is determined by a d10 roll plus modifiers for each combatant. Groups of like monsters can use the same initiative result at the DM's discretion.

INITIATIVE MODIFIERS

Action	Modifier
Attacking with a Weapon	Weapon's Speed
Breath Weapon	+1
Casting a Spell	Casting Time
Innate Spell Ability	+3
Natural Attack	+3 to +6
Small Creature	+3
Medium Creature	+3
Large Creature	+6
Using a Magic Item	+1 to +4
Miscellaneous Magic	+3
Potion	+4
Ring	+3
Rod	+1
Scroll	Casting Time
Staff	+2
Wand	+3

The melee and missile weapon tables that follow show each weapon's initiative modifier as Speed.

The initiative roll shows which "segment" the combatant acts on and progresses from 1 to the highest initiative number. Creatures with lower numbers act before those with higher numbers. Spells are started on the base initiative result and are discharged when the casting time has passed. For example, if the d10 roll for a wizard casting a fireball spell is 3, then the wizard begins casting the spell on segment 3 and the spell is discharged on segment 6 (because the casting time is 3 segments). If the character were to be hit on segment 3, 4, or 5, the spell is disrupted. If the character is hit on segment 6, the spell goes off (as the discharge and the hit are considered to be simultaneous).

The DM should only have to keep track of initiative order every round since players will be making all other rolls. The DM just decides what the monsters will do on their turn and keeps track of their hit points and abilities.

Armor Class and Defense Bonus

A creature's armor class is its normal AD&D armor class. The defense bonus is unique to these rules and is equal to 8 minus the AD&D AC. The table below summarizes.

ARMOR CLASS AND DEFENSE BONUS

Armor	AC	DB
None	10	-2
Padded	8	+0
Leather	8	+0
Studded Leather	7	+1
Ring Mail	7	+1
Scale Mail	6	+2
Chain Mail	5	+3
Splint Mail	4	+4
Banded Mail	4	+4
Plate Mail	3	+5
Field Plate	2	+6
Full Plate	1	+7

The defense bonus is used for the defense rolls that players make in lieu of DM-rolled attack rolls.

Player Rolls

In this system, players make most of the rolls during the game, even rolls that are traditionally reserved for the DM.

- The attack roll is just like the normal AD&D to hit roll. Players make attack rolls against monsters to see if their characters hit.
- A player's saving throw is just like a normal AD&D saving throw. Players make saving throws for their characters to see the results of various effects.
- The defense roll takes the place of the DM's attack rolls for monsters. Players make defense rolls to determine whether creatures hit or miss their characters. To make a defense roll, the player rolls a d20 and adds the character's Defense Bonus (which is simply 8 minus the normal AC). The player must equal or beat the monster's Attack Score which is equal to 10 plus the monster's Hit Dice (up to 10 HD). Success indicates the monster missed. Failure indicates the monster hit. A natural 20 is like the monster rolled a natural 1 (always a

miss). A natural 1 is like the monster rolled a natural 20 (always a hit).

- The power roll takes the place of the DM making saving throws for monsters. Players make power rolls to determine if their characters spells or special attacks affect the monsters. The player makes the power roll, rolling a d20, usually without modifiers. This is compared to the monster's Save Score which is equal to the monster's HD plus 4 (up to 10 HD). If the power roll equals or exceeds the Save Score, the monster failed the saving throw. If the power roll is lower than the save score, the monster made the saving throw. As before, a natural 20 on the power roll is like the

monster rolled a natural 1 (always a failure). A natural 1 on the power roll is like a natural 20 for the monster (the save is always made). A separate power roll is made for each creature potentially affected by the spell or special attack to determine if the creature succumbs to the effect or manages to avoid the worst of it. At the DM's option, one power roll can be used for like creatures to speed up play when large groups of monsters are involved.

The tables below summarize the rolls that players make for their characters and the attack bonuses, attack scores, normal saving throws, and save scores of monsters.

PLAYER ROLLS

Player Roll	Roll	Versus	Result
Attack Roll	d20 + Attack Bonus	≥ 20 – Monster AC	Character Hits Monster
Defense Roll	d20 + Defense Bonus	≥ Monster Attack Score	Monster Misses Character
Power Roll	d20 ± Penalty/Bonus	≥ Monster Save Score	Monster Fails Save
Saving Throw	d20 ± Bonus/Penalty	≥ Player Saving Throw	Player Makes Save

MONSTER ATTACKS AND SAVING THROWS

Hit Dice	Attack Bonus	Attack Score	Normal Save	Save Score
up to 1-1	+0	10	18	4
1	+1	11	17	5
2	+2	12	16	6
3	+3	13	15	7
4	+4	14	14	8
5	+5	15	13	9
6	+6	16	12	10
7	+7	17	11	11
8	+8	18	10	12
9	+9	19	9	13
10	+10	20	8	14
11	+10	20	8	14
12	+11	21	7	15
13	+11	21	7	15
14	+12	22	6	16
15	+12	22	6	16
16	+13	23	5	17

MONSTER SAVING THROW ADJUSTMENTS

Save As	P/P/DM	P&P	R/S/W	BW	Spells
Cleric	+3	+1	+1	-1	+1
Fighter	+0	+0	+0	+0	+0
M-U	-2	+0	+3	-1	+3
Thief	-1	+1	+1	-2	+1

ATTACK SCORES FOR AD&D CLASSES

Level	Cleric	Fighter	Thief	M-U	Save
1	10	11	10	10	7
2	11	12	11	10	7
3	12	13	11	11	8
4	12	14	12	11	8
5	13	15	12	11	9
6	14	16	13	12	9
7	14	17	13	12	10
8	15	18	14	12	10
9	16	19	14	13	11
10	16	20	15	13	11
11	17	21	15	13	12
12	18	22	16	14	12
13	18	23	16	14	13
14	19	24	17	14	13
15	20	25	17	15	14
16	20	26	18	15	14
17	21	27	18	15	15
18	22	28	19	16	15

Weapon Qualities

Ammunition: Must have ammunition to use weapon, can spend a minute after a battle to recover half expended ammunition.

Finesse: May use either Strength or Dexterity for both the attack and damage rolls, must use same ability for both rolls.

Heavy: Small creatures have disadvantage on attack rolls.

Light: May use two weapons in combat if both are light, can attack at -2 with the first weapon and at -4 with the second, modified by the Dexterity modifier (up to +0).

Loading: May only fire one piece of ammunition regardless of number of attacks you normally make per round.

Range: numbers are in feet, first number is the normal range, second number is maximum range, disadvantage on attack rolls past normal range.

Reach: Weapon adds five feet to your reach when you attack with it.

Thrown: May throw the weapon to make a ranged attack, use the same ability modifier you use in melee with the weapon.

Two-handed: Requires two hands to use.

Versatile: May be used with one or two hands, two-handed damage in parenthesis.

MELEE WEAPONS

Weapon	Speed	Damage	Type	Weight	Size	Wieldiness	Distance	Range
Axe, Battle	7	1d8	Slashing	4 lb.		Versatile (1d10)		
Axe, Great	9	1d12	Slashing	7 lb.	Heavy	Two-handed		
Axe, Hand	4	1d6	Slashing	2 lb.	Light		Thrown	20/60
Club	4	1d4	Bludgeoning	2 lb.	Light			
Club, Great	8	1d8	Bludgeoning	10 lb.		Two-handed		
Dagger	2	1d4	Piercing	1 lb.	Light	Finesse	Thrown	20/60
Fist	1	1	Bludgeoning	--				
Flail, Footman's	7	1d8	Bludgeoning	2 lb.				
Flail, Horseman's	5	1d6	Bludgeoning	1 lb.	Light			
Glaive	8	1d10	Slashing	6 lb.	Heavy	Two-handed	Reach	
Halberd	9	1d10	Slashing	6 lb.	Heavy	Two-handed	Reach	
Hammer, Light	4	1d4	Bludgeoning	2 lb.	Light		Thrown	20/60
Hammer, War	6	1d8	Bludgeoning	4 lb.		Versatile (1d10)		
Lance	7	1d12	Piercing	6 lb.	Special		Reach	
Mace, Footman's	7	1d6	Bludgeoning	4 lb.				
Mace, Horseman's	6	1d4	Bludgeoning	2 lb.	Light			
Maul	12	2d6	Bludgeoning	10 lb.	Heavy	Two-handed		
Morningstar	7	1d8	Piercing	4 lb.				
Pick, Footman's	7	1d8	Piercing	2 lb.				
Pick, Horseman's	5	1d6	Piercing	1 lb.	Light			
Pike	13	1d10	Piercing	18 lb.	Heavy	Two-handed	Reach	
Quarterstaff	4	1d6	Bludgeoning	4 lb.		Versatile (1d8)		
Scimitar	4	1d6	Slashing	3 lb.	Light	Finesse		
Spear	7	1d6	Piercing	3 lb.		Versatile (1d8)	Thrown	20/60
Sword, Bastard	6	1d10	Slashing	5 lb.	Heavy	Versatile (1d12)		
Sword, Broad	5	2d4	Slashing	4 lb.				
Sword, Great	10	2d6	Slashing	6 lb.	Heavy	Two-handed		
Sword, Long	5	1d8	Slashing	3 lb.		Versatile (1d10)		
Sword, Short	3	1d6	Piercing	2 lb.	Light	Finesse		
Trident	7	1d6	Piercing	4 lb.		Versatile (1d8)	Thrown	20/60
Whip	7	1d4	Slashing	3 lb.		Finesse	Reach	

MISSILE WEAPONS

Weapon	Speed	Damage	Type	Weight	Size	Wieldiness	Distance	Range
Axe, Hand	4	1d6	Slashing		2 lb.	Light	Thrown	20/60
Blowgun	5	1	Piercing		1 lb.		Ammo/Loading	25/100
Bow, Composite, Long	7	1d8	Piercing	2 lb.	Heavy	Two-handed	Ammunition	150/600
Bow, Composite, Short	6	1d6	Piercing	2 lb.		Two-handed	Ammunition	80/320
Bow, Long	8	1d8	Piercing	2 lb.	Heavy	Two-handed	Ammunition	150/600
Bow, Short	7	1d6	Piercing	2 lb.		Two-handed	Ammunition	80/320
Crossbow, Hand	5	1d6	Piercing	3 lb.	Light		Ammo/Loading	30/120
Crossbow, Heavy	10	1d10	Piercing	18 lb.	Heavy	Two-handed	Ammo/Loading	100/400
Crossbow, Light	7	1d8	Piercing	5 lb.		Two-handed	Ammo/Loading	80/320
Dagger	2	1d4	Piercing	1 lb.	Light	Finesse	Thrown	20/60
Dart	2	1d4	Piercing	1/4 lb.		Finesse	Thrown	20/60
Hammer, Light	4	1d4	Bludgeon	2 lb.	Light		Thrown	20/60
Javelin	4	1d6	Piercing	2 lb.			Thrown	30/120
Net	7	--	--	3 lb.	Special		Thrown	5/15
Sling	6	1d4	Bludgeon	--			Ammunition	30/120
Spear	7	1d6	Piercing	3 lb.		Versatile (1d8)	Thrown	20/60
Trident	7	1d6	Piercing	4 lb.		Versatile (1d8)	Thrown	20/60

HEROIC ALIGNMENTS

An alternate alignment system is presented here, one based on real-world values, but designed for use in a fantasy campaign. Unlike the normal D&D alignment system, all nine alignments can be used, since these alignments represent the "heroic" version of the normal nine alignments.

These heroic alignments are described in terms of the value system adhered to by characters professing that philosophy. Ten values are used and each of the ten basic values can be characterized by describing its central motivational goal and its associated single values. These values are:

Achievement - Personal success through demonstrating competence according to social standards. Associated single values are: being ambitious, influential, capable, successful, intelligent, and having self-respect.

Benevolence - Preserving and enhancing the welfare of those with whom one is in frequent personal contact (the "in-group"). Associated single values are: being helpful, responsible, forgiving, honest, loyal, and having mature love for others and true friendships.

Conformity - Restraint of actions, inclinations, and impulses likely to upset or harm others and violate social expectations or norms. Associated single values are: being obedient, having self-discipline, being polite, honoring parents and elders.

Hedonism - Pleasure and sensuous gratification for oneself. Associated single values are: experiencing pleasure and enjoying life.

Power - Social status and prestige, control or dominance over people and resources. Associated single values are: having social power, wealth, and authority, preserving one's own public image, and having social recognition.

Security - Safety, harmony, and stability of society, of relationships, and of self. Associated single values are: ensuring national security, reciprocation of favors, ensuring family security, having a sense of belonging, preserving the social order, being healthy and clean.

Self-Direction - Independent thought and action; choosing, creating, exploring. Associated single values are: freedom, creativity, independence, choosing one's own goals, being curious, having self-respect.

Stimulation - Excitement, novelty, and challenge in life. Associated single values are: having an exciting and varied life, being daring.

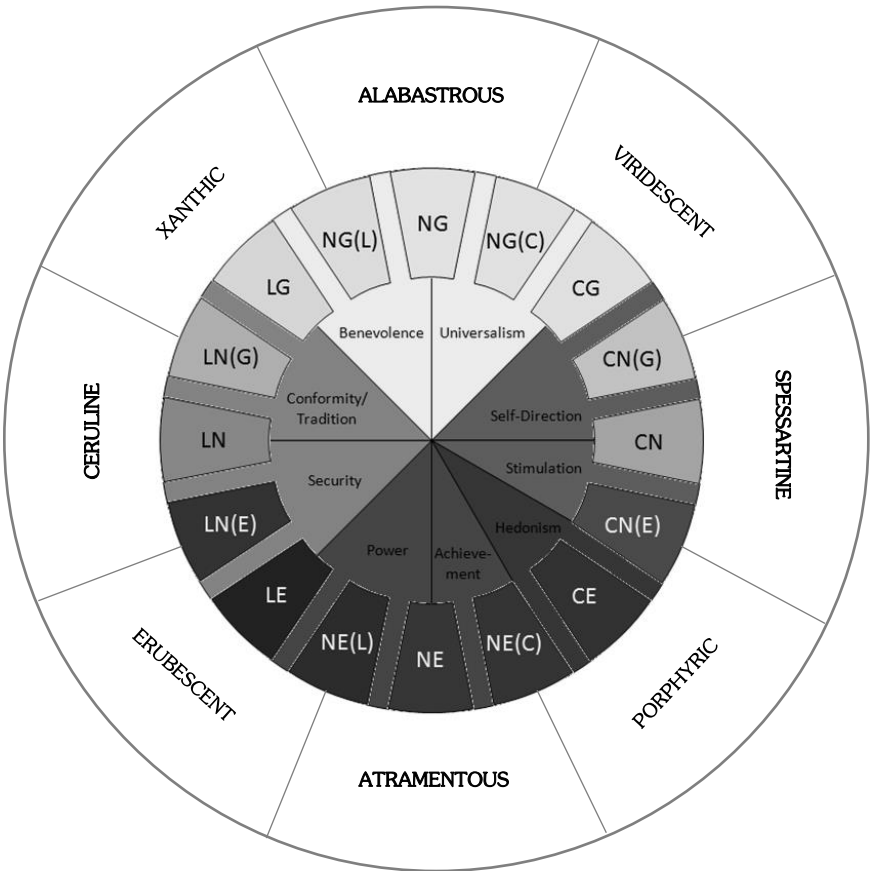
Tradition - Respect, commitment, and acceptance of the customs and ideas that traditional culture or religion provide the self. Associated single values are: respecting tradition, being devout, accepting one's own portion in life, being humble, and taking life in moderation.

Universalism - Understanding, appreciation, tolerance, and protection for the welfare of all people and for nature. Associated single values are: advancing equality, being one with nature, having wisdom, filling the world with beauty, advancing social justice, being broad-minded, protecting the environment, and see the world at peace.

Below, each alignment is described in terms of these values. Acts that call for an Inspiration award for characters adhering to a particular philosophy are listed. These acts are deliberately left vague so that the DM can determine the frequency of Inspiration awards during the game. It should be noted that DMs are under no obligation to allow all nine of the alignments listed below. DMs can certainly use all of them or restrict the number to three or four to encourage party unity.

Each of the heroic alignments also has a Shadow Weakness. Each alignment's Shadow Weakness, along with the Flaws that are gained at the four Degeneration levels, are shown.

THE HEROIC ALIGNMENTS



ALABASTROUS

You're hero the people want on their side. You don't necessarily play by the rules, but you'll save the day because that's what heroes do. You're not motivated by money or power or pleasure. You just want to right the wrongs, defend the weak, and kick evil's butt. A sincere "thank you" or a home-cooked meal is all you need for a reward. But if they insist on giving you money, well, you'll just give that to the poor or the local church. You're always ready to make the ultimate sacrifice, but not before you take as many of those evil bastards with you as possible.

Choose two core values from each list. These core values will be used by the DM to award Inspiration.

	Benevolence	Universalism
Meaning	Preserving and enhancing the welfare of those with whom one is in frequent personal contact (the "in-group").	Understanding, appreciation, tolerance, and protection for the welfare of all people and for nature.
Core Values	<ul style="list-style-type: none">• being helpful• being responsible• being forgiving• being honest• being loyal• having mature love for others and true friendships	<ul style="list-style-type: none">• advancing equality• being one with nature• having wisdom• filling the world with beauty• advancing social justice• being broad-minded• protecting the environment• seeing the world at peace

ATRAMENTOUS

You're the hero they call on to get the job done, no matter what. As long as they don't criticize your methods or delve too deeply into your affairs, they'll be alright. You'll defend civilization, rescue the king's daughter from the dragon, or do just about anything else, if the price is right. You're the mercenary of the adventurer world. You won't side with evil, because there's no end to the number of good people who will pay dearly for your services. Fight fire with fire is what you say. At the end of the day, when the Dark Lord has been defeated, honors will be heaped upon you by a grateful populace. And you get to keep all of the Dark Lord's cool stuff. It's a win-win.

Choose two core values from each list. These core values will be used by the DM to award Inspiration.

	Achievement	Power
Meaning	Personal success through demonstrating competence according to social standards.	Social status and prestige, control or dominance over people and resources.
Core Values	<ul style="list-style-type: none">• being ambitious• being influential• being capable• being successful• having intelligence• having self-respect	<ul style="list-style-type: none">• having social power• having wealth• having authority• preserving one's own public image• having social recognition

CERULINE

Some people do what's right because they believe in the system. All that stands between civilization and chaos is a fragile social order. Society needs its heroes, people who are willing to do what it takes to defend the nation, protect its citizens, enforce its laws, and maintain its traditions. That's you. You've got the talent and it's your duty to use your gifts to ensure that your nation, your people, and your way of life will last forever. You've got the law on your side, but you're never above the law. Sometimes it's a messy business, because no system is perfect. But it's the best one we've got and it's worth fighting for.

Choose two core values from each list. These core values will be used by the DM to award Inspiration.

	Security	Conformity/Tradition
Meaning	Safety, harmony, and stability of society, of relationships, and of self.	Restraint of actions, inclinations, and impulses likely to upset or harm others and violate social expectations or norms. Also respect, commitment, and acceptance of the customs and ideas that traditional culture or religion provide the self.
Core Values	<ul style="list-style-type: none">• ensuring national security• reciprocation of favors• ensuring family security• having a sense of belonging• preserving the social order• being healthy and clean	<ul style="list-style-type: none">• being obedient• having self-discipline• being polite• honoring parents and elders• respecting tradition• being devout• accepting one's own portion in life• being humble• taking life in moderation

CINEREA

You're not the hero they expected, but you're the hero they need. You're not quite sure what keeps you going but if you don't do something, who will? You don't put your trust in high ideals, the authorities of your society, a certain philosophy, or really anything else for that matter. You trust yourself, those close to you, and anyone else who's proven they're on your side. You fight evil to protect yourself and those you care about. And because you're one of the few who can. The enemy had better watch out, because unlike these other heroes, you're flexible enough in your morals and ethics to take advantage of just about any situation. They'll never see it coming.

Choose two primary values. Choose two core values from the two lists you chose for your primary values. For example, if you chose security and self-direction for your character, choose two core values from the security list (which can be found in the Erubescens and Ceruline descriptions) and two core values from the self-direction list (found in the Spessartine and Viridescent descriptions).

ERUBESCENT

You defend your nation, protect the weak, and smite evil, not because it's the right thing to do, but because it's what keeps you on top of the heap yourself. You're a hero, so you've earned the right to be above the common rabble. Who else hurls themselves into danger like you do? Your high station in society is predicated upon the continuance of the social order, so it's also self-interest that motivates you to defeat your nation's enemies. The wicked must be punished for daring to disrupt the society that provides you with power and prestige. And it does feel good bringing wrong-doers to justice and wiping out enemies in war. Everyone knows you don't mess around.

Choose two core values from each list. These core values will be used by the DM to award Inspiration.

	Power	Security
Meaning	Social status and prestige, control or dominance over people and resources.	Safety, harmony, and stability of society, of relationships, and of self.
Core Values	<ul style="list-style-type: none">• having social power• having wealth• having authority• preserving one's own public image• having social recognition	<ul style="list-style-type: none">• ensuring national security• reciprocation of favors• ensuring family security• having a sense of belonging• preserving the social order• being healthy and clean

PORPHYRIC

It feels good when they call you a "hero" and that's what it's all about for you. Being a hero is the best way of getting what you want. And what is it that you want? Excitement, pleasure, success, adoration, just to name a few of the many things that you desire in your insatiable quest for enjoyment in life. As long as you act like a hero, you get to operate outside of convention and they'll happily overlook your indiscretions, your eccentricities, and your pursuit of darker desires. You understand the enemy better than anyone else, but you'll never join them. These innocents, they look up to you and are so ready and willing to reward you for putting your life on the line for them. You've got a good thing going and you don't want to ruin that, now do you?

Choose four core values from among those offered on the three lists. These core values will be used by the DM to award Inspiration.

	Stimulation	Achievement	Hedonism
Meaning	Excitement, novelty, and challenge in life.	Personal success through demonstrating competence according to social standards.	Pleasure and sensuous gratification for oneself.
Core Values	<ul style="list-style-type: none">• having an exciting and varied life• being daring	<ul style="list-style-type: none">• being ambitious• being influential• being capable• being successful• having intelligence• having self-respect	<ul style="list-style-type: none">• experiencing pleasure• enjoying life

SPESSARTINE

You have no grand plan, no unwavering ideals, no lifelong goals when it comes to being a hero. You really don't care about saving people, smiting evil, or any of that stuff all of the other heroes seem to care so much about. As far as rewards go, you don't want the titles they might give you, the lands they might bequeath you, the gold they might heap upon you (okay, maybe you want the gold). You do it for the thrills, for the freedom, and for the simple pleasure of seeing what you can get away with. You're a hero for your own reasons, which might change with the wind. With you, the enemy never knows what they're getting or what to expect. You're that hero that's the life of the party, the instigator, hell, maybe the whole reason there's an adventure in the first place!

Choose two core values from each list. These core values will be used by the DM to award Inspiration.

Meaning	Self-Direction	Stimulation
	Independent thought and action; choosing, creating, exploring.	Excitement, novelty, and challenge in life.
Core Values	<ul style="list-style-type: none">• freedom• creativity• independence• choosing one's own goals• being curious• having self-respect	<ul style="list-style-type: none">• having an exciting and varied life• being daring

VIRIDESCENT

There's no need for heroes in a just world and you work tirelessly for the day when you can lay down your sword. But there's no end to the cruelty, the misery, and the injustices that are visited upon good folk by the depredations of evil people, so respite will never come. You're a hero of the people, fighting for equality, for freedom, and for independence. Tyrants are wise to fear you, as you work to free everyone from all forms of oppression: slavery, burdensome duties, unfair taxation, and perhaps even societal expectations. The world you're building will be one of beauty, equality, and peace that allows everyone to live their own lives as they see fit without the interference of authoritarian influences.

Choose two core values from each list. These core values will be used by the DM to award Inspiration.

Meaning	Universalism	Self-Direction
	Understanding, appreciation, tolerance, and protection for the welfare of all people and for nature.	Independent thought and action; choosing, creating, exploring.
Core Values	<ul style="list-style-type: none">• advancing equality• being one with nature• having wisdom• filling the world with beauty• advancing social justice• being broad-minded• protecting the environment• seeing the world at peace	<ul style="list-style-type: none">• freedom• creativity• independence• choosing one's own goals• being curious• having self-respect

XANTHIC

You're a true hero, the figurative knight-in-shining-armor, fighting for truth, justice, and the chivalric way. You're a paragon of virtue, fair to both friend and foe. You balance the needs of your own altruistic goals with those of the social order. You follow the rules, respect the laws, and adhere to the social mores of your nation and this endears you to all in polite society. You also defend the innocent, humble yourself before the lowly, and cheerfully render aid to the needy and this makes you loved by the commoners. You show mercy to your foes, engage in fair play, and use only that force which is necessary in battle and this makes you respected by the enemy. You are willing to sacrifice your life before behaving dishonorably and your heart is always ready to forgive the truly repentant.

Choose two core values from each list. These core values will be used by the DM to award Inspiration.

	Conformity/Tradition	Benevolence
Meaning	Restraint of actions, inclinations, and impulses likely to upset or harm others and violate social expectations or norms. Also respect, commitment, and acceptance of the customs and ideas that traditional culture or religion provide the self.	Preserving and enhancing the welfare of those with whom one is in frequent personal contact (the "in-group").
Core Values	<ul style="list-style-type: none">● being obedient● having self-discipline● being polite● honoring parents and elders● respecting tradition● being devout● accepting one's own portion in life● being humble● taking life in moderation	<ul style="list-style-type: none">● being helpful● being responsible● being forgiving● being honest● being loyal● having mature love for others and true friendships

Changing Your Alignment

You can change your character's core values between gaming sessions. Just inform your DM at the start of a new session that you are changing your character's core values. You must choose your character's new core values from the lists presented in your alignment description (or the lists you chose, if your character is Cinereal). You must follow the instructions in your alignment description (such as "Choose two core values from each list.").

Changing your character's alignment requires a bit more work. You can begin to change your character's alignment to one that shares at least one primary value (such as Xanthic to Alabastrous, because they share benevolence as a primary value) by announcing your intention to do so at the start of a gaming session and choosing one core value from a list that is not common to your old alignment. For example, for a Xanthic to Alabastrous change, the player will choose one core value from the universalism core values list (since benevolence is common to both Xanthic and Alabastrous, but universalism is not). This means the character should have one core value from the conformity/tradition list, two core values from the benevolence list, and the new core value from the universalism list. Once the character has received three Inspiration awards based on the new core value, the player may choose another core value from that list at the beginning of the next session. Once the character has been awarded Inspiration three times based on this second new core value, the character has successfully switched alignment.

Shadow Traits

Each heroic alignment has a Shadow Weakness which charts a path for their degeneration if they begin to stray from their heroic ideals. The table below shows each alignment's Shadow Weakness and the Shadow Flaws that are acquired when Degeneration Levels I through IV are reached.

HEROIC ALIGNMENTS

Alignment	Shadow Weakness	I	II	III	IV
Alabastrous	Curse of Martyrdom	Resentful	Brutal	Sanctimonious	Martyrlike
Atramentous	Curse of Vengeance	Spiteful	Brutal	Cruel	Murderous
Ceruleine	Curse of Fanaticism	Resentful	Arrogant	Cruel	Dogmatic
Cinereal	Curse of Apathy	Idle	Aloof	Uncaring	Apathetic
Erubescant	Lure of Power	Resentful	Arrogant	Overconfident	Tyrannical
Porphyric	Lure of Pleasure	Unreliable	Self-Centered	Hedonistic	Nihilistic
Spessartine	Curse of Anarchy	Unreliable	Self-Centered	Deceitful	Anarchic
Viridescent	Lure of Principle	Resentful	Self-Centered	Sanctimonious	Vigilantic
Xanthic	Lure of Purity	Resentful	Demanding	Sanctimonious	Puritanical

SPELL RESEARCH AND MAGICAL ITEM CREATION

Spellcasters can research new spells and create magical items. Any spellcaster wishing to research new spells or create magical items must have a sanctum. A spellcaster's sanctum takes a form suitable to their own magical tradition. A sanctum could be a laboratory, a library, a shrine, a series of interconnected rooms with hidden passageways, a hidden grove, the possibilities are nearly endless. For game purposes, the sanctum is a place where spellcasters can research spells and create magical items.

Sorcerers can conduct magical research to learn new spells. Thaumaturgists can research new spells to add to their spell list. Wizards can engage in spell research to add spells to their spellbooks. The spell research rules found in the AD&D Dungeon Master's Guide (pages 115 and 116) are suitable for use with this ruleset.

Spellcasters can create magical items suitable to their class, traits, and features. The DM should determine if a given type of magical item can be constructed by a given type of spellcaster. Constructing a magical item can be as simple as outlining the required gold piece expenditure and the amount of time for creation. The DM can always add additional rules, such as the need to have a laboratory text or formula for the magical item, requiring special ingredients for the construction process, percentage chances of success, sacrifices that must be made, etc. For example, researching a magical item formula could be handled under the rules for researching a spell, treating the "spell level" as one-half the minimum spellcaster level for constructing the magical item in question (retain the fraction).

A spellcaster can make a protection scroll, rod, staff, wand, or miscellaneous magic item if their spellcaster level is at least 5 + the magic item

Experience Point Value divided by 1,000 (rounded up). To make a magic ring, the spellcaster level must be at least 5 + the magic ring Experience Point Value divided by 500 (rounded up). For potions, the spellcaster level must be equal to or greater than the Experience Point Value of the potion divided by 100 (rounded up). Spell scrolls require a spellcaster level equal to that required to cast the spell (i.e., the spell level times two, minus 1). To make magic armor, magic shields, and magic weapons, you must have a spellcaster level equal to three times the base "plus" for the armor, shield, or weapon. For items without a defined "plus" read the description and use the highest "plus" found and add one. For items with differing "plusses" add one-half the difference between the higher plusses and the base plus, rounding up. For example, a sword +1, +4 vs. reptiles would be $1 + 1.5 = 2.5$, rounded up to +3.

Creating a magical item costs half of the magical item's G.P. Sale Value (consult the Dungeon Master's Guide) and takes a number of days equal to:

$$\text{Days} = 90 \times \text{G.P. Sale Value} \div (2,500 \times \text{Level})$$

For example, a 20th level wizard wishes to make a *staff of the magi*. The minimum spellcaster level to make this is $5 + (15,000 \text{ XP} \div 1,000 \text{ XP})$. Since our wizard is 20th level, he can construct this item. The cost to construct the item is half of the G.P. Sale Value (DMG, page 122) which is $75,000 \text{ g.p.} \div 2 = 37,500 \text{ g.p.}$ The time to make the item is $90 \times 75,000 \text{ g.p.} \div (2,500 \text{ g.p.} \times 20)$, for a total of 135 days. The DM could rule that a gold piece expenditure coupled with the construction time is enough to make the item or could impose additional requirements if desired for the needs of the campaign.

MINIMUM SPELLCASTER LEVEL FOR MAGICAL ITEM CREATION

Magical Item	Minimum Caster Level
Potion	$\text{X.P. Value} \div 100$
Scroll - Spell	$\text{Spell Level} \times 2 - 1$
Scroll - Protection	$5 + \text{X.P. Value} \div 1000$
Ring	$5 + \text{X.P. Value} \div 500$
Rod, Staff, and Wand	$5 + \text{X.P. Value} \div 1000$
Miscellaneous	$5 + \text{X.P. Value} \div 1000$
Armor and Shield	$3 \times \text{"Plus"}$
Weapon	$3 \times \text{"Plus"}$

A SKILL SYSTEM

The skill system assumes that every hero has broad knowledge and abilities not requiring an extensive “skills list” or prior determination of areas of proficiency of any sort.

The d12 is used as the primary die with the skill system as it approximates the d6 (which is used in many cases) but provides more granularity.

The basic skill roll is 1d12 + appropriate ability score modifier or applicable bonus. This result is compared to a target number (abbreviated TN) representing the difficulty of the task.

SKILL DIFFICULTIES

Difficulty	Chance	TN
Nearly Automatic	6-in-6	1
Very Easy	5-in-6	3
Easy	4-in-6	5
Average	3-in-6	7
Hard	2-in-6	9
Very Hard	1-in-6	11
Nearly Impossible	0-in-6	13

The Chance shows the chance of success for a character having a +0 ability score modifier. The default Target Number is 7 if the DM doesn't specify or consider any other number. Only one bonus normally applies to a roll (do not use an ability score modifier and an additional bonus, just the higher of all applicable bonuses).

Some rolls from AD&D can be converted to skill rolls.

Surprise

Surprise is normally a 2-in-6 chance, so the Target Number for surprise would be 9. Characters attempting to surprise an opponent would roll 1d12 + Surprise Bonus. Characters that have altered chances of being surprised or surprising opponents would have a Surprise Bonus (such as rangers). Rangers would get a +2 Surprise Bonus that would apply to their own roll and this bonus would raise their own Target Number of being surprised by two (TN 11 instead of 9).

Monks are less likely to be surprised as they increase in level. This progression is 32% at 2nd level and -2% for each level thereafter. This means their surprise TN would be 10 at 6th level, 11 at 10th level, 12 at 14th level, and 13 at 18th level.

A party that is surprised has a number of rounds of inactivity equal to one round plus the result of the roll minus the TN divided by two (drop the fraction). For example, if the TN to surprise a group of orcs is 9, a roll of 9 or 10 would indicate one round of surprise, a roll of 11 or 12 two rounds of surprise, and so on.

Finding Secret Doors

The normal chance is 1-in-6. This would indicate a TN 11 for finding secret doors. Elves and half-elves have a 2-in-6 chance, so this would translate to a +2 Secret Door Bonus.

Any character with the Find and Remove Traps thief ability should be able to use this ability to find and open secret doors.

Dwarven and Gnomish Detection Abilities

Assuming that it would be impossible (TN 13) for other races to detect and determine what dwarves and gnomes can detect more easily, the following bonuses are given to dwarves and gnomes.

DWARVEN AND GNOMISH ABILITIES

Ability	Dwarf	Gnome
Detect Grade or Slope in Passage*	+9	+10
Detect New Construction	+9	+8
Detect Sliding or Shifting Walls or Rooms	+8	--
Detect Traps (Pits, Falling Blocks, etc.)	+6	--
Determine Depth Underground	+6	+7
Determine Direction Underground*	--	+6

*Halflings of pure Stoutish blood get +9 for detecting grade or slope and +6 for determining direction underground.

Elven and Halfling Surprise Ability

Assuming it is hard (TN 9) for other races to move silently and surprise opponents like elves and halflings (without training), the following bonuses would be given to elves and halflings.

ELVEN AND HALFLING ABILITIES

Ability	Elf	Halfling
Surprise Bonus (No Portal)	+4	+4
Surprise Bonus (Portal Opened)	+0	+0

Note that elven rangers would not be able to stack their bonuses in this system. They just use the higher applicable bonus.

Skill Checks

To resolve some action not covered by another rule and it is desired to determine success or failure with a random roll, have the player roll 1d12 and add one applicable bonus (usually an ability score modifier). Compare the result to the pre-determined difficulty level (if difficulty level is not chosen, assume the action or task to be of Average difficulty, TN 7). If the Target Number is met or exceeded, the action or task is successful.

For example, each player character needs to jump across a 10' wide chasm and there is room for a running start. The DM determines this action to be of Average difficulty and assigns a

target number of 7. The DM determines that the player can choose to use either their character's Strength or Dexterity ability score modifier for the roll. Each player will roll 1d12 adding their character's Strength or Dexterity ability score modifier. If the result is 7 or greater, the character leaps across the chasm. If the result is 6 or less, the DM determines the result (falls to their death, manages to grab onto something but five feet below the ledge, etc.).

Use the rules to determine what actions or tasks would fall under which abilities. The Dungeoneer's Survival Guide and Wilderness Survival Guide shows the primary abilities for each skill in later AD&D.

ADDENDA AND OPTIONAL RULES

This section contains amplifying explanations, previous omissions, or variant rules that can be employed in the game.

Alternate Ability Score Generation

Depending on the needs of the campaign, an alternate method of ability score generation is certainly permissible. The various methods found in the *Dungeon Master's Guide* and other publications can be used.

As a novel alternative, players can generate their characters' ability scores by rolling $2d4+1d6+4$ for each ability. This gives a minimum ability score of 7, a maximum of 18, a mean of 12.5, and a standard deviation of 2.33. By comparison, the 4d6 method has a minimum of 3, a maximum of 18, a mean of 12.24, and a standard deviation of 2.85. It is still possible to get abysmal scores with the 4d6 method but not with the $2d4+1d6+4$ method.

Saving Throws

As an option, you can allow saving throws to be lowered by two at a cost of one point just as saving throws are lowered by four at a cost of two points. At a cost of one point, two different saving throws could be lowered by one point each. At any rate, saving throws may only be lowered by four maximum. This allows for a more granular improvement of saving throws.

IMPROVING SAVING THROWS

Cost	Effect
½	Lower one save by one point
1	Lower two saves by one each
1	Lower one save by two points
2	Lower two saves by two each
2	Lower one save by four points

Gaining Weapon Proficiencies

If a player decides to spend XP to have the character gain a weapon proficiency, you can allow the penalty to become -2 when one-third of the XP have been spent, -1 when two-thirds of the XP have been spent, and +0 when the full amount has been spent.

Buying Features

Any of the entries in the **FEATURES** section of this document can be purchased at any time for two points (i.e., two times the character's level multiplier) at the discretion of the *Dungeon Master*.

Ability Score Increases

Although ability score increases can be gained as a feature, in campaigns where the ability score generation system relies on single 3d6 rolls for each ability, the *Dungeon Master* may wish to allow the players to raise one or two ability scores by one full point at each level break (or at every other level, every third level, etc.). Continue to use the character's maximum ability scores as a top limit.

Altering the Level Multipliers

Some DMs may not like the fairly odd level multipliers for character levels 7 and higher. In this case, use 4,000 for 7th level, 8,000 for 8th level, and 16,000 for 9th level and higher. Required experience point totals will be higher but the totals will be less strange.

Altering the Classes

First, the various names for classes in the section **BUILDING CLASSES FOR ADVANCED DUNGEONS & DRAGONS** are fairly arbitrary and can be changed to meet the needs of various campaigns.

Secondly, the class traits themselves can be changed if desired. Simply note the difference in points between the listed class and the revised version of it and construct the experience point table appropriately. For example, if it is desired to make Bards have d6 hit dice with a +1 / 2 levels attack progression, then lower the point total from 22 points per level to 20 points per level. This has the effect of having the Bard use XP Chart 3 with 2,500 XP needed for 2nd level.

Also, the *Dungeon Master* could tie appropriate feature progressions to one or more classes. Perhaps all Rangers must take the Giant Killer feature every level or Paladins must take the Holy Warrior feature every level.

If a cleric class is desired, take the thaumaturgist, reduce the spell list to cleric only (-2 points), raise hit dice / hit points to d8 / +4 (+2 points), raise attack bonus to +2 / 3 levels (+2 points) and use Table 2 for advancement.

Simple Initiative

If the *Dungeon Master* wants less to keep track of during combat, simple initiative can be used. Under this system, each player describes what their character will do at the beginning of every

round. Party initiative is rolled after using a d10. Each player applies their character's initiative modifier to this result. Characters getting a result of 5 or lower act before the opponents. Characters getting a result of 6 or higher act after the opponents have acted. Actions occur in initiative order with the monsters always having a 5.5 for initiative. Spellcasters successfully damaged by opponents before acting have their spells disrupted (but see the War Caster feature).

Shadow

It is assumed that the Dungeon Master will be employing the rules for Shadow found in the Adventures in Middle-Earth series of supplements for D&D 5e to simulate the dangers of embracing villainy.

However, if these resources are not available, use the following simple system. Characters gain Shadow points by committing acts that are antithetical to the heroic ideal. The number of points gained per act should not exceed five. The table below gives some examples of misdeeds.

MISDEED EXAMPLES

Action	Shadow Gain
Violent threats	1
Lying purposefully	2
Cowardice, theft, plunder	3
Unprovoked aggression	4
Torture and murder	5

The table above provides only a few examples, applicable to the Middle-Earth setting. The DM should determine what constitutes misdeeds in their own campaign (for example, "theft" is not normally a big deal in most dungeon-crawling AD&D campaigns).

Once these points exceed a character's Wisdom ability score they gain the Miserable condition. A Miserable character has disadvantage on all d20 rolls (i.e., they roll two d20's for each roll and take the lower of the two). If any d20 roll produces a natural '1' the DM temporarily takes the character over and describes a bout of madness the character undergoes. After this bout of madness, all temporary Shadow points are eliminated, they lose the Miserable condition, they gain one permanent Shadow point, and the character's degeneration level increases by one. They gain the Shadow Flaw for that degeneration level appropriate to their alignment. The character can then gain Inspiration by acting upon their Shadow Flaw and they gain one Shadow point each time they do so. Thus, the slide into darkness

continues. If a character with a degeneration level of 4 undergoes a bout of madness, the character becomes a DM-controlled NPC.

Inspiration

When a character has Inspiration, the player may spend it to affect the outcome of a d20 roll. The player announces that they are spending their character's Inspiration and two d20's are rolled. The player chooses which d20 to use for the roll (typically the die with the higher result is used).

The DM may also devise other methods of spending Inspiration depending on campaign needs.

Daily Hit Point Recovery

Various editions of Dungeons & Dragons handle daily hit point recovery differently. Under these rules it is recommended that characters receive one-seventh of their maximum hit point total for a night's rest. Round all fractions up to the next whole number. In this way, characters are guaranteed to recover all hit points after a full week's rest (or less).

Maximum Hit Points per Die

For particularly challenging campaigns or when the number of player characters in the party is low, the Dungeon Master may rule that each character receives the maximum die result on all hit dice when determining the maximum hit point total.

Game Resources for Spells

The default references on spells for the characters are the AD&D Players Handbook and AD&D Unearthed Arcana. However, later editions and versions of the game are similar enough that spells can be drawn from other sources as well. Differences between editions regarding the same spells can be chalked up to research idiosyncrasies. In this way, multiple versions of the same spell can exist in the game world. AD&D 2nd Edition is compatible with AD&D, for the most part. The basic versions of D&D (B/X and BECM) are similar too. Avoid using any system that changed the maximum cleric spell level to 9th (such as D&D 3e) as these editions are too dissimilar to be used with AD&D. The AD&D 2nd Edition Priest and Wizard Spell Compendiums may be useful.

ThAC0 and Saving Throws

Some modules show each monster's ThAC0. To convert ThAC0 to Attack Score:

$$\text{Attack Score} = 30 - \text{ThAC0}$$

If a creature's saving throws are listed, these saving throws can be converted to Save Scores:

$$\text{Save Score} = 22 - \text{Saving Throw}$$

To convert on the fly, based on player rolls:

$$\text{Defense Roll} + \text{ThAC0} \geq 30 \text{ (Foe Misses)}$$

$$\text{Power Roll} + \text{Saving Throw} \geq 22 \text{ (Foe Fails)}$$

In this case, the DM can forego using the **Monster Attacks and Saving Throws** table and just use the ThAC0-based attack score and the actual AD&D saving throws for the creature.

The Negative Ten Rule

Any damage that would take a character's positive hit point total to -1 or below causes the hit point total to become -1. The character goes unconscious. The next round, the character makes a saving throw versus death. If the save is successful, the hit point total remains at -1. If the save is failed, the hit point total is reduced by one (i.e., to -2) and the character must make another saving throw versus death the next round. This process continues until the character's hit point total stabilizes (by making a save vs. death) or the character's hit point total reaches -10. A character dies if their hit point total reaches -10. If any other character takes one full round to bandage the dying character (or even just check on them for a full round), the hit point loss stops. Any magical healing applied to a character with a negative hit point total (but who isn't dead outright) will raise the character's hit point total to one (and they will become conscious). If damage reduces a character's hit point total to exactly zero, the character goes unconscious and is automatically stable (i.e., the character does not lose one hit point per combat round). A character with a negative hit point total that takes damage will take the full amount of the damage. If the total reaches -10 or lower, the character dies.

Flexible Spell Slots

Normally, only a spell of the appropriate level can be placed into a spell slot (for thaumaturgists and wizards) or used to cast a spell (for sorcerers). With this option, a spell slots of higher levels can

be used for lower level spells. For example, a 5th level wizard could use a 3rd level spell slot to memorize a 1st level spell.

If this rule is adopted, sorcerers may learn a spell of lower level than what they are entitled to when they gain an experience level. For example, if a sorcerer advances to 5th level, normally that sorcerer would gain one 3rd level spell. Under the Flexible Spell Slots rule, the sorcerer may gain a 1st or 2nd level spell instead, if desired. Furthermore, a sorcerer may spend a spell slot that is of a higher level than the spell they wish to cast (i.e., the spell slot doesn't have to be exactly for the spell's level but can be higher).

Thaumaturgists and wizards may use higher level spell slots to memorize lower level spells. For example, a 3rd level wizard could memorize three 1st level spells instead of two 1st level spells and one 2nd level spell.

It is important to note that spell slots cannot be "cashed in" to make multiple lower level spell slots. One 3rd level spell slot can be used for one 1st, one 2nd, or one 3rd level spell. A 3rd level spell slot does not count as three 1st level spell slots.

Wizard Spell Acquisition

Although not expressly stated in this rule set, wizards gain one spell of a level they can cast each time they advance in experience level. It is recorded in their spellbook and is "free" (does not cost points). See **Spells Beyond Those At Start** in the Dungeon Master's Guide, page 39 for more details.

Partial Thievery

The Thievery progression costs four points per level and gives all primary, secondary, and tertiary functions of the AD&D thief class. Some character concepts may not call for the full panoply of thievery activity. To support this, each percentile thief function (pick pockets, open locks, find/remove traps, move silently, hide in shadows, hear noise, climb walls, and read languages) costs ½ point per level. Also, the Footpad feature can be used to grant four thief functions at the full level of capability. For example, a character emulating an AD&D 2nd Edition ranger may take the Footpad feature each level and choose move silently, hide in shadows, hear noise, and climb walls as their four functions.

Partial Thaumaturgy

A thaumaturgist may choose spells from the cleric, druid, and illusionist spell lists. If a character concept only calls for having access to one or two of these spells lists, then the cost for thaumaturgy can be decreased by one (if two spell lists are available) or decreased by two (if only one spell list, either cleric, druid, or illusionist, is available).

Controlling Undead

The **MATRIX FOR THAUMATURGISTS AFFECTING UNDEAD** on page 22 is set up for the turning of undead (because, in most cases, this is what the player characters will do). However, it should be noted that evil thaumaturgists and other such characters typically control, rather than turn, undead. In this case, the results are modified somewhat. A successful turn attempt against mindless undead (such as skeletons and zombies) allows total control. A successful turn attempt against free-willed undead brings about an effect similar to a **charm person** spell (Player's Handbook, page 55). A free-willed undead creature that is controlled with a 'T' result will not obey obviously suicidal commands. However, if the chart result shows a 'D' or 'D*' this indicates that all orders will be obeyed, even ones resulting in the creature's destruction.

Cantrips and Orisons

If the DM desires, cantrips and orisons can be made available to thaumaturgists and wizards. Cantrips for wizards are found in *Unearthed Arcana*. The cantrips that are available to illusionists in *Unearthed Arcana* should be available to thaumaturgists. *Dragon Magazine* issues #108 and #119 have orisons for clerics and druids, respectively. These orisons should be available to thaumaturgists.

Rather than have spellcasters dedicate spell slots to cantrips and orisons, it is suggested that these minor magics be considered mastered and available to be cast at all times. Thaumaturgists have access to the full list of cantrips and orisons (all available to clerics, druids, and illusionists) and wizards have access to the full list of cantrips for magic-users. Sorcerers, due to the limited nature of their spell list, are allowed to choose a number of cantrips equal to their Charisma score. Each time a sorcerer gains knowledge of another spell (due to level advancement, the Spell Knowledge feature, independent research, etc.) they may also choose four new cantrips and/or orisons to add to their known spells list.

It is worth discussing a few of the cantrips and orisons that could cause problems in the campaign if allowed to be cast an unlimited number of times per day.

The **unlock** cantrip has potential for abuse (*Unearthed Arcana*, page 51). This cantrip should only be allowed to affect locking mechanisms that would not require a thief to make an open locks roll but would offer 100% success. Thus, only the simplest of security devices would be affected (diary locks, small bolts on shed doors, window latches, etc.).

The **cure minor wounds** orison (*Dragon Magazine*, #108, page 28) should only be able to affect a creature once per day. Thus, a thaumaturgist can use it on each party member only once during the day and not an unlimited number of times. This spell is good for stabilizing characters that have gone to negative hit points (and you don't have to waste a higher level spell).

The **petition** orison (*Dragon Magazine*, #108, page 29) is only usable once per day. Repeated attempts will not bring results and may anger the caster's patron.

A new cantrip that should be available to wizards is **magic blast**. The magic blast cantrip allows a wizard to use a magical focus (typically a wand) to cast a blast of magical energy (like a magic missile) that does 1d3 points of damage. A successful ranged to-hit roll is required, the wizard's Dexterity ability modifier is applied to the attack roll, and the wizard is considered to be proficient. The range is 20'/60' for this cantrip (normal attack roll up to 20' and at disadvantage > 20' to 60'). The casting time is two segments. This attack is subject to all of the limitations of the magic missile spell (for example, a shield spell can block a magic blast). The magic blast cantrip creates only one blast per combat round (the number of blasts does not increase with experience level like the magic missile spell). Wizards also have **acid splash**, **crystal dart**, **fire blossom**, **frost ray**, and **shock bolt** cantrips with similar statistics that do acid, earth-based, fire, cold, and electricity damage, respectively.

If the DM finds that any other cantrips or orisons become a problem during the game, restrictions can be instituted immediately.

Heroic Alignments and the AD&D System

For the purposes of spell and magical items, it may be useful for the DM to know how the heroic alignments presented in this rule set fit in with the normal AD&D alignments. Given that there are nine heroic alignments and a continuum of degeneration, these alignments could be thought of as an "alignment cube." This alignment cube distinguishes between those heroic alignments that are lawful versus chaotic (in the normal AD&D sense) and those which are "light" versus "dark" (not good versus evil, as all are heroic alignments).

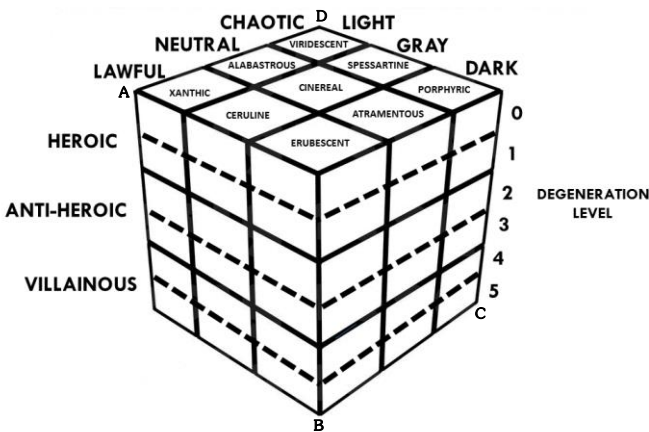
The illustration below shows the concept. The heroic alignments occupy the top face of the cube. The Xanthic, Ceruline, and Erubescant alignments are lawful in the AD&D sense while the Viridescent, Spessartine, and Porphyric alignments are chaotic. Alabastrous, Cinereal, and Atramentous are neutral with respect to law and chaos. Likewise, the Xanthic, Alabastrous, and Viridescent alignments are "light" and the Erubescant, Atramentous, and Porphyric alignments are "dark". The Ceruline, Cinereal, and Spessartine alignments are designated "gray" (being neutral with respect to light and dark).

Each column represents its alignment and corresponding degeneration level. Degeneration levels increase from top to bottom. As a character moves from degeneration level 1 to 2, they would become anti-heroic as opposed to heroic. Degenerating further to level 4 indicates that villainy has been attained.

You will note that "good" and "evil" are not shown in the alignment cube. This is because the alignment components of good and evil are dependent upon the character's location upon the light/dark axis and their degeneration level.

In AD&D, "good" characters are almost always considered to be heroic while "evil" characters and creatures are almost always considered to be villainous. The AD&D alignment chart would fit into the cube as a two-dimensional plane with the top boundary running from law to chaos at the heroic level (the upper left boundary of the cube, from A to D), the left boundary running from the upper left corner to the bottom central corner (from A to B). From there, the bottom boundary runs from the bottom central corner to the bottom right corner (from B to C). The right boundary would connect the bottom right corner to the top, back, central corner, completing the plane (from C to D).

Given this superimposition, it is a relatively easy task to then relate a character's heroic alignment and degeneration level to an orthodox AD&D alignment. Simply imagine how the character's alignment on the cube would be projected perpendicularly onto the AD&D alignment chart. Wherever that point falls is the AD&D alignment of the character in question. The table on the next page gives all possibilities using this method of determining correspondence.



Admittedly, it takes some imagination to distinguish between an Erubescens hero (who would be considered lawful neutral in AD&D) and a Xanthic villain (who would also be considered lawful neutral in AD&D). The Erubescens character would be like a lawful evil who has decided to join the forces of good and fight against demons, devils, and other evil creatures. This combination of being personally “evil” but fighting on the side of “good” would make them neutral with respect to good and evil in the AD&D sense. However, a lawful good priest who has become corrupted and perhaps unknowingly aids the forces of Hell would also rank as lawful neutral as their personal goodness is being compromised or exploited in some fashion by the forces of evil.

In the heroic alignment system, a character at degeneration level 4 who undergoes a bout of madness becomes a non-player character controlled by the Dungeon Master regardless of their equivalent AD&D alignment. However, no character will be “good” at that point but they can be morally neutral (a consequence of having a “light” alignment coupled with villainy). Many characters will also shift toward along the light/dark axis long before that making it more likely that they will be “evil” as well.

As always, the DM is the final arbiter of how this system, if employed, will interact with the normal AD&D alignment system for the purposes of the campaign.

HEROIC ALIGNMENTS AND ADVANCED DUNGEONS & DRAGONS ALIGNMENTS

Alignment	Heroic	Anti-Heroic	Villainous
Alabastrous	Neutral Good	Neutral (Good)	Neutral
Atramentous	Neutral	Neutral (Evil)	Neutral Evil
Ceruleine	Lawful Neutral (Good)	Lawful Neutral	Lawful Neutral (Evil)
Cinereal	Neutral (Good)	Neutral	Neutral (Evil)
Erubescens	Lawful Neutral	Lawful Neutral (Evil)	Lawful Evil
Porphyric	Chaotic Neutral	Chaotic Neutral (Evil)	Chaotic Evil
Spessartine	Chaotic Neutral (Good)	Chaotic Neutral	Chaotic Neutral (Evil)
Viridescent	Chaotic Good	Chaotic Neutral (Good)	Chaotic Neutral
Xanthic	Lawful Good	Lawful Neutral (Good)	Lawful Neutral

Traditional Class Advancement

The Advanced Dungeons & Dragons game traditionally limited demi-humans to a few class choices but allowed multiclassing while restricting humans to advancing in one class only. This rule set does not limit characters in this manner. However, some campaign settings (most notably the World of Greyhawk setting) assume that its denizens adhere to the AD&D class and multiclass limits. If desired, DMs can encourage players to create characters that fall within campaign norms. Rather than using hard restrictions or the “stick” mentality, the “carrot” mentality is employed. Players will be encouraged through an experience point bonus. Characters adhering to the traditional AD&D norms will be able to take advantage of a percentage increase on all earned experience points. Use the following guidelines for each race.

Dwarves

Hill and mountain dwarves normally advance in the cleric, fighter, thief, and assassin classes. Multiclass options include cleric/fighter and fighter/thief. Any hill or mountain dwarf character gains a +10% to all earned experience as long as all of these statements are true:

- The dwarven character has no thaumaturgy progression that includes druid or illusionist spells (see **Partial Thaumaturgy** above).
- The dwarven character has no mystic, sorcery, or wizardry progression.
- The dwarven character does not have both the thaumaturgy and the thievery progression.
- The dwarven character has no feature that considers the character to be a member of a traditionally prohibited class or multiclass combination.

Elves

High elves normally advance in the cleric, druid, fighter, ranger, magic-user, thief, and assassin classes. High elves are able to combine any two broad class choices into a multiclass option (i.e., no cleric/druid, fighter/ranger, or thief/assassin combinations but all others being permissible). They may combine the cleric, fighter, magic-user, and thief classes into a multiclass option encompassing three of these classes (i.e., CFM, CFT, CMT, or FMT). Any high elf character gains a +10% to all earned experience as long as all of these statements are true:

- The elfen character has no thaumaturgy progression that includes illusionist spells.
- The elfen character has no mystic or sorcery progression.
- The elfen character has no feature that considers the character to be a member of a traditionally prohibited class or multiclass combination.

Gnomes

Surface gnomes normally advance in the cleric, fighter, illusionist, thief, and assassin classes. Surface gnomes can combine any two of these options into a multiclass (except for thief/assassin). Any surface gnome character gains a +10% to all earned experience as long as all of these statements are true:

- The gnomish character has no thaumaturgy progression that includes druid spells.
- The gnomish character has no mystic, sorcery, or wizardry progression.
- The gnomish character has no feature that considers the character to be a member of a traditionally prohibited class or multiclass combination.

Half-Elves

Half-elves of high elf descent normally advance in the cleric, druid, fighter, ranger, magic-user, thief, assassin, and bard classes. Half-elves may take only the multiclass options that elves may take. Any half-elfen character (of high elf descent) gains a +10% to all earned experience as long as all of these statements are true:

- The half-elfen character has no thaumaturgy progression that includes illusionist spells.
- The half-elfen character has no mystic or sorcery progression.
- The half-elfen character has no feature that considers the character to be a member of a traditionally prohibited class or multiclass combination.

Halfings

Halfings normally advance in the cleric, druid, fighter, and thief classes. Halfings may combine any two of these classes into a multiclass option (except for cleric/druid). Any halfling character gains a +10% to all earned experience as long as all of these statements are true:

- The halfling character has no thaumaturgy progression that includes illusionist spells.
- The halfling character has no assassin, mystic, sorcery, or wizardry progression.
- The halfling character has no feature that considers the character to be a member of a traditionally prohibited class or multiclass combination.

Half-Orcs

Half-orcs normally advance in the cleric, fighter, thief, and assassin classes. Half-orcs can combine any two of these options into a multiclass (except for thief/assassin). Any half-orc character gains a +10% to all earned experience as long as all of these statements are true:

- The half-orc character has no thaumaturgy progression that includes druid or illusionist spells.
- The half-orc character has no mystic, sorcery, or wizardry progression.
- The half-orc character has no feature that considers the character to be a member of a traditionally prohibited class or multiclass combination.

Humans

Humans are able to advance in any class choice. They may not be multiclass characters. Any human character gains a +10% to all earned experience as long as all of these statements are true:

- The human character has no progressions or only one progression. The exception to this rule is that a human character can have both the mystic and thievery progressions.
- The human character takes no features that would indicate that they are a multiclass character (such as features defining them as a ranger but taking wizardry as their one progression).

The bonus experience point requirements for other subraces (gray dwarves, dark elves, deep gnomes, etc.) can be created by the DM as they see fit using the guidelines and conventions above.

The exact percentage can be changed from +10% to any bonus the DM desires, as well.

Traditional Level Limits

This rule set does not use demi-human level limits. However, human characters may be given the racial trait of “fast advancement.” If desired, the DM can grant an experience point bonus to human characters equal to +100% (effectively double). If this rule is used in conjunction with **Traditional Class Advancement**, then human characters get +100% if they meet the requirements of that section (not +10%) and they still receive +50% even if they do not meet the requirements of that section. The DM may also lower these percentages if they seem too high.

However, if demi-human level limits are desired, the following limits can be used. In this case, do not use the bonus to experience points given to humans (+100%).

RACIAL LEVEL LIMITS

Race	Level Limit
Dwarf	10th
Elf	12th
Gnome	8th
Half-Elf	12th
Halfling	8th
Half-Orc	10th
Human	Unlimited

These racial level limits can be used in the following ways (choose one):

- All advancement stops after reaching the level indicated. The character does not continue to earn experience points.
- All level advancement stops after reaching the level indicated. The character continues to earn experience points and can spend them *a la carte* to buy traits and features. Experience points cannot be used to advance in level.
- The character continues to earn experience points and continues to advance in level but receives only one-half, one-third, or one-fourth of the awarded experience points that the character would normally receive. The DM chooses the fraction and may distinguish between race and level (i.e., the DM could decide, “elves get one-half XP up to 15th level and then one-quarter after” or “every race gets only 25% XP after they reach their max”).

The Dungeon Master can also change the level limits as desired for particular campaigns and game settings.

NOTES

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