

Races & Classes of Lore

Inspired by Folklore, Mythology, Legend, and Art

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Basic Text Edition

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Part I

Races of Lore

CAMBION

The child of a human and an Infernal creature

It is no secret that the Infernal powers lust after humanity. By means both overt and duplicitous they seek constantly to gratify their desires. Frequently, the hybrid child produced by such an unholy mating is a grotesque mooncalf, a deformed and imbecilic semi-demon. Often, however, the product is an apparently human creature called a Cambion.

The mothers of Cambions are almost invariably human, and their fathers Infernal. Few Infernals would actually allow themselves to be pregnant, or could restrain themselves from working malice upon their own child as it grows in the womb. Sometimes it does happen, if the Infernal mother feels that the child could further their own malevolent plans.

Some sages speculate that the Infernal beings have no true gender, are actually incapable of creating life, and that the Infernal (whether in a male or female form) is merely the conduit or container for biological materials gathered from other humans. In that case the influence of the Infernal is still felt as a taint of Evil upon the child produced.

PHYSICAL DESCRIPTION

True Cambions are always physically good looking, a strange fact that belies their Infernal parentage. They often have striking facial features, clear and brilliantly colored eyes, lovely hair, and beautiful bodies. They lack horns, tails, hooves, or any other overt sign of their Infernal nature. Some sages speculate that the beauty of Cambions is a deliberate ploy by the Infernal powers to put their offspring into positions of power and adulation.

A Cambion often appears to be stillborn when first delivered. It may be only after some time, perhaps when the child's human parents are ready to bury her, that the Cambions opens her eyes and takes her first breath.

BIOLOGY

Cambions eat, drink, sleep, and perform every other bodily function the same as an ordinary human. They can breed with ordinary humans, and their children will also be normal people. If two Cambions produce children the offspring will also be normal humans. A Cambion has exactly the same lifespan as a normal human.

PSYCHOLOGY & BEHAVIOR

Cambions are not always aware of their own heritage, and it can quite unsettling for them once they learn what they truly are. Sometimes they experience dreams (or nightmares) of their Infernal parent, goading them towards malefic acts. Some Cambions eventually embrace their dark inheritance, reveling in their status as incarnate Evil. Other Cambions embrace Good, seeing their Infernal heritage as a challenge to be overcome.

Most Cambions discover early in life that they have an unusual aptitude for magic. Sometimes a Cambion's Infernal parent will arrange for works of the blackest magic to find their way into their child's hands, in hope that the Cambion will be seduced to the dark path of foul necromancy. This is made far easier by the the fact that Cambions are frequently born to witches.

Cambions can be of any Alignment, and many are in fact strong champions of Good. Though they always feel the pull of Evil, many Cambions have sufficient will to fight it.

Whatever their Alignment, Cambions always feel the conflict between their human and Infernal natures. Some are driven mad by it.

CAMBIONS IN SOCIETY

Cambions are usually raised as normal human beings, and will therefore be comfortable in human society. They may be noticed to have unusual abilities early in life, however, which can result in some mistrust or outright persecution. Cambions who remain undetected as such often find themselves rising to positions of prominence and power. Their intelligence, beauty, and personal magnetism inspire devotion in others. As long as they can keep their secret they prosper. Cambions who are exposed for what they are will usually find themselves despised by all, except for wizards, witches, and dark cultists.

Very rarely, a Cambion will have been raised in an Infernal realm and tutored in Evil. Sometimes this happens because the Infernal father kidnapped the Cambion's mother and held her prisoner until the child was born. Other times the Infernal father claims the child after birth. For whatever reason, such Cambions are usually sent back to the mundane world to seize power and create suffering and misery on earth.

RELATIONS WITH OTHER RACES

All races except Half-Orcs will be unnerved if they learn of a Cambion's true nature. Most races will eventually learn to trust the Cambion if she shows herself to not be Evil, but a lingering mistrust may remain. Half-Orcs, on the other hand, will generally embrace Cambions. Since Half-Orcs are themselves considered the children of monsters, they tend to see Cambions as kin.

SPECIAL ABILITIES

EXTRAPLANER TYPE: Cambions have the Extraplaner type. They can use any magic reserved for Extraplaner beings, but are also subject to spells that affect Extraplaner beings.

DEEPCISION: Cambions can see in condition of absolute darkness to a range of 120 feet.

SPECIAL WEAKNESSES

INFERNAL WEAKNESSES: Cambions are subject to all the weaknesses of their Infernal parent. Spells that affect Extraplaner creatures of Evil affect Cambions. Protection From Evil for example, will prevent a Cambion from entering an area, regardless of the Cambion's actual Alignment. Weapons specially enchanted to do extra damage against Infernal creatures also will also be just as effective against Cambions.

TAINT OF EVIL: No matter what a Cambion's actual Alignments is, they will always be detected as Evil by magic that reveals Alignments

SUBJECT TO REBUKING: Good-aligned (and only Good-aligned) Clerics can turn (but never destroy) Cambions as if they were Unique Undead.. This is regardless of the Cambion's actual Alignment.

PREFERRED CLASS: Illusionist, Warrior-Wizard, Witch (if used) and Wizard. The Dark Arts come easy to a Cambion, and they almost always pursue magic.

Illusionist, Warrior-Wizard, Witch, and Wizard Abilities Adjustment: Choose one Zero or First Level bonus spell. The Cambion can use that bonus spell once a day without preparation or spell components. Once determined, a Cambion's bonus spell cannot be changed.

ATTRIBUTE ADJUSTMENT: +1 Intelligence, +1 Charisma

SIZE: Medium

MOVEMENT: 30 feet

STARTING LANGUAGES: Common, and Cambions also find that they can understand and read (but not necessarily *speak*) the language of Infernal beings without any prior training.

CHANGELING

A fairy replacement for an ordinary human

For reasons unknown and perhaps incomprehensible to mortals, the Fairy Folk sometimes abduct people (especially young children), and replace them with substitutes called Changelings. Many sages ascribe this behavior to the Fairies' desire to raise a lovely human child, or perhaps have an attractive human as a lover. Others claim that the Fairies are unable to have children of their own, and so must abduct humans and turn them into Fairies by means of magic. Whatever the motivation, humans will sometimes wake to find their children or loved ones have been replaced with a Fey substitute.

Changelings are sometimes old Fairies that have chosen to end their days among humans. Sometimes the Changeling is actually a young, abandoned Fey. Most strange are those Changelings who are not even natural beings at all, but things constructed from logs or other plants, transformed and brought to weird life by Fairy magic. Whatever the Changeling was in its prior incarnation, the transformation into a Changeling causes it to lose all special qualities of its prior existence, and start again as a 1st Level character.

PHYSICAL DESCRIPTION

Changelings appear to be short, skinny humans, but always possess some feature that suggests their supernatural origin. Many look unnaturally old, or possess skin that is unusually pale or greenish in complexion. A number of Changelings, especially female ones, have unusually large eyes; other changeling may have eyes that are too small for their face. Disproportionate heads or limbs, hunchbacks, odd ears, and strangely shaped hands and feet are all possible. In cases where a Changeling replaces a mature person, the Fairies will attempt to make the Changeling appear similar to the original. In all cases, however, a Changeling will have a sickly look about them.

BIOLOGY

Changelings always appear to be in ill-health, even when they are not. All Changelings eat and drink in large quantities, but never seem to grow any fatter for it.

Surprisingly for Fey, Changelings are not long-lived, and seldom reach more than 40 years of age. Many are killed before that time, victims of accident, violence, or disease.

Changelings can actually breed with humans, and the children produced will be ordinary humans (perhaps with a touch of the Fey about them.)

PSYCHOLOGY & BEHAVIOR

Changelings vary in their outlook and behavior according to their nature. When elderly Fairy Folk become Changelings they are often deliberately mischievous and ornery, seeking every opportunity to indulge themselves and make trouble for the duped household that has taken them in. Changelings who had been immature Fairies left with human parents will often seem to act out in strange and inappropriate ways, and may refuse to learn how to properly take care of themselves, or perform the most basic tasks. Most pathetic are those Changelings who do not know their true nature, and believe themselves to be natural humans. These are often the Changelings that have been made from previously inanimate objects. They may be shocked and horrified to learn their own true natures, and may be driven insane by the revelation.

In no case will a Changeling want to follow what humans consider to be an honest profession, preferring to laze about, sing, and dance whenever possible. Lying comes easily to them. They are naturally attracted to music and art, but also to thievery. Changelings tend to be of dull intellect, but astounding cunning. Likewise, their sickly nature provides them with an excuse to pass boring and tedious tasks off onto others.

Changelings will try to get as much food as they can without actually paying for it. They easily acquire a reputation for being freeloaders. On the other hand, those who appreciate good music are often quite happy to host a Changeling Bard!

Changelings are never of Lawful Alignment. Most are true Neutral, but many are Chaotic Neutral, or Chaotic Good. Very few are actually Evil.

CHANGELINGS IN SOCIETY

Hated and feared by most people, almost all Changelings have been subjected to some kind of abuse by their human hosts. Many humans hold to the belief that if they abuse a Changeling enough, the Changeling will re-claimed by the Fairy Folk, and the kidnapped person will be returned. Changelings who are old Fairies will often have given as good as they got, but the kind who have no memories of their Fairy nature will bear deep mental scars. Either way, Changelings almost always find themselves at the extreme margins of human society. About the only way for a Changeling to support herself without criminal behavior is by becoming an entertainer, at which they excel.

Changelings, whether or not they know their own nature, will almost always try to pass themselves off as normal humans. If their true nature is revealed they will generally flee the area. According to some stories, if a Changeling is positively identified they will be forced to return their Fairy brethren, and the human being they are impersonating will be released from captivity.

Changelings, whether they are aware of their own origins or not, will eventually long for the realm of the Fairies. Fey regard Changelings as natural kin, of course. Changelings who visit the Fairy Folk will find that their own strange ways are naturally accepted, and even celebrated .

RELATIONS WITH OTHER RACES

Changelings spend their early years among humans, but humans tend to have extremely poor opinions of Changelings. A Changeling whose true nature is discovered can expect abuse at the hands of humans. Elves, on the other hand, regard Changelings in the same manner as they do any other Fey (i.e. generally positive, but ultimately dependent on the Changeling's behavior). Dwarves are of a similar mind to humans with regard to Changelings. Halflings regard Changelings with some suspicion, but do not actually hold real animus against them. Half-Orcs often sympathized with Changelings, and understand their troubled childhoods. Gnomes most of all love Changelings, and appreciate their jokes and mischief. Many Changelings find new homes among the Gnomes.

SPECIAL ABILITIES

FEY TYPE: Changelings are Fey, and can use any magic reserved for Fey or Fairy Folk. Likewise, they are affected by all magic which affects Fey creatures.

DARKVISION: Changelings can see in the dark to a distance of 60'. For Changelings who are unaware of their origins, realizing that other humans cannot see in the dark may be their first inkling of the truth about themselves.

FAIRY SIGHT: A Changeling can always see and recognize any Fey or Fairy Folk that is invisible, polymorphed, or disguised by an illusion.

ENTERTAINMENT: All Changelings know how to sing, dance, and use all musical instruments, even if they have never been taught.

IMMUNE TO SOUL TRAPPING: The Fairy spirit of a Changeling cannot be Soul Trapped. Neither is a Changeling subject to soul-based effects such as Magic Jar.

SPECIAL WEAKNESSES

WEAKNESS TO IRON: Weapons of pure iron are at a +1 to hit and damage when used against Changelings. Changelings will not willingly touch objects made of pure iron.

GREAT HUNGER AND THIRST: Changelings must eat and drink twice the normal amount for a human being. Despite their great intake, they are unable to gain weight or muscle mass.

HATRED OF FIRE: Changelings particularly hate fire, and if they are damaged by fire they must also save versus Charisma or be affected as by a Scare spell. The Scare effect will last for as many rounds as dice of fire damage suffered by the Changeling.

SOULLESS: Changelings have Fairy spirits, not human souls. After death they are re-incarnated as true Fairy Folk, or another Fey. Consequentially, they cannot be Resurrected or Raised from the Dead. On the other hand, they are immune to magic which traps or affects souls. Because they lack souls, Changelings can never be Clerics or Paladins (but they make excellent Druids).

REVEALED BY TRUE SIGHT: Spells such as True Seeing will reveal a Changeling's true nature and form prior to their change.

PREFERRED CLASSES: Bard, Rogue or Illusionist. Changelings cannot be Paladins or Clerics (but they can be Druids).

Bard Abilities Adjustment: +2 on All Abilities

Rogue Abilities Adjustment: +2 on Hide

Illusionist Abilities Adjustment: 1 bonus 1st Level spell per day.

Druid Abilities Adjustment: 1 bonus 1st Level spell from the Illusionist Spell List

ATTRIBUTE ADJUSTMENT: +4 Wisdom, -1 Str, -1 Int, -2 Con. Changelings have a reputation for being thick-headed and sickly, but extraordinarily shrewd and cunning.

SIZE: Medium

MOVEMENT: 30 feet

STARTING LANGUAGES: Common. Changelings also speak the secret Sylvan language of the Fey, without having to have ever been tutored in it.

DHAMPIR

The strange offspring of a living human and a Vampire

It is said that the restless dead desire more than simply blood. Under certain strange circumstances a human woman can become pregnant with the child of a Vampire. Often, these children are stillborn, as dead as their fathers. Other times the spawn are horrific abominations that bear no resemblance to the human form. Usually, though, the children born of such unholy unions are human in appearance, but marked with features and powers that bear witness to their unnatural origins. Such people are called Dhampirs.

Dhampirs can usually pass as fully human, but they are not. Despite being the children of the Undead, most Dhampirs feel absolutely no affinity for their fathers. In fact, Dhampirs have a range of abilities that make them the ideal enemies of Vampires and their kind.

PHYSICAL DESCRIPTION

Dhampirs are often unsettling or repulsive to behold. Although they look clearly human, they frequently are marked by such features as extremely pale skin; protruding eyes; unusually large or pointed teeth; a large, oddly shaped, or even missing nose; or unusually formed ears. Very often a Dhampir will have a strange birthmark on his body, or lack fingernails. The hair and eyes of Dhampirs are always dark, and their flesh will feel unusually gelatinous to the touch.

BIOLOGY

Dhampirs eat, drink, and sleep the same way as normal humans. They do not have any kind of attraction to blood. They live only for as long as normal humans, and can produce children with ordinary people. In fact, many families of Vampire hunters have a Dhampir as their founder.

The bones of a Dhampir are unnaturally elastic, and their flesh has a peculiar softness. This doesn't seem to affect their strength at all, but it can unnerve anyone who tries to hold one.

PSYCHOLOGY & BEHAVIOR

Dhampirs have all the same desires as humans, but their minds are often twisted in some way. They often have difficulty relating to normal people, and are likely to live alone. Most people feel uncomfortable around Dhampirs, even if they are unable to explain why. If not for the Dhampir's unique ability as a fighter of the undead, they would probably not be tolerated.

Dhampirs are filled with an instinctual hatred of the Undead. They will never willingly participate in any act that creates or sustains such creatures. In fact, Dhampirs of every Alignment crave the love and company of living things, a fact made more pathetic by the almost universal discomfort that most animals and people experience in the company of the Dhampir.

Dhampirs can be of any Alignment, but even Evil Dhampirs hate the Undead.

DHAMPIRS IN SOCIETY

Dhampirs' solitary habits derive from their own ugliness, lack of social graces, and the unease they inspire in others. The Dhampir's unique abilities to fight the Undead provides him with a source of ready income, however. Talented and lucky Dhampirs can find themselves growing wealthy as they rid villages of Vampires and other deathless monsters. Such a life is extraordinarily dangerous, of course. Many human settlements grow to have a conflicted relationship with the local Dhampir - he is simultaneously feared as an abomination, and valued as a weapon against the Undead.

SPECIAL ABILITIES

UNDEAD TYPE: Despite being living beings, Dhampirs possess the Undead type. All magic which affects the Undead affects Dhampirs. Similarly, they are immune to all mind-affecting spells or spell-like abilities used by other Undead, such as Sleep, Charm and other compulsions. Neither are they subject to poison, disease, Level draining, paralysis, or death magic from Undead sources. Dhampirs can be affected by any of the things they might be resistant to, if the source is a living being. Dhampirs are not subject to turning.

SEE UNDEAD: Dhampirs can always see an Undead creatures for what it really is, regardless of whether the creature is polymorphed, invisible, or otherwise disguised. Dhampirs can allow others to use this ability by removing the shirt they are currently wearing, and letting someone else look through its sleeve.

SOFT-BODIED: The unusual composition of Dhampirs' flesh and bones renders them resistant to blunt weapons. Attacks from blunt weapons (including pummeling and Slam attacks) subtract 1 point per die of damage.

SPECIAL WEAKNESSES

UNNATURAL AURA: Dhampirs are unnatural things, and they make all natural creatures and people uneasy. The CK should assume that any natural creature or person who first meets the Dhampir is negatively inclined towards them. Continued positive interaction can change this attitude of course, but most Dhampirs are also hampered by very low Charisma.

CASTS NO SHADOW: A Dhampir casts no shadow. Dhampirs who are trying to pass as normal humans can be easily discovered by their lack of a shadow.

PREFERRED CLASSES: Demon Hunter (if used), Ranger (with Undead as Favored Enemy), Fighter, Assassin
Demon Hunter Abilities Adjustment: +1 on Demonology
Ranger Abilities Adjustment: +1 when Tracking Undead
Assassin Abilities Adjustment: +1 on Listen

ATTRIBUTE ADJUSTMENT: -4 Charisma. Dhampirs tend to be ugly and lacking in social graces.
SIZE: Medium
MOVEMENT: 30 feet
STARTING LANGUAGES: Common

NEPHIL

The product of a human mother and an Angelic father

"The Nephilim were in the Earth in those days, and also afterwards, when the Sons of God came into the daughters of men and they bore them children - those were the mighty men of old, heroes of renown." - Genesis 6:4

Ancient stories tell of times when the powers of Lawful Good sent down their Celestial servants to watch over the world. In some versions of the story it was the Ultimate God himself that commissioned an army of Angels to be sentinels against evil. According to the tales, as the Angels spent more time upon the Earth they began to lose their heavenly purity. Eventually, some of the Angels started to lust after human women, and longed to have families just like mortals. Abandoning their posts, the angels fell from heavenly grace to become the lovers and husbands of human women. The children born those unions were tall and strong, but possessed of wild passions and boundless desires. Such children, and their descendants, are called Nephilim.

In the eyes of the unfallen Celestials, a Nephil (the plural form is Nephilim) represents a degradation of the spirit, rather than an uplifting of the material. Damned from birth by the powers of Heaven, Nephilim learn to rely on their own considerable prowess to achieve the fame and power they instinctively crave. Although most Nephilim come from ancient linages that date to the first falling of the angels, Nephilim continue to be born to wholly human mothers who either marry or are seduced by disguised Celestials.

The souls of Nephilim are cursed by Heaven to remain earthbound, often becoming incorporeal undead such as Ghosts, Wraiths, or Specters after death. Only the direct intercession of a deity can allow the soul of a Nephilim to go on to the afterlife. The nations of the Nephilim therefore have reputations for being haunted places of great evil.

PHYSICAL DESCRIPTION

Nephilim appear to be muscular, well-built humans of unusually tall stature. Both males and females average about 7 feet in height, although exceptionally tall specimens may reach 8 feet. Their bodies are otherwise identical to ordinary humans. Armor and clothing sized for ordinary humans will be too small to be worn by a Nephil.

BIOLOGY

Nephilim are identical to humans in most ways, except for their size. They eat and drink the same things, and perform all the same biological functions. They have the same lifespans as ordinary humans. If a Nephilim mates with an ordinary human the child will be a human, albeit an especially tall one. The children of two Nephilim, however, will also be Nephilim. Thus, there are many Nephilim who are many generations removed from contact with Celestial beings. The product of a Nephilim breeding with an Elf will be a Half-Elf that is "of men". In the strange circumstance that a Nephilim mates with an Orc or Half-Orc, the child will be identical to an Ogre.

PSYCHOLOGY & BEHAVIOR

Since Nephilim are tall, strong, and hardy, they tend to have been well-liked as children. Many Nephilim grow up with a sense of entitlement, and a strong impatience when they don't get their way. Adult Nephilim are frequently viewed as egotistical, even megalomaniacal.

Nephilim do everything on a large scale. They are prone both to acts of great heroism, and massive evil. When Nephilim build structures they always endeavor to make them as large and imposing as possible. Nephilim love to build palaces with myriad rooms dedicated to single activities. They prefer clothing that is ornate, expensive, and voluminous. Their arms and armor will always be decorated, and Nephilim prefer to use large and imposing weapons. Nephilim love to feast, and will waste extraordinary sums on entertainment. They prefer to take many lovers at the same time rather than settle down with a single mate.

A Nephilim's emotions tend towards extremes as well. A happy Nephilim can spend days engaged in debauchery, while a sad one will spend weeks in seclusion. Angry Nephilim wipe out entire villages, while a Nephilim in love will literally scale mountains and slay dragons for the object of their desire.

Nephilim generally don't like having limits on their own behavior, although they frequently have no problem with imposing them on others. They are drawn to positions of command and power, or else they become wandering heroes who swear allegiance to nothing but their own glory. Many Nephilim will create cults around themselves, and gleefully accept the adulation and even worship of ordinary humans.

Nephilim often love to hunt, and are renowned for their bravery and ability to bring down large and dangerous prey. Many Nephilim make their living hunting monsters, and may decide to adventure simply for the opportunity to kill dangerous beasts (and be seen doing it).

Despite their ancestry, Nephilim are never of Lawful Good Alignment. They are usually Neutral, Chaotic Neutral, Neutral Evil, or Chaotic Evil.

NEPHILIM IN SOCIETY

Nephilim tend to do well in human society, often becoming Royal Champions, military commanders, personal bodyguards, and elite soldiers.

In their own nations, the Nephilim have human-like societies, except that everything will seem exaggerated to the eyes of ordinary humans. Holidays last longer and are more intensely celebrated, the cuisine is more intensely spiced and favored, the costumes worn by people are over-elaborate, the titles of nobility are excessively long, the architecture is grandiose, and simple events like a casual greeting can become the basis of lifelong feuds.

In some places, Nephilim have established themselves as a noble class ruling over ordinary humans. In those places the noble culture will seem as ostentatious as that of a Nephilim nation, although such extravagance may not be reflected in the way the ordinary people live.

RELATIONS WITH OTHER RACES

Nephilim prefer human companionship. They often find Elves to be grating, since the Elfin sense of racial exceptionalism clashes with the Nephilim's belief in their own superiority. Nephilim look down on the smaller races such as Dwarves, Gnomes and Halflings, both as a matter of physical fact, and social condescension. The Nephilim tend to view Half-Orcs, Orcs, and other Humanoids as useful tools of war, and nothing more.

The exact nature of the relationship between the Nephilim and the various race of Giants is unclear. The Nephilim regard them as kin, and sometimes say that the Giants are actually the product of ancient Nephilim mating with fallen angels themselves.

SPECIAL ABILITIES

EXTRAPLANER TYPE: All magic and effects which target Extraplaner creatures affect Nephilim. Likewise, their angelic blood means they can use any objects and magic limited to Extraplaner creatures, especially of a Celestial nature. This is despite the fact that Lawful Good Celestials hate Nephilim.

SPECIAL WEAKNESSES

HEAVEN'S ENMITY: Lawful Good Celestial creatures regard Nephilim as the worst kind of abominations, more detestable than even demons and devils. A Lawful Good Celestial creature will always react negatively to a Nephilim, and will always interpret the character's words and actions in the worst possible light. Only a direct order from the deity they serve will ever cause a Lawful Good Celestial creature to aid a Nephilim in any way. Nephilim can never benefit from healing or other miracles from Lawful Good Clerics or Paladins.

EXTREME EMOTIONS: Nephilim are more strongly affected by magic or drugs that create or alter emotions. Such magic or effects will be twice as strong as usual, including having their durations doubled. Nephilim save against such effects normally, however.

PREFERRED CLASSES: Bare Warrior, Fighter, Knight, and Ranger. Naturally, Nephilim can never be Paladins.

ATTRIBUTE ADJUSTMENT: +2 Strength, +2 Constitution, -2 Wisdom

SIZE: Medium (Sometimes Large)

MOVEMENT: 30 feet

STARTING LANGUAGES: Common

THERIANTHROPE (Beast-Born)

A hybrid of man and beast

Legends tell of people born from the strange mingling of humans and beasts. Most offspring so made are little more than savage abominations, incapable of speech and monstrous in appearance. Sometimes, however, such a person is almost wholly human in form and intellect, inheriting from their animal parent only a vaguely bestial appearance, and certain talents indicative of their strange ancestry. Known as Therianthropes, such people are alternately objects of fear, disgust, pity, and wonder.

The process by which the qualities of man and beast can mix are debated by sages. Most maintain that such cross-borning is not naturally possible, and the agency of some mad wizard or evil power are necessary for fertilization to occur. Some theologians posit that Therianthropes are actually a species of Cambion, either begotten upon human women by Incubi while in animal form, or else formed from human semen placed within a bestial womb by such a Devil. In a similar manner, if a child is conceived while either of the parents is magically changed into an animal form, the offspring will be a Therianthrope. A small number of sages believe that, while unlikely to occur, it remains possible for beast and man to produce hybrid offspring without obvious supernatural aid. Lastly, there are those who claim that a Therianthrope can be produced even without any unnatural contact between human and animal. If a pregnant woman becomes obsessed by mental images of a particular beast, or is subject to a mental shock involving a beast (such as being physically attacked while pregnant, or witnessing a predatory animal feeding on a person), then the image of the beast may be impressed upon the developing fetus in her womb, producing a Therianthrope.

Because Therianthropes exist in many different varieties, it is common to refer to a particular type by a compound name consisting firstly of the species of the animal parent, followed by a hyphen and the word "born". Thus, a Therianthrope who shares both human and ursine natures will be called a Bear-born. The term is both singular and plural. The name of a type of Therianthrope applies regardless of whether the birth mother is human or animal.

PHYSICAL DESCRIPTION

A Therianthrope's physical appearance, while wholly human, will nonetheless suggest that of their animal parent. A Therianthrope born of a she-wolf may possess oddly enlarged canine teeth, as well as fierce eyes and slightly pointed ears. The by-blow of a bull may be thickly built, with a wide face and large hands. On the other hand, the child of a panther may be preternaturally lithe and graceful. The daughters of swans are said to be particularly beautiful and charming. Consequentially, Therianthropes inherit certain physical and mental advantages and disabilities, based upon their animal parent.

BIOLOGY

One way in which Therianthropes tend to manifest their bestial natures in in their choice of diet. Those who owe their nature to a predatory animal will prefer raw flesh and spurn vegetables, while the products of cud-chewing beasts may well prefer to eat grass.

Therianthropes will often prefer to follow the typical activity of their non-human parent, whether nocturnal or diurnal. Therianthropes with nocturnal predilections can sometimes be confused with Lycanthropes.

If two Therianthropes of the same variety mate, then their children will be Therianthropes like themselves. Unconfirmed legends tell of entire tribes of Therianthropes engendered in that way. It is extraordinarily rare that two Therianthropes of the same kind actually meet, however. Generally, Therianthropes born with ordinary people. The children of such unions will be normal humans.

PSYCHOLOGY & BEHAVIOR

The behavior of Therianthropes blends their human and bestial natures. They possess the full range of human emotions, but their behavior nonetheless tends towards the legendary characteristics of their animal parent. The Wolf-born tend to be bloodthirsty, while the Eagle-born will be chivalrous (but also arrogant). Many Therianthropes are somewhat dim-witted or impulsive when compared to ordinary humans, but certain kinds (notably the Serpent-born) actually tend to be smarter than average people.

THERIANTHROPE IN SOCIETY

Therianthropes who are born to human mothers are often despised by human society, but not always. Tales speak of royal lineages sired by a bear or wolf. In any event, Therianthropes will be most comfortable living in situations that their animal parent would have enjoyed. For example, an Eagle-born will want to live in a high, airy tower, or on a mountainside. Therianthropes will want to have the opportunity to roam freely in wild places. If she had been forced to grow up in an environment foreign to her nature, an adult Therianthrope might be very ill-adjusted, or even insane.

It is not unusual for a Therianthrope to be an orphan. Certain societies will execute any person *or animal* known to be involved in the production of a Therianthrope. The hybrid children may be left in the wilderness to die, or sometimes sent to be raised by a religious order in hope that their human soul may be saved.

Some Therianthropes actually thrive in human society. The Serpent-born, for instance, often insinuate themselves into positions as sages, or court magicians. Those with an avian parent are noted for their charisma and artistic gifts, leading to careers as poets, bards, or even courtesans.

Therianthropes are rare to the point that each one is the subject of stories and gossip. A Therianthrope may find that tales of his birth are well-known in villages he has never visited, even if his actual appearance is so human as to allow him to pass unrecognized.

RELATIONS WITH OTHER RACES

Known Therianthropes will often be shunned and despised as abominations by most civilized races, with the exception of Elves and Half-Orcs. Elves will judge Therianthropes on a case-by-case basis, and may well be attracted to certain Therianthropes *because* of their nature. Half-Orcs will sympathize and identify with Therianthropes, particularly those descended from savage or predatory animals. Humans have been known to make exceptions to their general feeling about Therianthropes, however, particularly in cases where the result is more beautiful than an ordinary person (as often happens with the Swan-born). In certain rare situations, Humans may even come to worship as particular Therianthrope as a divine figure.

Therianthropes have differing relationships with actual Lycanthropes, depending upon how they view themselves. A Therianthrope who consider herself to be a human with an animal nature will probably shun Lycanthropes, like any other normal person. A Therianthrope who considers himself to be a beast in human form, however, will probably embrace Lycanthropes. Lycanthropy is a disease, but Therianthrope is a condition of birth. Therianthropes are subject to infection with Lycanthropy, with truly fearsome results.

SPECIAL ABILITIES

DUAL TYPE: For purposes of spells and other effects, Therianthropes possess both the Humanoid and Animal types. They can benefit from any magic that intended for either humans or animals, including such spells as *Animal Growth*.

DUSKVISION: Under full moonlight, Therianthropes can see as if it was still dusk. They retain the ability to determine color and detail while outdoors in moonlight and starlight, but have no special ability to see underground, or in conditions of total darkness.

SPECIAL WEAKNESSES

SUBJECT TO ANIMAL MAGIC: A Therianthrope can be targeted by spells and magical effects that normally affect only animals and beasts, such as *Invisibility to Animals*. For such purposes, the Therianthrope is treated as if they were fully an animal. An *Animal Friendship* spell affects a Therianthrope in a manner identical to *Charm Person*.

OTHER ABILITIES BY PARENTAGE

APE-BORN (*also Monkey-born, and Humanazee*)

Preferred Class: Rogue

Rogue Modifier: +1 on Climb

Attribute Adjustment: +2 Strength, +2 Dexterity, -4 Wisdom

Size: Medium

Movement: 30 feet

Starting Languages: Common. An Ape-born can also instinctively understand and speak the language of apes and monkeys.

Ape-born tend to be of Chaotic Alignment.

BEAR-BORN

Preferred Classes: Barbarian, Bare Warrior, Ranger

Ranger Modifier: +1 hp damage inflicted via Combat Marauder

Attribute Adjustment: +2 Strength, +2 Constitution, -2 Wisdom, -2 Charisma

Size: Medium

Movement: 30 feet

Starting Languages: Common. A Bear-born can also instinctively understand and speak the language of bears.

BULL-BORN

Preferred Classes: Barbarian, Bare Warrior, Fighter

Fighter/Barbarian Modifier: +1 natural AC

Attribute Adjustment: +2 Strength, +2 Constitution, -2 Intelligence, -2 Dexterity

Size: Medium

Movement: 30 feet

Starting Languages: Common. A Bull-born can also instinctively understand and speak the language of cattle.

LION-BORN (also Leopard-born, Panther-born, etc.)

Preferred Classes: Knight, Fighter, Ranger, Rogue

Knight Modifier: Benefits of Embolden increased by +1, penalties inflicted by Demoralize increased by 1

Fighter Modifier: +1 natural AC bonus

Ranger Modifier: +1 on Scale, +1 Move Silently

Rogue Modifier: +1 on Climb, +1 on Move Silently

Attribute Adjustment: +1 Strength, +2 Dexterity, +1 Charisma, -4 Wisdom

Size: Medium

Movement: 30 feet

Starting Languages: Common. A Lion-born can also instinctively understand and speak the language of cats.

SERPENT-BORN

Preferred Classes: Wizard, Illusionist, Assassin, Cleric

Illusionist and Wizard Modifier: Charm spells cast as if 1 Level higher for effects and saving throws.

Assassin Modifier: +1 on Poisons (including the making of antitoxins)

Attribute Adjustment: +1 Intelligence, +1 Wisdom, -2 Constitution

Size: Medium

Movement: 30 feet

Starting Languages: Common. A Serpent-born can also instinctively understand and speak the language of snakes.
Serpent-born tend to be of Evil Alignment.

SWAN-BORN (also Eagle-born, Hawk-born, etc.)

Preferred Classes: Bard, Knight

Bard Modifier: +1 on Exalt

Knight Modifier: +50% bonus on numbers affected by Inspire

Attribute Adjustment: +2 Charisma, -2 Wisdom

Size: Medium

Movement: 30 feet

Starting Languages: Common. A Swan-born can also instinctively understand and speak the language of birds.

WOLF-BORN (also Dog-born)

Preferred Classes: Fighter, Ranger

Ranger Modifier: +4 on Track

Attribute Adjustment: +2 Strength, -1 Wisdom, -1 Charisma

Size: Medium

Movement: 30 feet

Starting Languages: Common. A Wolf-born can also instinctively understand and speak the language of wolves and dogs.

Wolf-born tend to be of Lawful alignment.

Note: speaking the language of an animal does not automatically confer friendship. Naturally, only very basic information can be communicated by most animals.

WOODWOSE (Hairy Wild Man)

Savage, hirsute people who dwell on the fringes of civilization

Lurking at the edge of the settled realm of farms and towns is the wild frontier. In the deep forests where civilized men fear to go, are people who look just like ordinary men and women in form, but whose bodies are completely covered in shaggy hair. These people are the friends of the wild beasts, and though savage and rude, are not necessarily evil. Such folk are known as Woodwoses, or Hairy Wild Men.

Although most Woodwoses are the offspring of other Wild Men and Wild Women, some are actually the feral children of civilized people, lost or abandoned by their parents and raised by beasts (or Woodwoses). Under the influence of the Wild Spirit, they have become savage, growing a coat of hair like that of any animal. There are many legends of such people, known by such titles as Wolf Girl or Bear Man. Sometimes, they return to civilized life, marrying and raising normal human families. Other times, they remain wild and free, although they may occasionally help deserving (but ordinary) humans lost in the Wilderness.

There is also a third type of Woodwose. These Woodwoses were once grown men and women, but under the influence of a curse or some kind of madness took to the wilderness and were transformed. The magical power of the Wild Spirit has erased their memories, but rather than become filthy Scavengers they have embraced the pure spirit of Nature and become Woodwoses.

PHYSICAL DESCRIPTION

A Woodwose looks exactly like a strong and hardy human, but their entire body is covered with long hair like that of a shaggy dog. The hair is sometimes absent from the face, however, especially among females. If the hair is ever shaved (or otherwise lost), a Woodwose can pass as a normal human.

BIOLOGY

Woodwoses are essentially humans adapted for life in the wilderness. They eat, drink, sleep, and perform all other bodily functions like a human. They are not used to cooked food, however, and unless they become "Civilized" (see below) they will eat everything raw. The child of a Woodwose and human is an ordinary human. Daring and experimental Elves will sometimes take a Woodwose as a lover, and any such children produced are normal Half Elves.

PSYCHOLOGY & BEHAVIOR

The Woodwose is a child of the Wilderness. The love to run free through the forest, racing beasts, bounding over brooks and boulders, and inhaling the scent of the pines and wild blooms. They have difficulty understanding the wants and desires of civilized people, especially the desire for money and worldly power.

Woodwoses have a particularly hard time with the concept of personal property. A Woodwose will generally feel free to take whatever resources they want from any place that they want. They do this without malice, and cannot understand the idea that someone can own land that they are not actually living on, or items they are not actually carrying.

Woodwoses do not like to wear clothing, and never will when in their beloved Wilderness. Those who must enter Civilization, or associate with ordinary Humans, will learn to don appropriate clothing or armor. They never come to actually enjoy the custom, however, and will look for excuses to free themselves of such coverings.

Woodwoses know they are kin to Humans, and are attracted to them as potential mates. Ordinary people are usually unnerved by a Woodwose's attention, although certain rare individuals are fascinated with the idea of taking one as a husband or wife. A Woodwose who actually finds a willing mate among Civilized folk will find that they are transformed by the act, and will lose their Wild nature.

Woodwoses are almost never of Lawful Alignment. They are generally true Neutral, Neutral Good, Chaotic Good, or Chaotic Neutral. Truly Evil Woodwoses are actually rare, but loom large in stories meant to frighten children away from the forest.

WOODWOSES IN SOCIETY

Woodwoses are by definition outsiders to society. Nonetheless, they often find themselves interacting with ordinary humans. Sometimes, civilized people will capture a Woodwose and display them as part of a menagerie or traveling freak show. Other times, Woodwoses may be enslaved for labor, a practice that seldom ends well for the foolish people who attempt it. On occasion, however, a Woodwose may befriend one or more ordinary humans and learn the speech of civilized people. Such Woodwoses, although they always yearn for the embrace of the Wild, may distinguish themselves as heroes.

RELATIONS WITH OTHER RACES

Woodwoses have an uneasy and conflicted relationship with ordinary humans. On the one hand, Woodwoses instinctively recognize their kinship with civilized people, but on the other they possess an equally instinctual fear of the strictures of human society. Woodwoses tend to get along well with Elves, particularly Wood Elves. Dwarves, on the other hand, generally regard Woodwoses as nothing more than beasts. Gnomes are usually willing to leave Woodwoses alone to be themselves. Halfings fear Woodwoses but do not hate them, and can usually overcome their initial mistrust in time. Of all races, Half-Orcs will most closely identify with Woodwoses, usually treating them as kin (for better and worse).

SPECIAL ABILITIES

NATURAL PROTECTION: Due to their thick hair, a Woodwose's natural Armor Class is 11, rather than 10. In the winter, their natural coat allows the Woodwose to do without special clothing to protect them from the cold. In the summer, a Woodwose's coat is lighter and softer, so they do not suffer from overheating.

TWILIGHT VISION: A Woodwose can see perfectly well in conditions of low light (such as candlelight, torchlight, or moonlight) to a distance of one mile.

AT HOME IN THE WILD: Woodwoses are at home in the wild parts of the world. When in wilderness that resembles their home area, they can always gather enough food to eat and find sufficient water. Wild animals are not frightened by Woodwoses, unlike ordinary humans. The CK should assume that any ordinary, non-magical animal that encounters a Woodwose is positively inclined towards him. Such animals will not normally attack the Woodwose unless he initiates combat.

ANIMAL FRIENDSHIP: A Woodwose can use Animal Friendship to gain companions and protectors. This ability functions just like the Druid spell of the same name. The Woodwose can never have more than double his own Level in total hit dice of Animal Friends.

SPECIAL WEAKNESSES

BEWILDERED BY TECHNOLOGY: Woodwoses are confused by mechanical items such as crossbows and clockworks. They can never employ such items.

PENNILESS: A Woodwise starts the game with just 10 gp worth of natural materials he or she has gathered in the wilderness. They may even have a dagger or other item lost by Civilized folk, but the total value of such items will never exceed 10 gp.

DOMESTICATION: If a Woodwise ever marries or mates consensually with a normal human, the Woodwise will become "Civilized". A Civilized Woodwise loses all special Abilities, Weaknesses, and Ability Adjustments, becoming in all ways a normal Human. Their animal friends will desert them, they will lose the ability to see in the twilight, and they will come to understand and employ the trappings of civilized life. They become weaker and less resilient, but also smarter and more personable. Just like a normal Human, the Woodwise will gain a third Primary Ability. Eventually, Civilized Woodwoses may lose the hair that covers their bodies, and their pasts in the wilderness will seem to them like hazy dreams.

PREFERRED CLASSES: Barbarian, Druid, Ranger. Woodwoses cannot become Bards, Wizards, Illusionists, Paladins, or Knights, unless they become "Civilized". As innocent children of Nature, they never sink to becoming Scavengers.

Druid Abilities Adjustment: +2 on Nature Lore

Ranger Abilities Adjustment: +1 on Conceal, +1 on Move Silently

ATTRIBUTE ADJUSTMENT: +2 Str, +2 Con, -2 Int, -2 Chr

SIZE: Medium

MOVEMENT: 40 feet

STARTING LANGUAGES: Woodwise, which sounds like nothing more than howls, grunts, and barks to human ears.

Part II

Classes of Lore

BARE WARRIOR

A brave and savage fighter who eschews armor

Every warrior knows that the secrets to survival are a strong arm, a sharp sword, and good armor. No sane fighter wanders into melee without first protecting his body with thick leather, rings of metal, or solid plates of steel. Unless he or she is one of the masters of unarmored combat known as Bare Warriors.

Bare Warriors rely on natural toughness, agility, skilled usage of shields, and dexterous parrying to protect them from harm. If they don't stride into battle completely naked, males will sometimes wear a simple loincloth, or cover their groin with a fur wrap. Females may clad themselves in nothing more than small plates for their breasts and loins, or else equally brief coverings of purely decorative chain mail. Bare Warriors may wear fancifully crafted helmets, as much for the intimidation factor they provide, as any protective quality.

Many Bare Warriors come from tribal cultures that have never developed heavy armor, sometimes due to an unfavorably hot climate, or the inability to work metal effectively. Often, the practice of fighting nude or nearly nude is deliberately practiced in order to unnerve enemies. Sometimes, Bare Warriors belong to religious cults which believe that fighting without armor represents the pinnacle of bravery, and demonstrates total faith in their god. Still other Bare Warriors are civilized people who chose the path out of vanity, in order to show off their well-developed bodies. Some Bare warriors will use elaborate body painting or tattooing to make themselves into a bizarre spectacle. Others adorn their skin with nothing more than the sweat and blood acquired through battle.

Bare Warriors are frequently Humans and Half-Orcs. Elves are also particularly drawn to this path, seeing in it the perfect way to display their own beautiful and gracious forms. Dwarves, on the other hand, regard the practice of fighting und clothed as disgustingly decadent. Gnomes and Halflings tend to be puzzled by the idea that someone would actually want to boldly display themselves in combat, rather than strike from cover and run.

Bare Warriors can be of any Alignment, although they are usually not Lawful. Their very existence flouts the social norms of many societies. Additionally, Bare Warriors tend to be interested in their own personal glory, and not work well in the disciplined professional armies characteristic of Lawful cultures.

ABILITIES

NATURAL AC INCREASE: Bare Warriors possess a natural Armor Class of 11 at 1st Level. This increases by 1 for every two Levels. Therefore, a Bare Warrior's natural AC is 12 at 3rd Level, 13 at 5th Level, 14 at 7th Level, 15 at 9th Level, 16 at 11th Level, and 17 at 13th Level. High Dexterity adds to a Bare Warrior's AC in the normal fashion, as do magical aids.

COMBAT GRACE: A Bare Warrior can choose to add either their Strength or their Dexterity bonus to their to-hit and damage rolls in melee combat.

SHIELD BLOCK: Once per day, a Bare Warrior can decide to completely block any physical attack, however strong, with their shield. Any time a physical attack would otherwise hit the Bare Warrior the character can declare that it was Shield Blocked. The shield absorbs all damage, but is completely destroyed (even if magical). The Bare Warrior will take no damage. A Bare Warrior can use a Shield Block in the same round that they attack or Parry. Even attacks such as dragon's breath and Fireballs can be Shield Blocked.

PARRY: A Bare Warrior can always forgo their normal attack to Parry with their weapon. The Bare Warrior loses their attack that round, but adds ALL of their current attack bonus, from any source, to their AC.

SHOCK: When fighting in melee against intelligent humanoid foes, a Bare Warrior can add both their Dexterity and Charisma bonuses to their Initiative rolls. By a combination of bravado, sex appeal, and presenting the obvious possibility of being completely insane, the Bare Warrior tends to shock and unnerve opponents. The Bare Warrior cannot use their Shock Ability if they are invisible, out of sight, using missile weapons, or encased in armor.

WEAKNESS

DISCOMFORT IN ARMOR: If the Bare Warrior is actually forced to wear body armor (such as for ceremonial reasons or as part of a military uniform), they lose both their natural Armor Class and any AC bonus due to Dexterity. As previously mentioned, shields and helmets can be freely worn.

PRIME ATTRIBUTE: Dexterity

HIT DICE: d10

ALIGNMENT: Any

WEAPONS: Any (Bare Warriors are particularly fond of Battle Axes, Two Handed Axes, Bastard Swords, and Spears)

ARMOR: None, except Shields and Helmets.

WEAKNESS: Discomfort in Armor

Level	Hit Dice	Basic To-Hit Bonus	Experience Points
1	d10	0	0
2	d10	+1	2,701
3	d10	+2	5,501
4	d10	+3	12,001
5	d10	+4	24,001
6	d10	+5	48,001
7	d10	+6	95,001
8	d10	+7	180,001
9	d10	+8	360,001
10	d10	+9	700,001
11	+3 HP	+10	1,000,001
12	+3 HP	+11	1,300,001
13+			+300,000 per Level

DEMON HUNTER

One who studies and hunts the horrors of the dark

The night is filled with terrors. Vicious lycanthropes hunt hapless travelers. Vampires and other undead rise from their graves to feed on the innocent. Foul abominations from the dark corners of the world pursue their incomprehensible schemes. Even hateful demons summoned from the depths of the Outer Darkness may appear, to spread evil over the earth. Against it all stands the Demon Hunter, ready to put the foul things of darkness to the sword.

Although they are called Demon Hunters, these characters are also dedicated to eradicating lycanthropes, the undead, and aberrations. The Demon Hunters fight their favored enemies without mercy. Whether they attack from stealth, or in open combat, the Demon Hunter's job is not finished until his quarry is exterminated.

Like Paladins, Demon Hunters are dedicated to the fight against the supernatural forces of evil and darkness. Unlike Paladins, Demon Hunters are not necessarily also dedicated to the cause of justice and goodness. Demon Hunters pursue their profession for reasons ranging from revenge to monetary gain. Many Demon Hunters are even evilly-aligned themselves, and are perfectly willing to endanger and kill innocent humans in their quest to destroy demons. Even good-aligned Demon Hunters can be quite willing to bend or break the law to apprehend their quarry.

Demon Hunters are proficient with all weapons, and are ready to use whatever is required to defeat a particular foe. Because they often need to benefit of speed, however, they only use the lighter kinds of armor.

The profession of Demon Hunter tends to draw all races to it equally. Dwarves and Half-Orcs in particular make excellent Demon-hunters; the former due to their familiarity with the subterranean abodes where evil lurks, the latter due to their often personal familiarity with evil itself.

Some Demon Hunter charge high fees for their services, and become quite rich as result. Others are little more than vagabonds, living by their wits and improvising what they need. Some Demon Hunters are members of wide-ranging fraternities, with oaths of hospitality and codes of conduct worthy of any Knight. Others are freelance slayers, who regard each other more as rivals than allies. It is not unknown for two or more demon hunters to fight each other over the right to slay monsters in a given territory!

Demon Hunters tend to view Clerics and Paladins as powerful allies. Fighters, Barbarians, Knights and Rangers are also valued for their fighting ability. They are indifferent to Druids, Bards and Illusionists. Wizards are often in conflict with Demon Hunters, however. Demon Hunters are often forced to cooperate with Rogues to obtain entrance into hidden or forbidden areas. Assassins are also sometimes allies of convenience for Demon Hunters. Monks tend to view Demon Hunters with suspicion, seeing their violently obsessive natures as little better than the demons they claim to hunt.

ABILITIES

DEMONOLOGY (Intelligence): Upon encountering any demon, undead, lycanthrope, or aberration, a Demon Hunter can make an intelligence check. Success means that he knows the type of creature he is facing, knows if the creature has more or less Hit Dice than himself, knows the creature's name if it is famous, and also remembers some bit of information useful to defeating it (such as special weapons needed, etc). Demonology can pierce disguises, and such spells as change self and polymorph.

TRUE STRIKE: Demon Hunters can use any weapon to harm (but not kill) creatures ordinarily hit only by special weapons. At first Level, Demon Hunters can harm creatures ordinarily only hit by silver, iron, or

other special materials. At 4th Level, they can also hit creatures only affected by +1 magical weapons. This ability increases to include those affected by +2 weapons at 8th Level, and +3 at 12th Level. The Demon Hunter cannot kill these creatures using ordinary weapons, however; the death blow must still be brought by the right kind of material. Furthermore, a Demon Hunter's weapons always deal their normal amount of damage, even if the creature is normally not fully affected by weapons of that type. Example: A Demon Hunter can strike at incorporeal undead with slashing weapons, for full normal damage.

FEAT OF STRENGTH (OR DEXTERITY): Starting at 2nd Level, a Demon Hunter can increase his effective Strength or Dexterity once a day. This lasts for one round per Level of the Demon Hunter. The amount of the increase is the same as the effect of an Enhance Attribute spell: 1d4+1 for a Prime Attribute, 1d2+1 for a Non-Prime Attribute. He can use this ability twice a day at 6th Level, and 3 times a day at 10th Level.

IRON WILL: Starting at 3rd Level, Demon Hunters gain a saving throw bonus to resist mind control, energy drain, infliction of lycanthropy, spells, and spell-like powers used by their favored enemies. This bonus is equal to +1 at 3rd Level, +2 at 6th, +3 at 9th, and +4 at 12th.

TRACKING (Wisdom): With a successful Wisdom check, a Demon Hunter can find traces of its favored enemies, and track them for 5 hours, similar to a Ranger's abilities. The Demon Hunter will know what type of creature they are tracking. Unlike a ranger, this ability functions in any environment. The Demon Hunter never gains any of the Ranger's other tracking related abilities, however. Demon Hunters can only track their favored enemies.

WEAKNESS

OBSESSIVE: If A Demon Hunter encounters any creature that his Demonology ability reveals

- to be a demon, devil, undead, aberration, or lycanthrope,
- to have fewer HD than himself,
- to be destroyed by special means that the Demon Hunter has at hand (a stake for vampires, silver weapons for Lycanthropes),
- to be currently positioned to cause potential harm,

the Demon Hunter must succeed at a Wisdom save or feel compelled to destroy the creature as quickly as he can. It does not matter if the Demon Hunter kills the creature himself, or with help. The CK should adjust the Challenge Level of the Wisdom save as appropriate to the situation. For example, resisting the urge to kill the local Baron (who is a Werewolf) in public, with his guards, should be easy. Resisting the urge to kill a lone Werewolf, in a dungeon, when the Demon Hunter has aid, should be difficult.

If a Demon Hunter who failed his initial Wisdom save chooses to run away, he must make another Wisdom save. If he fails, he will become overcome with doubt and fear, losing all his special abilities. The loss of abilities lasts until the creature that made him lose the abilities is destroyed. Example: A 1st Level Demon Hunter armed with a club can run away from a Vampire without consequences, because he stands no reasonable chance of defeating the monster. A 5th Level Demon Hunter with a silver sword cannot run away from a Wererat, or let it escape.

PRIME ATTRIBUTE: Strength

HIT DICE: d8

ALIGNMENT: Any

WEAPONS: Any

ARMOR: Breastplates, Chain Shirt, Mail Hauberk, Coat of Plates, Cuir Bouille Leather, Leather Coat, Studded Leather, Lamellar, Brigandine, Padded Armor

ABILITIES: Demonology, True Strike, Feat of Strength (or Dexterity), Iron Will, Tracking

WEAKNESS: Obsessive

Level	Hit Dice	Basic To-Hit Bonus	Experience Points
1	d8	+0	0
2	d8	+1	2,251
3	d8	+2	5,001
4	d8	+3	9,001
5	d8	+4	18,001
6	d8	+5	35,001
7	d8	+6	70,001
8	d8	+7	140,001
9	d8	+8	300,001
10	d8	+9	425,001
11	+3 HP	+10	650,001
12	+3 HP	+11	900,001
13+			+250,000 per Level

NATURAL PHILOSOPHER

A servant who works apparent miracles through superior knowledge of natural law

Most ordinary mortals find meaning and purpose in worshipping the Gods. For some few, however, religion alone does not provide sufficient answers to life's questions. These people instead prefer to use the power of reason to uncover the hidden mysteries of reality. Known as Natural Philosophers, they provide an alternative point of view to that offered by priests and mystics.

Natural Philosophers are most at home in an academic environment, teaching students and working as Sages. Many wander, however, seeking to pit their learning against the realities of the world, and hoping to gain an even deeper understanding into the true nature of things.

Natural Philosophers follow no single system of beliefs, but form as many different schools of thought as there are religions. Each school of thought believes itself to be on the right track towards full understanding of the Universe, and other schools to be deficient in that regard. Natural Philosophers may be of any alignment, and Natural Philosophers from diametrically opposed schools of thought often hate each other with as much passion as do enemy faiths. Some Natural Philosophers, called Theologians, see their practice as an extension of religion, explaining in rational language the relationship between gods and men. Other Natural Philosophers, sometimes called Iconodasts, eschew belief in gods or religion, promoting the view that material Nature is the whole of existence, and what appears to be supernatural is just a part of Nature not yet understood. All Natural Philosophers, however, agree that Reason is the greatest power available to sentient beings, and that by applying it the Universe will eventually become fully comprehensible.

Needless to say, Iconoclastic Natural Philosophers (and even Theologians, sometimes) will find themselves in conflict with Clerics. Religious authorities dislike the Natural Philosopher's constant questioning, and Natural Philosophers have no use for blind belief. Natural Philosophers are extremely distrustful of Paladins, and the feeling is mutual. Natural Philosophers have much in common with Wizards and Monks, and the three groups often have much to share. Natural Philosophers are particularly keen to speak to Illusionists, whose understanding of the Mind often exceeds the Natural Philosopher's own. Natural Philosophers and Barbarians irritate each other, and likewise there is little sympathy between Rangers and Natural Philosophers. Druids find the Natural Philosopher's intellectual knowledge interesting but incomplete, and Natural Philosophers generally view Druids as dangerously uncivilized cousins. Knights who are keen to show themselves as cultured and sophisticated may make a show of listening to Natural Philosophers. Rogues and Assassins usually have little use for Natural Philosophers, although rare example will follow some philosophical school of thought. Fighters vary in their views of Natural Philosophers, with lower class thugs being disdainful, while sophisticated weapon masters often incorporate Natural Philosophy into their fighting techniques.

With regard to the races, most Natural Philosophers are Humans or Gnomes. The Elves also have a strong tradition of Natural Philosophy. Dwarven societies generally have no place for those who debate rather than labor, so Dwarven Philosophers are extremely rare. Likewise, few Halflings understand the purely intellectual attraction of Natural Philosophy. Among the humanoid races, Natural Philosophy is almost completely unknown.

Due to their keen and adaptable minds, Natural Philosophers are surprisingly capable in combat. They can combine knowledge of Anatomy with insight into Psychology and the laws of motion to quite effectively fight opponents. Likewise, their insight into the laws of Nature grants them an intuitive sense of how to avoid harm.

ABILITIES

MARVELS (SPELLS): Due to their understanding of the mind, the order of Nature, and the secret vibrations that underly material objects, Natural Philosophers can create effects that are functionally indistinguishable from Magic. Natural Philosophers are quick to point, however, out that everything they do occurs by natural, albeit esoteric, means. Although a high Intelligence is necessary for the mundane learning that underlies a Philosopher's training, they must call upon their Wisdom to gain sufficient insight to create apparently miraculous effects. The number of Marvels usable by Natural Philosophers per day is the same as the number of Spells usable by Clerics and Druids. Natural Philosophers can use any of the Marvels they know spontaneously, without the need for preparation.

BONUS MARVELS: High Wisdom indicates a greater insight into Reality. Consequentially, Natural Philosophers with a high Wisdom gain bonus Marvels. A Wisdom of 13-15 allows them to use an additional 1st Level Marvel per day. A score of 16-17 allows the use of an additional 2nd Level effect. A score of 18 or 19 grants an extra 3rd Level Marvel. Bonus Marvels are only granted if the Natural Philosopher is of high enough Level to use them, but the effects are cumulative.

DEBUNK UNDEAD (Wisdom): Natural Philosophers know that nothing in the Universe happens without a rational cause. Undead creatures violate the natural order, and should not rationally exist. Therefore, Natural Philosophers can use their superior understanding of Natural Law, and their powers of reason, to demonstrate to others that what appear to be Undead creatures aren't even real!

Similar to the way in which Clerics can Turn Unread, Natural Philosophers can Debunk Undead. To Debunk Undead, the Natural Philosopher must declare it as an attack, and be able to speak audibly. The apparent Undead must be within 60' so that the Natural Philosopher can get a good look at it. Debunking Undead is a special attack, and takes a full round.

If the Philosopher succeeds, the Undead creature will cease to exist as such, for as long as the Philosopher and his allies remain in the area. Corporeal Undead will fall down lifeless, and Incorporeal Undead will simply

dissipate. The Natural Philosopher and his allies cannot be affected by the Debunked Undead, although other can be once the Philosopher leaves the area. If the Philosopher's Level is 5 or more higher than the affected creature's Hit Dice, it is permanently Debunked and can never affect anyone again. After all, there are no such things as ghosts!

Debunking the Undead is otherwise mechanically identical to a Cleric's ability to Turn Undead.

PHILOSOPHICAL CALM: Natural Philosophers are known for the way they can calmly consider situations that would cause others to react irrationally. Once per day, a Natural Philosopher may re-roll any failed Saving Throw against effects that create emotions like fear or love. This increases to twice a day at 4th Level, and 3 times a day at 8th Level.

SKEPTICISM: Starting at 4th Level, Natural Philosophers gain a +1 bonus against illusions. This increases to +2 at 7th Level, +3 at 10th, and a +4 at 13th Level and above.

WEAKNESS

UNBELIEVER: Because of their resistance to accepting things they cannot explain, a Natural Philosopher can never directly benefit from Divine magic used by a caster of a Level equal to, or less than, the Philosopher's. They can still suffer ill effects from Divine magic, however.

PRIME ATTRIBUTE: Wisdom

HIT DICE: d6

ALIGNMENT: Any

WEAPONS: Club, Crossbow (light) Dagger, Hammer (light or heavy) Mace (light or heavy) Short sword, Quarterstaff

ARMOR: Padded, Leather Coat, Leather, Breastplate, Chain Shirt

ABILITIES: Spells, Debunk Undead, Philosophical Calm, Skepticism,

WEAKNESS: Unbeliever

Level	Hit Dice	Basic To-Hit Bonus	Experience Points
1	d6	+0	0
2	d6	+1	2,251
3	d6	+1	5,001
4	d6	+2	9,001
5	d6	+2	18,001
6	d6	+3	35,001
7	d6	+3	70,001
8	d6	+4	140,001
9	d6	+4	300,001
10	d6	+5	425,001
11	+2 HP	+5	650,001
12	+2 HP	+6	900,001
13+			+250,000 per Level

NATURAL PHILOSOPHER MARVELS

0 LEVEL:

DETECT EVIL/CHAOS/GOOC/LAW
DETECT MAGIC
DETECT POISON
ENDURE ELEMENTS
FIRST AID
FIND WATER (as Create Water, but the water is "found")
KNOW DIRECTION
LIGHT
PURIFY FOOD AND DRINK

1ST LEVEL:

BLESS
CALM ANIMALS
COMMAND
CURE LIGHT WOUNDS
DETECT SECRET DOORS
DETECT SNARES AND PITS
PROTECTION AGAINST CHAOS/EVIL/GOOD/LAW
REMOVE FEAR
RESIST ELEMENTS
SANCTUARY
SHIELD OF FAITH

2ND LEVEL:

AID
AUGURY
CHARM PERSON OR ANIMAL
DELAY POISON
DETECT TRAPS
HOLD PERSON
HYPNOTISM
IDENTIFY
LESSER RESTORATION
READ MAGIC
REMOVE PARALYSIS
SCARE
SEE INVISIBILITY
SPEAK WITH DEAD

3RD LEVEL:

CURE SERIOUS WOUNDS
DISPEL MAGIC
ENHANCE ATTRIBUTE
LOCATE OBJECT
MAGIC CIRCLE
PRAYER
REMOVE BLINDNESS OR DEAFNESS
REMOVE CURSE
REMOVE DISEASE
SLEEP

4TH LEVEL:

CHARM MONSTER
DISCERN LIES
DISMISSAL
DIVINATION
FEAR
FREEDOM OF MOVEMENT
HASTE
HEALING CIRCLE
LOCATE CREATURE
NEUTRALIZE POISON
NONDETECTION
RESTORATION
SENDING
SUGGESTION
TONGUES

5TH LEVEL:

ATONEMENT
COMMUNE WITH NATURE
CURE CRITICAL WOUNDS
DEATH WARD
DISPEL CHAOS/GOOD/EVIL/LAW
HALLUCINATORY TERRAIN
ETHEREAL JAUNT
PLANE SHIFT
SCRYING
TRUE SEEING

6TH LEVEL:

BANISHMENT
CONTACT OTHER PLANE
FEEBLEMIND
FIND THE PATH
GEAS
TELEPATHIC BOND
HEAL

7TH LEVEL:

ANTIMAGIC SHELL
GREATER RESTORATION
GREATER SCRYING
GLOBE OF INVULNERABILITY
LEGEND LORE
MASS SUGGESTION
WORD OF REASON (as Holy Word, but against supernaturals)
REPULSION

8TH LEVEL:

DISCERN LOCATION
AURA OF REASON (as Holy Aura, but against supernatural creatures)
FINGER OF DEATH
INSANITY
MASS HEAL
POWER WORD, STUN

9TH LEVEL:

ANTIPATHY
ASTRAL PROJECTION
DISJUNCTION
ENERGY DRAIN
MAZE
MASS CHARM
MIND BLANK
SOUL BIND
POWER WORD BLIND
TIME STOP

POLYMATH

A multi-talented individual whose interests span the scope of human endeavor

There are certain rare individuals that seem to have a talent for everything. They speak multiple languages, create art when the fancy strikes them, can fight well when they need to, and always seem to know something about everything they encounter. Although they lack the focus that leads to true mastery of a single subject, they more than make up for that deficiency with an astounding breadth of knowledge and ability. Such people are known as Polymaths.

Polymaths usually hail from sophisticated urban cultures. In large, cosmopolitan cities budding Polymaths can be exposed to a wide range of people and ideas. Sometimes, however, Polymaths will be found in smaller settlements, where trades routes cross. Some nomadic and semi-nomadic cultures also have a high respect for Polymaths, as men of learning who are still able to hunt and handle themselves in battle.

Polymaths are often adventurers, wandering far and wide on expeditions of profit and pleasure. Whether studying the social structure of primitive barbarians, or looting an ancient tomb, the Polymath thrives on new experiences.

The one weakness of the Polymath path is that they lack the single-minded devotion necessary to learn and cast magic spells. They can, however, learn to use magical scrolls, and other enchanted items, as if they were true spellcasters. The broad knowledge of the Polymath also allows them to perform magical rituals (if such exist in the campaign) as if they were spellcasters. Actual spell use, on the other hand, require a level of commitment that the Polymath cannot give.

Most Polymaths are Humans or Gnomes. Gnomes in particular find that the path of the Polymath dovetails well with their cultural background. The Polymath way also compliments the long lifespan of Elves, although most Elves would never want to give up the possibility of learning true magic. Dwarves, however, consider Polymaths to be unreliable and tiresome know-it-alls. Halflings, as a rule, lack the intellectual curiosity to become Polymaths. Half-orcs are seldom found among the ranks of Polymaths, but some few Half-orc Polymaths do exist.

Polymaths generally tend to get along well with other adventurer types, without undue prejudice. Clerics may, however, remind the Polymath not to become arrogant about their broad range of abilities. Druids, however, often come from cultures that pay particular respect to Polymaths.

The broad learning and experiences of Polymaths tends to make them skeptical of extreme viewpoints. Thus, most Polymaths have at least some Neutral element in their Alignment. Typically, they are true Neutral, Lawful Neutral, Chaotic Neutral, Neutral Good, or Neutral Evil.

ABILITIES

ADDITIONAL LANGUAGES: Polymaths pick up new languages easily. For each Level gained, the Polymath automatically learns one additional language. This is in addition to any language(s) the Polymath knows by virtue of their high intelligence. The language gained must be one that the Polymath has been exposed to, or has the opportunity to learn. For example, a Polymath living by a woods with Elves would naturally be able to learn Elven. He would not be able to learn Dwarven, however, unless he had a book to learn from.

ADDITIONAL PRIMARY ATTRIBUTES: At 5th Level, Polymaths can pick one additional Attribute to become Primary. At 10th Level they can make another Attribute Primary, and at 15th Level they can add another. Thus, at 15th Level a Human Polymath has all of their Attributes Primary, and a Demi-Human has only one Secondary Attribute.

EMULATE ABILITIES (Intelligence): Once per day, a Polymath can make an Intelligence check to emulate any mundane, non-magical ability available to any other character class of his Level or lower. The CR for the check is equal to the Level at which the ability ordinarily becomes available to members of a particular class. This ability does *not* allow the Polymath to cast spells, turn undead like a Cleric, or change shape like a Druid. It can allow him to track like a Ranger, Disarm Traps like a Rogue, or rage like a Barbarian. If the ability emulated requires a die roll, the Polymath can add their Level to the roll, just as if they "naturally" had the ability. An ability is only emulated for one roll of the dice.

Polymaths can Emulate Abilities twice a day at 3rd Level, three times a day at 6th, four times a day at 9th Level, and five times a day at 12th Level. A Polymath can never emulate the same ability more than once a day.

TRIVIA KNOWLEDGE (Intelligence): Upon first encountering a creature, place, or non-magical object, a Polymath is entitled to an intelligence check to see if they know an important fact about it.

USE MAGIC ITEMS: Starting at 4th Level, a Polymath can use any magic item, even those that normally reserved for members of a particular race or class. Polymaths can cast spells from scrolls just as if they were a wizard or cleric.

WEAKNESSES

NO MULTICLASSING: The Polymath class can never be combined with any other class in any way. An individual either has the talent to be a Polymath, or they do not, and once the path is chosen the person can never specialize.

INSATIABLE CURIOSITY: A Polymath will always lose initiative, and act last, when faced with an opponent of a specific kind they have never before encountered (for example, a tiger, or a stone golem). This hesitation is due to the Polymath's Insatiable Curiosity, which causes them to study new things, and fully appreciate new experiences. The results of a Polymath's Insatiable Curiosity will last for the entire length of a combat.

PRIME ATTRIBUTE: Intelligence

HIT DICE: d8

ALIGNMENT: Any

WEAPONS: Any

ARMOR: Any

ABILITIES: Additional Languages, Additional Primary Attributes, Emulate Abilities, Trivia Knowledge, Use Magic Items

WEAKNESSES: No Multiclassing, Insatiable Curiosity

Level	Hit Dice	Basic To-Hit Bonus	Experience Points
1	d8	0	0
2	d8	+1	2,701
3	d8	+1	5,501
4	d8	+2	12,001
5	d8	+2	24,001
6	d8	+3	48,001
7	d8	+3	95,001
8	d8	+4	180,001
9	d8	+4	360,001
10	d8	+5	700,001
11	+2 HP	+5	1,000,001
12	+2 HP	+6	1,300,001
13+			+300,000 per Level

SCAVENGER

A feral survivalist, able to endure the most extreme environments

Some people are determined to survive, regardless of the circumstances. Whether they are outcasts from their tribes, orphans abandoned to the filth of the city's sewers and back streets, castaways marooned on deserted islands, or desperate criminals reduced to hiding in caves, these resilient souls seem to develop abilities beyond those of ordinary people. Able to eat things that would cause a common savage to vomit, seemingly unfazed by the most disgusting situations, possessed of feral strength and vicious cunning, they improvise what they cannot buy, and steal what they cannot make. Long after ordinary men would have perished, the Scavengers have just begun to exploit their environment.

Scavengers exist everywhere the ties of society have broken down, whether through careless neglect, continual war, or deliberate abandonment. Scavengers are feral, rather than wild; they or their ancestors were once members of a culture, but have either rejected it or become its forgotten castoffs. One does not become a Scavenger quickly; it takes years of life under the most difficult circumstances before a person adapts and develops the necessary abilities. Most die well before that time. Few who embrace their place as Scavengers ever return to the life of comfort, even when given the chance to re-join their former people. They come to prefer the challenge and freedom of life as a near-animal. There are even rumors of Scavengers going so far as to become cannibals, gleefully swallowing the flesh of those who once spat them out from society.

Scavengers are commonly Humans or Half-Orcs. Humanoids such as Goblins who find themselves cut off from their tribes and forced to survive in hostile human-controlled areas often develop abilities as Scavengers. Elves are never Scavengers, preferring to die rather than exist in such a foul and ugly state. Ferocious Dwarven Scavengers haunt the dark passages of the Underworld, as do deaver outcast Gnomish Scavengers. Although it would seem at first that their love of comfort might work against such a fate, Halflings actually make very effective Scavengers.

Although most Scavengers have been forced into their existence, there exist some unlucky souls who were born into Scavenger families. Such families eke out their living in dark forests, trackless wastelands, and the forgotten corners of vast cities. The manner by which they reproduce themselves is best left undescribed.

Scavengers work well with Rogues, Rangers, and Druids, the three classes they most commonly come into contact with. Good-aligned Clerics may pity Scavengers, but the Scavengers have no use for do-gooders. Assassins, on the other hand, are highly respected by Scavengers. Knights and Paladins despise Scavengers, and the feeling is mutual. Fighters and Bards tend to be indifferent to Scavengers, a disposition which is also shared. Wizards will sometimes view Scavengers as the ultimate throw-away people who can be freely experimented upon. When Scavengers think of Wizards, it is either with fear or hunger (if the Wizard has been particularly unlucky). Monks and Illusionist generally try to avoid Scavengers.

Scavengers are never of Lawful Alignment, and very rarely Good. Most are true Neutral. Truly Evil Scavengers are feared by all for their twisted appetites and merciless demeanors.

ABILITIES

EAT ALMOST ANYTHING: Scavengers can easily subsist on food and drink too disgusting, putrid or dirty for ordinary people. The character can ignore any effects caused by eating spoiled food and tainted water. It is assumed that a Scavenger can always find enough to eat in an environment where they have lived for more than a week. Scavengers will often make a point of consuming foul substances in front of civilized people. Actual deadly poisons, however, affect a Scavenger like any other animal.

DUSKVISION: If the Scavenger's race does not already possess Duskvision (or better), the Scavenger acquires it. This Ability allows the Scavenger to see in conditions of moonlight or starlight the way ordinary humans can at dusk.

IMMUNE TO NAUSEA: No effect, magical or mundane, which induces nausea in ordinary people can produce it in Scavengers. Years of living in the most revolting circumstances have hardened their minds and bodies.

INURED TO FASTING: Scavengers suffer no penalties from hunger or thirst, although they will still die like ordinary people if they don't eventually get food or drink of some kind. They suffer no penalties to their abilities before lack of food and drink becomes fatal, however.

SLEEP ANYWHERE: Scavengers can sleep under almost any conditions. They never suffer penalties for sleeping in armor, or in uncomfortable environments.

FERAL STRENGTH: Once a day a Scavenger can add a +1 to any single Strength related die roll, including to-hit rolls, saving throws, or damage rolls. Note that the bonus applies only to ONE of the rolls (player's choice). The frequency increases to twice a day at 3rd Level, three times a day at 5th Level, four times a day at 7th Level, five times a day at 9th Level, and 6 times a day at 11th Level.

CUNNING: Starting at 2nd Level, a Scavenger can add a +1 to any Wisdom check once a day. This increases to twice a day at 4th Level, three times a day at 6th Level, four times a day at 8th Level, and five times a day at 12th Level.

IMPROVISE TOOL (Intelligence): A Scavenger can improvise items from trash and other objects in his environment. A successful check means that the Scavenger has created an item which has a function equivalent to some item of simple technology, such as a weapon, piece of armor, torch, etc. As a rough guide, assume that a Scavenger is able to emulate an item with a listed gold piece value equal to 10 times the Scavenger's Level. Items which require unusual materials to be effective cannot be emulated, unless the scavenger has access to such materials. For example, a 2nd Level Scavenger can improvise a Saddle or a Morningstar but not a Short Bow or Large Tent. The Challenge Level is usually equal to a tenth of the gold piece value of the object emulated. It is assumed that there are sufficient materials available for the Scavenger to work with, whether he gathers debris or repurposes his companions' supplies. Obviously, a Scavenger locked in a featureless room will probably be unable to improvise much of anything, but Scavengers have been known to go so far as to use their own excrement and gnawed-off body parts to create weapons.

RESIST WEATHER (Constitution): With a successful Constitution check a Scavenger can shrug off any non-lethal environmental effects of heat and cold. The Scavenger still takes normal damage from things like an open flame or magical frost, but can adjust to cold weather without wearing heavy clothing, or hot and humid conditions without succumbing to heatstroke.

CLIMB (Dexterity): Scavengers have climbing abilities similar to those of Rogues.

MOVE SILENTLY (Dexterity): As per the Rogue Class Ability.

HIDE (Dexterity): Scavengers can hide, just like Rogues.

WEAKNESSES

SOCIAL STIGMA: Scavengers are the lowest of the low socially. Even ordinary beggars and thieves sometimes look upon Scavengers with a mixture of horror and disgust. Scavengers are usually treated as people with no rights whatsoever. Under no circumstances will respectable NPCs knowingly aid, or associate with, a Scavenger. Usually, they won't even want to talk to them. Even criminals and the like will tend to have negative reactions to Scavengers, although these can be overcome once the Scavenger proves their value. These bad reactions are regardless of the Scavenger's Charisma. Scavengers cannot disguise what they are without magical aid - even if cleaned up, shaved, and bathed, they retain an obvious look of feral desperation. The only way for a Scavenger to overcome the negative reactions of others is to become part of society again, permanently losing all Levels in the Scavenger class.

POVERTY: Scavengers start play with just 10 gold pieces worth of actual equipment that they have stolen and/or found.

PRIME ATTRIBUTE: Constitution

HIT DICE: d12

ALIGNMENT: Any Non-Lawful

WEAPONS: Bow (short), Brass Knuckles, Cleaver, Club, Knife, Dagger, Godentag, Hand Axe, Mace, Maul, Morning Star, Net, Scythe, Sling, Spear, Staff.

ARMOR: Any. Scavengers can wear any armor they can find or steal, and high-Level Scavengers can even use trash and scraps to improvise armor equivalent in protection to mail. Note that wearing heavy armor, whether regular or improvised, will negate the Scavenger's Climb, Move Silently, and Hide Abilities.

ABILITIES: Eat Almost Anything, Duskvision, Immune To Nausea, Inured To Fasting, Sleep Anywhere, Feral Strength, Cunning, Improvise Tool, Resist Weather, Climb, Move Silently, Hide

WEAKNESSES: Social Stigma, Poverty

Level	Hit Dice	Basic To-Hit Bonus	Experience Points
1	d12	0	0
2	d12	+1	1,751
3	d12	+1	3,501
4	d12	+1	7,001
5	d12	+2	14,001
6	d12	+2	25,001
7	d12	+2	50,001
8	d12	+3	90,001
9	d12	+3	150,001
10	d12	+3	200,001
11	+4 HP	+4	350,001
12	+4 HP	+4	500,001
13+			+150,000 per Level

WARRIOR-WIZARD

A combatant who combines magical mastery with martial skill

Few people have the rare combination of magical talent, intelligence, physical strength, and martial skill necessary to become a Warrior-Wizard. Combining skill at arms with arcane might, they are among the most fearsome combatants. Able to cast spells even while wearing armor, they are unafraid to stand toe-to-toe with the most fearsome monsters.

The Warrior-Wizard's versatility comes at a price. They learn spells more slowly than normal Wizards, and never receive bonus spells. They are also weaker in direct melee combat than normal Fighters.

Warrior-Wizards are most frequently found amongst Elves, who seem to have a natural tenancy towards the class. Humans and Gnomes are also well-represented in the ranks of Warrior-Wizards. Dwarves consider mixing arcane magic with "honorable" fighting to be detestable, and are never Warrior-Wizards. Halflings also seem to have no aptitude for the mixture of wizardry and martial prowess. Half-Orcs are seldom disciplined enough to become Warrior-Wizards, but those few who are become veritable machines of destruction.

Warrior-Wizards get along well with both Fighters and Wizards. They sometimes look down on Illusionists, regarding their style of magic as cowardly. Bards and Warrior-Wizards tend to get along particularly well. Clerics are often suspicious of Warrior-Wizards, seeing the Warrior-Wizard's attempt at total versatility as an attempt to live without the restrictions placed on humanity by the Gods. Some Warrior-Wizards do in fact regard themselves as living proof that humanity can exceed all bounds, and so dislike Clerics and their insistence on following the commands of a deity. Druids, however, appreciate the combination of magical and martial might embodied by the Warrior-Wizard. Warrior-Wizards often regard Monks as imperfect versions of themselves, while Monks often see Warrior-Wizards as corrupted people who turned to the Dark Arts because they lacked the self-discipline for the Monastic life. Warrior-Wizards sometimes come into conflict with Knights and Paladins, who see the Warrior-Wizards use of magic in melee combat as underhanded cheating. Rangers and Warrior-Wizards often get along well, on the other hand, with many Rangers citing an ancient story of Rangers being trained to use magic.

ABILITIES

SPELLS: Warrior Wizards cast arcane spells. They learn and prepare spells in exactly the same manner as Wizards, and use the same spell list. Warrior-Wizards must maintain and consult spell-books, just like ordinary Wizards. Unlike normal Wizards, however, Warrior Wizards never gain bonus spells as a result of having a high Intelligence.

COMBAT CASTING: A Warrior-Wizard may freely use magic while engaged in melee, without suffering any penalties, as long as they can hold and employ their chosen Arcane Focus. Casting a spell counts as the character's action for the round. A Warrior-Wizard cannot cast a spell and attack with a weapon in the same melee round.

CAST IN ARMOR: A Warrior-Wizard may freely use magic while clad in any kind of armor, as long as they can hold and employ their chosen Arcane Focus. A shield will not interfere with this ability, if the character can still utilize their Arcane Focus.

WEAKNESS

ARCANE FOCUS: In order to use most of their spells, a Warriors-Wizard must employ a special object called an Arcane Focus. This is often a sword, staff, dagger, or other weapon, but can also be a book of mystical writings, a special gauntlet, etc. The player chooses their character's Arcane Focus. The Focus replaces any other material components needed for spells, and is always employed as part of the somatic component of a Warrior-Wizard's spells. It does not replace the verbal component of spells. The Warrior-Wizard cannot use spells above Level 0 without utilizing their chosen focus.

An Arcane Focus costs 1,000 gp per maximum Level of spell it is usable with. An existing focus can be re-worked by the Warrior-Wizard to make it usable with higher Level spells, at the same cost. Example: It will cost 3,000 gp to make an Arcane Focus usable with 3rd Level (or lower) spells, or that same amount to alter an existing focus to expand its usability to included 3rd Level spells. Creating or altering an Arcane Focus takes 1 week per maximum spell Level. A 3rd Level Focus, for example, requires three weeks of effort.

PRIME ATTRIBUTE: Intelligence

HIT DICE: d8

ALIGNMENT: Any

WEAPONS: Any

ARMOR: Any

ABILITIES: Spells, Combat Casting, Cast In Armor

WEAKNESS: Arcane Focus

Level	Hit Dice	Basic To-Hit Bonus	Experience Points
1	d8	+0	0
2	d8	+1	4,001
3	d8	+1	8,001
4	d8	+2	16,001
5	d8	+2	32,001
6	d8	+3	64,001
7	d8	+3	128,001
8	d8	+4	256,001
9	d8	+4	600,001
10	d8	+5	1,200,001
11	+3 HP	+5	1,800,001
12	+3 HP	+6	2,400,001
13+			+600,000 per Level

WARRIOR-WIZARD SPELLS PER DAY

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

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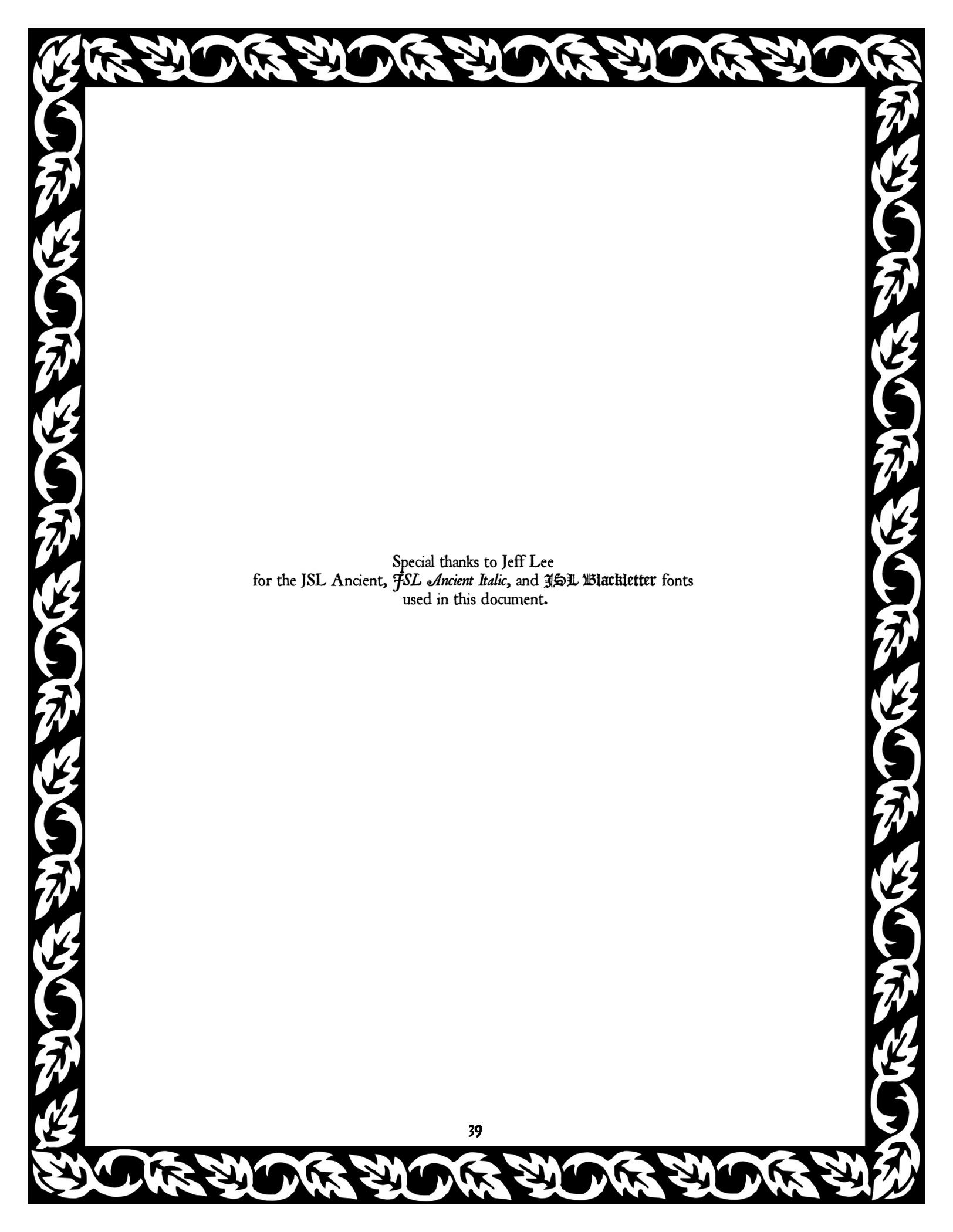
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