2 Characters

In **Tales of the Iron League**, each creature in the world of Uroth has a unique identity that becomes important when the players interact with it. Its description may include statistics that describe how it acts (or reacts) in combat, details of its personality, or important information that it might reveal should there be a negotiation. If that creature figures in your campaign, the **game moderator (GM)** or another player will step into its shoes and breathe life into it so that other denizens of the world can interact with it.

Sometimes that creature will be a hostile and unintelligent monster, but other beings may have complex personalities, including unique desires, abilities, motivations, and ideas. In this game we call such beings **characters**.

Characters can be divided into two groups:

- Characters controlled by the GM are called **non-player characters**, or **NPCs**. The GM prepares the notes and information needed to describe each NPC. Players learn details of that information over time as they interact with the NPC.
- Characters controlled by the rest of the players are called **player characters**, or **PCs**. Each player usually controls a single player character, which serves as their physical manifestation in this imaginative world of interactive roleplay. The PCs work together to explore the world presented by the GM, confront challenges, encounter risks, and seek out adventure and glory.

Each player needs a character to use in the game. In a convention setting, PCs are often generated in advance by the GM and handed out to the other players. The players then familiarize themselves with their assigned character and the game begins.

In a more informal setting, like a group of friends gathered around a dining room table, players may prefer to make their own characters. When a player creates a PC, they get to decide what sort of character to play, their strengths and weaknesses, and what amazing and adventurous abilities they contribute to the group.

This chapter describes the types of characters you can create in **Tales of the Iron League**, what each type can do, and how to go about building your own PC.

Creating a Character: An Overview

To get started you will need a pencil and paper, a **character sheet**, a set of **polyhedral dice**, and a little bit of spare time. You can create most characters in less than a half-hour, and with a little practice it can go more quickly than that. Character sheets for each class are included at the end of this chapter.

Use this checklist to create your character. Each step is described in further detail later in this chapter.

1. Select a **character class** based on the type of character you want to create and get a copy of the appropriate character sheet.
2. Decide on a name for your character. Write both your name and the character's name on the sheet.
3. Write down your character's level and experience points. Most characters start at level 1 and have no starting experience. If you are unsure, ask your GM.
4. Generate your character's **ability scores** and write them down.
5. Choose your character's **subclass** and write it down, along with any associated skills and special abilities. If they do not have a subclass, write down 'unspecialized'.
6. Assign your character's **languages** and their fluency with each one.
7. Determine your character's **hit points** and write them on the character sheet.
8. Determine your character's **surges** and write them on the character sheet.
9. Allocate your character's **custom points** and add the new information to the character sheet.

10. Determine your character's starting money and equipment. Use their money to buy additional equipment, if desired.
11. If the character is a **Magic-user** or **Elf**, choose the spells in the character's spellbook. Write down spell attack bonuses.
12. Write down your character's **defenses**.
13. Write down your character's weapon attack information, including combat attack bonus and relevant attack information for each weapon.
14. Write down your character's **alignment**, **movement**, **initiative**, **fatigue limit**, and **recovery**.
15. Think about what your character looks like and acts like. It may be helpful to draw a picture or make notes to yourself.
16. Get ready to play!

Choosing a Class

The first and most important decision to make is which of the seven base character classes to choose, because this decision determines what your character can and cannot do. Start by thinking about what kind of character would be fun for you to play.

Do you want your character to slay horrible monsters with a sword, or hold a whole band of bandits at bay with their skill at arms? Will they learn the secrets of arcane magic, and cast potent spells to blast foes from afar, plunge a brightly lit room into darkness, or create illusions to dupe the unwary? Maybe you'd like them to slip unnoticed into a busy monastery, creep past guards into a treasure chamber, locate and disable lethal traps protecting a jeweled scepter, and sneak back out again with their ill-gotten gains. Or do you have something else in mind?

There are detailed descriptions of each class later in this chapter. For now, you should think about the following:

- **Clerics** are humans whose faith in a deity allows them to perform miracles of a divine nature.
- **Dwarves** are short and sturdy humanoids who fight as comfortably in pitch darkness underground as they do in bright daylight.
- **Elves** are humanoids of an ancient and magical culture. They can both fight with weapons and wield the powerful arcane spells of wizards.
- **Fighters** are humans who are the best wielders of weapons and slayers of monsters. They can absorb the most punishment and still fight on.
- **Halflings** are small and surefooted humanoids who are stealthy and nimble, but they can also be hardy warriors when the need arises.
- **Magic-users** are humans who specialize in casting mighty magical spells of offense, defense, and general utility.
- **Thieves** are very sneaky humans who get by using wits, skill, and the occasional surprise dagger in the back.

Each class has its own character sheet at the end of this chapter, which already contains some class-specific information. Make as many copies as you need. For the rest of the character creation process, you will write down additional information to refer to as you play.

Ability Scores

Characters in **Tales of the Iron League** have various attributes and characteristics. These attributes are built upon a foundation of six fundamental numbers called **ability scores**. You must generate these scores for your character, because all the things they can do, including their strengths and weaknesses, are shaped by these foundational scores.

The six ability scores are **Strength**, **Dexterity**, **Constitution**, **Intelligence**, **Wisdom**, and **Charisma**. Each score's value is a number from 3 to 18. Lower numbers represent lesser ability or reduced performance, and higher numbers represent above-average ability.

An average person's ability scores are generated by rolling three 6-sided dice (3d6) and adding the resulting numbers together. A typical sample of ordinary peoples' scores would form a bell curve: very few people have a 3, very few people have an 18, and most are piled up around the average scores of 10 or 11 in the middle.

Of course, adventurers are generally not average people, and their scores tend to be higher. The different methods for generating starting ability scores for player characters are described below.

There are two ways that ability scores influence a character's success or failure at performing tasks:

- **Ability scores**: Sometimes the ability score itself serves as the target number. In this case, a lower roll is always better than a higher one.
- **Ability modifiers**: Sometimes an ability score only marginally influences success or failure. In this case, scores provide bonuses or penalties to a die roll or other statistic according to the table below.

IMPORTANT: Either the ability score *or* the modifier applies to any given action. Use one or the other, but *never* both. The rules will clearly indicate which one applies.

Ability Score	Ability Modifier
24 or higher	+6
21-23	+5
19-20	+4
18	+3
16-17	+2
13-15	+1
9-12	No modifier
6-8	-1
4-5	-2
3	-3
2 or lower	-4

Note: This table includes ability scores outside the typical range of 3 to 18. There are exceptional circumstances in which scores can be higher or lower than is ordinarily possible, but those circumstances generally do not arise until well after character generation. Character ability scores can never be permanently raised higher than 20, although items and effects may temporarily increase scores beyond that point.

Strength

Strength is a measure of physical might. It is an abstract measurement of the many ways that the body can exert itself against obstacles in the physical world. A character with a high Strength can lift heavy weights above their head, swing a sword or thrust a spear with great force, or leap across wide chasms.

Having a high Strength does not guarantee that they will master combat, because skill and training are also important, but characters who want to excel at hand-to-hand melee combat will find having a better-than-average Strength very useful.

You decide why your character has the scores they have. Do they have a Strength of 15 because they stand a head taller than everybody else around them, and have shoulder muscles developed over years of carrying a water-bearer's yoke? Do they have a Strength of 7 because they sustained an injury in childhood that made their legs very weak? An important part of character creation is using your imagination to create a story that helps explain who your character is.

The Strength score is used to determine success for Strength-based skills, as described in Chapter 3, and to determine how much gear your character can carry without becoming overloaded, which is described in Chapter 5. Additionally, the Strength modifier affects the following:

- The **Toughness** defense – a strong character is more robust.
- The chance to hit with a melee weapon – a strong character can strike with greater accuracy.
- The damage inflicted when a melee weapon attack hits its target – a strong character inflicts punishing blows.

Dexterity

Dexterity combines the effects of hand-eye coordination and agility. A character with high Dexterity might be described as spry, nimble, or speedy. A character with low Dexterity might be called clumsy, awkward, or possibly shaky.

Characters that rely upon their quickness and physical grace benefit most from high Dexterity, particularly Thieves and Halflings. However, anyone who routinely enters melee combat will be grateful for the agility to duck a blow, and characters who might throw a spear would benefit from having a keen eye.

A character may have high Dexterity from years of juggling daggers at a circus, or from training as a dancer or acrobat. A character may suffer from low Dexterity because their sedentary life has left them inexperienced with bodily control, or because a long illness has made their hands unsteady. It is up to you to decide why your character is the way they are.

The Dexterity score is used to determine success for Dexterity-based skills, as described in Chapter 3. Additionally, the Dexterity modifier affects the following:

- The **Dodge** defense – a nimble character can get out of the way easier. It also modifies a character's **Armor Class** defense – sometimes the most effective protection is not being hit in the first place.
- The chance to hit with a missile weapon – a character with an archer's eye can hit the mark more reliably.
- The **initiative** bonus, which is described in Chapter 7. A character with quick reactions can act before slower characters.

Constitution

A character's Constitution score represents their hardiness, endurance, and intestinal fortitude. A character with a high Constitution may not be the strongest person, but they can stand up to a lot of punishment. They can continue plodding through the deep desert with the merciless sun beating down. They can drain the fourth tankard of grog in a drinking competition and woozily reach for the fifth. After being knocked to the ground in a bar fight, they can rub their jaw and then pick themself back up again.

All adventurers will face dangers that challenge their toughness and physical courage. Although Dwarves are famous for their stony resolve and endurance, all members of the Iron League can benefit from a good Constitution score.

The Constitution score determines a character's ability to stand up to **trauma** without falling unconscious (see Chapter 7). Additionally, the Constitution modifier affects the following:

- The **Toughness** defense – a character with stout Constitution can shrug off pain and sickness.
- The number of **hit points (hp)** a character receives at each level, including the first – a character with plenty of endurance can soldier on under even extreme physical punishment.
- The **fatigue limit** – a hardy character can continue adventuring or fighting for a long time without tiring.
- **Recovery** – a hale and hearty character can shrug off the ongoing harm caused by poison, disease, and other **conditions**.

> **IMPORTANT:** If a change to a character's Constitution score affects their hit points, it retroactively applies to all previous levels. For instance, a 5th-level character whose Constitution increases from 12 to 13 gains a +1 Constitution modifier, so they immediately add 5 to their maximum hp.

Intelligence

Intelligence encompasses the many ways to think about a person being smart. It comprises memory and recall, creativity, analytical quickness and power, and the ability to think outside the box.

A character with a high Intelligence might be an educated scholar who has read every book in the library or a street-smart urchin who has learned to survive by their wits in the most dangerous slums in town. A character with a low Intelligence might be an unsophisticated farmer who has never been given the opportunity to better their mind or a boorish aristocrat who has always let their family's money do the thinking for them.

Magic-users in particular benefit from a high Intelligence because practicing Arcane magic requires great mental vigor and agility. Likewise, Elves and Thieves do their jobs best when their minds are sharp.

The Intelligence score is used to determine success for Intelligence-based skills, as described in Chapter 3. Additionally, the Intelligence modifier affects the following:

- The **Poise** defense – a character with sharp mental acuity can find ways to throw off the negative effects of psychological influence.
- The number of 1st level spells a starting Arcane spellcaster receives in their starting spellbook.
- The number of additional 1st level spells an Arcane spellcaster can cast every day.
- The **spell attack bonus** for Arcane spellcasters, including Magic-users and Elves.
- The degree of starting proficiency in languages. A positive modifier gives the character an increased understanding of languages beyond their native tongue; for each positive bonus, choose one new starting language at the smattering level of proficiency. A negative modifier imposes a cap on the character's understanding of their known languages. A -1 penalty limits the character to working proficiency with the language, a -2 penalty limits them to halting proficiency, and a -3 penalty leaves them with no more than a smattering. See Chapter 3 for language rules.

Wisdom

Wisdom determines a character's powers of perception and perspicacity, discernment, and empathy. Characters with low Wisdom may show poor judgment or simply be oblivious to what goes on around them because they focus only on the things that interest them. Those with high Wisdom may be shrewd judges of character or detectives with an amazing ability to collect subtle clues from the background.

Clerics in particular benefit from a high Wisdom score because it enhances their ability to cast Divine spells. Those who search for hidden mechanisms or track a monster across an open field may also want a higher Wisdom.

The Wisdom score is used to determine success for Wisdom-based skills, as described in Chapter 3. Additionally, the Wisdom modifier affects the following:

- The **Dodge** defense – a character with their head on a swivel can see danger coming and get out of the way.
- The number of additional 1st level spells a Divine spellcaster can cast every day.
- The **spell attack bonus** for Divine spellcasters, including Clerics.

Charisma

Charisma represents a character's force of personality and willpower, as well as their ability to appeal to others. A highly charismatic character may be persuasive or domineering; they may show strong leadership qualities, or they may be a gifted performer. A character with a low Charisma score may be obnoxious or have a very bland

personality, they may be a meek pushover who is constantly bullied by others, or they may be an annoying oaf who is outcast by society.

The characters who benefit most from a high Charisma include those who want to talk their way out of problematic situations, whether by intimidation, trickery, or diplomacy. Force of will is also an important factor in using a holy symbol to employ the Turn Undead skill; see Chapter 3.

The Charisma score is used to determine success for Charisma-based skills, as described in Chapter 3. Additionally, the Charisma modifier affects the following:

- The **Poise** defense – a character with a strong force of personality can throw off attempts to suborn their free will.
- The **morale** checks made by hirelings under the character's command; see Chapter 7.

IMPORTANT: A character's Charisma score is not an indicator of how physically attractive they are, and it has no bearing on their appearance. You can create a character that looks exactly the way you imagine them.

Generating Ability Scores

To generate a character's starting ability scores, you must decide: do you want to customize your character with the exact strengths and weaknesses you have in mind, or are you willing to accept some degree of randomness? There are two methods of generating ability scores: **point buy** and **rolled scores**.

Point buy allows you to precisely specify your character's ability scores, but rolling dice will, on average, produce higher scores.

Point Buy Method

In the point buy method, starting from a slightly above average score of 11 in each attribute you have six points to allocate to ability scores. You can buy additional points by lowering one or more ability scores to raise your character's score in another.

Each ability score has the following cost:

Score	Point Cost
18	10
17	8
16	7
15	5
14	4
13	3
12	1
11	0
10	-1
9	-2
8	-3
7	-4
6	-5
5	-6
4	-7
3	-8

You may select any six scores provided their total cost doesn't exceed six points. You can then arrange these scores in any order you like on your character sheet. If you have any points left over, you may use up to three of them to buy additional starting hit points (see later) on a one-for-one basis.

Each of these three arrays of six ability scores adds up to six points; if you're short on time, you can choose one of them:

- 18, 11, 10, 10, 10, 10
- 16, 13, 12, 11, 9, 8
- 15, 13, 12, 12, 12, 6

Rolled Scores Method

It's possible to have very good or very bad luck when rolling ability scores. Accepting the possibility of lower outcomes is part of the risk of using a random determination method, but very low scores can make it less fun to play a character.

To roll ability scores randomly, follow these steps:

- Roll four 6-sided dice (4d6) and ignore the lowest of the four dice. Add together the remaining three and write the sum down on a scratch sheet of paper. Do this a total of six times, so that you have six numbers ranging from 3 to 18.
- If the sum of your six ability scores doesn't add up to 61 or higher, you have the option to roll a new set of six scores. You must reroll all six numbers.
- Reorder these six numbers any way you choose to determine your character's ability scores.

Character Classes

This section describes how to establish your character's attributes and features. Later chapters go into more detail on how these parameters are used.

Members of the Iron League fall into one of seven basic classes. Classes are a bit like professions; they dictate your character's primary area of expertise, and provide a framework of skills, abilities, strengths, and weaknesses upon which the character is built. Within each class, however, there are choices that must be made to further specialize the character; not all members of a given class are the same.

Members of four of the classes are human. The human species is the most common of the intelligent peoples living on the world of Uroth. Human adventurers are divided into four classes: Fighters, Clerics, Magic-users, and Thieves. However, other civilized species share the world with human beings, and three of these – Elves, Dwarves and Halflings – can become adventurers within the Iron League. Their species is also their class, although there are variations in these classes as well.

Each class and its associated features are detailed below. The character's class features are already listed on the character sheet. Write down the character's subclass and subclass abilities (if any), and their holy orders if you are playing a Cleric or Paladin.

Clerics

Clerics are devotees of a religious belief who take **holy orders**. Dedicated to a single deity, they use their faith to fuel miraculous feats: Clerics can cast magical spells of a Divine nature. However, Clerics also receive substantial training in the art of combat, and they serve their deity's will on Uroth through the projection of both spiritual and physical force. Clerics adventure for the glory of their faith as well as for any personal reasons you may invent.

All Clerics must choose a deity from the thousands that exist in the world of Uroth. Some of the most influential deities are mentioned in Chapter 10, but you should feel free to invent your own. All deities are patrons of something or another, but that patronage has no effect on the Cleric's statistics (although it may have an important impact on roleplay). A deity generally has a name and a descriptor, such as Yuiwe the Singing Tree. Clerics adopt their deity's descriptor as part of their name, so a Cleric of Yuiwe might be called Gelligar of the Singing Tree.

There are major and minor deities. Minor deities are typically aligned to the ethos of **good**, which tends to advocate for the elevation of all and the exclusion of none, or the ethos of **evil**, which advocates for the elevation of self at the expense of the other. Major deities are usually above choosing one ethos or another, but they are served by divine intermediaries who intervene with matters on Uroth, and these servants are always aligned just as the minor deities are – major deities may be served by both good and evil forces.

All Clerics must choose whether they stand on the side of good or evil, and they acquire a corresponding alignment to which they must adhere. Clerics who act inconsistently with their alignment may suffer consequences, such as the withholding of spellcasting abilities. They may need to use an *atonement* spell to return to the good graces of their faith.

Clerics of good alignment use the Angelic language for their rituals and Divine magic. Clerics of evil alignment use either the Daemonic or the Diabolical languages. These rules assume that Cleric PCs are aligned with good. Evil Clerics exist, and the GM may create some as enemies for the adventurers to do battle against, but rules for creating such characters will be reserved for a future supplement.

The most important ability score for a Cleric is Wisdom. Clerics must have a minimum Wisdom score of 9. Wisdom determines bonuses to a Cleric's spellcasting and is also important for turning creatures with the *undead* primary trait. Charisma and Strength may also be important – force of personality and the might to swing a weapon effectively are useful things for Clerics.

The statistics of a starting Cleric, plus their character advancement at higher levels, are found in the table below.

Table 2-1: TOTIL Cleric Class

							Spell Points per Level							
Level	Hit Points	Combat Attack Bonus	Spell Attack Bonus	Dodge Defense	Toughness Defense	Poise Defense	1	2	3	4	5	6	Surges	XP Needed
1	6	+1	+0	6	10	12	1						2	
2	6 + 1d6	+1	+1	6	10	13	2						3	100
3	6 + 2d6	+2	+1	7	11	13	2	1					4	200
4	6 + 3d6	+2	+2	7	11	14	3	2					5	300
5	6 + 4d6	+3	+2	8	12	15	3	2	1				6	500
6	6 + 5d6	+4	+3	8	12	15	3	3	2				7	800
7	6 + 6d6	+4	+3	9	13	16	4	3	2	1			8	1300
8	6 + 7d6	+5	+4	9	13	17	4	3	3	2			9	2100
9	6 + 8d6	+5	+4	10	14	17	4	4	3	2	1		10	3400
10	6 + 9d6	+6	+5	10	14	18	4	4	3	3	2		11	5500
11	6 + 10d6	+7	+5	11	15	19	4	4	4	3	2	1	12	8900
12	6 + 11d6	+7	+6	11	15	19	4	4	4	3	3	2	13	14400

Cleric Abilities

Clerics start with proficiency with any *cheap* and *standard* weapon that is permitted by their holy orders. Clerics start with proficiency with all armor types up to AC 15, as well as shields and light helms, and Holy Warrior Clerics can use armor types up to AC 16. See Chapter 5 for more information on equipment.

Clerics can cast Divine spells (see Chapter 4). Each day at the time prescribed by the Cleric's faith (dawn is typical, but not universal), Clerics pray to their deity for spells. Assuming they are in the good graces of their deity, and if they have received at least eight hours of continuous rest, they are granted the number of spells listed in the table above, plus an additional number of 1st level spells equal to their Wisdom modifier. For example, a 4th-level Cleric with a Wisdom modifier of +2 can cast five 1st level spells and two 2nd level spells per day. When a spell is cast, that

spell point is lost for the day, though they may use another slot to cast the same spell again. Once all their spell points have been expended, they cannot cast spells until their next opportunity to pray for spells. They may not regain spells more than once a day.

Clerics can use magic items described in Chapter 9 and Divine scrolls provided they can fluently read the language in which the scroll is written. Clerics may also use all magic versions of armor and weapons their holy orders permit them to use.

All Cleric characters start with skill proficiency in **Turn Undead** 1 and **Healing** 1, as well as language proficiency in Common and one of the following languages: Angelic, Daemonic, or Diabolical. See Chapter 3 for more information.

Clerics receive a certain number of surges, as listed in the table above. Once per round, as part of their turn, a Cleric may expend a surge to generate one of the following effects:

- Regain 1d6+level hp (or 3+level instead of rolling). This is a standard action that does not trigger **attacks of opportunity**.
- Grant a +4 to the Dodge, Toughness, or Poise defense of one creature within 30' for ten minutes. This is a standard action that does not trigger attacks of opportunity.
- Reroll one of their own spell attacks. This is a reaction. A 1 cannot be rerolled.
- Power a special ability, if any (including any special abilities associated with their subclass or Holy Orders).
- If they are at or below 0 hp and dying, on their turn they may expend a surge to stabilize their condition. The effect is identical to the casting of the *call from beyond* spell (see Chapter 4). This is a free action.

Additionally, when a Cleric character gains enough experience to advance to 9th level, they gain an additional surge ability: by spending a surge, they may make one additional melee or missile attack as part of a standard action. This attack is made with any weapon currently being wielded and is made with the same attack modifier as a single attack with that weapon.

Every Cleric character must swear to a set of vows called **Holy Orders** – see later in this section. There are several options available for Holy Orders; each one has a set of advantages and disadvantages. Selecting a Cleric's Holy Orders is one way of customizing the character.

Another way is to choose whether to create the character as a member of one of the Cleric subclasses. There are three subclasses available under the Cleric umbrella; each one has a unique set of capabilities. A Cleric may be built as one of these subclasses, or they may be built as an unspecialized Cleric. Such a character doesn't have any of the subclass abilities below, but instead they receive two bonus surges and one Tier 1 **special ability** – see later in this chapter. At 5th level an unspecialized character receives four bonus custom points.

The three Cleric subclasses are listed below.

Cleric Subclasses

Holy Warrior

These Clerics are battle-priests; they receive additional training in the use of arms and armor so that they might defend their faith from its enemies or spread the word of their deity from the battlefield. Holy Warriors receive the following benefits:

- Proficiency in all armor types, including heavy helms. Holy Warriors roll on the Fighter table for starting armor instead of the Cleric table.
- Proficiency in one *martial* weapon of their choice. Holy Warriors begin play with that weapon, in addition to the starting equipment described later in this chapter. They may use this weapon even if their holy orders might otherwise forbid its use.

- In addition to having all the uses for surges listed above for Clerics, these characters may also use their surges as specified for Fighters. Additionally, at 9th level these characters gain a 9th level Fighter's ability to make 2 attacks with a standard action without using a surge.
- They may use magic items that fighters can use – see Chapter 9.
- At 5th level, they gain the ability to quickly cast combat-related spells on themselves. Once per round, at the beginning of their turn, a Holy Warrior can expend a surge and use a free action to cast a Cleric spell with a range of self. Normally this requires a standard action – see Chapter 7.

Healer

These Clerics devote themselves to the healing arts, gaining special powers to cure the sick and speed the recovery from battle wounds. Healers receive the following benefits:

- They gain access to the Lay on Hands special abilities of *circle of recovery* and *hand of succor*.
- At 5th level, they gain access to all the Lay on Hands special ability of *burst of energy*.

Exorcist

These Clerics take a special interest in the eternal war between the living and the forces of unlife, and they use their deity's strength as a weapon against these foes. Exorcists receive the following benefits:

- They gain access to the Casting Out special abilities of *divine chastisement* and *radiance of prana*.
- At 5th level, they gain access to the Casting Out special ability of *reverse the polarity*.

Dwarves

Dwarves believe that their species was created by the deities, and that dwarves also created the deities, in a beautiful paradox of creation. They toiled for eons in the factory vault of **Skirkendal** at the center of Uroth, making the deities, who somehow willed them into being before they were formed, until all the deities departed.

Then the dwarves left Skirkendal, seeking new places to live by exploring the maze of underground passages that radiated out from their now-lost ancestral home. The **Crag Dwarves** eventually found their way to the surface of the world and built sturdy homes in the mountains and valleys. The **Deep Dwarves** never left the underworld; they instead delved mighty fastnesses far below the reach of the sun. Living in private and isolated communities both above and under the ground, the **Spirit Dwarves** absorbed a piece of divinity and carry it with them as a legacy of their first purpose in the universe.

Dwarves are shorter than humans, usually standing no taller than four feet high, but they are very broad in the shoulders and have dense musculature, so the average dwarf weighs as much as an average human. All adult dwarves have beards, regardless of gender, although dwarf beard styles run the gamut from bushy and bristly to braided and carefully groomed.

Dwarvish communities tend to be insular, and dwarves have a cultural inclination towards being surly and suspicious – although counterexamples abound. Dwarves can live up to four hundred years of age. They have an ancestral distrust of elves that goes back as far as dwarvish lore recalls, although no outright hostilities currently exist. In contrast, dwarves and goblins are engaged in an open and long-standing war and encounters between the two usually result in combat.

One of the most important ability scores for a Dwarf is Constitution; so sturdy a species are they that they have a minimum Constitution score of 9. Constitution determines bonuses to a Dwarf's hit points and Toughness defense. Ability scores of secondary importance are Strength and Wisdom.

The statistics of a starting Dwarf, plus their character advancement at higher levels, are found in the table below.

Table 2-2: TOTIL Dwarf Class

Level	Hit Points	Combat Attack Bonus	Dodge Defense	Toughness Defense	Poise Defense	Surges	XP Needed
1	8	+1	10	12	10	2	
2	8+ 1d8	+2	10	13	10	3	100
3	8 + 2d8	+2	11	13	11	4	200
4	8 + 3d8	+3	11	14	11	5	300
5	8 + 4d8	+4	12	15	12	6	500
6	8 + 5d8	+4	12	15	12	7	800
7	8 + 6d8	+5	13	16	13	8	1300
8	8 + 7d8	+6	13	17	13	9	2100
9	8 + 8d8	+6	14	17	14	10	3400
10	8 + 9d8	+7	14	18	14	11	5500
11	8 + 10d8	+8	15	19	15	12	8900
12	8 + 11d8	+9	15	19	15	13	14400

Dwarf Abilities

Dwarves start with proficiency with all *cheap* and *standard* weapons. They start with proficiency with all armor types up to Armor Class 16. They are proficient with the use of shields and light and heavy helms. See Chapter 5 for more information on equipment.

All dwarves have an ability called **infravision**: their eyes can see in the dark. When there is no light or low light, dwarvish infravision allows them to see up to sixty feet away. Infravision is a monochrome sense that works by picking out small variations in surface temperature.

Seen under infravision, the details of a warm-blooded creature are just as distinct as they would be with normal vision; however, the outlines of a cold cavern wall are indistinct and writing on a page cannot be read at all. High heat interferes with infravision; a lit torch within the dwarf's field of view disrupts their ability to see in the dark. Because of these deficiencies, communities of dwarves commonly use artificial light sources to see at night and in darkness.

Dwarves enjoy robust good health. Their recovery bonus increases by +2 in addition to their Constitution modifier.

Dwarves can use magic items as described in Chapter 9. They may use all magic versions of armor and weapons with which they are proficient.

All Dwarves start with skill proficiency in **Hearing** 1 and **Stonecraft** 1, and language proficiency in Common and Dwarvish. See Chapter 3 for more information.

Dwarves receive a certain number of surges, as listed in the table above. Once per round, as part of their turn, a Dwarf may expend a surge to generate one of the following effects:

- Regain 1d8+level hp (or 4+level instead of rolling). This is a standard action that does not trigger attacks of opportunity
- Gain a +2 bonus to all defenses for ten minutes. This is a standard action that does not trigger attacks of opportunity.
- Reroll one of their own attack rolls. This is a reaction. A 1 cannot be rerolled.
- Power a special ability, if any (including any special abilities associated with their subclass or Holy Orders).

- If they are at or below 0 hp and dying, on their turn they may expend a surge to stabilize their condition. The effect is identical to the casting of the *call from beyond* spell (see Chapter 4). This is a free action.

Additionally, when a Dwarf character gains enough experience to advance to 9th level, they gain an additional surge ability: by spending a surge, they may make one additional melee or missile attack as part of a standard action. This attack is made with any weapon currently being wielded and is made with the same attack modifier as a single attack with that weapon.

A Dwarf may be customized by building the character as a member of one of the Dwarf subclasses. There are three subclasses available under the Dwarf umbrella; each one has a unique set of capabilities. A Dwarf may be built as one of these subclasses, or they may be built as an unspecialized Dwarf. Such a character doesn't have any of the subclass abilities below, but instead they receive two bonus surges and one Tier 1 special ability – see later in this chapter. At 5th level an unspecialized character receives four bonus custom points.

The three Dwarf subclasses are listed below.

Dwarf Subclasses

Crag Dwarf

At the end of the long Dwarvish migration from Skirkendal (**Aghen-khaz**, or **The Endless Climb**), many refugees emerged from the cave known as the **Bellows of Uroth** and settled in the surrounding mountains. These dwarves call themselves Crag Dwarves and are proud of their new lives in the highlands. Their skin is ruddy, and their hair and beards range from dishwater blonde to dark brown, often with reddish highlights. Crag Dwarves wear kilts and heavy hobnailed boots, and thick woolen cloaks to keep them out of the wind and rain.

Crag Dwarves receive the following benefits:

- They can use weapons with the *crag dwarf* property one-handed, while all other classes and subclasses must use them with two hands; see Chapter 5.
- Proficiency in the language of Giants, who are their close neighbors.
- They gain access to the Rage special abilities of *furious strength* and *vengeful response*.
- At 5th level, they gain access to the Rage special ability of *wrathful celerity*.

Deep Dwarf

The dwarves as a single people reached the surface of the world during Aghen-khaz, but upon smelling surface air at the Bellows of Uroth, they fractured. Some chose to emerge and live on the surface of Uroth, but others felt that dwarves were meant to live underground. They also harbored a deep resentment towards the various species of goblin who harassed them during their migration from Skirkendal.

Led by **Khaven Deepsmith**, half of the dwarves turned around and made war on the goblins, driving them from their cave-lairs and building mighty fortresses in their place. The descendants of these dwarves are now called Deep Dwarves. They have pale skin and deep black hair and beards, fading to iron grey in old age, and they tend to wear coveralls and helmet-lamps.

Deep Dwarves receive the following benefits:

- They can use weapons with the *deep dwarf* property one-handed, while all other classes and subclasses must use them with two hands; see Chapter 5.
- Skill proficiency in **Mechanisms** 1; see Chapter 3.
- Language proficiency in Undercommon.
- They may spend a surge as a reaction to re-roll a skill check. A 20 cannot be rerolled.
- At 5th level, they may spend a surge as a standard action to grant themselves *gestalt senses* as described in Chapter 8. This does not trigger attacks of opportunity, and it lasts for ten minutes.

Spirit Dwarf

There has always been a subset of the dwarvish people who, during their time in Skirkendal, absorbed some portion of the divine essence that went into the creation of the deities. These souls were changed by the experience, and they formed their own communities within the body of the dwarvish people; they became *Shun-kar*, the Spirit Dwarves.

Populations of Shun-kar remained with both the Crag Dwarves and Deep Dwarves after the schism, dwelling close to their kin but remaining isolated. They worked to keep all dwarves united and allied even after they had gone their separate ways. Spirit Dwarves have hair and beards in a variety of colors, but they always have a stripe of pure white down the middle. Their eyes tend to be a very pale blue.

All Spirit Dwarves must have a minimum Wisdom score of 9. All Spirit Dwarves must choose a set of Holy Orders. Additionally, Spirit Dwarves receive the following benefits:

- They can use weapons with the *spirit dwarf* property one-handed, while all other classes and subclasses must use them with two hands; see Chapter 5.
- They can use magic items that clerics can use – see Chapter 9.
- Grant a +4 to the Dodge, Toughness, or Poise defense of one creature within 30' for ten minutes. This is a standard action that does not trigger attacks of opportunity.
- At 5th level, they gain the special ability of *divine magic*.

Elves

Elves claim to be the first sentient species on Uroth. In their mythology, they are the children of the world in a literal sense: **Esseanlye the World-Tree** grew **Varya First-King** and **Melistar First-Queen** as fruits, and they in turn are the ancestors of every elf born since. Elves are similar in appearance to humans, but they are slighter in build and tend to be a bit shorter, with large eyes and pointed ears.

Elves are a highly magical species, and every elf can learn to work some Arcane magic. They are also warriors, the inventors of swords and swordcraft, and they learn the arts of combat at an early age. Elves may live up to one thousand years of age, although the physical effects of aging are subtle – non-elves have difficulty distinguishing a venerable elf from a young adult.

Thousands of years before humans appeared on Uroth, elvish lore tells of the coming of the **Great Blight**, in which a visitation of a terrifying disease from beyond the stars caused the slaughter of most of the living things on Uroth. Most elves were killed right away, and only those who quickly hid were able to survive.

This calamity fragmented the elvish species into three parts: The **Majestic Elves**, who used their command of magic to build hidden cities in pocket dimensions at right angles to reality; the **Sylvan Elves**, who fled into the deepest portions of the old forests where the Great Blight could not touch them; and the **Shadow Elves**, who retreated into caves below the surface of Uroth, there to melt into the safety of underground spaces.

All three subclasses of elves are marked by their reclusiveness and isolationism; although the Great Blight is long gone (if it ever truly existed), elves have long memories, and in their own way they fear that growing too open and too careless will expose them to extinction if the ancient curse returns. Elves are especially cool towards dwarves, whose initial encounters did little to foster trust, but towards orcs they are downright hostile and may require little incentive to engage in battle.

As both mages and warriors, Elves place equal weight on mental and physical abilities; both Strength and Intelligence ability scores are important for Elf characters for this reason, and no Elf may have a score lower than 9 in either of these abilities. Dexterity is also important for elves, especially Sylvan Elves, who are famous throughout Uroth as skilled archers.

The statistics of a starting Elf, plus their character advancement at higher levels, are found in the table below.

Table 2-3: TOTIL Elf Class

Level	Hit Points	Combat Attack Bonus	Spell Attack Bonus	Dodge Defense	Toughness Defense	Poise Defense	Spell Points per Level						Surges	XP Needed
							1	2	3	4	5	6		
1	6	+1	+0	10	6	12	1						2	
2	6 + 1d6	+2	+1	10	6	13	2						3	100
3	6 + 2d6	+2	+1	11	7	13	2	1					4	200
4	6 + 3d6	+3	+2	11	7	14	3	2					5	300
5	6 + 4d6	+4	+2	12	8	15	3	2	1				6	500
6	6 + 5d6	+4	+3	12	8	15	3	3	2				7	800
7	6 + 6d6	+5	+3	13	9	16	4	3	2	1			8	1300
8	6 + 7d6	+6	+4	13	9	17	4	3	3	2			9	2100
9	6 + 8d6	+6	+4	14	10	17	4	4	3	2	1		10	3400
10	6 + 9d6	+7	+5	14	10	18	4	4	3	3	2		11	5500
11	6 + 10d6	+8	+5	15	11	19	4	4	4	3	2	1	12	8900
12	6 + 11d6	+9	+6	15	11	19	4	4	4	3	3	2	13	14400

Elf Abilities

Elves start with proficiency with all *cheap* and *standard* weapons. They start with proficiency with all armor types up to Armor Class 15, shields, and light and heavy helms. Refer to Chapter 5 for more information on equipment.

All elves have an ability called infravision: their eyes can see in the dark. When there is no light or low light, elvish infravision allows them to see up to sixty feet away. Infravision is a monochrome sense that works by picking out small variations in surface temperature.

Seen under infravision, the details of a warm-blooded creature are just as distinct as they would be with normal vision; however, the outlines of a cold cavern wall are washed out and indistinct and writing on a page cannot be read at all. High heat interferes with infravision; a lit torch within the elf's field of view disrupts their ability to see in the dark. Because of these deficiencies, communities of elves commonly use artificial light sources to see at night and in darkness.

Elves can cast Arcane spells. Once each day, after at least eight hours of continuous rest, an Elf may study their spellbook for one hour and prepare to cast spells. Elves receive the number of spells listed in the table above, plus an additional number of 1st level spells equal to their Intelligence modifier. The spells Elves can cast are limited to those written in their spellbook, so Elves are constantly looking for new spells to add to their magical tome. See Chapter 4 for spell details.

When a spell is cast, that spell point is lost for the day, though they may use another point to cast the same spell again. Once all their spell points have been expended, they cannot cast spells until their next opportunity to study spellbooks. They may not regain spells more than once a day.

Elves can use magic items as described in Chapter 9. Elves may use all magic versions of armor and weapons with which they are proficient.

All Elf characters start with skill proficiency in **Seeing** 1, and language proficiency in Common, Elvish, and Magic. See Chapter 3 for more information.

Elves receive a certain number of surges, as listed in the table above. Once per round, as part of their turn, an Elf may expend a surge to generate one of the following effects:

- Regain 1d6+level hp (or 3+level instead of rolling). This is a standard action that does not trigger attacks of opportunity.
- Reroll an attack roll of which they were the target. This is a reaction. A 20 cannot be rerolled.

- Reroll one of their own attack rolls. This is a reaction. A 1 cannot be rerolled.
- Power a special ability, if any (including any special abilities associated with their subclass or Holy Orders).
- If they are at or below 0 hp and dying, on their turn they may expend a surge to stabilize their condition. The effect is identical to the casting of a *call from beyond* spell (see Chapter 4). This is a free action.

Additionally, when an Elf character gains enough experience to advance to 9th level, they gain an additional surge ability: by spending a surge, they may make one additional melee or missile attack as part of a standard action. This attack is made with any weapon currently being wielded and is made with the same attack modifier as a single attack with that weapon.

An Elf may be customized by building the character as a member of one of the Elf subclasses. There are three subclasses available under the Elf umbrella; each one has a unique set of capabilities. An Elf may be built as one of these subclasses, or they may be built as an unspecialized Elf. Such a character doesn't have any of the subclass abilities below, but instead they receive two bonus surges and one Tier 1 special ability – see later in this chapter. At 5th level an unspecialized character receives four bonus custom points.

The three Elf subclasses are listed below.

Elf Subclasses

Majestic Elves

The faculty of several elvish schools of magic escaped the Great Blight by hastily constructing gateways to other dimensions and fleeing through them. These elves constructed residences on the other side, and these grew into cities that are still occupied today. Majestic Elves jealously guard the secrets to finding and passing through the gates that lead to their hidden enclaves.

Their skin has an unmistakable reflective quality; young Majestic Elves have a bright mirror luster, while their elders acquire a silvery matte finish. The eyes of a Majestic Elf are very pale blue, yellow, or amber, and they favor silken kimonos and embroidered robes that match their eye color.

Majestic Elves receive the following benefits:

- Proficiency with weapons that have the *majestic elf* property.
- They gain access to the Spirit Calling special abilities of *halo of spirits* and *guide my hand*.
- At 5th level, they gain access to the Spirit Calling special ability of *distracting host*.

Sylvan Elves

Elves have always had a special affection for the woodlands, particularly given their creation myth. This affinity for wild places served some of the elves well during the coming of the Great Blight; they retreated into the deepest and thickest of the forests, and there they found hiding places that no affliction could reach. Sylvan Elves are still unquestioned masters of old-growth forests, and they largely ignore the national boundaries dictated by humans and other species when such borders intersect the woods that they call home.

Sylvan Elves are slighter and shorter than Majestic Elves, and both their eyes and skin naturally feature mottled patterns of contrasting browns and greens that gives them natural camouflage in woodland settings. Sylvan Elves tend to wear leggings and shirts, with long cloaks that seem to blend into the bark and foliage of trees.

Sylvan Elves receive the following benefits:

- Proficiency with weapons that have the *sylvan elf* property.
- Skill proficiency in **Stealth** 1 and **Woodcraft** 1; see Chapter 3.
- Language proficiency in Fey.

- As a standard action that does not trigger attacks of opportunity, they may spend a surge to allow them to *speak with plants* or *speak with animals*, with effects identical to casting the associated spells in Chapter 4. This lasts for ten minutes.
- At 5th level, as a **move** action that does not trigger attacks of opportunity they may spend a surge to transport themselves via trees. Provided they know where two mature trees of the same type are located, and these trees are within 1 mile of each other, the Elf may step into one tree and out the other just as if they had used a *dimension door* spell. They can carry their own person plus their unencumbered and encumbered inventory, but they may not carry another living being.

Shadow Elves

Many elves fled from the surface of Uroth during the Great Blight, seeking shelter in the warrens of caves and tunnels that underlay the sunlit lands. Life there was dangerous, full of wicked monsters and nameless evils, and many of the refugees perished. However, small pockets survived and thrived, though many had to change their physical and psychological makeup to forge a successful subterranean existence.

Shadow Elves became partially translucent; even an elf child can see bright light through their hands when they cover their eyes, but by the time they reach infirmity, the flesh and hair of a Shadow Elf is as transparent as the substance of a jellyfish. Many Shadow Elves also became cynical and amoral, perhaps because of the hardships of their existence, although others retained their essential decency.

Shadow Elves receive the following benefits:

- Proficiency with weapons that have the *shadow elf* property.
- Skill proficiency in **Stealth** 1 and **Stonecraft** 1; see Chapter 3.
- Proficiency in **two-weapon fighting**; see Chapter 3.
- Language proficiency in Undercommon.
- As a standard action, they may spend a surge to become *invisible*, with effects identical to casting the associated spell in Chapter 4. This lasts for ten minutes.
- At 5th level, they may spend a surge as a standard action to grant themselves *gestalt senses* as described in Chapter 8. This does not trigger attacks of opportunity and lasts for ten minutes.

Shadow Elves incur the following penalty:

- When in very bright light, such as direct sunlight or the *continual light* spell, Shadow Elves suffer a -1 penalty to attacks and to defenses.

Fighters

Fighters are professionally trained warriors. Ordinary soldiers and militiamen serve in the armies of Uroth, often with little in the way of formal education in martial arts, but members of the class of Fighters are different. A master of weapons and combat has trained them, often from a very early age, to excel in the effective and deadly use of all sorts of implements of war. There are multiple paths to becoming a Fighter – training to be a gladiator in the fighting-pits of **Helior**; volunteering for one of the mercenary companies in the west; or simply learning as an apprentice or squire at the feet of an accomplished warrior.

All classes have some ability to fight in melee or use missile weapons, but Fighters are the most proficient. When you need stolen property recovered, you call for a Thief; when some mystical riddle threatens via supernatural means, you summon a Magic-user – but when your life is in danger, and you want protection from hostiles all around, it is the services of a Fighter that you need.

Fighter characters are human, and that species is widespread and diverse across Uroth, so these characters can vary greatly in appearance and physical build. A Fighter can be a great hulking behemoth who towers above those around them, or they can be small and viper quick. Some Fighters affect the dress of nobles or merchants,

preferring the finer things in life, while others dress in the rain-stained uniform of a military officer, or ragged furs, or few garments at all.

The most important ability score for a Fighter is Strength. Strength determines how accurately and how forcefully a character attacks with melee weapons. No Fighter can be deficient in this area, so a character must have a minimum Strength score of 9 to be a Fighter. Also valuable for Fighters are Dexterity and Constitution – both attributes that bolster the ability to stand toe-to-toe with an enemy.

The statistics of a starting Fighter, plus their character advancement at higher levels, are found in the table below.

Table 2-4: TOTIL Fighter Class

Level	Hit Points	Combat Attack Bonus	Dodge Defense	Toughness Defense	Poise Defense	Surges	XP Needed
1	8	+1	10	12	10	2	
2	8+ 1d8	+2	10	13	10	3	100
3	8 + 2d8	+3	11	13	11	4	200
4	8 + 3d8	+4	11	14	11	5	300
5	8 + 4d8	+5	12	15	12	6	500
6	8 + 5d8	+6	12	15	12	7	800
7	8 + 6d8	+7	13	16	13	8	1300
8	8 + 7d8	+8	13	17	13	9	2100
9	8 + 8d8	+9	14	17	14	10	3400
10	8 + 9d8	+10	14	18	14	11	5500
11	8 + 10d8	+11	15	19	15	12	8900
12	8 + 11d8	+12	15	19	15	13	14400

Fighter Abilities

Fighters start with proficiency with all *cheap*, *standard*, and *martial* weapons. They start with proficiency with all armor types, including shields and light and heavy helms. Fighters have the additional benefit of training in how to move quickly around the field of battle unhampered by armor's bulk. All armor lists a walking movement allowance that decreases with the armor's weight and bulk, but the walking movement allowance of a Fighter character is the same as their unarmored walking movement allowance, regardless of which type of armor they wear. See Chapter 5 for more information on equipment.

Fighters can use magic items as described in Chapter 9. Fighters may use all magic versions of armor and weapons.

All Fighter characters start with skill proficiency in **Feats of Might** 1 and language proficiency in Common. See Chapter 3 for more information.

Fighters receive a certain number of surges, as listed in the table above. Once per round, as part of their turn, a Fighter may expend a surge to generate one of the following effects:

- Regain 1d8+level hp (or 4+level instead of rolling). This is a standard action that does not trigger attacks of opportunity.
- Reroll one of their own weapon damage rolls. This is a reaction.
- Make one additional melee or missile attack as part of a standard action. This attack is made with any weapon currently being wielded and is made with the same attack modifier as a single attack with that weapon.
- Power a special ability, if any (including any special abilities associated with their subclass or Holy Orders).

- If they are at or below 0 hp and dying, on their turn they may expend a surge to stabilize their condition. The effect is identical to the casting of a *call from beyond* spell (see Chapter 4). This is a free action.

When a Fighter character gains enough experience to advance to 9th level, as part of a normal weapon attack standard action, they may make one additional melee or missile attack as part of that standard action. These attacks are made with any weapon currently being wielded and are made with the same attack modifier as a single attack with that weapon. This does not require a surge to use, but the Fighter may use their surge ability to add yet another attack.

A Fighter may be customized by building the character as a member of one of the Fighter subclasses. There are three subclasses available under the Fighter umbrella; each one has a unique set of capabilities. A Fighter may be built as one of these subclasses, or they may be built as an unspecialized Fighter. Such a character doesn't have any of the subclass abilities below, but instead they receive two bonus surges and one Tier 1 special ability – see later in this chapter. At 5th level an unspecialized character receives four bonus custom points.

The three Fighter subclasses are listed below.

Fighter Subclasses

Berserker

Fighters rely on their skill at arms to win battles, but Berserkers tap into something more primal to give them an edge. Some cultures of Uroth, particularly those removed from the populous and civilized cities, have a tradition of warriors who harness their anger to fuel remarkable feats in combat.

Berserkers receive the following benefits:

- They gain access to the Rage special abilities of *furious strength* and *vengeful response*.
- At 5th level, they gain access to the Rage special ability of *wrathful celerity*.

Ranger

Danger stalks the wild places of Uroth, far from the reach of civilization, and Rangers are Fighters who not only welcome that danger but seek it out. Rangers have unique skills for surviving in the wilderness and tracking their enemies. Some Rangers serve as scouts for armies; others are bounty hunters, and still others dispense justice in places where the rule of law means little.

Rangers receive the following benefits:

- Proficiency in **two-weapon fighting**; see Chapter 3.
- Skill proficiency in **Stealth** 1 and **Woodcraft** 1; see Chapter 3.
- As a reaction, they may spend a surge to reroll a skill check. A 20 cannot be rerolled.
- At 5th level, they gain the special ability of Animal Companion: *guardian*.

Paladin

Some Fighters choose to take up weapons in defense of a holy cause. The Paladin is a holy warrior who stands on the front lines of that faith's battles against its foes, so like Clerics, all Paladins must select a deity. They automatically must adhere to the *nobility* set of Holy Orders.

These rules assume that Paladin PCs are aligned with good. Evil Paladins exist, and the GM may create some as enemies for the adventurers to do battle against, but rules for creating such characters are beyond the scope of this document.

Paladins receive the following benefits:

- Skill proficiency in **Turn Undead** 1; see Chapter 3.

- They can use their Convince skill as part of a standard action to attempt to activate magic items normally only usable by Clerics as described in Chapter 9. This includes Divine scrolls, although they must be fluent in the language in which the scroll is written. This does not trigger attacks of opportunity.
- They gain access to the Lay on Hands special abilities of *circle of recovery* and *hand of succor*.
- At 5th level, they gain access to all the Lay on Hands special ability of *burst of energy*.

Halflings

Halflings are a small species of humanoid who commonly inhabit communities in the same regions favored by humans. They only stand about three feet tall and rarely weigh more than 40 pounds. They tend to have curly hair and large feet, and they are unfond of wearing shoes. Halflings are very similar in shape to half-scale humans, although they tend to be fleshy and love to eat prodigiously.

There is as much variation among halfling communities with respect to skin tone, hair and eye color, and other characteristic features as there is among humans. These features tend to bear a similarity to those of the nearby human communities – if the local humans tend to have brown skin, for instance, the local halflings do as well.

Interestingly, if a halfling is transplanted from one part of Uroth to another and lives close to a new and homogeneous community of humans, they slowly begin to take on the secondary physical characteristics of that community. Within a year they closely match the average skin tone, hair type and eye color, although their other features remain unchanged.

Halflings don't have any kind of origin mythology. As far back as their lore and institutional memory remembers, halflings and humans have always lived close to each other. This relationship has not always been complementary, and at times halflings have been exploited; in some of the lands of Uroth, they are still subjugated and enslaved. Consequently, halflings have become survivors; they are small and quiet, and excellent at avoiding trouble when required. Yet they are also fierce warriors, often besting much larger combatants with their unexpected ferocity. Halflings live a little longer than humans – up to 150 years.

Halflings have a wiry strength and sure-footed grace, so no Halfling character may have ability scores in Strength or Dexterity lower than a 9. Other ability scores are also important; famously tough, Halflings often have better than average scores in Constitution, and those who plan to be scouting around would benefit from having a high Wisdom score.

The statistics of a starting Halfling, plus their character advancement at higher levels, are found in the table below.

Table 2-5: TOTIL Halfling Class

Level	Hit Points	Combat Attack Bonus	Dodge Defense	Toughness Defense	Poise Defense	Surges	XP Needed
1	6	+1	12	12	10	2	
2	6+ 1d6	+2	13	13	10	3	100
3	6 + 2d6	+2	13	13	11	4	200
4	6 + 3d6	+3	14	14	11	5	300
5	6 + 4d6	+4	15	15	12	6	500
6	6 + 5d6	+4	15	15	12	7	800
7	6 + 6d6	+5	16	16	13	8	1300
8	6 + 7d6	+6	17	17	13	9	2100
9	6 + 8d6	+6	17	17	14	10	3400
10	6 + 9d6	+7	18	18	14	11	5500
11	6 + 10d6	+8	19	19	15	12	8900
12	6 + 11d6	+9	19	19	15	13	14400

Halfling Abilities

Halflings start with proficiency with all *cheap* and *standard* weapons that do not have the *big* property. They start with proficiency with all armor types up to Armor Class 15, as well as shields and light and heavy helms. Refer to Chapter 5 for more information on equipment.

Halflings are unusually small and fast. They receive a bonus of +1 to their Armor Class (see Chapter 5), which stacks with any bonus they may have for high Dexterity. Additionally, they have a bonus of +1 to initiative in addition to their Dexterity modifier.

Halflings can use magic items as described in Chapter 9. They may use all magic versions of armor and weapons with which they are proficient.

All Halfling characters start with skill proficiency in **Stealth** 1, **Feats of Agility** 1, and **Shenanigans** 1, and language proficiency in Common. Refer to Chapter 3 for more information.

Halflings receive a certain number of surges, as listed in the table above. Once per round, as part of their turn, a Halfling may expend a surge to generate one of the following effects:

- Regain 1d6+level hp (or 3+level instead of rolling). This is a standard action that does not trigger attacks of opportunity.
- Once per round, make one additional missile attack as part of a standard action.
- Reroll one of their own melee attacks. This is a reaction. A 1 cannot be rerolled.
- Power a special ability, if any (including any special abilities associated with their subclass or Holy Orders).
- If they are at or below 0 hp and dying, on their turn they may expend a surge to stabilize their condition. The effect is identical to the casting of a *call from beyond* spell (see Chapter 4). This is a free action.

Additionally, when a Halfling character gains enough experience to advance to 9th level, they gain an additional surge ability: by spending a surge, they may make one additional melee or two additional missile attacks as part of a standard action. This attack is made with any weapon currently being wielded and is made with the same attack modifier as a single attack with that weapon.

A Halfling may be customized by building the character as a member of one of the Halfling subclasses. There are three subclasses available under the Halfling umbrella; each one has a unique set of capabilities. A Halfling may be

built as one of these subclasses, or they may be built as an unspecialized Halfling. Such a character doesn't have any of the subclass abilities below, but instead they receive two bonus surges and one Tier 1 special ability – see later in this chapter. At 5th level an unspecialized character receives four bonus custom points.

The three Halfling subclasses are listed below.

Halfling Subclasses

City Halfling

Some Halflings live in communities within human settlements, creating entire city quarters with scaled-down houses and narrow alleyways. Halflings are famed for their skill as artisans and professionals, and their services are much in demand in human lands, although not all humans trust halflings completely, and many have prejudicial views. City Halflings are adapted to the urban environment and can be very helpful when adventuring in settled areas.

City Halflings receive the following benefits:

- When using missile weapons with the *city halfling* property, they may make one additional missile attack as part of a standard action; others may only use them once per round. This ability stacks with their surge missile ability, which can be used to allow three attacks in one round.
- Skill proficiency in **Streetcraft** 1 and the **Profession** of your choice; see Chapter 3.
- As a reaction, they may spend a surge to reroll one of their skill checks. A 20 cannot be rerolled.
- At 5th level, at the end of their turn they may spend a surge and gain an extra walking move action. This movement will not trigger attacks of opportunity (see Chapter 7). It is one of the few cases where an action can be taken after a character has used their standard action.

Country Halfling

Most halflings dwell in agrarian communities, usually building their own villages and farming collectives. In less civilized areas of Uroth, they may share a walled human settlement for protection. Halflings who are farmers or herdsmen learn how to live off the land and make what they need.

Country Halflings receive the following benefits:

- When using missile weapons with the *country halfling* property, they may make one additional missile attack as part of a standard action; others may only use them once per round. This ability stacks with their surge missile ability, which can be used to allow three attacks in one round.
- Skill proficiency in **Woodcraft** 1 and **Build** 1; see Chapter 3.
- As a standard action, they may spend a surge to become *invisible*, with effects identical to casting the associated spell in Chapter 4. This does not trigger attacks of opportunity and lasts for ten minutes.
- At 5th level, they may spend a surge as a standard action remove any condition affecting them, except for *cursed* or *unhinged*. This does not trigger attacks of opportunity. Refer to Chapter 7.

Wild Halfling

A population of halflings occupies the **Greenbriar**, a section of the **Lowdarr Plains** that has become overrun by a thorny continuous hedge of iron-hard tangled pricker-bushes. This fire-resistant obstacle is riddled with narrow passages through the greenery that only the Wild Halflings can navigate. These feral humanoids have shaggy hair and wear mostly rags, reduced as they are to a vagabond existence owing to orcish incursions.

They are effective warriors, in part because of their incredible skill with long spears which they can somehow maneuver through the Greenbriar, but also in large measure because their explosive tempers are the stuff of legend.

Wild Halflings receive the following benefits:

- Proficiency in weapons with the *wild halfling* property. When using those weapons, they are not subject to any penalties associated with the *reach* or *big* properties.
- They gain access to the Rage special abilities of *furious strength* and *vengeful response*.
- At 5th level, they gain access to the Rage special ability of *wrathful celerity*.

Magic-users

Arcane magic, otherwise known as **wizardry**, was originally practiced on Uroth by the elves. The late-coming dwarves had no interest and no aptitude for such arts, but humans, when they finally appeared millennia ago, were a different matter. Humans showed great aptitude for Arcane studies, and though elves were loath to admit it, humans soon developed a greater mastery for the mystic arts than their elvish teachers could claim.

Humans who learn the magic arts pour all their concentration and effort into this enterprise. Most have only rudimentary skill with weapons, preferring to study books that may further their knowledge of Uroth and the Arcane energies that suffuse it. These Magic-users represent an important class of adventurer: those who specialize in the casting of magical Arcane spells.

Such characters may have learned their magic in one of the competing magical academies of **Bordilar**. They might have served as an apprentice to some noteworthy mage. It is even possible for a Magic-user to be self-taught, although dangers abound when the inexperienced dabble in wizardry without protection.

Magic-users hail from every human culture of Uroth, so there is great variety in their appearance. They wear no armor, because the free flow of Arcane energy through their bodies is essential, but they may wear all sorts of lightweight garments – loose and flowing robes are part of some magical traditions, but wizardry knows no dress code.

A Magic-user must have an agile mind, one capable of mastering the complicated formulae and intricate rituals of Arcane magic. Accordingly, their most important ability score is Intelligence, and a high score grants a Magic-user both greater effectiveness with their spells and a wider variety of magic at their disposal. No Magic-user may have an Intelligence score lower than 9. Magic-users also benefit from good scores in Dexterity and Constitution, as their poor Armor Class and low number of hit points makes them fragile, vulnerable targets.

The statistics of a starting Magic-user, plus their character advancement at higher levels, are found in the table below.

Table 2-6: TOTIL Magic-user Class

| Level | Hit Points | Combat Attack Bonus | Spell Attack Bonus | Dodge Defense | Toughness Defense | Poise Defense | Spell Points per Level | | | | | | Surges | XP Needed |
							1	2	3	4	5	6		
1	4	+0	+1	10	6	12	3						2	
2	4 + 1d4	+1	+2	10	6	13	4						3	100
3	4 + 2d4	+1	+2	11	7	13	5	3					4	200
4	4 + 3d4	+2	+3	11	7	14	5	4					5	300
5	4 + 4d4	+2	+4	12	8	15	5	5	3				6	500
6	4 + 5d4	+3	+5	12	8	15	5	5	4				7	800
7	4 + 6d4	+3	+5	13	9	16	5	5	5	3			8	1300
8	4 + 7d4	+4	+6	13	9	17	5	5	5	4			9	2100
9	4 + 8d4	+4	+7	14	10	17	5	5	5	5	3		10	3400
10	4 + 9d4	+5	+8	14	10	18	5	5	5	5	4		11	5500
11	4 + 10d4	+5	+8	15	11	19	5	5	5	5	5	3	12	8900
12	4 + 11d4	+6	+9	15	11	19	5	5	5	5	5	4	13	14400

Magic-user Abilities

Magic-users are extremely limited with respect to weapons and armor. They only begin play with proficiency in weapons with the *cheap* property. They have proficiency wearing light helms but have no proficiency in any other type of armor or shield. Even if they accepted the non-proficiency penalty for wearing such items, it would be impossible for them to cast spells while wearing a suit of armor (but not a helm or shield). Refer to Chapter 5 for more information on equipment.

Magic-users can cast Arcane spells. Once each day, after at least eight hours of continuous rest, a Magic-user may study their spellbook for one hour and prepare to cast spells. Magic-users receive the number of spells listed in the table above, plus an additional number of 1st level spells equal to their Intelligence modifier. The spells Magic-users can cast are limited to those written in their spellbook, so Magic-users are constantly looking for new spells to add to their magical tome. See Chapter 4 for spell details.

When a spell is cast, that spell point is lost for the day, though they may use another point to cast the same spell again. Once all their spell points have been expended, they cannot cast spells until their next opportunity to study spellbooks. They may not regain spells more than once a day.

Magic-users can magic items as described in Chapter 9. They may use all magic versions of weapons they are permitted to use. All Magic-user characters start with skill proficiency in **Knowledge** 1, with language proficiency in Common and Magic. See Chapter 3 for more information.

Magic-users receive a certain number of surges, as listed in the table above. Once per round, as part of their turn, a Magic-user may expend a surge to generate one of the following effects:

- Regain 1d4+level hp (or 2+level instead of rolling). This is a standard action that does not trigger attacks of opportunity
- Grant a +4 bonus to another creature's skill check; that creature may hold that bonus and expend it on any skill check roll in the next ten minutes of game time, but they must declare their intention to use the bonus before rolling. This is a standard action that does not trigger attacks of opportunity.
- Reroll one of their own spell attack rolls. This is a reaction. A 1 cannot be rerolled.
- Power a special ability, if any (including any special abilities associated with their subclass or Holy Orders).
- If they are at or below 0 hp and dying, on their turn they may expend a surge to stabilize their condition. The effect is identical to the casting of a *call from beyond* spell (see Chapter 4). This is a free action.

When a Magic-User character gains enough experience to advance to 9th level, one of their surge abilities above improves: by spending a surge as a standard action that does not trigger attacks of opportunity, the bonus they grant to another creature's skill check is +8 instead of +4.

A Magic-user may be customized by building the character as a member of one of the Magic-user subclasses. There are three subclasses available under the Magic-user umbrella; each one has a unique set of capabilities. A Magic-user may be built as one of these subclasses, or they may be built as an unspecialized Magic-user. Such a character doesn't have any of the subclass abilities below, but instead they receive two bonus surges and one Tier 1 special ability – see later in this chapter. At 5th level an unspecialized character receives four bonus custom points.

The three Magic-user subclasses are listed below.

Magic-user Subclasses

Conjurer

Some Magic-users specialize in the use of Conjuration magic, a form of wizardry associated with summoning creatures and objects. They also have a usual Magic-user's spellcasting ability. Conjurers receive the following benefits:

- They gain access to the Conjuration special abilities of *call swarm* and *elemental servitor*.

- At 5th level, they gain access to the Conjuration special ability of *hey presto*.

Sorcerer

Arcane magic is usually expressed in spells, which are cast at different levels of power. A different magical tradition takes the form of **sorcery** – four schools of magic that create relatively minor but flexible magical effects. Sorcerers also have a usual Magic-user's spellcasting ability. Sorcerers must have a minimum score of 9 in Charisma. Sorcerers receive the following benefits:

- They may choose two of the four schools listed in the Sorcery category.
- At 3rd level, they gain access to a third school listed in the Sorcery category.
- At 5th level, they gain access to the last school listed in the Sorcery category.

Diviner

Still other Magic-users specialize in communing with the unseen ectoplasmic world. These Diviners reach out to contact the formless spirits permeating the universe to receive guidance and learn secrets. Diviners receive the following benefits:

- They gain access to the Spirit Calling special abilities of *halo of spirits* and *guide my hand*.
- At 5th level, they gain access to the Spirit Calling special ability of *distracting host*.

Thieves

Thieves make their living by their wits and skill, generally outside the bounds of the law. They are often criminals but can still fight on the side of good and justice; Robin Hood and Aladdin are two examples of such ethical rogues.

As every human culture on Uroth has its seamier side, Thieves can come in all shapes and sizes. A Thief could pose as a dapper noble by day and steal the jewels of the well-to-do by night; they could be a stealthy cutpurse who haunts the docks looking for drunken sailors to roll; or they might be an adventurous treasure-finder, climbing down a rope into an old tomb to recover loot sealed away for many centuries.

Thieves usually need to travel light, and they are very limited in the kinds of armor they can employ, but otherwise a Thief wears what they need to while executing a caper. Thieves are not great warriors and are at a disadvantage fighting toe-to-toe with skillful combatants, but they are masters of the sneak attack.

Thieves rely greatly on skills related to agility and steadiness of hand. The most important ability score for a Thief is Dexterity, and no Thief may have a Dexterity score below 9. Other useful ability scores are Intelligence and Wisdom, as these attributes determine how perceptive a Thief is and how well they can puzzle out problems.

The statistics of a starting Thief, plus their character advancement at higher levels, are found in the table below.

Table 2-7: TOTIL Thief Class

Level	Hit Points	Combat Attack Bonus	Dodge Defense	Toughness Defense	Poise Defense	Surges	XP Needed
1	6	+1	12	10	10	2	
2	6+ 1d6	+1	13	10	10	3	100
3	6+ 2d6	+2	13	11	11	4	200
4	6+ 3d6	+2	14	11	11	5	300
5	6+ 4d6	+3	15	12	12	6	500
6	6+ 5d6	+4	15	12	12	7	800
7	6+ 6d6	+4	16	13	13	8	1300
8	6+ 7d6	+5	17	13	13	9	2100
9	6+ 8d6	+5	17	14	14	10	3400
10	6+ 9d6	+6	18	14	14	11	5500
11	6+ 10d6	+7	19	15	15	12	8900
12	6+ 11d6	+7	19	15	15	13	14400

Thief Abilities

Thieves start with proficiency with all *cheap* and *standard* weapons. They begin play with proficiency in all armor types up to Armor Class 11, as well as light helms, but they are not proficient in the use of shields. See Chapter 5 for more about equipment.

Thieves can use magic items as described in Chapter 9. They can also use their Deceive skill as part of a standard action to attempt to activate magic items that their class would normally not be able to use. This includes scrolls of all types, although they must be fluent in the language in which the scroll is written. This does not trigger attacks of opportunity. See Chapter 3 for more information on this ability. Thieves may use all magic versions of armor and weapons they are permitted to use.

Thieves are masters of the art of the sneak attack. All characters gain a bonus of +2 for attack rolls made against targets that are unaware of the threat that they pose. This bonus is increased to +4 for Thief characters. Additionally, note the benefits associated with the Backstab character special abilities referenced below.

All Thief characters start with skill proficiency in **Stealth** 1, **Seeing** 1, **Hearing** 1, **Feats of Agility** 1, **Mechanisms** 1, **Shenanigans** 1, and **Deceive** 1. They also start with language proficiency in Common and Handspeak. See Chapter 3 for more information.

Thieves receive a certain number of surges, as listed in the table above. Once per round, as part of their turn, a Thief may expend a surge to generate one of the following effects:

- Regain 1d6+level hp (or 2+level instead of rolling). This is a standard action that does not trigger attacks of opportunity.
- Reroll one of their own skill checks. This is a reaction. A 20 cannot be rerolled.
- Power a special ability, if any (including any special abilities associated with their subclass or Holy Orders).
- If they are at or below 0 hp and dying, on their turn they may expend a surge to stabilize their condition. The effect is identical to the casting of a *call from beyond* spell (see Chapter 4). This is a free action.
- They gain access to the Backstab special abilities of *killing blow* and *cold-cock*.
- At 5th level, they gain access to the Backstab special ability of *tricky maneuver*.

Additionally, when a Thief character gains enough experience to advance to 9th level, they gain an additional surge ability: by spending a surge, they may make one additional melee or missile attack as part of a standard action. (A 9th level Goon may make two melee or missile attacks as part of a standard action without spending a surge. A 9th level Sniper may make two missile attacks as part of a standard action without spending a surge.) These attacks are made with any weapon currently being wielded and are made with the same attack modifier as a single attack with that weapon.

A Thief may be customized by building the character as a member of one of the Thief subclasses. There are three subclasses available under the Thief umbrella; each one has a unique set of capabilities. A Thief may be built as one of these subclasses, or they may be built as an unspecialized Thief. Such a character doesn't have any of the subclass abilities below, but instead they receive two bonus surges and one Tier 1 special ability – see later in this chapter. At 5th level an unspecialized character receives four bonus custom points.

The three Thief subclasses are listed below.

Thief Subclasses

Goon

These Thieves have specialized to be on the strong-arm side of crime. Goons are not the equals of Fighters in a fair fight, but they are excellent at bullying the weak, particularly with a menacing weapon for effect. Goons receive the following benefits:

- Proficiency in all armor types up to Armor Class 15.
- Proficiency in one *martial* weapon of their choice. They begin play with that weapon, in addition to the starting equipment described later in this chapter.
- Skill proficiency in **Streetcraft** 1 and **Intimidate** 1.
- They may use magic items that Fighters are able to use as described in Chapter 9. Additionally, at 9th level these characters gain a 9th level Fighter's ability to make 2 attacks with a standard action without using a surge.
- In addition to having all the uses for surges listed above for Thieves, these characters may also use their surges as specified for Fighters.
- At 5th level, they may leverage their superior intimidation skills to scare their enemies into submission. On their turn, as a free action they may spend a surge. This forces an **morale check** for the opposing side or sides (see Chapter 7) which must be made at the beginning of their next turn.

Sniper

These Thieves specialize in attacking accurately from afar. Snipers may choose to lay ambushes that allow them to take advantage of a missile weapon's range, or they may seek out targets of opportunity from the edges of a larger fight. Snipers receive the following benefits:

- They may treat all targets within the **long range** of their missile weapons as being at **medium range**. If they use a standard action to aim a shot in the round before making an attack, and they take no movement actions prior to making the attack, they may treat all targets within the long or medium range of their missile weapons as being **short range** for both to-hit modifiers and **Backstab** capability. Refer to Chapter 5 for missile weapon ranges.
- They may spend a surge to make an additional missile attack as part of a standard action.
- At 5th level, they may threaten an entire battlefield with withering missile fire. If an opponent within missile range takes an action that would generate an attack of opportunity from a creature in melee range, the character may choose to spend a surge as an interrupt to generate an attack of opportunity using a missile weapon in their hands. Note that making missile attacks triggers attacks of opportunity from adjacent opponents, even when using this ability. See Chapter 7 for more information on attacks of opportunity.

Trickster

Some Thieves incorporate a hint of magic in their methods, using parlor tricks to bolster their skills. Perhaps a trickster lifted a magical tome and learned a few things from it, or they were a failed apprentice to a wizard before turning to a different line of work. Tricksters must have minimum scores of 9 in both Intelligence and Charisma. Tricksters receive the following benefits:

- They gain fluent language proficiency in Magic
- They may choose one of the four schools listed in the Sorcery category.
- They may use a surge to reroll an attack roll of which they were the target. This is a reaction. A 20 cannot be rerolled.
- They may use magic items usually only usable by Magic-user characters as described in Chapter 9 without the need to make Deceive skill checks.
- At 5th level, they gain the special ability of *arcane magic*.

Holy Orders

Characters sometimes feel deep reverence for a deity and choose to commit themselves to a life of worship. The first step to doing so is making a sort of contract with the divine known as taking **Holy Orders**. The character makes vows to constrain their behavior in certain ways – ways that will materially affect how they live their life but will bring them closer to their chosen deity in spirit. In return, they are granted certain abilities – a sign of divine favor. All Clerics and Paladins must take Holy Orders, but any character may choose to accept them. Taking Holy Orders is a prerequisite for being able to cast Divine spells, but it does not in and of itself grant spellcasting ability.

Taking Holy Orders is a serious matter, and not one to be taken lightly. Once these vows have been sworn, they affect the character's behavior permanently, and only at great cost may they be set aside. If a character violates any of their sworn holy orders for any reason, their deity will take offense. The expression of this divine displeasure is subject to the judgment of the GM, but generally should be consistent with the severity of the violation.

At a minimum, the deity will deny the character any divine abilities until they seek out a higher-level Cleric and ask to make atonement. Deviating seriously from the intent of the holy orders may result in a curse upon the rash character – a curse that can only be lifted by performing a significant quest as commanded by the deity's intermediaries on Uroth. The GM may wish to select a suitable curse from the list in Chapter 7. In the case of extreme and protracted violation of Holy Orders, the deity will permanently revoke the character's status within that compact. In addition to losing any benefits received by taking Holy Orders, the character immediately loses one of their level's HD from their Maximum hp, and if this results in the death of the offender, then so be it.

A character may take Holy Orders upon creation, but they may also choose to take them later in life. Holy Orders may be taken whenever a character gains a level. As a prerequisite, the character must choose a deity to worship, and they may not change which deity they worship from that point forward. A character may choose to set aside their Holy Orders voluntarily, but this accrues the same penalties as if the deity stripped them of that status. Once a character loses or sets aside a set of Holy Orders, they may never take them again – not even for another deity.

There are three different sets of Holy Orders described in these rules. Each one represents a different path to enlightenment. A character chooses one (and only one; a character cannot have multiple sets of Holy Orders) of these options and writes it on their character sheet. A character who takes Holy Orders immediately gains the good alignment. The choices for Holy Orders are described below:

Vow of Poverty

These characters swear an oath to abandon the pursuit of worldly possessions and money, keeping only what they need and giving the rest away. Those who have taken the Vow of Poverty are very limited in what they can keep or carry for personal use. They may own no more than what they can carry on their person (meaning they cannot use their Iron League foot locker), and the total value of their goods may never exceed 500 gold pieces (discounting

any special value for magic items or those granted by their order). They must donate any coinage above 10 gold pieces to the needy or an appropriate charity. They also gain a special ability: *enlightened strike (pauper's grace)*. See the section on character special abilities below.

Bloodless

These characters belong to a faith for which the shedding of blood is taboo, and the existence of untreated injury is an affront to all that is holy. Characters who adhere to the Bloodless holy orders may only employ *blunt* weapons, although they may have proficiency in other weapon types. They are also obliged to heal the injured. They may kill enemies of their faith, and the shedding of lifeblood is excusable, but they must give succor to any enemies injured and captured. They must help all who need doctoring, even animals, and even if personal resources are consumed. They also gain a special ability: *enlightened strike (circumvent defense)*. See the section on character special abilities below.

Nobility

These holy orders require the character to adhere to a code of conduct like that of the chivalric knights of legend. Those who have sworn an oath of Nobility must speak only the truth, even if this will lead to harm. They must champion the cause of justice, defending the weak from the strong, giving help to the poor, and bringing the rule of law into places where chaos holds sway. They also gain a special ability: *sacrificial defense (interposition)*. See the section on character special abilities below.

IMPORTANT: These holy orders are relevant for good-aligned characters, but some of them may not make sense for evil characters. The GM should feel free to invent appropriate holy orders for villains; a future rules supplement will provide suggestions.

Character Special Abilities

Characters have the use of special abilities that enhance the amazing things they can do. Some of these special abilities are associated with their class, and they are automatically added to the character sheet. Others become available when a character gains experience points and higher levels; custom points may be used to buy them during the character advancement process. See Chapter 6 for more information.

Special abilities are divided into two tiers. Tier 1 abilities cost 6 custom points to buy during character advancement, meaning a beginning character will only have the special abilities they are automatically granted during creation, or any granted by taking Holy Orders. Characters of any level may have access to these special abilities. Tier 2 abilities cost 10 custom points to buy during character advancement. They are only available to characters that have gained 5th level.

Special abilities are also broken into categories, described below, with multiple special abilities falling under each category. When a character buys a special ability using custom points, only one of the listings under that category is bought. However, some classes have access to every special ability within a category.

Arcane Magic

There is only one special ability in this category, and it is Tier 2. The character gains the ability to cast Arcane spells. They also gain fluency in the language of Magic. This special ability cannot be taken by any character whose class already grants them Arcane spellcasting; however, this special ability can be taken by characters who have Divine spellcasting ability. Only characters with a minimum Intelligence score of 9 may take this special ability. Characters with high Intelligence scores may gain bonus spell points as Magic-users and Elves do.

The character gains the ability to cast Arcane spells using spellbooks just as Magic-users and Elves do. However, their caster level is 4 lower than their character level, e.g. a 5th level Ranger who has learned to use Arcane magic casts spells as effectively as a 1st level Magic-user. Their spell attack bonus is equal to half their character level rounded down, so that same 5th level Ranger would have a +2 spell attack bonus modified by their Intelligence score. If the character has a spellbook, they may immediately scribe 3 plus their Intelligence bonus 1st level spells

into the spellbook if they are 5th level, following the same randomizing rules used to determine a 1st level Magic-user's spellbook. For every level beyond 5th, the character may scribe an additional 2 spells of any level the character is capable of casting. The number of spell points usable by the character depends on their level and is tabulated below:

Table 2-8: TOTIL Arcane Spellcasting

Spell Points per Spell Level

Character Level	1	2	3	4
5	1			
6	2			
7	2	1		
8	3	2		
9	3	2	1	
10	3	3	2	
11	4	3	2	1
12	4	3	3	2

Having this special ability also grants the ability to use magic scrolls of the Arcane type. Spellcasters with this special ability do not have a Magic-user's limitations regarding armor when casting spells. However, all other spellcasting limitations such as having a free hand and the ability to speak freely still apply. A character with this special ability gains the ability to add 2 spells of any level they can cast to their Spellbook when they gain a level of experience.

Backstab

This category has three special abilities under it, and a character may have more than one of them. However, since only one surge can be spent in a single turn of combat, only one of these special abilities will apply to any given attack. All Thief characters automatically gain these special abilities.

Backstabbing is the art of making the most of a sneaky attack. These special abilities can only be used when the target of the attack is unaware of the threat that the attacker poses – either they are not aware of the attacker's presence, or they are unaware that the attacker is armed and hostile. Furthermore, a Backstab attack requires proximity; an attack that involves one of these special abilities must either be a melee attack or a missile attack within short range. Backstabbing abilities may be used in conjunction with an unarmed attack or an attack using improvised weapons (see Chapter 7), but it may never be used in conjunction with a spell attack.

The three Backstab special abilities are listed below.

Killing Blow
This is a Tier 1 special ability. The character has refined the art of making surprise attacks especially deadly. The character makes an attack on a target, and if the attack hits, the character may choose to spend a surge as a reaction. The successful attack becomes a **critical hit** (see Chapter 7).

Cold-Cock
This is a Tier 1 special ability. The character is skilled at using surprise attacks to concuss an unaware opponent, possibly knocking them unconscious. The character makes an attack on a target, and if the attack hits, the character may choose to spend a surge as a reaction. The damage for the successful attack is converted from hit point damage to **trauma** damage (see Chapter 7).

Tricky Maneuver

This is a Tier 2 special ability. The character is proficient at using a well-placed surprise blow to place an opponent at a disadvantage. The character makes an attack on a target, and if the attack hits, the character may choose to spend a surge as a reaction. The attack becomes a **called shot** of the player's choosing (see Chapter 7).

Casting Out

This category has three special abilities under it, and a character may have more than one of them. A character must have taken Holy Orders if they wish to use any of these special abilities.

The character is exceptionally gifted at using their faith in their deity to discomfort or destroy the forces of the *undead*. To use any of these special abilities, the character cannot be hidden, and their holy symbol must be exposed to view.

The three Casting Out special abilities are listed below.

Divine Chastisement

This is a Tier 1 special ability. The character's Turn Undead skill checks become especially effective. The character attempts a Turn Undead check against one or more *undead* creatures. If the initial Charisma check achieves at least a minimal success, the character may choose to spend a surge as a reaction. The damage inflicted by the Turn Undead check increases to 3dx (see Chapter 3).

Radiance of Prana

This is a Tier 1 special ability. The character may use their holy symbol to make light that *undead* creatures find especially unpleasant. As a standard action that does not trigger attacks of opportunity, the character holds their holy symbol overhead and chants a prayer to their deity; a surge is expended. For ten minutes, the character's faith generates intense light with a radius of 30/60/90 (see Chapter 6 for rules regarding illumination) whose focus remains in that fixed location. A Turn Undead check is immediately made that may include all *undead* creatures within 30' and in any direction; this check only applies to creatures within the area at the time the radiance is created. However, the radiance persists, and within the 30' radius of bright light, all *undead* creatures experience great discomfort, and unintelligent *undead* will not willingly enter that area (although those that began within the effect are not compelled to leave). Undead creatures that fight within the Radiance of Prana receive penalties of -1 to attack rolls and damage rolls. At 11th level, these penalties increase to -2 to attack rolls and damage rolls.

Reverse the Polarity

This is a Tier 2 special ability. The character is attuned to the flow of life energy, and they can stymie a creature's attempt to feed on it. Whenever a creature makes a successful attack using the *death gaze*, *death wail*, *drain*, or similar **special powers** within 30' of the character, they may spend a surge as an interrupt. The result of the attack is converted to a failure (although some failed attacks still negatively impact the target; see Chapter 8). Additionally, the creature that made the attack takes 2dx hp damage. Attacks that affect multiple targets are all converted to failures, but the attacker only takes 2dx hp damage one time.

Companion

There are three separate special abilities under this category. A character may only have one of the special abilities in this category; if a character has a *familiar*, for example, they may not later acquire a *guardian*.

A companion is an entity that joins the character on their adventures, providing them with assistance. The character and the companion have an emotional bond that joins them together for the rest of the life of the character. In the case of companions who are *animals*, the creatures have unusual longevity and will have a natural lifespan as long as that of the character, barring injury or disease. If the companion is an ancestral spirit, it cannot be turned as *undead* creatures can, and not even death will cause them to forsake their living descendant.

If an *animal* companion dies in combat or by other traumatic means, this can be a painful and emotionally wracking moment for both the companion and the character. However, the bond between the two is so powerful that it transcends even death. At dawn on the following day, the corpse of the companion disappears, and a perfectly healthy companion appears near the character. The reborn companion has all of its old memories, including its perceptions of its own death, but its love for the character is undimmed.

The three Companion special abilities are listed below.

Ancestral Spirit

This is a Tier 1 special ability. One of the character's relatives died, perhaps recently, or maybe centuries ago, but the spirit chooses to haunt their descendant and provide what assistance it can. The ancestral spirit does not manifest physically, and although it may choose to let the character see and hear it, no other creatures will have any evidence that the spirit is present. It cannot be affected by physical or magical damage or effects.

The player determines what the spirit's identity and general personality traits are, but the GM roleplays the ancestor's interactions with the character. Often these spirits offer advice or criticism to their young relatives, but unless it is useful to the GM for narrative purposes, such information will rarely provide any tangible benefits. However, even the most annoying ancestral spirit can provide meaningful assistance. Twice per day but only once per turn as a free action, the player may choose for the spirit to provide one of the following benefits:

Weapon Enhancement. The spirit inhabits a melee weapon held by the character. For a duration not exceeding ten minutes, provided the character continues to wield that weapon, it gains the *magic* trait and bonuses of +1 to attacks and damage rolls.

- **Cryptic Advice.** The spirit answers a single question that the character asks, just as if the *augury* spell had been cast by a 3rd level Cleric. It is rare that a spirit will provide a straightforward answer when a short verse or riddle can be used instead.
- **Lore of the Ages.** The ancestor infuses the character with wisdom they possessed in life. The player chooses a single skill from Chapter 3 that the character does not have. For ten minutes, the character has that skill at level 1.
- **It Is Not Your Time.** A character who is dying stabilizes without needing to spend a surge. The next round on their turn, the character receives the results of a *treat wounds* spell and regains consciousness.

At 10th level, the player may choose one of the benefits listed above up to four times per day, but still only once per turn.

Familiar

This is a Tier 1 special ability. The character calls a single small animal to serve them faithfully. The familiar can understand the character's speech, and its own vocalizations are also understood by the character. It will typically take the form of one of the following animals: cat, small dog, owl, raven, rat, bat, or weasel, but the GM may accept alternative suggestions. The animal has an unusually high Intelligence of 5, a Strength of 2, and the rest of its ability scores are 9 for the purposes of making skill checks. Each familiar has a skill proficiency level of 1 in Stealth, and a level 1 character may customize their familiar by granting them 1 additional skill proficiency level, which could be in Stealth or in any of the following skills: Feats of Agility, Hearing, Intimidate, Intuition, Perform, Seeing, Shenanigans. The familiar may add another skill proficiency level at level 5 and yet another at level 9. Familiars aren't powerful in combat, but they will fight if necessary; their melee statistics are: HD 1, all defenses 12, hp 3, one bite attack at +0 that inflicts 1d2 hp on a hit. Each familiar may have one improved movement ability that is relevant to the animal the familiar is based on: they may run up to 240'/120', fly up to 60'/30', swim up to 120'/60', climb up to 120'/60', or squeeze through quite small spaces. All familiars have normal vision, normal hearing, and low light vision; a level 1 character may customize their familiar with another perceptive sense as long as it makes sense in the context of the animal that the familiar is based on.

The character and their familiar share a supernatural psychic bond. If the character concentrates, and the familiar is within 1 mile, as a standard action that does not trigger attacks of opportunity, the character can share perceptive senses with the familiar, seeing what they see and feeling what they feel. No other standard actions may be taken while this is occurring, and the sensory bond does not persist while the character is *sleeping* or *unconscious*. At 11th level this bond improves; the character may take other standard actions while maintaining the sensory connection as a free action, and they may also communicate telepathically with the familiar.

Familiars are small animals, and they are fragile when they are away from the character they serve, but the familiar receives some protection when it is close to the character. Whenever the familiar is within 10' of the character, and the familiar is the target of an attack, the character can choose to become the target of that attack instead. If the character is also a target of the same attack (perhaps the attack affects all creatures within an area), they are not attacked multiple times, and the familiar is still not targeted.

Guardian

This is a Tier 2 special ability. The character has an unusually intelligent friend with the *animal* trait. These animals are large and ferocious, and they will fight on behalf of the character. There are four types of guardians in these rules: avian guardians, canine guardians, feline guardians, and ursine guardians; it is up to the player to determine the appearance and nature of the creature that has befriended the character. However, guardians can be any kind of animal the player can imagine, and provided they and the GM can agree, virtually any other sort of companion can be built using the rules found in Chapter 8 for creatures with the *animal* trait. The guardian can understand the character's speech, and its own vocalizations are also understood by the character.

Guardians have HD equal to ½ of the level of the character, rounded up. These creatures become more formidable as their HD increases. Statistics for the four canonical types of guardians are tabulated at the end of this chapter, with versions provided for 3 to 6 HD creatures. The guardian and the character do not share the same sensory bond as familiars and characters do. Guardians also do not receive the same protections that familiars do when they are close to their character friend.

Conjuration

This category has three special abilities under it, and a character may have more than one of them. However, a character cannot use more than one of these special abilities simultaneously; a *call swarm* ability cannot be used by a character during the same time that an *elemental servitor* has been summoned, for instance. These special abilities are automatically conferred upon some character classes such as Conjurers.

Conjuration is a form of magic that does not require the structure of spellcasting. It is neither Arcane nor Divine in nature, and it does not follow the spellcasting structure of those two disciplines. Instead, the practitioner expends surges to summon forth various effects, seemingly from thin air.

The three special abilities of Conjuration are listed below.

Call Swarm

This is a Tier 1 special ability. The character summons forth one or more *swarm* monsters, which are described in Chapter 8 but are also tabulated at the end of this chapter. The swarms available are: *ant swarm, bat swarm, fish (piranha) swarm, leech swarm, rat swarm, snake swarm, wasp swarm*. The number of 2HD swarm monsters that the character can summon is equal to their level divided by 4, rounded up; therefore, a 4th level character could summon one 2HD *swarm*, but a 5th level character could summon two. Higher level characters may summon different types of swarms with one surge. As a standard action that triggers attacks of opportunity, the character chants magical phrases, a surge is spent, and then the *swarms* are placed by the character within 60'. The *swarms* may immediately act, obeying the verbal instructions of the character. They will act independently to attack, but they are not intelligent and can only follow any other instructions if the character spends a standard action to direct them. When the character gains enough experience to achieve 11th level, directing swarms is a free action

that only requires the character's mental influence. Swarms, which occupy a 10'x10' space, may be placed intersecting each other, but they will attack each other unless commanded otherwise each round. The *swarms* remain for no longer than 10 minutes but will not move more than 60' away from the character. The swarms are magical effects that can be dispelled.

Elemental Servitor

This is a Tier 1 special ability. The character brings forth a creature from one of the four Elemental Planes. The character may summon an *elemental* with hit dice equal to their level divided by 2, rounded up; therefore, a 4th level character could summon a 2HD *elemental*, but a 5th level character could summon a 3HD *elemental*. The servitor's statistics are built by using the rules found in Chapter 8 for creatures with the *elemental* trait, but for special powers, these creatures have one of the four *elemental types*. Statistics for each of the four elemental servitor types, for one through six HD, are tabulated at the end of this chapter. As a standard action that triggers attacks of opportunity, the character chants magical phrases, a surge is spent, and then the servitor is placed by the character within 60'. The servitor may immediately act, obeying the verbal instructions of the character. They will act independently to attack, but they are not greatly intelligent and tend to interpret instructions literally, and it is up to the GM to determine whether they can follow complex orders. The *elemental* remains for no longer than 10 minutes but will not move more than 60' away from the character. The servitor is not a magical effect that can be dispelled, but it may be affected by spells such as *dismissal* that affect summoned creatures.

Hey Presto

This is a Tier 2 special ability. The character can instantly summon forth their possessions which are not on their person. On their turn, the character snaps their fingers, and they may choose to spend a surge. As a free action, one of the objects listed on their inventory in the Iron League Foot Locker space is instantly transferred to their physical location. At their discretion, the object may appear in a worn or wielded state provided the character has the hands or body space to receive it. The object may also appear within 5' of the character. This ability works across any distance, even across planes of existence, but it does not work in reverse – a character may not cause objects in their possession to disappear. At 12th level this ability improves to allow the character to cause items to appear within 30', wielded by other creatures, or in their possession. To perform this function unnoticed requires a successful Shenanigans skill check to make a **furtive action**; see Chapter 3.

Divine Magic

There is only one special ability in this category, and it is Tier 2. The character gains the ability to cast Divine spells. They also gain fluency in the language of Angelic. This special ability cannot be taken by any character whose class already grants them Divine spellcasting; however, this special ability can be taken by characters who have Arcane spellcasting ability. As a prerequisite, any character who wishes to use this special ability must accept one set of Holy Orders. Only characters with a minimum Wisdom score of 9 may take this special ability. Characters with high Wisdom scores may gain bonus spell points as Clerics do.

The character gains the ability to cast Divine spells using holy symbols just as Clerics do. However, their caster level is 4 lower than their character level, e.g. a 5th level Berserker who has learned to use Divine magic casts spells as effectively as a 1st level Cleric. Their spell attack bonus is equal to half their character level rounded down, so that same 5th level Berserker would have a +2 spell attack bonus modified by their Wisdom score. The number of spell points usable by the character depends on their level and is tabulated below:

Table 2-9: TOTIL Divine Spellcasting

Character Level	Spell Points per Spell Level			
	1	2	3	4
5	1			
6	2			
7	2	1		
8	3	2		
9	3	2	1	
10	3	3	2	
11	4	3	2	1
12	4	3	3	2

Having this special ability also grants the ability to use magic scrolls of the Divine type, provided they have the required language proficiency. The basic limitations of spellcasting for all characters such as having a free hand and the ability to speak freely apply.

Enlightened Strike

This category has four special abilities under it, and a character may have more than one of them. Some of these special abilities are automatically conferred when a character takes Holy Orders.

The character can use their exceptional insight to deliver particularly damaging attacks under the right circumstances. These attacks require intimate observation of, and interaction with, the target creature – these special abilities can only be used in conjunction with melee attacks.

The four Enlightened Strike special abilities are listed below.

Smite

This is a Tier 1 special ability. The character must have an alignment, either good or evil. The character has learned to inflict especially damaging attacks against creatures with the opposite alignment. The character makes a melee attack against a target, and if the attack hits, the character may choose to spend a surge as a reaction. If the target has an alignment that is opposite of the character, the attack deals bonus hp damage equal to 3 plus level. Note that the character does not need to know if the target has the correct alignment to use this special ability, but if the target has the wrong alignment, no bonus damage occurs, and the surge is spent anyway. The character will know that no *smite* damage has been inflicted, making this special ability one means of determining a creature's alignment.

Circumvent Defense

This is a Tier 1 special ability. The character gains the ability to enter a trance-like state wherein a creature's defenses against physical damage can be perceived and bypassed. As a free action, the character concentrates briefly; a surge is expended. For the next ten minutes, any attack made by that character ignores all *damage resistance* special powers, including those providing protection against attacks that are not *silver* or *faerie iron*. It also ignores up to 5 hp of *damage resistance* against non-*magic* attacks for characters with levels 1 through 5, ignores up to 10 hp of *damage resistance* against non-*magic* attacks for characters with levels 6 through 10, and ignores up to 15 hp of *damage resistance* against non-*magic* attacks for characters of level 11 and above. Any such attack also ignores the *fleshless* or *boneless* special powers. Additionally, at 10th level, any such attack ignores the *incorporeal* special power. See Chapter 8 for rules regarding these monster properties.

Pauper's Grace

This is a Tier 1 special ability. The character has learned to make the most from humble weapons and can use them to inflict significant damage. To use this special ability, the character must wield a weapon with the *cheap* trait. The character makes a melee attack against a target, and if the attack hits, the character may choose to spend a surge as a reaction. All damage performed by that one weapon is rolled an additional time and the results are added together. This includes modifiers from strength, enchantments, bonus dice, or any other source. At 11th level this ability improves such that the damage is rolled two additional times, and the results are added together.

Banish

This is a Tier 2 special ability. To use this special ability, the character must be on the Prime Material Plane; see Chapter 10. The character can sense the magical tethers that hold a summoned creature from the Outer Planes to Uroth, and they can attack these bonds with weapons. The character makes a melee attack against a target with the *extraplanar* trait. The target must have been summoned; this special ability is ineffective against those that have passed through a Gate (see Chapter 10); the target must also have no more HD than the character has levels. If the attack hits, the character may choose to spend a surge as a reaction. In addition to inflicting damage, the character immediately makes a second attack roll on the same target, using the same modifiers as used for the attack roll, but this attack is against the target's Poise defense. The effect of a success on this second attack roll is identical to that of a *dismissal* spell (see Chapter 4). Note that the character does not need to know if the target has the correct trait and HD to use this special ability, but if the target does not meet the preconditions, they are not dismissed, and the surge is spent anyway. At 12th level the second attack roll is not necessary; the target is banished.

Lay on Hands

This category has three special abilities under it, and a character may have one or more of them. As these powers derive from a character's connection with a deity, these special abilities all require a character to take Holy Orders. These abilities are automatically conferred upon some classes such as Healers or Paladins.

The character has a particular affinity for living creatures and the energies that sustain them, and they excel at channeling spiritual energy to improve a living creature's health. These special abilities only affect living creatures; they have no effect on creatures with the *undead* or *construct* traits.

The three Lay on Hands special abilities are listed below.

Circle of Recovery

This is a Tier 1 special ability. Given enough time, the character can distribute a little healing to all the members of the party. The character sits in a circle with as many of the character's allies as can approach within 10'; the character designates who is an ally and who is not. The character chants for ten minutes, which must be uninterrupted. At the end of the ten minutes, the character may elect to spend a surge. The character and all allies are healed for 1d4 hp plus one hp for each of the target's levels. At 10th level this ability becomes usable in a single round as a standard action which triggers attacks of opportunity.

Hand of Succor

This is a Tier 1 special ability. The character can minister to creatures suffering from various debilitating maladies, and by channeling their spiritual energy they can speed along a cure. The character touches a creature that is suffering from an ongoing **condition** (see Chapter 7). As a standard action that does not trigger attacks of opportunity, the character chants for a round and may choose to spend a surge. The creature is granted an immediate **recovery** roll. This recovery roll counts towards the reduction of the recovery threshold. At 11th level this ability grants two recovery rolls, and each one decrements the recovery threshold.

Burst of Energy

This is a Tier 2 special ability. The character can channel their deity's energy directly towards restoring the energies of tired creatures. As a standard action that does not trigger attacks of opportunity, the character chants for a round and may choose to spend a surge. All creatures within 30' erase all points of **fatigue**. At 12th level this ability also heals 1 point of ability score damage to all creatures within 30'; the recipient chooses which point is healed.

Rage

This category has three special abilities under it, and a character may have one or more of them. These abilities are automatically conferred upon some classes such as Crag Dwarves, Wild Halflings, or Berserkers.

The source of energy for these special abilities is the anger the character harbors – an anger that may be buried deep down in their hearts, or which may lie close to the surface. The character can transform that anger into various effects that assist them in combat.

The three Rage special abilities are listed below.

Furious Strength

This is a Tier 1 special ability. The character can use their anger to temporarily grant themself great strength. As a free action, the character may choose to mutter under their breath and spend a surge. For ten minutes, the character gains a +2 bonus to their melee attack rolls, a +2 bonus to their melee damage rolls or damage rolls with a thrown weapon with the *hefty* property, and a +3 bonus to their Strength for the purposes of making Feats of Might skill checks. At 10th level, these bonuses improve to a +3 bonus to their melee damage rolls, a +3 bonus to their melee damage rolls or damage rolls with a thrown weapon with the *hefty* property, and a +5 bonus to their Strength for the purposes of making Feats of Might skill checks.

Vengeful Response

This is a Tier 1 special ability. The character directs their anger towards those who have injured them, allowing them to strike back at foes. As an interrupt, if the character has taken damage from a weapon or natural attack wielded by a creature within melee range, they may immediately spend a surge to counterattack their attacker with a readied melee weapon. They may not incorporate any movement or basic actions into their counterattack. However, they do not need to hit with this attack; they simply apply damage as if a successful hit had been made. Note that this means that a *vengeful response* cannot generate a **critical hit**. At 11th level, the character rolls the damage twice and takes the better of the two results.

Wrathful Celerity

This is a Tier 2 special ability. The character's berserk fury makes them move quickly in combat. As a free action, the character may choose to mutter under their breath and spend a surge. For a duration in rounds equal to their level, when the character uses a standard action to make a melee or missile attack roll, they may make an additional attack as part of that standard action. At 12th level, the character may make two additional attacks as part of that standard action.

Sacrificial Defense

This category has three special abilities under it, and a character may have one or more of them.

Some individuals have such a strong inclination to protect others that they can perform seemingly impossible tasks. The power source for these special abilities is altruism and a fear of the harm that may come to those the character cares about.

The three Sacrificial Defense special abilities are listed below.

Interposition

This is a Tier 1 special ability. The character puts themself in harm's way when an ally is attacked. The ally must be within 30' or the character's walking movement allowance, whichever is smaller, and easily reached by the

character's movement; one cannot use *interposition* to protect an ally on the other side of a chasm, for instance. The character must be aware of the nature of the attack on the ally; surprise strikes cannot be defended against. When the attack is made, as an interrupt the character may choose to spend a surge. The character is moved adjacent to the ally and becomes the target of the attack; the attack is then resolved as normal. At 10th level, a 6th sense allows the character to defend an ally against even surprise attacks.

Fight Me

This is a Tier 1 special ability. The character can make themselves the focus of opponents' aggression so that the lives of their allies will be spared. On their turn, as a free action, the character may choose to spend a surge to pose for the enemy, execute challenging salutes, and otherwise directly attack the honor of unengaged enemy combatants. The character attacks the Poise defense of any enemy combatants within visual range using their Combat Attack bonus plus Charisma modifier. On a hit, that target is incapable of seeing any creature other than the character as a viable target. That opponent will only see the character as the object of their aggression and will act accordingly, using melee, missile, spell, or other attack abilities to target the character. An exception to this is enemies that are already in melee combat range with other opponents; these creatures will not attack the character if this would expose them to attacks of opportunity. This effect lasts for an encounter and it cannot be recovered from, although magical domination of a target's will (via charm, suggestion, or other forms of mind control) can override the effect. At 11th level, this ability affects even enemies who are already in melee combat range with other opponents.

Martyr's Gambit

This is a Tier 2 special ability. The character's sympathy for an ally is so strong that they can draw maladies from their friends and take them on to themselves. On the character's turn, as a standard action that does not trigger attacks of opportunity, the character touches an ally suffering from an ongoing condition other than *cursed*. The character expends a surge, and the condition is removed from the ally. The condition is placed on the character instead, and if the condition is a disease or a poison, onset effects immediately accrue. The recovery threshold for the character's condition is reset to its initial level, regardless of how long the ally had been suffering. See Chapter 7 for rules regarding conditions. At 12th level, the condition that the character has drawn onto themself affects them for 1 turn and then it ends.

Sorcery

This category has four special abilities called sorceries under it, and a character may have more than one of them. Some of these abilities are automatically conferred upon some classes such as Sorcerers or Tricksters. Only characters with a minimum Charisma score of 9 may take this special ability. Each of the sorceries automatically grants a second special ability when a specific advanced character level is reached; if the sorcery is taken when the character is already at that level, both special abilities are immediately conferred.

Sorcery is a form of magic that does not rely on the structure of spellcasting used by Arcane or Divine disciplines. Instead, those who practice sorcery can continuously generate minor magical effects. Sorcery has four schools of practice, and each school represents a separate Tier 1 special ability. No surges must be expended to use the basic functions of sorcery, but the magnitude of the effects that can be generated by the basic level of sorcery never rise to the level of what can be done with even a 1st level spell. In general, sorcery will never have a range greater than 30', inflict more than 1dx hp damage, create permanent objects or effects, or duplicate the effect of any spell found in Chapter 4. Any use of sorcery requires a standard action, except for maintaining existing effects which is a free action. Using sorcery requires the use of hand gestures, and it therefore triggers attacks of opportunity, is difficult to use while grappled or entangled, and cannot be used when paralyzed; however, unlike spellcasting, it doesn't require speaking and can be used while stealthy. If a character has multiple schools of sorcery, and the player can describe a way to combine them both to generate a single non-attacking effect, then only a single standard action is required to create it, subject to GM approval. For example, a character with Mind Over Matter and Phantasms could carry a lit torch 30' in advance of the party and could create a ghostly figure of a torchbearer

to seem to carry it; these effects could be woven together as a single standard action and maintained as a single free action.

The four schools of Sorcery are listed below.

Mind Over Matter

The character can move small objects with their mind, wielding one or zero space items that require only one hand within 30' as if they have a maximum Strength of 5, but with their full Dexterity ability score; therefore, a character using this form of Sorcery can open a normal door from a distance, but they cannot pick a lock (which requires two hands). This Sorcery can be used to attack in two ways; each form of attack uses the better of the character's Combat Attack Bonus or Spell Attack Bonus. **Hurl Objects** can be used as a standard action that triggers attacks of opportunity to fling small objects at hand as a missile attack against the Armor Class defense of one target with Dexterity modifier, with a range of 10/20/30 and inflicting damage of 1dx hp; this does not require proficiency in *improvised weapons* to attack without penalty. This is a weapon attack and it therefore can roll critical hits and be used for a Killing Blow attack. Another form of attack is a **Kinetic Punch**, which is blast of force energy; as a standard action that triggers attacks of opportunity, this attacks one target within 30', attacking the Toughness defense with Charisma modifier. A successful attack inflicts 1dx hp damage, plus the target must immediately make a Feats of Might check. Unless the target gets a minimal success, they are moved 5' in a direction selected by the attacker.

At 6th level, a character with Mind Over Matter gets a bonus special ability: **Strong Hands**. At the beginning of their turn, as a free action the character may spend a surge which activates the special ability. For ten minutes, the character's basic Mind Over Matter powers are enhanced such that they may use two hands to act at a distance, and they use their Charisma score instead of their Strength. The limitation on using only one or zero space items is also removed. Within 30', the character may pick a lock or remove a trap; they may attack with one- or two-handed melee weapons (although non-proficiency penalties apply); they may attempt to grapple another creature; or they may pick up and carry objects within their effective 30' radius. An object within that 30' radius may be thrown outside that radius, subject to the GM's judgment regarding range.

Fire Magic

The character can start or quench small fires at a 30' distance. They can cause larger fires to burn faster or slower, and they may cause a fire to burn with more or less smoke. This Sorcery can be used to attack in two ways; each form of attack uses the better of the character's Combat Attack Bonus or Spell Attack Bonus. **Burning Ember** can be used as a standard action that triggers attacks of opportunity to fling a spreading mass of blazing cinders; they make a missile attack against the Armor Class defense of all targets within a 5' radius, adding Dexterity modifier, with a range of 10/20/30 and inflicting damage of 1dx hp fire. Another form of attack is a **Burst of Fire**, which creates a narrow jet of superheated flame; as a standard action that triggers attacks of opportunity, this attacks one target within 30', attacking the Dodge defense with Charisma modifier. A successful attack inflicts 1dx hp fire damage on a hit, and half damage (rounded down) on a miss.

At 7th level, a character with Fire Magic gets a bonus special ability: **Heat Metal**. As a standard action that triggers attacks of opportunity, the character spends a surge and designates a single metal object within 30' that takes up no more than 6 spaces. No attack roll is required. The item immediately begins to heat up, rapidly becoming red hot; it never reaches the melting point of the metal, but it becomes very painful to touch. At the beginning of the turn of any creature touching the object, they must either drop or release the object as a free action, or they will take damage. See Chapter 3 for rules on removing worn armor. For rounds 1 and 3, the metal object inflicts 1dx fire damage. For round 2, the metal object inflicts 2dx fire damage. After three rounds, the object rapidly cools off and does not inflict damage.

Water Magic
The character can create a jet of water, shooting one gallon per round from their fingertips. They can create a small rainstorm within a 30' radius, or they can dry out a wet surface. They can form up to 10 gallons of water within 30' into solid shapes that will hold their form as long as the character remains in range. This Sorcery can be used to attack in two ways; each form of attack uses the better of the character's Combat Attack Bonus or Spell Attack Bonus. **Jet of Water** can be used as a standard action that triggers attacks of opportunity to squirt water into the eyes of an opponent; they make a missile attack against the Armor Class defense of one target, adding Dexterity modifier, with a range of 10/20/30 and imposing the *blinded* condition for 1 round upon a hit. Creatures without eyes or visual senses are immune to this attack. Another form of attack is a **Hydraulic Blast**, which creates a powerful directed gout of water; as a standard action that triggers attacks of opportunity, this attacks one target within 30', attacking the Dodge defense with Charisma modifier. A successful attack inflicts 1dx hp damage on a hit, plus the target must immediately make a Feats of Agility check. Unless the target gets a minimal success, they are knocked *prone*.

At 6ᵗʰ level, a character with Water Magic gets a bonus special ability: **Part Water**. At the beginning of their turn, as a free action the character may spend a surge which activates the special ability. For ten minutes, as a standard action the character may lower the level of water within 30' by up to 20' feet. Any material larger than a grain of sand is left behind by this process, including fish and other living creatures that may find themselves in danger if insufficient breathable water remains. If the area of effect only lowers water in part of a body of water, the water outside the area of effect remains at the previous levels. Invisible force fields that only impede the passage of liquid water hedge the area of effect, preventing elevated water from flowing into a lower reservoir. Other objects, including living creatures, are not blocked by these magical barriers, and these beings potentially can attack across them or move through them. The zone of the parted water moves with the character.

Phantasms
The character can create wispy illusions within a 30' radius; these do not appear to be solid. They can also create faint sounds. The Deceive skill applies if the phantasms are intended to replicate an actual object or effect. They can also create floating luminescent globes that shed a dim light within 10' and can be directed up to 30' away as long as the character remains in range. This Sorcery can be used to attack in two ways; each form of attack uses the better of the character's Combat Attack Bonus or Spell Attack Bonus. **Flashing Lights** can be used as a standard action that triggers attacks of opportunity to launch streams of strobing lights at the face of an opponent; they make a missile attack against the Armor Class defense of one target, adding Dexterity modifier, with a range of 10/20/30 and imposing the *intoxicated* condition for 1 round on a hit, although creatures immune to illusions are unaffected. Another form of attack is **Psychedelic Welter**, which bombards a creature with confusing kaleidoscopic images; as a standard action that triggers attacks of opportunity, this attacks one target within 30', attacking the Poise defense with Charisma modifier. A successful attack inflicts 1 point of trauma, although creatures immune to illusions are unaffected.

At 7ᵗʰ level, a character with Phantasms gets a bonus special ability: **The Usual**. As an interrupt, the character may spend a surge, and illusion cloaks everything within 30' to make people, places, and things appear the way all observers most expect them to appear. Creatures that are immune to illusions are unaffected. This is a concentration effect; the character must spend their standard action maintaining the illusion, and anything that disrupts their concentration may disrupt the illusion as well. The character does not see what creatures in the area see, and therefore may only guess what they are perceiving. If perceiving creatures interact with the illusion, they may dispel it as described in Chapter 4; the *dispel magic* spell is also effective. This special ability may require skillful GM work to adjudicate!

Spirit Calling

This category has three special abilities under it, and a character may have more than one of them. Some of these abilities are automatically conferred upon some character classes such as Majestic Elves or Diviners.

Certain characters can perceive the spirits that inhabit most corners of the universe, and which remain largely hidden from others. These characters may also have a rapport with these simple spirits, communicating with them and sometimes commanding their assistance. Inhabitants of the spirit realm are neither good nor evil.

The three Spirit Calling special abilities are listed below.

Halo of Spirits

This is a Tier 1 special ability. The character can communicate with the myriad spirits that permeate the real world, asking for them to share what fragmentary information they have learned about the immediate area. As a free action, the character whispers to the spirits, and a surge is spent. For four hours the spirits whisper back to the character, giving them a +2 bonus to all perception-related skill checks and all Knowledge checks. This bonus also applies to Intuition checks used to discern the properties of an item. At 10th level, these bonuses improve to a +4 bonus to perception-related skill checks and Knowledge checks.

Guide My Hand

This is a Tier 1 special ability. The character can summon forth a swarm of small spirits to steady their arm and sharpen their sight in combat. As a free action, the character whispers to the spirits, and a surge is spent. For ten minutes the spirits subtly influence the character's movements to give them an effective +2 bonus to all attack rolls. At 11th level, this improves to a +4 bonus to attack rolls.

Distracting Host

This is a Tier 2 special ability. The character enlists a small army of spirits to bedevil an opponent, and they manifest in ghostly fashion to tug at the target's sleeves, babble confusingly, get in their way, and generally make nuisances of themselves. As a free action, the character whispers to the spirits, points out one target that they can see, and a surge is spent. For ten minutes the spirits swarm that creature, causing them to take a -2 penalty to attack rolls and skill checks. Particularly superstitious creatures may find this spiritual attention truly terrifying. At 12th level, this improves to a -4 penalty to attack rolls and skill checks.

Filling Out a Character Sheet

To create a character, you'll need to fill out a character sheet. As a free download at ironleague.org, form-fillable PDF character sheets are provided for each class and subclass. You'll want to use the correct sheet for whichever class and subclass because many of the specifics of that choice – class abilities, spells, attacks and defenses, etc. – are fully or partially filled in already. The blank character sheets are four, five, or six pages long, because some of the subclasses have spells or other abilities that require additional pages. As another option, at the back of this chapter there are blank sheets for each of the pages described here, should you wish to fill in your character sheet by band. GMs may wish to keep several spare copies handy in case somebody gets a sudden urge to make a character!

Once you have a character sheet, a player will need to fill in the particulars for their character. There's a lot of information in there, so we'll go through each part of the character sheet in the order in which it is presented.

Identifying Information

At the top of the first page there are some fields to be used to identify your character. Fill in the player's name in the Player field and the character's name in the Character field. Players should be given wide latitude regarding what to name their character; the GM may provide guidance regarding if there are any naming conventions they want to follow in their game world, but at the end of the day, a player should be allowed to call their character what they want, and even change that name over time – if Birdy the explorer has many adventures and makes a name for themselves as a risk-taker and a daredevil, they could hardly be blamed if they began to call themselves

Birdy the Bold! Even the naming convention of Clerics adopting their deity's descriptor as part of their name is something that a player may choose to use, or not, as is their preference.

The character's class/subclass, level, and experience point total are on the next line. The class and subclass are selected at the character's creation, and this will not change over the life of the character. Hopefully the level and experience points will! It is typical for starting characters to begin at 1st level of experience and with 0 XP, although the GM may choose to start with higher level characters. As experience points are gained, they are added to the running total in the Experience field; these experience points sometimes go down as well, such as from the level-draining touch of a wight! As experience points rise or fall, the character's level is correspondingly adjusted. It is a useful tool to list both the character's current experience points and the experience points they need to gain the next level in the Experience field, separated by a slash; therefore, a starting 1st level character will begin with 0/100 in this field.

The next line of the character sheet has to do with Alignment, Holy Orders, and the character's Deity, if any. For classes such as Clerics, Spirit Dwarves, and Paladins who must take Holy Orders, or for any other character who has taken Holy Orders voluntarily, write **good** into the Alignment field. All other characters should leave this blank. If a character has taken a set of Holy Orders, write the name of those orders in the Holy Orders field, and if the character has selected a Deity, name them in the Deity field.

Custom Points

At first level, each character receives three **custom points**, which are spent to select additional benefits. A starting character sheet has 3 filled into the Custom Points field; this is adjusted down as points are spent, but adjusted up as more custom points are earned. Custom points can be spent as follows during character generation:

Points	Benefit
3	Add one to your total number of surges.
2	Learn a new skill at proficiency level 1.
2	Obtain one new weapon proficiency.
2	Obtain proficiency with a shield or heavy helm.
2	Obtain proficiency with one higher Armor Class than you can currently use.
1	Increase your proficiency with a known language by one step.
1	Learn one new language at the smattering level of proficiency.
1	Permanently increase your maximum hit points by 1.

You can also bank one or more custom points to use later. During gameplay, you can spend a banked custom point to require that any die rolled at the table, by you or anybody else including the GM, be rerolled. You must declare this immediately after the die roll's result is seen, and the results of the new die roll are final. The exception to this is a botch on a d20: if you roll a 1 when the best roll is a 20, or you roll a 20 when the best roll is a 1, that die cannot be rerolled.

Alternatively, you can save banked custom points to spend at your next level advancement.

Each time your character receives enough experience points over the course of adventuring to advance in level, they get an additional three custom points to spend. See Chapter 6 for more information on character advancement and the other options for spending custom points that are available at higher levels.

You cannot advance a language beyond the maximum level of proficiency allowed by your character's Intelligence. Make modifications to your character sheet for surges, skills, proficiencies, languages, hit points, or banked custom points as you fill out the relevant section of the character sheet.

Ability Scores

The next section of the character sheet has fields for each of the six ability scores described earlier in this chapter. Using one of the generation methods described, generate the character's six ability scores for Dexterity, Wisdom, Charisma, Intelligence, Strength, and Constitution. Fill in those scores into the Base field for each ability score. Below that field is a +/- field, which is where any magical bonuses enjoyed or penalties incurred by the character would be recorded to modify the ability score; leave this blank. Below that is a Damage field, where is where temporary damage to an ability score would be recorded; leave this blank too. Normally a player would sum the Base, +/-, and Damage fields to carry down a total into the Current field, but since two of those three fields are starting out blank, make the Current field the same as the Base field. Then, fill in the Modifier associated with that ability score in the last field.

Defenses

The next portion of the character sheet pertains to a character's defenses. There is a chance that any given hazard may negatively affect a character. If an orc swings an axe at them, the blow might connect, or it might not. That chance varies from character to character; a well-armored and nimble character is likely to avoid an attack, while a vulnerable Magic-user is much more exposed unless their spells can protect them.

Defenses are statistics that describe how likely it is that your character will be seriously affected by something dangerous. A high number is good for any defense score, because that number is what must be rolled on 1d20 to successfully attack that character.

There are four types of defenses:

- The character's **Armor Class**, or **AC** for short, determines how hard it is to attack them successfully with weapons.
- The **Dodge** defense is a measure of how easily the character can perceive incoming threats and get out of the way, such as by ducking under a giant bladed pendulum or diving for cover just as a trapped box explodes.
- The **Toughness** defense accounts for the character's ability to shrug off debilitating effects, such as by fighting off an insidious poison that threatens to paralyze them or avoiding severe frostbite when exposed to the elements on a mountainside.
- The **Poise** defense is a metric for the character's mental fortitude, which may allow them to avoid cracking under sadistic interrogation, or to resist the enchantments of a witch who is trying to put them to sleep.

A character's base Armor Class is determined by the type of armor and shield they are using. Chapter 5 lists these AC statistics. The effective AC is the base AC plus the character's Dexterity modifier and any other applicable bonuses. Halflings receive an additional bonus of +1 to AC. Once the character's armor has been determined (see later in the Starting Equipment section), record the AC defense in the Base field and the Current field; leave the + Or – field blank. If the character has a shield and uses it, it will improve their Armor Class by 1, but sometimes characters are doing things with hands other than using their shield, so it's best to record the shield AC after the base AC in parentheses – for example, a character wearing chain mail armor and wielding a shield would record an AC of 14(15).

A character's base Dodge defense is listed in the table for their character class. Their effective Dodge defense is their base Dodge defense plus both their Dexterity and Wisdom modifiers. For example, a character with a Dexterity of 8 and a Wisdom of 13 would have a net change of zero from their base class defense. Record the character's Dodge defense in the Base field and the Current field; leave the + Or – field blank.

A character's base Poise defense is listed in the table for their character class. Their effective Poise defense is their base Poise defense plus both their Intelligence and Charisma modifiers. Record the character's Poise defense in the Base field and the Current field; leave the + Or – field blank.

A character's base Toughness defense is listed in the table for their character class. Their effective Toughness defense is their base Toughness defense plus both their Strength and Constitution modifiers. Record the character's Toughness defense in the Base field and the Current field; leave the + Or – field blank.

There's a field called Buff which should be left blank for now. This is a great place to keep track of temporary bonuses to a character's defenses.

Hit Points

Creatures in the world of **Tales of the Iron League** put themselves in harm's way with great regularity. Monsters are frequently stabbed, blasted, or burned, all while trying to stab/blast/burn the PCs in return. Characters fall into hidden pit traps. Incautious adventurers slip into a river and are swept down a waterfall. Sometimes things explode. Dangerous, potentially deadly things happen to characters all the time.

This game tracks a character's ability to withstand punishment by using **hit points** (hp). A character's hit points are an abstract measure of how healthy they are. Hardy characters have many hit points, while more fragile characters have fewer.

When a character is fully healthy, they have all their hit points, or their **maximum hp**. When they are injured, they temporarily lose some hit points. Eventually magical or mundane means of healing can restore them to their full hit point total. Until then, the injured character must limp along with reduced hit points – their **current hp** – and other injuries might reduce that pool of points even further. If a character or monster is reduced to zero or negative hit points, they are dying, and only the most powerful magic can bring them back.

In the real world, injuries can be debilitating. A person who has been severely injured may suffer from a significant reduction in their capability. Characters in the world of **Tales of the Iron League** are made of sterner stuff than realistic people. Even if a character has been punched, stabbed, burned, frozen, abraded, and dropped from a great height until they are down to their last hit point, they suffer no penalties when rolling checks for the actions they take while wounded. The only penalty for being low on hit points is that your character is very near death, and for all practical purposes, death is permanent. (Trauma is a different and debilitating sort of damage, but that is dealt with elsewhere in these rules.)

When creating a starting character, the table for each class lists its starting hit points. Those hit points can be modified by a high or low Constitution score, leftover ability score generation points, a Conjurer having a familiar, or any of several other sources of bonuses.

In the HP section, write your character's starting hit points on your character sheet, taking these various factors into account. At the start of the game, a character's base and current hp are the same. The + Or – field is for temporary bonuses or penalties that may affect hp; leave this blank for now. Leave the Temp column blank as well; this is a good place to track effects that grant the character temporary hit points. During play, keep track of changes to current hp, but never erase the maximum hp figure – assuming death is not in the cards, the character will eventually heal back up to that number. A few exceptions exist where maximum hp may be reduced, and those are described elsewhere in these rules. Rules for healing lost hit points are described in Chapter 7.

Surges

Surges represent something your character can do by exerting a little extra effort. Starting characters have a limited number of surges available to them, but their surges can spell the difference between life and death. There are multiple possible uses for a surge, and the player gets to choose which use is employed when the surge is spent. Some surges do the same thing for every character, such as healing a little damage, while some surges are

different from class to class, and some surges are spent to power special abilities. All surge uses are described on the character sheet on the second page.

Every round, on their turn, a character may spend one surge. Each surge usage describes what kind of action is required to expend that surge. A character may not spend more than one surge during their turn. However, some surges are used as **interrupts** (see Chapter 7) or as other types of actions taken when it is not your turn. A character may spend no more than one surge in this way between each of their turns; therefore, if a surge has been used as an interrupt, no other surge abilities can be used until that character takes another turn.

Starting characters have two surges to use. Characters who are unspecialized gain two additional surges. Custom points can also be used to increase your surges; as a matter of convention, surges added in this way are recorded after a plus sign to keep them tracked separately from the surges the character has from their class and subclass. As an example, a starting character with two surges might use their three custom points to buy an extra surge, so the player will fill in '2+1' into the base field.

Write down your number of surges in the base field and leave the current field blank. As you use surges, you will add one to the current field, which may never exceed the base number of surges you can use. Do not erase the number in the base surges field; when your character has a chance to sleep, they will regain surges up to their base surges number, and you can clear anything in the current field. See Chapter 6 for more information on resting.

A Few Other Statistics
There are only a few more numerical items to write down.

Movement
For all classes except Fighters, walking movement allowances and running movement allowances are determined by the type of armor equipped; this is listed in Chapter 5. Fighters always have a walking movement allowance of 60' and a running movement allowance of 120', and this is written down on the Fighter character sheet already. For other characters, record their walking movement allowance and their running movement allowance. The significance of movement allowances is described in Chapter 7.

Initiative
All characters have an initiative bonus equal to their Dexterity modifier; additionally, Halfling characters gain an additional +1 bonus. Record the character's initiative modifier. Rules for initiative are found in Chapter 7.

Recovery
All characters have a recovery roll bonus equal to their Constitution modifier; additionally, Dwarf characters gain an additional +2 bonus. Record the character's recovery modifier. Rules for recovery from various harmful conditions are found in Chapter 7.

Trauma Limit and Current Trauma
Trauma is a debilitating type of injury that can severely hamper a character's effectiveness or even leave them unconscious. Trauma is described in more detail in Chapter 7. Each character has a trauma limit, which represents the amount of trauma damage they can sustain before they are knocked out. This is equal to a character's Constitution score; write that into this field. Leave the current trauma field blank; the player will add points to this if their character sustains any trauma damage.

Fatigue Limit and Current Fatigue
All characters have a fatigue limit equal to 4 plus their Constitution modifier. Record the character's fatigue limit, but leave the section marked current fatigue blank. Rules for fatigue are found in Chapter 6.

Proficiencies
This section of the character sheet is the place to record the proficiencies enjoyed by the character. The character class and subclass determines the basic weapon and magic item proficiencies of the character, which may also be

modified by Holy Orders or custom point choices. Some magic items may also grant a character proficiency in something that they otherwise would not have; this is the place to record such things, should they arise.

Conditions

Conditions are things that happen to characters in the course of play, generally of a temporary nature. Most conditions are unpleasant and unfortunate, such as a character becoming *poisoned* or *paralyzed* by a *ghoul's* touch, but some might be beneficial, such as a magically *hasted* character being able to attack more quickly in combat. Conditions are described in more detail in Chapter 7, and should any condition apply to a character, this would be the place to record it. But starting characters have no conditions upon them, so for now these fields should be left blank.

Skills

Each character begins play having proficiency level 1 in a number of skills as described for that class and subclass. Custom point choices may also allow a character to add skill proficiency to their portfolio of abilities. Record each skill as well as its level in the fields provided. The typical skills and their uses are described further in Chapter 3. It is typical to list the Seeing, Hearing, and Intuition skills first on a character sheet, regardless of whether a character has any levels of skill in them, because these skills are frequently used during play. It is also common practice to use the Name field to not just list the relevant skill, but also the default ability score number associated with that skill, increased by 4 points if the character has that skill at level 1, and possibly increased or decreased further due to the influence of certain pieces of equipment described in Chapter 5. For instance, the Seeing skill may be listed first on the character sheet of a Cleric with a Wisdom ability score of 16; if they have no levels of skill in Seeing, leave the level field blank but write 'Seeing 16' in the name field; that's the number the player must roll under in order to succeed at a skill check. If that same character wears a light helm, however, they might list 'Seeing 15 (helm)' on that same line, both to take the perceptive penalty for wearing these piece of headgear, as well as to explain why the number is lower than usual. If that same character decided to take that skill at level 1, their number with helm worn would rise to 19!

Languages

A character's starting languages are listed above for each character class. If a character has a high Intelligence, they may add one or more languages listed in Chapter 3 and learn a quantity of steps of additional language proficiency equal to their Intelligence modifier. This means that a character with a 17 Intelligence, or a +2 modifier, might choose to learn the Orcish language with a halting proficiency, or the Goblin tongue with a halting proficiency, or a smattering of both languages. Information regarding the kinds of languages that may apply to this game can be found in Chapter 3.

If a character has a low Intelligence score, they will not know any languages other than the starting languages listed for their character class. Additionally, while most starting languages are known with fluent proficiency, the character's Intelligence penalty indicates the number of steps that each starting language is downgraded. A Cleric with an Intelligence of 8, for instance, with a modifier of -1, would only know Common and their deity's language at the working step. A Dwarf with an Intelligence of 3, and a modifier of -3, would know Common and Dwarvish at only the smattering step, and would only be able to grunt a few words in each language!

Write down all your languages in the Languages section, and then write in the level of proficiency for each language, which should be the same for each native tongue, but which may vary in proficiency for languages gained by having high Intelligence. Note that custom points can be spent to improve a character's language abilities.

More Skills/Languages

There's a section in the middle of the bottom of the first page that is overflow space for any skills or languages that don't fit into the other two columns. Generally speaking, these fields will be left blanks for starting characters;

however, as characters gain skills and languages through the spending of custom points as they gain levels, either skills or languages can be filled into these spaces as the player sees fit.

At the bottom of this page is a field that can be updated with the date that the character sheet was most recently updated. If you ever have a situation where there are multiple copies of a character sheet floating around, this can be helpful for figuring out which one is the most current.

Special Abilities and Quirks

The second page of each character sheet is dedicated to filling in some of the things about a character that make them unique. The kinds of things filled out here, one per line, fall into the following categories:

- Class Abilities. These are many things listed in each class and subclass description that are unique to what that class can do. Some of these require spending a surge to activate, and the way those work are summarized. Other class abilities don't require a surge; the character gets the benefit of that ability all the time.
- Special Abilities. These are abilities that any character could conceivably have; although some character classes do provide special abilities, those same special abilities could be bought by any character using custom points. Starting characters do not have enough custom points to buy special abilities, however, and this is something that higher level characters do with accrued custom points as described in Chapter 6. All unspecialized characters get to start with one special ability of their choice, provided they meet the prerequisites as described earlier in this chapter.
- Holy Orders. If a character adopts a set of Holy Orders, those are filled in here, along with whatever restrictions and prohibitions entailed. Each set of Holy Orders also provides one Special Ability, and it is common practice to list that Special Ability immediately following the associated Holy Orders.
- Companion. The Companion class of Special Ability gives a character a special friend, and this would be the place to record some information about that associate.
- Disability. Shadow Elves have a disability of Light Sensitivity which hampers their functions in bright lighting conditions; this disability would be summarized in this field. But over the course of play, characters may acquire other disabilities as well; the process for this is described in Chapter 7.

The character sheets come filled out already with the class and subclass abilities that are relevant. Unspecialized characters have a Special Ability choice to make, and any character that takes Holy Orders must fill in that information as well as an associated Special Ability. Over the course of play, characters may acquire magic items that grant them other special abilities, and those will be recorded here as well.

There is a field at the bottom of the page called Notes. The player can write anything they like in this box. It could be information about the character, or interesting facts they have learned, or anything else they want to record for themselves.

Weapon and Sorcery Attacks

The third page of every character sheet is the place where the player will record the weapon and sorcery combat statistics for their character. The top portion of the sheet is associated with weapons (melee weapons first, missile weapons second), and the bottom portion of the sheet relates to sorcery attacks.

Across the top of the page are fields for Combat Attack Bonus, which is tabulated for each character class, and Spell Attack Bonus, which is tabulated only for Clerics, Elves, and Magic-users. These are already filled out on the character sheets for typical level 1 starting characters, but as the characters gain in levels, these numbers will go up. There are also fields for the ability score modifiers for Strength, Dexterity, and Charisma, which are to be transcribed from what has already been recorded on the first page; these are written down again here because they are useful for determining the combat statistics used on this page.

Weapon Attack Tables

One table is provided for melee attacks and another is provided for missile attacks. The weapons in the character's possession, which will be determined in the Starting Equipment section below, and modified by certain subclasses which may start play with selected weapons, will each receive an entry in any relevant table. Each weapon receives its own line, and then the combat statistics for attacking with that weapon are filled in to the right. The bonus to attack for each weapon is equal to the character's combat attack bonus plus their Strength modifier for melee weapons or their Dexterity modifier for missile weapons. Some weapons can be both melee and missile; write such weapons down once on the melee table with melee statistics, and once on the missile table with missile statistics.

Weapon damage and range are listed in Chapter 5; write these down here. For melee weapons only, add the character's Strength modifier to weapon damage. In the Notes field, each weapon tabulated in Chapter 5 has a set of properties and those should be written here. So, for example, if a 1st level Magic-user character has a dagger, and they have Strength and Dexterity ability scores of 10 apiece, they will have a separate entry in the melee and missile table for their dagger (since a dagger can be used to stab or it can be thrown). In the melee table, it will list dagger, +0, d4, and the properties of sharp/light/cheap. In the missile table, it will list dagger, +0, d4, 10'/20'/30', and the properties of sharp/light/cheap. If that same character had a Strength of 13, the Add to Attack Roll field would say +1 and damage field in the melee table would say d4+1, but the associated fields in the missile table would remain unchanged.

During play, each time a character makes a weapon attack, the player will roll 1d20 and add Add to Attack Roll modifier the result is the AC defense that a blow can hit. There may be additional bonuses or penalties related to range or other situational modifiers; the rules for this are found in Chapter 7.

Sorcery Attack Table

This should only be filled out if a character has one or more sorceries to employ. A sorcery uses the better of the character's spell attack and combat attack bonuses (use the best spell attack bonus if a character has two) plus their Charisma modifier for one type of attack, and their Dexterity modifier for another.

Damage and range are listed earlier in this chapter; write these down here. Note any special conditions that may apply to each type of attack, such as damage type, how the attack is resolved, and what special effects might result from a hit.

At the bottom of this page is a Notes field. This is commonly the place where the magical properties of weapons might be detailed. It is normal practice to capitalize the names of magic items, including weapons, so that they stand out from non-magical items, and this is usually done on this page as well as on the Inventory page. Starting characters do not start play with any magic items, so at the beginning, this field is left blank.

Spells

Skip this section if your character is a Dwarf, Fighter, Halfling, or Thief; you do not cast spells, and you do not have a page on your character sheet to record this information. Clerics, Elves, and Magic-users do cast spells, and they have a fourth page to record the magic that they can work. Other character classes can learn to cast spells in time if that's what they want to do! The spellcasting abilities of Clerics, Elves, and Magic-users differ, so their instructions for what to do on page four differ as described below:

Clerics

Clerics, Elves, and Magic-users cast spells, but Clerics do not need a spellbook because they have access to all the spells listed as Divine in Chapter 4. Use a spell sheet with Divine 1 filled into the field in the upper left hand corner. Fill in your Spell Attack Bonus from the Cleric class table, which is +0 for a 1st level Cleric, and fill in the Wisdom Modifier from the ability scores. Leave the Item Modifiers field blank. Fill in your caster level, which is 1 for a 1st level Cleric, and fill in your Spell Points allowed, which is 1 for a 1st level Cleric plus your Wisdom Modifier. Leave

the Spell Points Used field blank for now; you'll use that as you play to indicate how many spells you have already cast. Fill in the dx Die Damage field, which is d4 for a 1st level Cleric.

For each spell in the 1st level list, write down the spell's attack bonus, if applicable – many spells don't require any kind of attack roll to function. The spell attack bonus is equal to the sum of your spell attack bonus and your Wisdom modifier, with a +2 bonus if the spell's range is **touch**.

Elves and Magic-users

Elves begin play with a spellbook that contains some of the 1st level Arcane spells listed in Chapter 4. Unlike Clerics, Arcane casters can only cast the spells in their spellbook; the other spells listed in Chapter 4 are unavailable to them until such time that they are able to acquire their formulas and write them into their spellbook.

Elves begin play with 3 spells plus their Intelligence modifier, so an Elf with an 18 Intelligence would start with 6 spells. The player may choose one of the 1st level spells listed in Chapter 4; the rest must be randomly determined. Roll 1d20 to determine each spell, rerolling duplicates. Use a spell sheet with Arcane 1 filled into the field in the upper left hand corner. Write down the spells in the spellbook, using one line for each spell. For each spell in the spellbook, write down the spell's attack bonus, if applicable – many spells don't require any kind of attack roll to function. The spell attack bonus is equal to the sum of your spell attack bonus and your Intelligence modifier, with a +2 bonus if the spell's range is touch.

Fill in your Spell Attack Bonus from the Elf class table, which is +0 for a 1st level Elf, and fill in the Intelligence Modifier from the ability scores. Leave the Item Modifiers field blank. Fill in your caster level, which is 1 for a 1st level Elf, and fill in your Spell Points allowed, which is 1 for a 1st level Elf plus your Intelligence Modifier. Leave the Spell Points Used field blank for now; you'll use that as you play to indicate how many spells you have already cast. Fill in the dx Die Damage field, which is d4 for a 1st level Elf.

Magic-users

Magic-users begin play with a spellbook that contains some of the 1st level Arcane spells listed in Chapter 4. Unlike Clerics, Arcane casters can only cast the spells in their spellbook; the other spells listed in Chapter 4 are unavailable to them until such time that they are able to find their formulae and write them into their spellbook.

Magic-users begin play with 3 spells plus their Intelligence modifier, so a Magic-user with an 18 Intelligence would start with 6 spells. The player may choose one of the 1st level spells listed in Chapter 4; the rest must be randomly determined. Roll 1d20 to determine each spell, rerolling duplicates. Use a spell sheet with Arcane 1 filled into the field in the upper left hand corner. Write down the spells in the spellbook, using one line for each spell. For each spell in the spellbook, write down the spell's attack bonus, if applicable – many spells don't require any kind of attack roll to function. The spell attack bonus is equal to the sum of your spell attack bonus and your Intelligence modifier, with a +2 bonus if the spell's range is touch.

Fill in your Spell Attack Bonus from the Magic-user class table, which is +1 for a 1st level Magic-user, and fill in the Intelligence Modifier from the ability scores. Leave the Item Modifiers field blank. Fill in your caster level, which is 1 for a 1st level Magic-user, and fill in your Spell Points allowed, which is 3 for a 1st level Magic-user plus your Intelligence Modifier. Leave the Spell Points Used field blank for now; you'll use that as you play to indicate how many spells you have already cast. Fill in the dx Die Damage field, which is d4 for a 1st level Magic-user.

Inventory

The next page of every character sheet is the Inventory page, which is where the character keeps track of the physical items in their possession. It helps determine how much the character can carry, which items are in use and which are not, how much ammunition they have left, and a variety of other bookkeeping details. Information on how the Inventory works can be found in Chapter 5.

A commonplace piece of nomenclature: as described in Chapter 5, items in one's inventory take up spaces, and some items occupy more than one space. When an item, such as a spellbook, takes up multiple spaces, it is best to write 'spellbook' in the top space and then use a quotation mark in the second space to indicate it is a continuation

of the first item. This is superior to writing 'spellbook' in both lines, because then that could be two separate items that each occupy one space, and that's confusing.

Starting Equipment

Every member of the Iron League begins with some equipment that will help them survive – not necessarily every object they want or would find useful, and not necessarily every weapon or tool that they are skilled at using, but enough to get them started. If they want more and better equipment, they will need to earn money through adventuring to buy it.

Starting characters receive some fixed equipment, which is listed below, and some random equipment. To determine the random equipment, you will roll one or more dice according to each random equipment table. On one table of your choice, you may choose the result you want; for the others, the dice randomly determine what your character receives.

All characters may carry 20 **body spaces** of Inventory, but the number of spaces they can carry easily is equal to their Strength ability score. In the Body Spaces section of your Unencumbered Inventory, draw an E in the Hands Column with a value higher than the character's Strength ability score. These are encumbered spaces; if anything is placed in these spaces, the character will suffer the effects of the **encumbered** condition (See encumbrance rules, Chapter 5.) No such penalty exists if any other body space is used.

Your character receives the following fixed equipment; write it on the Inventory page as directed below:

Fixed Equipment	Location
Backpack	Place a check mark next to the Backpack section to indicate that those spaces are usable.
Belt	Place a check mark next to the Belt section to indicate that those spaces are usable.
Preserved rations (1 bundle)	Write 'preserved rations' on one line of the Backpack section, with a '2' in parentheses next to it.
Waterskin	Write 'waterskin' on one line of your Unencumbered Inventory, with a '2' in parentheses next to it.
Iron League Journal	This is a very small book; write it in the Zero Space Items section.
Iron League Medallion	This piece of jewelry is very small; write it in the Zero Space Items section.
Spellbook (Elves & Magic-users only)	This is a two-space item; write 'spellbook' on one space of your Unencumbered Inventory and quotation marks in the space below it.
Holy symbol (Clerics, Spirit Dwarves & Paladins only)	This is a small item; write it in the Zero Space Items section.
Thieves' tools (Thieves & Deep Dwarves only)	This is a small item; write it in the Zero Space Items section.
Martial weapon (Holy Warrior or Goon only)	Write your chosen weapon into the appropriate number of spaces in your Unencumbered Inventory, using quotation marks to fill up space for weapons that take more than one line.

For random equipment, make the following die rolls:

Primary melee weapon: roll 1d20 and consult the following table:

Table 2-10: TOTIL Starting Primary Melee Weapon

1d20	What kind of weapon proficiency does your character class have?				
	Standard and Martial Weapons	Standard Weapons	Standard Weapons, but not Long	Cheap Weapons	Blunt Weapons
1	Axe, Battle	Axe, Battle	Axe, Hand	Club	Club
2	Axe, Hand	Axe, Hand	Axe, Hand	Club	Club
3	Flail, Heavy	Axe, Hand	Axe, Hand	Club	Flail, Heavy
4	Flail, Light	Flail, Heavy	Flail, Light	Club	Flail, Heavy
5	Hammer, War	Flail, Light	Flail, Light	Club	Flail, Heavy
6	Mace	Flail, Light	Flail, Light	Dagger	Flail, Light
7	Morningstar	Hammer, War	Mace	Dagger	Flail, Light
8	Pick, Heavy	Mace	Mace	Dagger	Flail, Light
9	Polearm	Mace	Mace	Dagger	Hammer, Light
10	Spear, Long	Morningstar	Spear, Short	Dagger	Hammer, Light
11	Spear, Short	Pick, Heavy	Spear, Short	Hatchet	Hammer, War
12	Sword, Great	Polearm	Spear, Short	Hatchet	Hammer, War
13	Sword, Long	Spear, Long	Spear, Short	Hatchet	Hammer, War
14	Sword, Rapier	Spear, Short	Sword, Short	Hatchet	Mace
15	Sword, Short	Spear, Short	Sword, Short	Staff	Mace
16	player's choice	Sword, Short	Sword, Short	Staff	Mace
17	player's choice	Sword, Short	Sword, Short	Staff	Staff
18	player's choice	player's choice	player's choice	Staff	Staff
19	player's choice	player's choice	player's choice	Staff	player's choice
20	player's choice	player's choice	player's choice	player's choice	player's choice

Player's Choice allows the selection of any weapon listed in Chapter 5. Owning a weapon does not imply that the character has proficiency in its use!

Secondary melee weapon: roll 1d20 and consult the following table:

Table 2-11: TOTIL Starting Secondary Melee Weapon

1d20	What kind of weapon proficiency does your character class have?			
	Martial and Standard Weapons	Standard Weapons	Cheap Weapons	Blunt Weapons
1	Dagger	Dagger	Dagger	none
2	Dagger	Dagger	Dagger	none
3	Dagger	Dagger	Dagger	none
4	Dagger	Dagger	Dagger	none
5	Dagger	Dagger	Dagger	none
6	Dagger	Dagger	Dagger	none
7	Dagger	Dagger	Hatchet	none
8	Dagger	Hammer, Light	Hatchet	none
9	Hammer, Light	Hammer, Light	Hatchet	none
10	Hammer, Light	Hammer, Light	Hatchet	none
11	Hammer, Light	Hatchet	none	none
12	Hammer, Light	Hatchet	none	none
13	Hatchet	Hatchet	none	none
14	Hatchet	Pick, Light	none	none
15	Hatchet	Pick, Light	none	none
16	Hatchet	Pick, Light	none	none
17	Pick, Light	none	none	none
18	Pick, Light	none	none	none
19	Pick, Light	none	none	none
20	Pick, Light	none	none	none

Missile weapon: roll 1d20 and consult the following table:

Table 2-12: TOTIL Starting Missile Weapon

1d20	What kind of weapon proficiency does your character class have?				
	Martial and Standard Weapons	Standard Weapons	Standard Weapons that are not Long	Cheap Weapons	Blunt Weapons
1	Axe, Hand (2)	Axe, Hand (2)	Axe, Hand (2)	Dagger (3)	Sling
2	Axe, Hand (2)	Axe, Hand (2)	Axe, Hand (2)	Dagger (3)	Sling
3	Bow, Long	Bow, Short	Bow, Short	Dagger (3)	Sling
4	Bow, Short	Crossbow, Heavy	Bow, Short	Dagger (3)	Sling
5	Crossbow, Heavy	Crossbow, Light	Crossbow, Light	Dagger (3)	Sling
6	Crossbow, Light	Dagger (3)	Dagger (3)	Dagger (3)	Sling
7	Dagger (3)	Dagger (3)	Dagger (3)	Dagger (3)	Sling
8	Dagger (3)	Darts	Darts	Dagger (3)	Sling
9	Darts	Darts	Darts	Dagger (3)	Sling
10	Darts	Hatchet (2)	Hatchet (2)	Darts	Sling
11	Hatchet (2)	Hatchet (2)	Hatchet (2)	Darts	Sling
12	Javelins	Javelins	Javelins	Darts	Sling
13	Javelins	Javelins	Javelins	Hatchet (2)	Sling
14	Sling	Sling	Sling	Hatchet (2)	Sling
15	Sling	Sling	Sling	Hatchet (2)	Sling
16	Short Spear	Short Spear	Short Spear	Sling	Sling
17	player's choice	Short Spear	Short Spear	Sling	none
18	player's choice	player's choice	player's choice	Sling	none
19	player's choice	player's choice	player's choice	player's choice	none
20	player's choice	player's choice	player's choice	player's choice	none

Player's Choice allows the selection of any weapon listed in Chapter 5. Owning a weapon does not imply that the character has proficiency in its use! Each type of bow comes with one quiver full of arrows. Each type of crossbow comes with one quiver full of bolts. Each sling comes with one pouch full of stones. Darts and javelins come in a quiver that contains a full bundle.

Armor: roll 1d20 and consult the following table:

Table 2-13: TOTIL Starting Armor

1d20	What kind of armor proficiency does your character class have?			
	All armor and shields	AC 15 armor and shields	AC 11 armor	No armor
1	Studded Armor	Padded Armor	None	None
2	Studded Armor, Light Helm	Padded Armor, Light Helm	Light Helm	None
3	Studded Armor and Shield	Padded Armor and Shield	Padded Armor	None
4	Studded Armor and Shield, Light Helm	Leather Armor	Padded Armor	None
5	Scale Mail	Leather Armor, Light Helm	Padded Armor	None
6	Scale Mail, Light Helm	Leather Armor and Shield	Padded Armor	None
7	Scale Mail and Shield	Studded Armor	Padded Armor	None
8	Scale Mail and Shield, Light Helm	Studded Armor, Light Helm	Padded Armor	None
9	Chain Mail	Studded Armor and Shield	Padded Armor and Light Helm	None
10	Chain Mail, Light Helm	Scale Mail	Padded Armor and Light Helm	None
11	Chain Mail and Shield	Scale Mail	Leather Armor	None
12	Chain Mail and Shield, Light Helm	Scale Mail, Light Helm	Leather Armor	None
13	Splint Mail	Scale Mail and Shield	Leather Armor	None
14	Splint Mail, Light Helm	Chain Mail	Leather Armor	None
15	Splint Mail and Shield	Chain Mail, Light Helm	Leather Armor	None
16	Splint Mail and Shield, Light Helm	Chain Mail and Shield	Leather Armor	None
17	Banded Mail	Splint Mail	Leather Armor	None
18	Banded Mail, Light Helm	Splint Mail and Light Helm	Leather Armor	Light Helm
19	Banded Mail and Shield	Banded Mail	Leather Armor and Light Helm	Light Helm
20	Banded Mail and Shield, Light Helm	Banded Mail and Light Helm	Leather Armor and Light Helm	Light Helm

Miscellaneous gear: roll 1d20 and consult the following table. Do this twice for each character.

Table 2-14: TOTIL Starting Miscellaneous Gear

1d20	Each character gets two rolls on this table
	Equipment
1	(3) large sacks, (2) small sacks, (1) ball of twine
2	(1) 50' rope (hemp), (1) grappling hook
3	(1) 50' rope (silk), (1) bundle of iron spikes, (1) tinker's hammer
4	(1) vial of garlic concentrate, (1) bundle of wooden stakes, (1) vial of wolfsbane serum
5	(1) flint and steel, (1) bundle of torches
6	(1) flint and steel, (1) lantern, (3) flasks of oil
7	(1) climbing gloves, (1) crampons
8	(1) thieves' tools
9	(1) holy symbol
10	(1) shovel, (1) miner's pick
11	(1) sledge hammer, (1) crowbar
12	(1) vial of holy water
13	(1) cylindrical case - paper, (1) vial of ink, (1) quill, (1) bundle of chalk
14	(1) set of manacles, (1) 10' chain, (1) padlock and key
15	(1) bedroll, (1) blanket, (1) small tent
16	(1) 50' rope (hemp), (1) block and tackle
17	(1) potion of treat wounds (cures hp damage)
18	(1) flint and steel, (1) bundle of candles, (2) flasks of oil
19	(1) sack of marbles, (1) sack of caltrops
20	(1) wooden pole, (1) heavy gloves, (1) tongs

If a character rolls the same miscellaneous equipment twice, reroll until there are no duplicates.

Once you have determined your random equipment, write it in your character's Inventory. If it is a weapon or other piece of equipment that the character plans on keeping ready, allocate **hands** to it by placing a 1 or a 2 in the Hands column. You only have two hands to allocate; you probably can't have all of your equipment at hand! If it is armor or a garment or tool that can be worn like clothing, write 'worn' (or 'w' for short) in the Hands column. See Chapter 5 for more information on equipment and encumbrance.

Starting Money and Coins

Chapter 5 describes the types of coins used in the world of Uroth and their exchange rates. Starting characters do not begin with great wealth in coinage – if they had a lot of money, many members of the Iron League might not adventure at all! However, each character has a few coins in their purse.

Roll 1d10 once for the number of copper pieces (cp) in the character's possession, once for the number of silver pieces (sp), and once more for the number of gold pieces (gp). Write these starting coins down on your character's Inventory sheet in the Zero Space Items box.

Once random equipment determinations have been made, you may use some of your character's starting money to make additional purchases. Equipment costs are provided in Chapter 5. Similarly, if there is a piece of starting equipment that you really don't want, and would prefer to have money instead, you can sell it back to the store at half the listed price. Your character can then keep the money or use it to buy other equipment. A character can also move some of their equipment to their footlocker if they don't want to carry it around.

Additional Pages

Conjurer characters have an additional last page of their character sheet. This page, Conjurations and Guardians, is a place that tabulates the combat statistics of certain monsters. Conjurers have the ability to summon such creatures to do their bidding, and it is handy to know those capabilities. As characters gain levels, the combat

statistics of these creatures may improve as well, and the form fillable sheets have pulldown fields that allow those numbers to be modified. They are set correctly for a typical starting 1st level character, however. This sheet is also where the combat statistics for other creatures may be tabulated – a Guardian creature that some characters such as Rangers may acquire later in their careers, for instance, or other creatures summoned by magic items.

Other pages may be added to any character sheet over time. If a character uses custom points to gain spellcasting ability, for instance, the relevant spellcasting pages are provided in Chapter 4 and may be added to any character sheet. There are also Additional Inventory sheets provided in Chapter 5, and these are relevant if a character acquires a magic item that allows them to carry more items than indicated on their Inventory sheet. These are not considerations that a starting 1st level character needs to worry about, however.

Is everything all filled out? The character should now be complete! Once the GM approves all the details, it is time to begin role-playing!

Blank Character Sheets

Blank Character Sheets

Player		Character	

Class/Subclass		Level		Experience	

Alignment		Holy Orders		Deity		Custom Points	

Dexterity
Base	
+ or -	
Damage	
Current	
Modifier	

Wisdom
Base	
+ or -	
Damage	
Current	
Modifier	

Charisma
Base	
+ or -	
Damage	
Current	
Modifier	

Intelligence
Base	
+ or -	
Damage	
Current	
Modifier	

Strength
Base	
+ or -	
Damage	
Current	
Modifier	

Constitution
Base	
+ or -	
Damage	
Current	
Modifier	

Buff

AC
Base	
+ or -	
Current	

Dodge
Base	
+ or -	
Current	

Poise
Base	
+ or -	
Current	

Toughness
Base	
+ or -	
Current	

HP
Base	
+ or -	
Current	

Temp

Surges
Base	
Current	

Movement
Run	
Walk	

Initiative
Modifier	

Recovery
Modifier	

Trauma
Limit	
Current	

Fatigue
Limit	
Current	

Proficiencies

Tales of the

Iron League

Conditions

Skills
Name	Level

More Skills/Languages
Name	Level

Languages
Name	Level

	Updated:	

Special Abilities and Quirks

Notes

Weapon and Sorcery Attacks

Combat Attack Bonus		Spell Attack Bonus		Strength Modifier		Dexterity Modifier		Charisma Modifier	

Melee Attack Type	Add to Attack Roll	Attack Damage	Notes

Missile Attack Type	Add to Attack Roll	Attack Damage	Range	Notes

Sorcery Attack Type	Add to Attack Roll	Attack Damage	Range	Notes

Notes:

	Spell Attack Bonus		Ability Modifier		Item Modifiers	

Caster Level		Spell Points Allowed		Spell Points Used		dx Die Damage	

One Staging	* Increase dx by 1 die * Increase range * Increase duration * Increase area of effect * Increase caster level for overcoming MI	Two Stagings	* Change energy type * Change touch to 30' range * Change touch to 10' emanation * Move origin 30'	Three Stagings	* Exclude targets from area
				Four Stagings	* Change single target ranged to 20' burst

Spell Name	Bonus to Hit	Spell Description

Inventory

Backpack Spaces

Backpack? ☐

Spaces	Items	Hands
1		
2		
3		
4		
5		

Belt Spaces

Belt? ☐

Spaces	Items	Hands
1		
2		
3		
4		
5		

Zero Space Items

Iron League Foot Locker

Unencumbered Body Spaces

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

Worn Magic Item Accounting

#	Item	Slot
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		

Conjurations and Guardians

Elemental Servitors

Elemental Servitor - Air

Primary Trait:	1 HD *elemental*
Secondary Traits:	*air type*

Hit Points:	5	**Initiative:**	+2	**Morale Modifier:**	N/A

Ability Scores:	Str 13, Dex 17, Con 9, Int 8, Wis 8, Cha 8
Natural Attacks:	2 fists (primary): +0/d6+1
Defenses:	AC 15, Dodge 16, Toughness 12, Poise 4
Movement:	fly 120'; swoop 240'; walk 60'; swim 15'
Senses:	infravision 60', normal hearing, normal vision
Special Powers:	*elemental type (air):*

- *fly* and *mobile (fly):* factored into movement
- *blast (air):* as a standard action, attack all targets in a 5'x30' line, +2 vs. Toughness/2d4 hp. Roll a 10 on 1d20 at the beginning of a turn to recover this power.
- *whirlwind:* as a standard action, all targets within 5' make opposed Feats of Might checks; for every 5 (or fraction thereof) it is missed by, target takes 1d4 hp damage, is moved 10' in a random direction, and is knocked prone

elemental immunities: immune to *bleeding, diseased, intoxicated, nauseated, paralyzed, poisoned, sleeping, stunned,* and *unconscious* conditions

Skills:	Feats of Agility 1
Proficiencies:	none
Languages:	none (but understands a language of a summoning spellcaster)
Metabolism:	eats (elemental air)

Elemental Servitor - Earth

Primary Trait: 1 HD *elemental*

Secondary Traits: *earth type*

Hit Points: 6   **Initiative:**   +0   **Morale Modifier:**   N/A

Ability Scores: Str 15, Dex 9, Con 15, Int 8, Wis 8, Cha 8

Natural Attacks: 2 fists (primary): +0/1d6+1

Defenses: AC 16, Dodge 11, Toughness 14, Poise 4

Movement: walk 60'; run 120'; earthglide 30'; swim 15'; climb 15'

Senses: infravision 60', normal hearing, normal vision, tremorsense 60'

Special Powers: *elemental type (earth):*

- *earthglide:* factored into movement
- *throw rocks:* as a standard action, make a ranged attack, 10/20/30, +1 vs. Dodge/2d4 hp. Roll a 10 on 1d20+1 at the beginning of a turn to recover this power
- *tremorsense:* factored into senses

elemental immunities: immune to *bleeding, diseased, intoxicated, nauseated, paralyzed, poisoned, sleeping, stunned,* and *unconscious* conditions

Skills: Feats of Might 1

Proficiencies: none

Languages: none (but understands a language of a summoning spellcaster)

Metabolism: eats (elemental earth)

Elemental Servitor - Fire

Primary Trait:	1 HD *elemental*
Secondary Traits:	*fire type, heat-native*
Hit Points:	6 **Initiative:** +1 **Morale Modifier:** N/A
Ability Scores:	Str 9, Dex 15, Con 15, Int 8, Wis 8, Cha 8
Natural Attacks:	2 fists (primary): -1/1d6 fire
Defenses:	AC 15, Dodge 13, Toughness 13, Poise 4
Movement:	walk 60'; run 120'; climb 15'
Senses:	infravision 60', normal hearing, normal vision
Special Powers:	*elemental type (fire):*

- *hurl energy (fire):* as a standard action, make a ranged attack, 20/40/60, +2 vs. Dodge/2d4 hp fire
- *immunity (fire):* take no damage from fire attacks

elemental immunities: immune to *bleeding, diseased, intoxicated, nauseated, paralyzed, poisoned, sleeping, stunned,* and *unconscious* conditions

Skills:	Feats of Agility 1
Proficiencies:	none
Languages:	none (but understands a language of a summoning spellcaster)
Metabolism:	eats (elemental fire)

Elemental Servitor - Water

Primary Trait:	1 HD *elemental*
Secondary Traits:	*amphibious, water type*

Hit Points: 5   **Initiative:**   +1   **Morale Modifier:**   N/A

Ability Scores:	Str 15, Dex 15, Con 9, Int 8, Wis 8, Cha 8
Natural Attacks:	2 fists (primary): +0/1d6+1
Defenses:	AC 14, Dodge 12, Toughness 15, Poise 4
Movement:	walk 60'; swim 60'; dart 120'; climb 15'
Senses:	infravision 60', normal hearing, normal vision
Special Powers:	*elemental type (water):*

- *amphibious*: factored into metabolism and movement
- *blast (water):* as a standard action, attack all targets in a 5'x30' line, +1 vs. Toughness/2d4 hp. Roll a 10 on 1d20 at the beginning of a turn to recover this power.
- *vortex:* as a standard action, all targets within 5' make opposed Feats of Might checks; for every 5 (or fraction thereof) it is missed by, target takes 1d4 hp damage, is moved 5' in a direction determined by the creature, and is knocked *prone*

elemental immunities: immune to *bleeding, diseased, intoxicated, nauseated, paralyzed, poisoned, sleeping, stunned,* and *unconscious* conditions

Skills:	Feats of Might 1
Proficiencies:	none
Languages:	none (but understands a language of a summoning spellcaster)
Metabolism:	eats (elemental water)

Elemental Servitor - Air

Primary Trait:	2 HD *elemental*
Secondary Traits:	*air type*

Hit Points:	9	**Initiative:**	+2	**Morale Modifier:**	N/A

Ability Scores:	Str 13, Dex 17, Con 9, Int 8, Wis 8, Cha 8
Natural Attacks:	2 fists (primary): +0/d6+1
Defenses:	AC 15, Dodge 17, Toughness 13, Poise 4
Movement:	fly 120'; swoop 240'; walk 60'; swim 15'
Senses:	infravision 60', normal hearing, normal vision
Special Powers:	*elemental type (air):*

- *fly* and *mobile (fly):* factored into movement
- *blast (air):* as a standard action, attack all targets in a 5'x30' line, +3 vs. Toughness/2d4 hp. Roll a 10 on 1d20 at the beginning of a turn to recover this power.
- *whirlwind:* as a standard action, all targets within 5' make opposed Feats of Might checks; for every 5 (or fraction thereof) it is missed by, target takes 1d4 hp damage, is moved 10' in a random direction, and is knocked prone

elemental immunities: immune to *bleeding, diseased, intoxicated, nauseated, paralyzed, poisoned, sleeping, stunned,* and *unconscious* conditions

Skills:	Feats of Agility 1
Proficiencies:	none
Languages:	none (but understands a language of a summoning spellcaster)
Metabolism:	eats (elemental air)

Elemental Servitor - Earth

Primary Trait:	2 HD *elemental*
Secondary Traits:	*earth type*

Hit Points: 11 **Initiative:** +0 **Morale Modifier:** N/A

Ability Scores:	Str 15, Dex 9, Con 15, Int 8, Wis 8, Cha 8
Natural Attacks:	2 fists (primary): +0/1d6+1
Defenses:	AC 16, Dodge 12, Toughness 15, Poise 4
Movement:	walk 60'; run 120'; earthglide 30'; swim 15'; climb 15'
Senses:	infravision 60', normal hearing, normal vision, tremorsense 60'
Special Powers:	*elemental type (earth):*

- *earthglide:* factored into movement
- *throw rocks:* as a standard action, make a ranged attack, 15/30/45, +1 vs. Dodge/2d4 hp. Roll a 10 on 1d20+1 at the beginning of a turn to recover this power
- *tremorsense:* factored into senses

elemental immunities: immune to *bleeding, diseased, intoxicated, nauseated, paralyzed, poisoned, sleeping, stunned,* and *unconscious* conditions

Skills:	Feats of Might 1
Proficiencies:	none
Languages:	none (but understands a language of a summoning spellcaster)
Metabolism:	eats (elemental earth)

Elemental Servitor - Fire

Primary Trait:	2 HD *elemental*
Secondary Traits:	*fire type, heat-native*
Hit Points:	11 **Initiative:** +1 **Morale Modifier:** N/A
Ability Scores:	Str 9, Dex 15, Con 15, Int 8, Wis 8, Cha 8
Natural Attacks:	2 fists (primary): -1/1d6 fire
Defenses:	AC 15, Dodge 14, Toughness 14, Poise 4
Movement:	walk 60'; run 120'; climb 15'
Senses:	infravision 60', normal hearing, normal vision

Special Powers: *elemental type (fire):*

- *hurl energy (fire):* as a standard action, make a ranged attack, 20/40/60, +2 vs. Dodge/2d4 hp fire
- *immunity (fire):* take no damage from fire attacks

elemental immunities: immune to *bleeding, diseased, intoxicated, nauseated, paralyzed, poisoned, sleeping, stunned,* and *unconscious* conditions

Skills:	Feats of Agility 1
Proficiencies:	none
Languages:	none (but understands a language of a summoning spellcaster)
Metabolism:	eats (elemental fire)

Primary Trait:	2 HD *elemental*		
Secondary Traits:	*amphibious, water type*		
Hit Points:	9	**Initiative:** +1	**Morale Modifier:** N/A
Ability Scores:	Str 15, Dex 15, Con 9, Int 8, Wis 8, Cha 8		
Natural Attacks:	2 fists (primary): +0/1d6+1		
Defenses:	AC 14, Dodge 13, Toughness 16, Poise 4		
Movement:	walk 60'; swim 60'; dart 120'; climb 15'		
Senses:	infravision 60', normal hearing, normal vision		
Special Powers:	*elemental type (water):*		

- *amphibious*: factored into metabolism and movement
- *blast (water):* as a standard action, attack all targets in a 5'x30' line, +2 vs. Toughness/2d4 hp. Roll a 10 on 1d20 at the beginning of a turn to recover this power.
- *vortex:* as a standard action, all targets within 5' make opposed Feats of Might checks; for every 5 (or fraction thereof) it is missed by, target takes 1d4 hp damage, is moved 5' in a direction determined by the creature, and is knocked *prone*

elemental immunities: immune to *bleeding, diseased, intoxicated, nauseated, paralyzed, poisoned, sleeping, stunned,* and *unconscious* conditions

Skills:	Feats of Might 1
Proficiencies:	none
Languages:	none (but understands a language of a summoning spellcaster)
Metabolism:	eats (elemental water)

Elemental Servitor - Air

Primary Trait:	3 HD *elemental*
Secondary Traits:	*air type*

Hit Points:	14	**Initiative:**	+3	**Morale Modifier:**	N/A

Ability Scores:	Str 13, Dex 18, Con 9, Int 8, Wis 8, Cha 8
Natural Attacks:	2 fists (primary): +1/d8+1
Defenses:	AC 16, Dodge 19, Toughness 13, Poise 5
Movement:	fly 120'; swoop 240'; walk 60'; swim 15'
Senses:	infravision 60', normal hearing, normal vision
Special Powers:	*elemental type (air):*

- *fly* and *mobile (fly):* factored into movement
- *blast (air):* as a standard action, attack all targets in a 5'x30' line, +4 vs. Toughness/2d4 hp. Roll a 10 on 1d20 at the beginning of a turn to recover this power.
- *whirlwind:* as a standard action, all targets within 5' make opposed Feats of Might checks; for every 5 (or fraction thereof) it is missed by, target takes 1d4 hp damage, is moved 10' in a random direction, and is knocked prone

elemental immunities: immune to *bleeding, diseased, intoxicated, nauseated, paralyzed, poisoned, sleeping, stunned,* and *unconscious* conditions

Skills:	Feats of Agility 1
Proficiencies:	none
Languages:	none (but understands a language of a summoning spellcaster)
Metabolism:	eats (elemental air)

Primary Trait:	3 HD *elemental*		
Secondary Traits:	*earth type*		
Hit Points:	17	**Initiative:** +0	**Morale Modifier:** N/A
Ability Scores:	Str 16, Dex 9, Con 15, Int 8, Wis 8, Cha 8		
Natural Attacks:	2 fists (primary): +2/1d8+2		
Defenses:	AC 17, Dodge 12, Toughness 16, Poise 5		
Movement:	walk 60'; run 120'; earthglide 30'; swim 15'; climb 15'		
Senses:	infravision 60', normal hearing, normal vision, tremorsense 60'		

Special Powers: *elemental type (earth):*

- *earthglide:* factored into movement
- *throw rocks:* as a standard action, make a ranged attack, 20/40/60, +2 vs. Dodge/2d4 hp. Roll a 10 on 1d20+1 at the beginning of a turn to recover this power
- *tremorsense:* factored into senses

elemental immunities: immune to *bleeding, diseased, intoxicated, nauseated, paralyzed, poisoned, sleeping, stunned,* and *unconscious* conditions

Skills:	Feats of Might 1
Proficiencies:	none
Languages:	none (but understands a language of a summoning spellcaster)
Metabolism:	eats (elemental earth)

Elemental Servitor - Fire

Primary Trait:	3 HD *elemental*
Secondary Traits:	*fire type, heat-native*
Hit Points:	17 **Initiative:** +2 **Morale Modifier:** N/A
Ability Scores:	Str 9, Dex 16, Con 15, Int 8, Wis 8, Cha 8
Natural Attacks:	2 fists (primary): +0/1d8 fire
Defenses:	AC 16, Dodge 15, Toughness 15, Poise 5
Movement:	walk 60'; run 120'; climb 15'
Senses:	infravision 60', normal hearing, normal vision
Special Powers:	*elemental type (fire):*

- *hurl energy (fire):* as a standard action, make a ranged attack, 20/40/60, +4 vs. Dodge/2d4 hp fire
- *immunity (fire):* take no damage from fire attacks

elemental immunities: immune to *bleeding, diseased, intoxicated, nauseated, paralyzed, poisoned, sleeping, stunned,* and *unconscious* conditions

Skills:	Feats of Agility 1
Proficiencies:	none
Languages:	none (but understands a language of a summoning spellcaster)
Metabolism:	eats (elemental fire)

Elemental Servitor - Water

Primary Trait: 3 HD *elemental*

Secondary Traits: *amphibious, water type*

Hit Points: 14   **Initiative:**   +2   **Morale Modifier:**   N/A

Ability Scores: Str 15, Dex 16, Con 9, Int 8, Wis 8, Cha 8

Natural Attacks: 2 fists (primary): +1/1d8+1

Defenses: AC 15, Dodge 14, Toughness 17, Poise 5

Movement: walk 60'; swim 60'; dart 120'; climb 15'

Senses: infravision 60', normal hearing, normal vision

Special Powers: *elemental type (water):*

- *amphibious*: factored into metabolism and movement
- *blast (water):* as a standard action, attack all targets in a 5'x30' line, +2 vs. Toughness/2d4 hp. Roll a 10 on 1d20 at the beginning of a turn to recover this power.
- *vortex:* as a standard action, all targets within 5' make opposed Feats of Might checks; for every 5 (or fraction thereof) it is missed by, target takes 1d4 hp damage, is moved 5' in a direction determined by the creature, and is knocked *prone*

elemental immunities: immune to *bleeding, diseased, intoxicated, nauseated, paralyzed, poisoned, sleeping, stunned,* and *unconscious* conditions

Skills: Feats of Might 1

Proficiencies: none

Languages: none (but understands a language of a summoning spellcaster)

Metabolism: eats (elemental water)

Elemental Servitor - Air

Primary Trait:	4 HD *elemental*
Secondary Traits:	*air type*
Hit Points:	18 **Initiative:** +3 **Morale Modifier:** N/A
Ability Scores:	Str 13, Dex 18, Con 9, Int 8, Wis 8, Cha 8
Natural Attacks:	2 fists (primary): +1/d8+1
Defenses:	AC 17, Dodge 20, Toughness 14, Poise 5
Movement:	fly 120'; swoop 240'; walk 60'; swim 15'
Senses:	infravision 60', normal hearing, normal vision
Special Powers:	*elemental type (air):*

- *fly* and *mobile (fly):* factored into movement
- *blast (air):* as a standard action, attack all targets in a 5'x30' line, +5 vs. Toughness/2d6 hp. Roll a 10 on 1d20 at the beginning of a turn to recover this power.
- *whirlwind:* as a standard action, all targets within 5' make opposed Feats of Might checks; for every 5 (or fraction thereof) it is missed by, target takes 1d6 hp damage, is moved 10' in a random direction, and is knocked prone

elemental immunities: immune to *bleeding, diseased, intoxicated, nauseated, paralyzed, poisoned, sleeping, stunned,* and *unconscious* conditions

Skills:	Feats of Agility 1
Proficiencies:	none
Languages:	none (but understands a language of a summoning spellcaster)
Metabolism:	eats (elemental air)

Elemental Servitor - Earth

Primary Trait: 4 HD *elemental*

Secondary Traits: *earth type*

Hit Points: 22   **Initiative:**   +0   **Morale Modifier:**   N/A

Ability Scores: Str 16, Dex 9, Con 15, Int 8, Wis 8, Cha 8

Natural Attacks: 2 fists (primary): +2/1d8+2

Defenses: AC 18, Dodge 13, Toughness 17, Poise 5

Movement: walk 60'; run 120'; earthglide 30'; swim 15'; climb 15'

Senses: infravision 60', normal hearing, normal vision, tremorsense 60'

Special Powers: *elemental type (earth):*

- *earthglide:* factored into movement
- *throw rocks:* as a standard action, make a ranged attack, 25/50/75, +2 vs. Dodge/2d6 hp. Roll a 10 on 1d20+1 at the beginning of a turn to recover this power
- *tremorsense:* factored into senses

elemental immunities: immune to *bleeding, diseased, intoxicated, nauseated, paralyzed, poisoned, sleeping, stunned,* and *unconscious* conditions

Skills: Feats of Might 1

Proficiencies: none

Languages: none (but understands a language of a summoning spellcaster)

Metabolism: eats (elemental earth)

Elemental Servitor - Fire

Primary Trait: 4 HD *elemental*

Secondary Traits: *fire type, heat-native*

Hit Points: 22   **Initiative:**   +2   **Morale Modifier:**   N/A

Ability Scores: Str 9, Dex 16, Con 15, Int 8, Wis 8, Cha 8

Natural Attacks: 2 fists (primary): +0/1d8 fire

Defenses: AC 17, Dodge 16, Toughness 16, Poise 5

Movement: walk 60'; run 120'; climb 15'

Senses: infravision 60', normal hearing, normal vision

Special Powers: *elemental type (fire):*

- *hurl energy (fire):* as a standard action, make a ranged attack, 20/40/60, +4 vs. Dodge/2d6 hp fire
- *immunity (fire):* take no damage from fire attacks

elemental immunities: immune to *bleeding, diseased, intoxicated, nauseated, paralyzed, poisoned, sleeping, stunned,* and *unconscious* conditions

Skills: Feats of Agility 1

Proficiencies: none

Languages: none (but understands a language of a summoning spellcaster)

Metabolism: eats (elemental fire)

Elemental Servitor - Water

Primary Trait:	4 HD *elemental*
Secondary Traits:	*amphibious, water type*

Hit Points:	18	**Initiative:**	+2	**Morale Modifier:**	N/A

Ability Scores:	Str 15, Dex 16, Con 9, Int 8, Wis 8, Cha 8
Natural Attacks:	2 fists (primary): +1/1d8+1
Defenses:	AC 16, Dodge 15, Toughness 18, Poise 5
Movement:	walk 60'; swim 60'; dart 120'; climb 15'
Senses:	infravision 60', normal hearing, normal vision
Special Powers:	*elemental type (water):*

- *amphibious*: factored into metabolism and movement
- *blast (water):* as a standard action, attack all targets in a 5'x30' line, +3 vs. Toughness/2d6 hp. Roll a 10 on 1d20 at the beginning of a turn to recover this power.
- *vortex:* as a standard action, all targets within 5' make opposed Feats of Might checks; for every 5 (or fraction thereof) it is missed by, target takes 1d6 hp damage, is moved 5' in a direction determined by the creature, and is knocked *prone*

elemental immunities: immune to *bleeding, diseased, intoxicated, nauseated, paralyzed, poisoned, sleeping, stunned,* and *unconscious* conditions

Skills:	Feats of Might 1
Proficiencies:	none
Languages:	none (but understands a language of a summoning spellcaster)
Metabolism:	eats (elemental water)

Elemental Servitor - Air

Primary Trait:	5 HD *elemental*
Secondary Traits:	*air type*

Hit Points:	23	**Initiative:**	+4	**Morale Modifier:**	N/A

Ability Scores:	Str 13, Dex 19, Con 9, Int 8, Wis 8, Cha 8
Natural Attacks:	2 fists (primary): +2/d10+1
Defenses:	AC 18, Dodge 23, Toughness 15, Poise 6
Movement:	fly 120'; swoop 240'; walk 60'; swim 15'
Senses:	infravision 60', normal hearing, normal vision
Special Powers:	*elemental type (air):*

- *fly* and *mobile (fly):* factored into movement
- *blast (air):* as a standard action, attack all targets in a 5'x30' line, +6 vs. Toughness/2d6 hp. Roll a 10 on 1d20 at the beginning of a turn to recover this power.
- *whirlwind:* as a standard action, all targets within 5' make opposed Feats of Might checks; for every 5 (or fraction thereof) it is missed by, target takes 1d6 hp damage, is moved 10' in a random direction, and is knocked prone

elemental immunities: immune to *bleeding, diseased, intoxicated, nauseated, paralyzed, poisoned, sleeping, stunned,* and *unconscious* conditions

Skills:	Feats of Agility 1
Proficiencies:	none
Languages:	none (but understands a language of a summoning spellcaster)
Metabolism:	eats (elemental air)

Elemental Servitor - Earth

Primary Trait:	5 HD *elemental*
Secondary Traits:	*earth type*

Hit Points: 33   **Initiative:** +0   **Morale Modifier:** N/A

Ability Scores:	Str 16, Dex 9, Con 16, Int 8, Wis 8, Cha 8
Natural Attacks:	2 fists (primary): +3/1d10+2
Defenses:	AC 19, Dodge 14, Toughness 19, Poise 6
Movement:	walk 60'; run 120'; earthglide 30'; swim 15'; climb 15'
Senses:	infravision 60', normal hearing, normal vision, tremorsense 60'
Special Powers:	*elemental type (earth):*

- *earthglide:* factored into movement
- *throw rocks:* as a standard action, make a ranged attack, 30/60/90, +3 vs. Dodge/3d6 hp. Roll a 10 on 1d20+2 at the beginning of a turn to recover this power
- *tremorsense:* factored into senses

elemental immunities: immune to *bleeding, diseased, intoxicated, nauseated, paralyzed, poisoned, sleeping, stunned,* and *unconscious* conditions

Skills:	Feats of Might 1
Proficiencies:	none
Languages:	none (but understands a language of a summoning spellcaster)
Metabolism:	eats (elemental earth)

Elemental Servitor - Fire

Primary Trait:	5 HD *elemental*
Secondary Traits:	*fire type, heat-native*
Hit Points:	33 **Initiative:** +2 **Morale Modifier:** N/A
Ability Scores:	Str 9, Dex 16, Con 16, Int 8, Wis 8, Cha 8
Natural Attacks:	2 fists (primary): +1/1d10 fire
Defenses:	AC 18, Dodge 18, Toughness 17, Poise 6
Movement:	walk 60'; run 120'; climb 15'
Senses:	infravision 60', normal hearing, normal vision
Special Powers:	*elemental type (fire):*

- *hurl energy (fire):* as a standard action, make a ranged attack, 20/40/60, +5 vs. Dodge/2d6 hp fire
- *immunity (fire):* take no damage from fire attacks

elemental immunities: immune to *bleeding, diseased, intoxicated, nauseated, paralyzed, poisoned, sleeping, stunned,* and *unconscious* conditions

Skills:	Feats of Agility 1
Proficiencies:	none
Languages:	none (but understands a language of a summoning spellcaster)
Metabolism:	eats (elemental fire)

Primary Trait:	5 HD *elemental*
Secondary Traits:	*amphibious, water type*
Hit Points:	23 **Initiative:** +2 **Morale Modifier:** N/A
Ability Scores:	Str 16, Dex 16, Con 9, Int 8, Wis 8, Cha 8
Natural Attacks:	2 fists (primary): +3/1d10+2
Defenses:	AC 16, Dodge 16, Toughness 21, Poise 6
Movement:	walk 60'; swim 60'; dart 120'; climb 15'
Senses:	infravision 60', normal hearing, normal vision
Special Powers:	*elemental type (water):*

- *amphibious*: factored into metabolism and movement
- *blast (water):* as a standard action, attack all targets in a 5'x30' line, +4 vs. Toughness/2d6 hp. Roll a 10 on 1d20 at the beginning of a turn to recover this power.
- *vortex:* as a standard action, all targets within 5' make opposed Feats of Might checks; for every 5 (or fraction thereof) it is missed by, target takes 1d6 hp damage, is moved 5' in a direction determined by the creature, and is knocked *prone*

elemental immunities: immune to *bleeding, diseased, intoxicated, nauseated, paralyzed, poisoned, sleeping, stunned,* and *unconscious* conditions

Skills:	Feats of Might 1
Proficiencies:	none
Languages:	none (but understands a language of a summoning spellcaster)
Metabolism:	eats (elemental water)

Elemental Servitor - Air

Primary Trait:	6 HD *elemental*
Secondary Traits:	*air type*

Hit Points:	27	**Initiative:**	+4	**Morale Modifier:**	N/A

Ability Scores:	Str 13, Dex 19, Con 9, Int 8, Wis 8, Cha 8
Natural Attacks:	2 fists (primary): +3/d10+1
Defenses:	AC 18, Dodge 23, Toughness 15, Poise 6
Movement:	fly 120'; swoop 240'; walk 60'; swim 15'
Senses:	infravision 60', normal hearing, normal vision
Special Powers:	*elemental type (air):*

- *fly* and *mobile (fly):* factored into movement
- *blast (air):* as a standard action, attack all targets in a 5'x30' line, +7 vs. Toughness/2d6 hp. Roll a 10 on 1d20 at the beginning of a turn to recover this power.
- *whirlwind:* as a standard action, all targets within 5' make opposed Feats of Might checks; for every 5 (or fraction thereof) it is missed by, target takes 1d6 hp damage, is moved 10' in a random direction, and is knocked prone

elemental immunities: immune to *bleeding, diseased, intoxicated, nauseated, paralyzed, poisoned, sleeping, stunned,* and *unconscious* conditions

Skills:	Feats of Agility 1, Feats of Might 1
Proficiencies:	none
Languages:	none (but understands a language of a summoning spellcaster)
Metabolism:	eats (elemental air)

Elemental Servitor - Earth

Primary Trait:	6 HD *elemental*
Secondary Traits:	*earth type*

Hit Points: 39 **Initiative:** +0 **Morale Modifier:** N/A

Ability Scores: Str 16, Dex 9, Con 16, Int 8, Wis 8, Cha 8

Natural Attacks: 2 fists (primary): +4/1d10+2

Defenses: AC 19, Dodge 14, Toughness 19, Poise 6

Movement: walk 60'; run 120'; earthglide 30'; swim 15'; climb 15'

Senses: infravision 60', normal hearing, normal vision, tremorsense 60'

Special Powers: *elemental type (earth):*

- *earthglide:* factored into movement
- *throw rocks:* as a standard action, make a ranged attack, 35/70/105, +4 vs. Dodge/3d6 hp. Roll a 10 on 1d20+2 at the beginning of a turn to recover this power
- *tremorsense:* factored into senses

elemental immunities: immune to *bleeding, diseased, intoxicated, nauseated, paralyzed, poisoned, sleeping, stunned,* and *unconscious* conditions

Skills: Feats of Agility, Feats of Might 1

Proficiencies: none

Languages: none (but understands a language of a summoning spellcaster)

Metabolism: eats (elemental earth)

Elemental Servitor - Fire

Primary Trait: 6 HD *elemental*

Secondary Traits: *fire type, heat-native*

Hit Points: 39   **Initiative:**   +2   **Morale Modifier:**   N/A

Ability Scores: Str 9, Dex 16, Con 16, Int 8, Wis 8, Cha 8

Natural Attacks: 2 fists (primary): +2/1d10 fire

Defenses: AC 18, Dodge 18, Toughness 17, Poise 6

Movement: walk 60'; run 120'; climb 15'

Senses: infravision 60', normal hearing, normal vision

Special Powers: *elemental type (fire):*

- *hurl energy (fire):* as a standard action, make a ranged attack, 20/40/60, +6 vs. Dodge/2d6 hp fire
- *immunity (fire):* take no damage from fire attacks

elemental immunities: immune to *bleeding, diseased, intoxicated, nauseated, paralyzed, poisoned, sleeping, stunned,* and *unconscious* conditions

Skills: Feats of Agility 1, Feats of Might 1

Proficiencies: none

Languages: none (but understands a language of a summoning spellcaster)

Metabolism: eats (elemental fire)

Elemental Servitor - Water

Primary Trait:	6 HD *elemental*
Secondary Traits:	*amphibious, water type*

Hit Points:	27	**Initiative:**	+2	**Morale Modifier:**	N/A

Ability Scores:	Str 16, Dex 16, Con 9, Int 8, Wis 8, Cha 8
Natural Attacks:	2 fists (primary): +4/1d10+2
Defenses:	AC 16, Dodge 16, Toughness 21, Poise 6
Movement:	walk 60'; swim 60'; dart 120'; climb 15'
Senses:	infravision 60', normal hearing, normal vision
Special Powers:	*elemental type (water):*

- *amphibious*: factored into metabolism and movement
- *blast (water):* as a standard action, attack all targets in a 5'x30' line, +5 vs. Toughness/2d6 hp. Roll a 10 on 1d20 at the beginning of a turn to recover this power.
- *vortex:* as a standard action, all targets within 5' make opposed Feats of Might checks; for every 5 (or fraction thereof) it is missed by, target takes 1d6 hp damage, is moved 5' in a direction determined by the creature, and is knocked *prone*

elemental immunities: immune to *bleeding, diseased, intoxicated, nauseated, paralyzed, poisoned, sleeping, stunned,* and *unconscious* conditions

Skills:	Feats of Agility 1, Feats of Might 1
Proficiencies:	none
Languages:	none (but understands a language of a summoning spellcaster)
Metabolism:	eats (elemental water)

Guardians

Avian Guardian

Primary Trait: 3 HD *animal*

Secondary Traits: *winged*

Hit Points: 14 **Initiative:** +2 **Morale Modifier:** +0

Ability Scores: Str 7, Dex 16, Con 9, Int 2, Wis 13, Cha 6

Natural Attacks: bite (primary): +1/1d4; 2 claws (secondary): -1/1d3

Defenses: AC 15, Dodge 19, Toughness 10, Poise 2

Movement: fly 60'; swoop 120'; swim 15'; walk 15'

Senses: low light vision, normal hearing, normal vision (enhanced)

Special Powers: *enhanced senses (normal vision):* factored into senses

fly: factored into movement

Weaknesses: *default exception (scent):* factored into senses

Skills: Seeing 1

Proficiencies: none

Languages: none

Metabolism: eats (meat), sleeps, breathes (air)

Avian Guardian

Primary Trait: 4 HD *animal*

Secondary Traits: *winged*

Hit Points: 18 **Initiative:** +2 **Morale Modifier:** +0

Ability Scores: Str 7, Dex 16, Con 9, Int 2, Wis 13, Cha 6

Natural Attacks: bite (primary): +1/1d4; 2 claws (secondary): -1/1d3

Defenses: AC 16, Dodge 20, Toughness 10, Poise 2

Movement: fly 60'; swoop 120'; swim 15'; walk 15'

Senses: low light vision, normal hearing, normal vision (enhanced)

Special Powers: *enhanced senses (normal vision):* factored into senses

fly: factored into movement

Weaknesses: *default exception (scent):* factored into senses

Skills: Seeing 1

Proficiencies: none

Languages: none

Metabolism: eats (meat), sleeps, breathes (air)

Avian Guardian

Primary Trait: 5 HD *animal*

Secondary Traits: *winged*

Hit Points: 23 **Initiative:** +2 **Morale Modifier:** +0

Ability Scores: Str 13, Dex 18, Con 9, Int 2, Wis 13, Cha 6

Natural Attacks: bite (primary): +4/1d6+1; 2 claws (secondary): +2/1d6+1

Defenses: AC 17, Dodge 22, Toughness 13, Poise 4

Movement: fly 60'; swoop 120'; swim 15'; walk 15'

Senses: low light vision, normal hearing, normal vision (enhanced)

Special Powers: *ability score bonus:* factored into ability scores

enhanced senses (normal vision): factored into senses

fly: factored into movement

Weaknesses: *default exception (scent):* factored into senses

Skills: Seeing 1

Proficiencies: none

Languages: none

Metabolism: eats (meat), sleeps, breathes (air)

Primary Trait:	6 HD *animal*			
Secondary Traits:	*winged*			
Hit Points:	27	**Initiative:** +2	**Morale Modifier:**	+0
Ability Scores:	Str 13, Dex 18, Con 9, Int 2, Wis 13, Cha 6			
Natural Attacks:	bite (primary): +5/1d6+1; 2 claws (secondary): +3/1d6+1			
Defenses:	AC 17, Dodge 22, Toughness 13, Poise 4			
Movement:	fly 60'; swoop 120'; swim 15'; walk 15'			
Senses:	low light vision, normal hearing, normal vision (enhanced)			
Special Powers:	*ability score bonus:* factored into ability scores			
	enhanced senses (normal vision): factored into senses			
	fly: factored into movement			
Weaknesses:	*default exception (scent):* factored into senses			
Skills:	Seeing 1, Shenanigans 1			
Proficiencies:	none			
Languages:	none			
Metabolism:	eats (meat), sleeps, breathes (air)			

Canine Guardian

Primary Trait:	3 HD *animal*				
Secondary Traits:	*many-footed*				
Hit Points:	17	**Initiative:**	+0	**Morale Modifier:**	+0
Ability Scores:	Str 13, Dex 9, Con 13, Int 2, Wis 9, Cha 6				
Natural Attacks:	bite (primary): +3/1d8+1				
Defenses:	AC 14, Dodge 14, Toughness 16, Poise 2				
Movement:	walk 120'; run 240'; swim 15'; climb 15'				
Senses:	low light vision, normal hearing, normal vision, scent 60'				
Special Powers:	*mobile (walk):* factored into movement				
Skills:	Hearing 1				
Proficiencies:	none				
Languages:	none				
Metabolism:	eats (omnivore), sleeps, breathes (air)				

Canine Guardian

Primary Trait:	4 HD *animal*
Secondary Traits:	*many-footed*
Hit Points:	22 **Initiative:** +0 **Morale Modifier:** +0
Ability Scores:	Str 13, Dex 9, Con 13, Int 2, Wis 9, Cha 6
Natural Attacks:	bite (primary): +3/1d8+1
Defenses:	AC 15, Dodge 15, Toughness 16, Poise 2
Movement:	walk 120'; run 240'; swim 15'; climb 15'
Senses:	low light vision, normal hearing, normal vision, scent 60'
Special Powers:	*mobile (walk):* factored into movement
Skills:	Hearing 1
Proficiencies:	none
Languages:	none
Metabolism:	eats (omnivore), sleeps, breathes (air)

Canine Guardian

Primary Trait:	5 HD *animal*
Secondary Traits:	*many-footed*
Hit Points:	28 **Initiative:** +0 **Morale Modifier:** +0
Ability Scores:	Str 16, Dex 10, Con 13, Int 2, Wis 13, Cha 6
Natural Attacks:	bite (primary): +5/1d10+2
Defenses:	AC 15, Dodge 17, Toughness 17, Poise 4
Movement:	walk 120'; run 240'; swim 15'; climb 15'
Senses:	low light vision, normal hearing, normal vision, scent 60'
Special Powers:	*ability score bonus:* factored into ability scores
	mobile (walk): factored into movement
Skills:	Hearing 1
Proficiencies:	none
Languages:	none
Metabolism:	eats (omnivore), sleeps, breathes (air)

Canine Guardian

Primary Trait:	6 HD *animal*
Secondary Traits:	*many-footed*
Hit Points:	33 **Initiative:** +0 **Morale Modifier:** +0
Ability Scores:	Str 16, Dex 10, Con 13, Int 2, Wis 13, Cha 6
Natural Attacks:	bite (primary): +6/1d10+2
Defenses:	AC 15, Dodge 17, Toughness 17, Poise 4
Movement:	walk 120'; run 240'; swim 15'; climb 15'
Senses:	low light vision, normal hearing, normal vision, scent 60'
Special Powers:	*ability score bonus:* factored into ability scores
	mobile (walk): factored into movement
Skills:	Hearing 1, Intuition 1
Proficiencies:	none
Languages:	none
Metabolism:	eats (omnivore), sleeps, breathes (air)

Feline Guardian

Primary Trait:	3 HD *animal*
Secondary Traits:	*many-footed*
Hit Points: 14	**Initiative:** +2 **Morale Modifier:** +0
Ability Scores:	Str 10, Dex 16, Con 10, Int 2, Wis 6, Cha 9
Natural Attacks:	bite (primary): +2/1d6; 2 claws (secondary): +0/1d4
Defenses:	AC 16, Dodge 16, Toughness 11, Poise 3
Movement:	walk 75'; run 150'; swim 15'; climb 15'
Senses:	low light vision, normal hearing, normal vision, scent 60'
Special Powers:	*pounce:* when creature attacks after moving at least 20' horizontally or 10' vertically, it doubles its number of secondary attacks, and each secondary attack hits as a primary attack
Skills:	Stealth 1
Proficiencies:	none
Languages:	none
Metabolism:	eats (meat), sleeps, breathes (air)

Feline Guardian

Primary Trait: 4 HD *animal*

Secondary Traits: *many-footed*

Hit Points: 18   **Initiative:** +2   **Morale Modifier:** +0

Ability Scores: Str 10, Dex 16, Con 10, Int 2, Wis 6, Cha 9

Natural Attacks: bite (primary): +2/1d6; 2 claws (secondary): +0/1d4

Defenses: AC 17, Dodge 17, Toughness 11, Poise 3

Movement: walk 75'; run 150'; swim 15'; climb 15'

Senses: low light vision, normal hearing, normal vision, scent 60'

Special Powers: *pounce:* when creature attacks after moving at least 20' horizontally or 10' vertically, it doubles its number of secondary attacks, and each secondary attack hits as a primary attack

Skills: Stealth 1

Proficiencies: none

Languages: none

Metabolism: eats (meat), sleeps, breathes (air)

Feline Guardian

Primary Trait: 5 HD *animal*

Secondary Traits: *many-footed*

Hit Points: 28   **Initiative:**   +2   **Morale Modifier:**   +0

Ability Scores: Str 13, Dex 16, Con 13, Int 2, Wis 8, Cha 9

Natural Attacks: bite (primary): +4/1d6+1; 2 claws (secondary): +2/1d6+1

Defenses: AC 17, Dodge 18, Toughness 14, Poise 5

Movement: walk 75'; run 150'; swim 15'; climb 15'

Senses: low light vision, normal hearing, normal vision, scent 60'

Special Powers: *ability score bonus:* factored into ability scores

pounce: when creature attacks after moving at least 20' horizontally or 10' vertically, it doubles its number of secondary attacks, and each secondary attack hits as a primary attack

Skills: Stealth 1

Proficiencies: none

Languages: none

Metabolism: eats (meat), sleeps, breathes (air)

Feline Guardian

Primary Trait:	6 HD *animal*
Secondary Traits:	*many-footed*

Hit Points: 33   **Initiative:** +2   **Morale Modifier:** +0

Ability Scores:	Str 13, Dex 16, Con 13, Int 2, Wis 8, Cha 9
Natural Attacks:	bite (primary): +5/1d6+1; 2 claws (secondary): +3/1d6+1
Defenses:	AC 17, Dodge 18, Toughness 14, Poise 5
Movement:	walk 75'; run 150'; swim 15'; climb 15'
Senses:	low light vision, normal hearing, normal vision, scent 60'
Special Powers:	*ability score bonus:* factored into ability scores
	pounce: when creature attacks after moving at least 20' horizontally or 10' vertically, it doubles its number of secondary attacks, and each secondary attack hits as a primary attack
Skills:	Feats of Agility 1, Stealth 1
Proficiencies:	none
Languages:	none
Metabolism:	eats (meat), sleeps, breathes (air)

Ursine Guardian

Primary Trait:	3 HD *animal*
Secondary Traits:	*many-footed*
Hit Points:	20 **Initiative:** +0 **Morale Modifier:** +0
Ability Scores:	Str 16, Dex 10, Con 17, Int 2, Wis 9, Cha 6
Natural Attacks:	bite (primary): +4/1d6+2; 2 claws (secondary): +2/1d4+2
Defenses:	AC 14, Dodge 13, Toughness 17, Poise 2
Movement:	walk 60'; run 120'; swim 15'; climb 15'
Senses:	low light vision, normal hearing, normal vision, scent 60'
Special Powers:	*ability score bonus:* factored into ability scores
Skills:	Feats of Might 1
Proficiencies:	none
Languages:	none
Metabolism:	eats (omnivore), sleeps, breathes (air)

Ursine Guardian

Primary Trait:	4 HD *animal*
Secondary Traits:	*many-footed*
Hit Points:	26 **Initiative:** +0 **Morale Modifier:** +0
Ability Scores:	Str 16, Dex 10, Con 17, Int 2, Wis 9, Cha 6
Natural Attacks:	bite (primary): +4/1d6+2; 2 claws (secondary): +2/1d4+2
Defenses:	AC 15, Dodge 14, Toughness 17, Poise 2
Movement:	walk 60'; run 120'; swim 15'; climb 15'
Senses:	low light vision, normal hearing, normal vision, scent 60'
Special Powers:	*ability score bonus:* factored into ability scores
Skills:	Feats of Might 1
Proficiencies:	none
Languages:	none
Metabolism:	eats (omnivore), sleeps, breathes (air)

Ursine Guardian

Primary Trait:	5 HD *animal*
Secondary Traits:	*many-footed*
Hit Points:	38 **Initiative:** +0 **Morale Modifier:** +0
Ability Scores:	Str 16, Dex 10, Con 18, Int 2, Wis 9, Cha 6
Natural Attacks:	bite (primary): +5/1d6+2; 2 claws (secondary): +3/1d4+2+grab
Defenses:	AC 15, Dodge 15, Toughness 19, Poise 4
Movement:	walk 60'; run 120'; swim 15'; climb 15'
Senses:	low light vision, normal hearing, normal vision, scent 60'
Special Powers:	*ability score bonus:* factored into ability scores
	grab: any claw hit also *grapples.* In subsequent rounds, if the target is still *grappled*, that claw can only attack that target, but all the creature's attacks are at a +4 bonus to hit against that target
Skills:	Feats of Might 1
Proficiencies:	none
Languages:	none
Metabolism:	eats (omnivore), sleeps, breathes (air)

Ursine Guardian

Primary Trait:	6 HD *animal*
Secondary Traits:	*many-footed*

Hit Points: 45   **Initiative:** +0   **Morale Modifier:** +0

Ability Scores:	Str 16, Dex 10, Con 18, Int 2, Wis 9, Cha 6
Natural Attacks:	bite (primary): +6/1d6+2; 2 claws (secondary): +4/1d4+2+grab
Defenses:	AC 15, Dodge 15, Toughness 19, Poise 4
Movement:	walk 60'; run 120'; swim 15'; climb 15'
Senses:	low light vision, normal hearing, normal vision, scent 60'
Special Powers:	*ability score bonus:* factored into ability scores
	grab: any claw hit also *grapples.* In subsequent rounds, if the target is still *grappled*, that claw can only attack that target, but all the creature's attacks are at a +4 bonus to hit against that target
Skills:	Feats of Agility 1, Feats of Might 1
Proficiencies:	none
Languages:	none
Metabolism:	eats (omnivore), sleeps, breathes (air)

Swarms

Ant, Swarm

Primary Trait: 2 HD *vermin*

Secondary Traits: *many-footed, swarm*

Hit Points: 9   **Initiative:**   +0   **Morale Modifier:**   N/A

Ability Scores: Str 3, Dex 10, Con 10, Int 1, Wis 6, Cha 10

Natural Attacks: swarm (primary): +3 vs. Dodge/1d4, half damage on a miss (rounded down)

Defenses: AC 15, Dodge 12, Toughness 8, Poise 2

Movement: walk 30'; run 60'; swim 15'; climb 30'

Senses: low light vision, normal hearing, normal vision, scent 60'

Special Powers: *climb:* factored into movement

ongoing damage: damage inflicted by creature is ongoing until the start of the creature's next turn

scent: factored into senses

Weaknesses: *code of conduct:* must obey the instructions of *giant queen ants*

Skills: Intuition 1

Proficiencies: none

Languages: none

Metabolism: eats (omnivore), sleeps, breathes (air)

Bat, Swarm

Primary Trait:	2 HD *animal*				
Secondary Traits:	*swarm, winged*				
Hit Points:	9	**Initiative:**	+1	**Morale Modifier:**	N/A
Ability Scores:	Str 3, Dex 13, Con 10, Int 2, Wis 10, Cha 6				
Natural Attacks:	swarm (primary): +4 vs. Dodge/1d6, half damage on a miss (rounded down)				
Defenses:	AC 14, Dodge 14, Toughness 7, Poise 4				
Movement:	fly 45'; swoop 90'; walk 15'; swim 15'				
Senses:	gestalt 30', low light vision, normal hearing, normal vision				
Special Powers:	*fly:* factored into movement				
	gestalt senses: factored into senses				
Weaknesses:	*default exception (scent):* factored into senses				
Skills:	Feats of Agility 1				
Proficiencies:	none				
Languages:	none				
Metabolism:	eats (omnivore), sleeps, breathes (air)				

Fish, Piranha Swarm

Primary Trait:	2 HD *animal*
Secondary Traits:	*apodal, aquatic-native, swarm, water-breathing*
Hit Points:	9 **Initiative:** +2 **Morale Modifier:** N/A
Ability Scores:	Str 6, Dex 16, Con 10, Int 2, Wis 10, Cha 8
Natural Attacks:	swarm (primary): +5 vs. Dodge/2d6, half damage on a miss (rounded down)
Defenses:	AC 15, Dodge 15, Toughness 9, Poise 4
Movement:	swim 45'; dart 90'; walk 15'
Senses:	low light vision, normal hearing, normal vision, scent 60'
Special Powers:	*improved natural attack:* factored into natural attacks
Skills:	Seacraft 1
Proficiencies:	none
Languages:	none
Metabolism:	eats (meat), sleeps, breathes (water)

Leech, Swarm

Primary Trait:	2 HD *vermin*
Secondary Traits:	*amorphous, aquatic-native, swarm*
Hit Points:	9 **Initiative:** +1 **Morale Modifier:** N/A
Ability Scores:	Str 3, Dex 15, Con 10, Int 1, Wis 11, Cha 6
Natural Attacks:	none
Defenses:	AC 14, Dodge 14, Toughness 10, Poise 2
Movement:	swim 30', dart 60'
Senses:	gestalt 30', normal hearing, normal vision, scent 60'
Special Powers:	*amorphous:* can squeeze through narrow spaces
	blood draw: as a standard action, make a touch attack against every target within the swarm's area, +4 vs. Dodge/1d3 hp and attach. While attached, creature takes a -4 penalty to AC. When starting a turn attached, drain 1d3 Constitution as a standard action
	disease touch: on attachment, +0 vs. Toughness/*diseased (jungle ague)*
	gestalt senses: factored into senses
	ongoing damage: damage inflicted by creature is ongoing until the start of the creature's next turn
	jungle ague disease: see Chapter 7
Weaknesses:	*default exception (low light vision):* factored into senses
	no attacks: creature has no natural attacks
	susceptibility (salt): creature takes 1d6 hp damage when exposed to salt
Skills:	Stealth 1
Proficiencies:	none
Languages:	none
Metabolism:	eats (blood), sleeps, breathes (water)

Rat, Swarm

Primary Trait:	2 HD *animal*
Secondary Traits:	*many-footed, swarm*
Hit Points:	9 **Initiative:** +1 **Morale Modifier:** N/A
Ability Scores:	Str 3, Dex 14, Con 10, Int 2, Wis 13, Cha 6
Natural Attacks:	swarm (primary): +4 vs. Dodge/1d6 + *disease touch* (see below), half damage on a miss (rounded down)
Defenses:	AC 14, Dodge 14, Toughness 7, Poise 4
Movement:	walk 30'; run 60'; swim 15'; climb 15'
Senses:	low light vision, normal hearing, normal vision, scent 60'
Special Powers:	*disease touch:* on bite hit, +0 vs. Toughness/*diseased (filth fever)*
	filth fever disease: see Chapter 7
Skills:	Stealth 1
Proficiencies:	none
Languages:	none
Metabolism:	eats (omnivore), sleeps, breathes (air)

Snake, Swarm

Primary Trait:	2 HD *animal*
Secondary Traits:	*apodal, heat-native, swarm*
Hit Points:	9 **Initiative:** +1 **Morale Modifier:** N/A
Ability Scores:	Str 3, Dex 13, Con 10, Int 2, Wis 10, Cha 7
Natural Attacks:	swarm (primary): +4 vs. Dodge/1d6 + *poison touch* (see below), half damage on a miss (rounded down)
Defenses:	AC 14, Dodge 14, Toughness 8, Poise 3
Movement:	walk 30'; run 60'; swim 15'; climb 15'
Senses:	low light vision, normal hearing, normal vision, scent 60'
Special Powers:	*poison touch:* on bite hit, +0 vs. Toughness/*poisoned*
	snake swarm poison: see Monster Poisons
Skills:	Feats of Agility 1
Proficiencies:	none
Languages:	none
Metabolism:	eats (meat), sleeps, breathes (air)

Wasp, Swarm

Primary Trait:	2 HD *vermin*
Secondary Traits:	*many-footed, swarm, winged*

Hit Points:	9	**Initiative:**	+2	**Morale Modifier:**	N/A

Ability Scores:	Str 2, Dex 16, Con 9, Int 1, Wis 8, Cha 9
Natural Attacks:	swarm (primary): +5 vs. Dodge/1d4 + *poison touch* (see below), half damage on a miss (rounded down)
Defenses:	AC 15, Dodge 14, Toughness 9, Poise 2
Movement:	fly 45'; swoop 90'; walk 15'; swim 15'
Senses:	low light vision, normal hearing, normal vision
Special Powers:	*fly:* factored into movement
	poison touch: on a hit, +1 vs. Toughness/*poisoned*
	wasp swarm poison: see Monster Poisons
Skills:	Feats of Agility 1
Proficiencies:	none
Languages:	none
Metabolism:	eats (meat), sleeps, breathes (air)