

Character Creation-

Players roll 3d6 eight times, rerolling any rolls of '1' (so the lowest score that a starting character can have in any ability score is '6'). Players drop the lowest score, and assign the other seven to their characters' abilities (strength, intelligence, wisdom, dexterity, constitution, charisma, and luck) as they choose. If a player's character does not have at least two ability scores that are 13 or greater, he or she may reroll the entire set.

New Attribute-

Luck- The luck stat comes into play by burning luck points in order to do several things:

- Automatically succeed on an ability check.
- Cause a Target to reroll the attack or damage against you, taking the lower of the two.
- By burning two luck points the player can add something to the story that is helpful (ie- running down an alley while being chased by goons the player burns the luck and says that there is a door in the ally, allowing them to get away).
- Catch a Second Wind, giving you back $\frac{1}{4}$ of your total HP.
- By burning 3 you automatically score a critical hit.

Luck regenerates at an amount of 4 per level.

Races-

Drow-

Creatures of the underdark. Many see them as untrustworthy, but they make fine assassins and night guards.

Racial Attributes- +2 Dex, +2 Chr, -2 Con.

Darkvision- A Drow can see 160 ft in the dark.

Drow Immunities- Drow are immune to sleep effects and receive a +2 against Enchantment Spells and effects.

Sneaky- Drow are sneaky and use this to their advantage. When attempting to Hide or Move Silently they receive +2 to their rolls.

Spell Like Abilities- Change Self, Darkness, and Spider Climb each 1x/day.

Light Blindness- Stunned for 1 round and is receive -2 to all rolls while in affected area.

Half Orc-

Most are bastard children of women raped and left alive by savage Orc raiding parties. Half Orcs tend to be shunned by both societies but are valued for their muscle in human communities and their mental capacity in Orc communities.

Racial Attributes- +2 to any one Attribute Score.

Dark Vision- Orcs can see up to 60ft in the dark.

Orc Rage- Once Per day a Half Orc can tap into the anger that flows through his veins and become ferocious and dangerous. An Orc gains +2 to damage and a Damage Reduction of 2 for 1 + his Constitution Modifier rounds.

While this ability is active a Half Orc cannot cast spells or perform tasks that require concentration. This ability can stack with a Barbarians Rage.

Ferocious Presence- +2 to Charisma checks when intimidating.

Uncanny Sense of Smell- Half-Orcs live and hunt by their sense of smell. They receive +2 on any perception roll having to do with smell.

Humans- Savage, bent on conquest, and fulfilling their own desires.

Racial Attributes- +2 to any one Attribute Score.

Human Ingenuity- A human receives one additional Primary Attribute.

Human Constitution- Humans start with +4 HP at level 1.

Tiefling-

The world is dangerous and demons roam the world. Many take to the beds of beautiful women in the hopes of propagating so that their children walk the earth. Often demon females will disguise themselves as whores and get pregnant for this very reason.

Racial Attributes- +2 Dex, +2 Int, -2 Chr

Darkvision- A Tiefling can see 100 ft in the dark.

Spell-like Ability- A Tiefling can tap into their infernal blood and cast Darkness 1x/day.

Infernal Parentage- Choose One: Charm Person or Cause Fear as a Spell-like Ability (this reflects the type of Infernal that sired the Tiefling). They can use this 1x/day.

Fiendish Resistances- Due to their heritage a Tiefling receives a +2 to any save when dealing with the following types of damage; Cold, Electric, and Fire.

Fighter (Strength)-

Level 1- **Martial Training-** Fighters receive a +2 to any test when attempting to disarming an opponent, Bull Rushing, Shield Bash, Stand Still, and Sunder.

Weapon Focus- A Fighter chooses a weapon at level 1 to become their signature weapon. With this style of weapon they receive +1 to attack and +1 to damage. At level 7 this bonus increases to +2/+2.

Level 4- **Cleave-** A fighter can make an additional attack on an adjacent target if the original attack lands.

Level 5- **Bravery-** A Fighter has tested their mettle against uneven odds and survived. Fighters get +2 to any saves VS fear.

Level 6- **Multi-Attack-** A Fighter can now make a second attack with a -5 to their Base Attack Bonus. They can make this attack even if they move.

Blind Fighting- A Fighter no longer suffers -8 to attacks when made against targets they cannot see (whether invisible or from being in complete darkness).

Level 8- **Vital Strike-** A Fighter can choose, as a full action, to put everything into one attack, adding 1d6 damage +2.

Level 10- **Improved Critical-** A Fighter can get a critical on an attack roll of 19-20.

Prime Attribute- Strength

Armor Proficiency- All Armor and Shields (including Tower Shields).

Level	Hit Dice	Base Attack Bonus
1	d10	+1
2	d10	+2
3	d10	+3
4	d10	+4
5	d10	+5
6	d10	+6
7	d10	+7
8	d10	+8
9	d10	+8
10	d10	+10
11+	+4	+10*

Ranger (Strength)-

Level 1- Track (Wisdom)- A Ranger is able to pick up the trail of someone or something, or hide tracks so others can't follow him. When a Ranger does this they receive a +2 to their Wisdom check. At Level 3 a Ranger is able to distinguish characteristics of those being tracked. This can be intimate info should the GM decide to reveal it.

Survival- A Ranger knows how to survive and fight in nature. Any type of task that is nature related falls into the realm of the Ranger. This can be from climbing impossible looking cliffs, building, finding, or disabling simple natural traps, camouflaging and hiding in the brush, being able to survive and find food and shelter, and knowledge of herbs and fauna to use to treat poisons and toxins. Depending on what activity the Ranger is attempting will determine which Attribute is being rolled. Rangers are also able to hide and move silently in nature. This functions as the Rogue Stealth Ability.

Favored Enemy- The Ranger has studied one enemy that has hounded them in the past. The Ranger receives +2 to hit the enemy, +2 AC when fighting the enemy, +2 to tracking the enemy, and able to neutralize poisons of the enemy, whether manufactured or natural.

Level 5- Hunters Bond- The Ranger is able to form a strong bond with an animal of the wild. This animal is extremely loyal to the Ranger (unless obviously abused and mistreated) and will defend the Ranger at all costs. The type of animal should fit the area and feel of the campaign. This could be a fox, wolf, mountain lion, black bear, or even a Dire Wolf. The GM has final approval.

At Level 10 the Animal, from training with the Ranger, gets a +2 to attack and AC.

Level 6- Combat Marauder- A Ranger has trained hard to be most effective against their Favored Enemy. They receive a bonus to damage that is equal to ½ their Ranger level. If a Ranger is wearing any armor other than those allowed they lose this ability.

Level 10- Second Favored Enemy- This functions the same as described above.

Prime Attribute- Strength

Armor Proficiency- Light and Medium Armor and Shields (Except Tower Shields).

Level	Hit Dice	Base Attack Bonus
1	d10	+0
2	d10	+1
3	d10	+2
4	d10	+3
5	d10	+4
6	d10	+5
7	d10	+6
8	d10	+7
9	d10	+8
10	d10	+8
11+	+4	+8*

Rogue (Dexterity)-

Armor- A Rogue suffers no penalty to their abilities while wearing leather armors. Anything after that suffers a -1 to their abilities per +1 past the +3 of Studded Leather.

Level 1- Improved Back Attack- A Rogue that is successful in sneaking up on a target unawares is able to make an attack at a +4. If the attack is successful it does double damage. At 5th level the damage is tripled and at 9th level it is quadrupled.

Climb (Strength)- Rogues are skilled at climbing walls, even ones that are almost sheer. If a Rogue fails their check, they make no progress. If the Rogue fails their check by 5 or more they lose their grip and fall and may take falling damage, if applicable.

Decipher Script (Intelligence)- A Rogue can study scripts written in code, archaic, or foreign languages and attempt to get the general idea of what is contained within. If the check is successful it takes the Rogue 2d8 rounds to fully decipher what is on the parchment.

This can be used to understand arcane writings at a -10.

This can only be attempted once per writing.

Stealth (Dexterity)- Rogues live by the shadow. When they hide it's almost as if they are invisible. A Rogue who moves while hiding can do so at up to ½ their normal pace with no penalty. At up to full speed it is -5 to the check.

Listen (Wisdom)- Rogues have trained themselves to be able to listen and pick up things other might not. Listening through a stone wall or door is -10 to the check. Other materials may have other modifiers.

Open Lock (Dexterity)- The Rogue is able to open locks that others cannot without the use of a key. The Rouge must have Thieves Tools to do so.

Pick Pocket (Dexterity)- A Rogue may slip something in or out of someone's pocket or purse. They can also use this as a sleight of hand maneuver. A penalty of the person's level or HD is applied to the roll.

Traps (Intelligence)- A Rogue can use this to find, disable, or set up traps. Each one requires a separate roll. A Rogue can use this for magical traps as well, however they are much harder to detect and deal with than mechanical ones.

The GM will determine the modifiers based on the complexity of the trap.

Level 4- Sneak Attack- This functions like Back Attack except that the Rogue needn't be hiding or moving silently, the victim just needs to be unaware of the attack. This attack gives +2 to hit and +4 damage.

Level 6- **Two Weapon Fighting**- Rogues can fight using two small or one small and one medium sized weapon at a -3/-3 instead of the standard -6/-6.

Level 10- **Crippling Strikes**- A Rogue has learned the art of fighting and exploiting the weaknesses. On a successful Back Attack or Sneak Attack the Rogue can decide to strike the target and cause bleeding. The target must make a Constitution roll or take 3 damage each round until successful.

Primary Attribute- Dexterity

Armor Proficiency- Light Armor and no Shields, except Buckler.

Level	Hit Dice	Base Attack Bonus
1	d8	+0
2	d8	+1
3	d8	+1
4	d8	+1
5	d8	+2
6	d8	+2
7	d8	+2
8	d8	+3
9	d8	+3
10	d8	+4
11+	+3	+4*

Barbarian (Constitution)-

Level 1- **Fast Movement**- A Barbarian adds +10 to their movement.

Rage- A Barbarian embraces the ferocity of nature and taps into it. When a Barbarian rages they gain a damage reduction of one half their level rounded down (minimum of 1), +2 to Damage, and +2 to Wisdom saving throws. They also incur -2 to AC and -2 to Intelligence checks. Rage lasts a number of rounds equal to one half the Barbarians level rounded down +1. This is true except at level one; a Barbarian can rage for 2 rounds. The damage reduction of Rage stacks with the benefits of Thick Skinned.

A Barbarian is unable to perform tasks that require concentration.

If all enemies are felled and the Barbarian is still raging he will then turn on his allies. A Barbarian must make a Wisdom save to avoid doing this. They do not receive their +2 to Wisdom saves here.

A Barbarian can use this ability once per day. At level 5 this is increased to 2 times and at level 10 three times.

Primal Force- Barbarians are able to fight through pain and torment. They receive +1 to saves VS paralysis, petrification, polymorph, and death effects.

This increases to +2 at 3rd level, +4 at 6th level, and +5 at 10th level.

Level 3- **Brute Force**- A Barbarian with a 2-handed weapon is a terrible foe to face. They add Strength and a half to their damage instead of just the normal strength modifier.

At level 10 this increases to double strength.

Level 5- **Primal Vitality**- A Barbarian is able to push themselves past the normal physical boundaries and keep fighting. Once per day a Barbarian can reinvigorate herself regaining 2d8+con HP.

A Barbarian can use this twice per day at level 10.

Thick Skinned- A Barbarian is able to shrug off damage as if it were an annoying gnat. They are able to ignore one point of damage per attack, magical or mundane. This is increased to 3 at Level 10.

Level 10- **Primal Howl (Charisma)**- A Barbarian is able to unleash a scream that rattles those on the battlefield. On a successful Charisma check -2 those in a 30ft radius suffer -2 to attack and damage for 1d4+1 round. A Barbarian can use this 1+Charisma modifier per day.

Primal Attribute- Constitution

Armor Proficiency- Light and Medium Armor and Shields (except Tower Shields).

Level	Hit Dice	Base Attack Bonus
1	d12	+0
2	d12	+1
3	d12	+2
4	d12	+3
5	d12	+4
6	d12	+5
7	d12	+6
8	d12	+7
9	d12	+8
10	d12	+8
11+	+5	+8*

Sorcerer (Intelligence)-

Level 1- **Spells-** Through intense study and training a Sorcerer is able to tap into the mystic energies and cast arcane spells. A Sorcerer can cast any spell of any level that they know. This requires studying from a scroll, another spell book, or from the instruction of another Sorcerer. The amount of study is 8 hours per spell level.

Learning a spell requires no roll to be successful but takes 8 hours per spell level to be properly learned. Have the player roll 1d3. If they roll a 1-2 that is how 1st level spells that they start out with that the DM will determine randomly. If they roll a 3 they begin with 2 1st level spells and 1 2nd level spell. The spells they gain after are from searching forgotten ruins, sifting through ancient tomes of knowledge, etc.

Casting spells drains the Sorcerer of vitality.

Summon Familiar- As the spell in Castles and Crusades.

Level 5- **Magical Aptitude-** A Sorcerer has gained a particularly deep understanding of one spell either level 1 or 2. They can cast this spell one time per day without the cost of HP (if it is a black spell there is still the risk of losing Sanity).

At level 10 they are able to cast this spell twice per day and gain the ability to cast another 1st or 2nd level spell once per day. This functions the same as stated above.

Primary Attribute- Intelligence

Armor Proficiency- Cloth and Leather and no Shields, except Buckler.

Level	Hit Dice	BAB
1	d6	+0
2	d6	+1
3	d6	+1
4	d6	+1
5	d6	+1
6	d6	+2
7	d6	+2
8	d6	+2
9	d6	+2
10	d6	+3
11+	+2	+3*

Spell Casting: Exhaustion, Corruption, and Sanity

When Sorcerers cast 'white magic' spells they suffer exhaustion damage equal to one hit point plus one hit point per level of the spell cast (so a Sorcerer who casts a third level white magic spell would suffer four points of damage).

When Sorcerers cast 'grey magic' spells they suffer exhaustion damage equal to twice the level of the spell cast (so a Sorcerers who casts a third level grey magic spell would suffer six points of damage).

When Sorcerers cast 'black magic' spells they suffer exhaustion damage identical to that caused by 'grey magic' spells (twice the spell level). In addition, Sorcerers casting 'black magic' spells must make a saving throw (versus 'spells' if using a system other than S&W) in order to avoid *corruption*. If this saving roll is failed, the magician is corrupted slightly and suffers a loss of temporary *Wisdom* points equal to the spell level (e.g., 3 points of temporary Wisdom for a third-level spell). Temporarily lost points of Wisdom can be recovered at a rate of one point per complete day of rest and meditation (no other action possible). The spell 'Restoration' will restore instantly all temporarily lost Wisdom points.

Furthermore, if a Sorcerer casting a 'black magic' spell fails his/her saving throw by rolling a '1,' then that Sorcerer loses one point of Wisdom *permanently* (so if a Sorcerer fails his/her saving throw casting a third-level black magic spell by rolling a '1,' he/she would lose one *permanent* point of Wisdom and two temporary points of Wisdom). The spell 'Restoration' will *not* restore any permanently lost Wisdom points.

A Sorcerer whose permanent wisdom score is lowered to 2 becomes *insane*, and possibly the thrall of an extra-planar demonic force. He/she henceforth is a non-player character!

Spell Listing

White-

Level 1- Bless, Bless Water, Cure Light Wounds, Detect Evil, Endure Elements, Light, Obscuring Mist, Protection from Evil, Remove Fear, Resist Elements, Sanctuary, Shield, Turn Undead (LotFP)

Level 2- Aid, Consecrate, Remove Paralysis

Level 3- Continual Flame, Glyph of Warding, Magic Circle, Remove Curse, Remove Disease, Water Breathing

Level 4- Air/Water Walk, Control Water, Create Water, Delay Poison, Cure Serious Wounds, Fire Shield, Remove Curse, Resilient Sphere, Freedom of Movement, Hallow, Minor Globe of Invulnerability, Neutralize Poison

Level 5- Create Food, Guards and Wards, Transmute Mud to Rock, Wall of Stone

Level 6- Blade Barrier, Faithful Hound, Globe of Invulnerability, Healing Circle, Restoration, Control Weather, True Strike

Grey-

Level 1- Arcane Mark, Change Self, Charm Person, Comprehend Language, Command, Detect Magic, Detect Secret Doors, Erase, Feather Fall, Floating Disk, Hold Portal, Hypnotism, Identify, Ghost Sound, Jump, Mage Hand, Mending, Message, Open/Close, Prestidigitation, Read Magic, Sleep, Sound Burst, Spider Climb, Unseen Servant, Ventriloquist

Level 2- Alter Self, Detect Thoughts, Detect Traps, Fog Cloud, Knock, Levitate, Locate Object, Magic Mouth, Mirror Image, Misdirection, Pyrotechnics, See Invisibility, Shatter, Silence

Level 3- Clairvoyance, Dispel Magic, Fly, Gust of Wind, Haste, Hold Person, Nondetection, Suggestion, Tiny Hut, Tongues

Level 4- Arcane Eye, Charm Monster, Confusion, Detect Scrying, Discern Lies, Dismissal, Emotion, Hallucinatory Terrain, Locate Creature, Scrying, Seeming, Sending, Shout, Solid Fog

Level 5- Dream, False Vision, Feeblemind, Hold Monster, Nightmare, Telekinesis, True Seeing

Level 6- Anti-Magic Shell, Banishment, Find the Path, Mass Suggestion, Mislead, Project Image

Black-

Level 1- Burning Hands, Detect Undead, Invisibility to Undead, Magic Missile, Shocking Grasp

Level 2- Acid Arrow, Augury, Darkness, Invisibility, Ray of Enfeeblement, Scare, Speak With Undead, Web

Level 3- Animate Dead, Blink, Fireball, Gaseous Form, Invisibility Sphere, Lightning Bolt, Stinking Cloud, Summon Lesser Monster,

Level 4- Dimension Door, Fear, Fire Trap, Ice Storm, Improved Invisibility, Phantasmal Killer, Polymorph, Wall of Fire, Wall of Ice

Level 5- Cloud Kill, Commune, Cone of Cold, Contact Other Plane, Ethereal Jaunt, Flame Strike, Insect Plague, Magic Jar, Passwall, Shadow Conjunction, Summon Monster, Teleport

Level 6- Bind Elemental, Chain Lightning, Create Undead, Disintegrate, Transmute Flesh to Stone, Shades, Word of Recall

Druid (Wisdom)

Animal Empathy (Charisma)- Druids respect all living creatures. When attempting to read, calm, or commune with animals they receive +2 to their attribute roll.

Animal Companion- A Druid's bond with nature can be seen in the love and care they treat their animal companion. A Druid may pick one animal native to their area to serve as a faithful companion. The animal gains +1d8 HP and has the ability to "read" the Druid's emotions. The Animal Companion will obey almost anything the Druid asks of it, so long as it doesn't go against the creature's nature.

Call of the Animal (Wisdom)- A Druid has the ability to call upon the savagery of nature and channel it into his being. He must make a successful Wisdom test to call the Animal Spirit into his body. If he fails the spirits do not heed his call and this consumes his attempt for the day. If successful the effect lasts a number of rounds equal to the Druid's Wisdom. Each Animal Spirit grants a different bonus (see below).

A Druid can use this ability once per day. This increases to two times per day at level 5 and three times at level 10.

Animal Spirit	Granted Bonus
Mountain Lion	+2 to Dexterity Attribute checks and movement is now '40.
Grizzly Bear	Fists harden and nails grow slightly longer. 1d6 + str dmg.
Fox	Foxes are fast and hard to hit. Increase defense by +2.
Wolf	Pack Leader- Add +2 to intimidation rolls and +2 to charisma.
Coyote	Gain the ability to track by scent.
Hawk	Increases sight by double. +2 to hit with any ranged weapon.
Owl	Ability to see clearly in the dark.
Snake	Gains Back Attack Ability as Rogue.
Mouse	Gain Move Silently Ability as Rogue.
Elk	Inspires those around him. Adds +2 to all Attribute rolls.

Druidic Restriction- A druid prefers natural weapons and armor. If they use any armor or shields of metal they lose the following abilities for 24 hours; Call of the Animal, Woodland Stride, and Totem Shape.

Nature Lore (Wisdom)- A Druid has an intimate knowledge of nature. She is able to identify flora and fauna from her area with ease. If she is in a foreign type of climate she must make a Wisdom check to identify the subject.

Druids are able to tell if water is clean and safe to drink. A Druid can make a Wisdom check to successfully tell how the weather will turn out for the next 12 hours. Druids are able to scavenge for food and shelter for themselves easily. If they wish to find such for 2-8 people they must make a Wisdom check and spend 6 hours hunting and foraging.

Level 2- **Endure Elements (Constitution)**-A Druid receives +2 to any save against any form of elemental damage or hardship.

Level 3- **Woodland Stride**- A Druid has become one with nature and is able to move through obstructions like thorns, brambles, roots, thick branches, and the like as if they were water. A Druid will suffer no damage from troubles like Thorns. A Druid also leaves no tracks when walking in nature.

Level 6- **Totem Shape**- A Druid is able to tap further into their animalistic nature and turn into a small or medium sized animal. This operates like the Polymorph Self spell. The druid chooses the totem shape upon gaining this ability. Once the selection is made it cannot be undone.

At 7th and 8th levels, the Druid gains a new Totem Shape that can be assumed once per day. At level 10 the druid is able to take the shape of a large version of one of his totems. This can be used in lieu of one of the standard Totem Shapes.

Prime Attribute- Wisdom

Armor Proficiency- Cloth and Leather and light Wooden Shield.

Level	Hit Dice	Base Attack Bonus
1	d8	+0
2	d8	+1
3	d8	+1
4	d8	+1
5	d8	+2
6	d8	+2
7	d8	+2
8	d8	+3
9	d8	+3
10	d8	+4
11+	+3	+4*

Witch (Charisma)-

Bewitch- A witch is able to beguile a person into believing that she is his best friend. The target must succeed a Willpower check VS the Witches Charisma roll or he will do pretty much anything that the Witch asks. If the Witch asks the target to attack friends and allies he is allowed a second Willpower save with a +2. This lasts 1 hour per level. She can use this ability the same amount of times per day as equal to her Charisma modifier.

Blood Boil- Once per day a Witch can draw dark power from within herself and make the blood of a target boil. They must succeed at a Constitution Save -2 or be wracked with feverish pain as the innards are cooked. Targets take 4d6 damage. Successful save means target takes half damage.

Ravage- A Witch is able to channel her negative energies cause physical pain and wounds on a target but at risk to herself. The Witch must declare how much damage she wishes to inflict on the opponent, 1-2d6 and then make a Willpower check minus the targets Wisdom modifier. If she succeeds the target takes that amount of damage. If she fails then she takes that amount of damage.

Summon Familiar- As the spell in Castles and Crusades.

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Level 3- **Nightmare-** The Witch is a thing of nightmares. A Witch can turn her gaze upon a target and cause them to see horrible visions. The Target must succeed a Willpower save VS the Witches Charisma roll or become frightened of the witch, shying away from here. The target takes 1d6 Wisdom damage per round until a successful save. If the target reaches zero Wisdom they begin running full bore away from her. This lasts a number of rounds equal to the Witches Charisma Modifier after which the target goes back to half their Wisdom Score.

A Witch can use this once per day till level 5 where it increases to two times per day.

Level 3- **Spirit Talker (Wisdom)-** The Witch can commune with the spirits from beyond the living and receive guidance. The Witch will pose a question that can be yes/no or require explanation. The Spirits reply may be cryptic, repetitive, and an assault of visions that hit all five of the senses. If the Witch communes with the spirits during the Witching Hour she receives +4 to her roll, otherwise she suffers a -2 to the roll.

A Witch can do this one per day until level 10 when she can perform this two times.

Level 5- **Hex-** A Witch is able to tap into dark powers and direct them at a foe, hindering them. The target of this check must make a Willpower check -2 or suffer terrible misfortune. If successful the next roll the target makes must be rerolled and they must take the lowest of the two.

A Witch can cast this once per day until level 8 when it increases to twice a day.

Succubus/Incubus- You are somehow you have been imbued with the ability of being able to heal yourself by absorbing another person's life essence through sex.

You and the target (if unwilling) must make opposing Attribute rolls; Your Charisma VS the targets Constitution. The victim receives a +2 modifier. If you succeed you heal yourself for 1d6 Con damage and 1d8 HP while the target takes that amount (regardless if they have HP left).

If you continue to feed on the same victim for more than a 3 of days (if you don't purposefully or accidentally kill the target first) the target will start looking pale, fatigued, and sickly. The wounds taken do not show up physically except that they will have low energy and perhaps look starved.

If they succeed against you, you are unable to feed off of them for 24 hours.

Level 10- Death Hex- The Witch has become shrouded by Dark Powers. She is able to reach in and snuff out the life energies of an individual. The target must make a Constitution Save +2. Failure means the target's life force starts fading and the target will die in 1d6 rounds. Success means the target takes 3d6 damage.

A Witch can use this ability once per day.

Prime Attribute- Charisma

Armor Proficiency- Cloth and Leather and no Shields, except Buckler.

Level	Hit Dice	BAB
1	d6	+0
2	d6	+1
3	d6	+1
4	d6	+1
5	d6	+1
6	d6	+2
7	d6	+2
8	d6	+2
9	d6	+2
10	d6	+3
11+	+2	+3*

Starting Gear

Each Character Starts with the Following:

- Backpack
- Bedroll
- Torches x2
- Rations x 5
- Waterskin
- Flint and Steel
- 1 healing potion (1d8+1 Con)
- 1 jug of alcoholic beverage (1d8 +1HP, -2 Perception Checks)
- 1 elixir of invigoration (1d4+2 HP)
- Hemp Rope (50ft).
- Adventurer's Clothing
 - Barbarians- Hide Armor, Light Wooden Shield, and three weapons.
 - Fighter- Chainmail, Light or Heavy Steel Shield and 3 weapons.
 - Ranger- Studded Leather, Tent, and either 2 Weapons and a shield or 3 weapons.
 - Rogue- Studded Leather, Caltrops, Thieves Tools, Dagger, Hand Xbow, 1 other weapon, and a Buckler.
 - Witch- Dagger and 1 other weapon, Padded Leather Armor, and a Buckler.
 - Sorcerer- Spellbook, Staff, 1 other weapon, Padded Leather Armor, and a Buckler.
- All Characters start with 100 GP

Special Rules-

Shields-

Shields provide protection to the wearer, mechanically making them harder to hit. However if a character takes quite a bit of damage they can “sacrifice” the shield, effectively absorbing all of the damage, but completely rending the shield useless.

Hit Points-

Player characters' hit points represent only ‘superficial’ damage (i.e., exhaustion, light bruises, minor scrapes, and so forth.). Because of this, *all* lost hit points may be recovered by sleeping without interruption for eight full hours. Resting (not sleeping), or sleeping for less than eight hours, will enable a player character to recover one hit point per full hour of rest or sleep.

Cure Wounds spells and potions of Healing do *not* heal hit points, but only lost points of Constitution (as explained below). However, a draught of ‘strong drink’ (ale, wine, liquor) can ‘invigorate’ a character, enabling him/her to recover immediately 1d4 hit

points. Game Masters may also want to allow alchemists to sell 'Elixirs of Invigoration' for 200 to 300 gold pieces. Drinking such an elixir might enable a player character to recover instantly $1d6 + 2$ hit points. Only *one* such draught, whether of strong drink or an elixir, will have this effect per day.

Once a player character's hit points have been depleted, any further damage is done to the character's *constitution* score. Damage to a character's constitution score represents "serious" damage. Every time a character takes damage to his/her constitution, he/she must make a saving throw (versus 'death' if using a system other than S&W) or fall unconscious. In addition, a character that has taken damage to his/her constitution suffers a -2 penalty to all actions (including attack rolls and saving throws). If a character's constitution score is reduced to 0 or lower that character is dead.

Characters who have suffered damage to their constitution and have fallen unconscious regain consciousness after eight hours of rest. If that character's constitution is still reduced, he/she continues to have 0 hit points and suffers the -2 penalty to all actions until he/she can rest and recover. Characters subsequently can recover one constitution point for every two days of complete rest (i.e., no travelling or adventuring). The care of a doctor or other non-magical healer can improve the rate of healing to one constitution point per day of rest. A character cannot recover any hit points until *all* constitution points have been recovered.

Sanity

A character's Wisdom score as a measurement of his/her sanity. A character with a Wisdom score of 18 has a firm grasp of the nature of reality, considerable self-discipline, and remarkable strength of will. In contrast, a character with a Wisdom score of 3 is barely lucid, easily confuses reality with fantasy, and is on the border of lapsing into madness. Characters with Wisdom scores of 2 or lower are utterly insane, and must be treated as non-player characters. (If this Wisdom loss is temporary, as explained below, the character is under the control of the Game Master until he/she regains his/her sanity.)

If a character witnesses an unspeakable horror, the Game Master may require the player to make a saving throw (versus 'spells,' if using a system other than S&W). The saving throw should be modified by the severity of the horror in question. If the character fails his or her saving throw, he or she loses points of temporary Wisdom. The exact amount should be determined by rolling $1d6$. If a '6' is rolled, the character also *permanently* loses one point of Wisdom (i.e., one permanent point of Wisdom and five temporary points of Wisdom). Temporarily lost points of Wisdom may be regained at a rate of one point per day of complete rest. The spell 'Restoration' (which I treat as a 6th level spell of 'white magic' in my game) will restore instantly temporarily lost Wisdom points, but will *not* restore any permanently lost Wisdom points.

Characters may also lose Wisdom by casting spells that are characterized as 'black magic' in nature. This will be explained in a future post.

Combat Maneuvers (examples)-

Bullrush- Same as Pathfinder.

Disarm- Success means that the target drops whatever weapon is in their hand.

Grapple- You wrestle an opponent to the ground.

Shield Bash- Target makes a Fort Save DC 10 + char Str Mod + ½ char level or is staggered for 1 round.

Stand Still- If you hold your action and an enemy moves past you, you make an attack against the target. Success stops them in their tracks. They can finish out their turn if they have any options left.

Sunder- Weapons/Shield/Armor- Roll characters attack VS defense- on successful hit roll 1d6. On a 5 or 6 you succeed in breaking the weapon. *Magical Weapons/Shield/Armor* can only be destroyed on a roll of 6.

Objects- Roll of 4-6 will destroy most items. *Magical Objects-* Magical Objects can only be destroyed on a roll of 6.

Glass- Roll of 2-6 glass is destroyed.

Trip- Roll attack VS targets Defense, if successful you knock an enemy prone.

Dodge- A character can dodge one attack per round, this must be stated before it is revealed that the attacker hit or not. Dodging adds +2 to characters AC but -4 from any attribute check made until the beginning of next turn.

Combat Actions-

Standard Action

Movement Action

Full Round Action

Free Action

Immediate Action

Movement- 1 square or 1 inch= 5 ft.

Aiming

As a Movement Action a Character can Aim and receive +2 to their ranged attack roll.

Firing into Melee

If a character uses a ranged weapon against an enemy that is engaged in melee they suffer -2 to their roll.

Surprise Attacks-

When a character makes an attack against a target that is surprised there is a chance that the target can be knocked unconscious in one hit. The damage must exceed the targets Constitution Score + HD. Several characters can attack one surprised enemy at the same time to achieve this.

Back Attacks-

All characters can perform back attacks. They receive +2 to attacks and damage is doubled. Rogues get Improved Back Attack (see class).

Save VS Death Mechanics-

Rather than having spells do instant death, sleep, petrify, etc they do ability damage that is linked to the situation. IE- Disintegrate would deal immediate CON damage per round until it reaches zero and turns the target to dust. Fear would affect WIS. The target must make a save each round. When Wisdom reaches zero the target flees randomly, completely terrified. Petrify would affect DEX. When the target reaches zero DEX they are turned to stone.

Spells like Remove Fear and Remove Paralysis will automatically heal a target to their full ability score. Restoration will heal

Cover Mechanics

25 % Cover +2 AC

50% Cover +4 AC

75% Cover +6 AC

90% Cover +10 AC

If in cover receive +2 to Reflex Saves.

Creating Magic Items- Easy and Quick

Awesome Name - 30 seconds

Appearance - 30 seconds

Benefit - 30 seconds

Drawback - 30 seconds

Lore - 60 seconds

Twist - 0 seconds (yup 0 - not a typo!)