

RULE #1

In game and while the game is in session, whatever the DM says goes. When the DM talks do not talk over him and all non game conversation should be held for after game or when on break. Players should not interrupt other players during their turns, use computers, phones or other devices to look up anything not relevant to the game (and only with permission from the DM) and do their best to listen to the DM and other players. In game and while the game is in session, whatever the DM says goes.

RULE #2

NO SPECTATORS. PLAY OR LEAVE. (please see RULE #1 for exceptions)

RULE #3

The DM is your friend. If you want to do something in game he wants to say yes. He always is trying to make the game better for you.

Dungeon Master or DM

He is the operator of the game, he envisions the game world in which the players interact. (see rule#1)

Player

The person playing a character.

Player Character or PC

The player's avatar in the in game world. You character is how you interact with the game world.

Non Player Character or NPC

The DMs constructs in the world that interact with the players. People or monsters these are known as NPCs.

Kharmic Line

The Kharmic line is a bond between the characters and their past lives (previous characters). All players are part of the Khamic line and thus feel as if they immediately belong with the adventuring party.

Ability Scores

There are six ability scores that represent your basic attributes. Most skills and abilities are modified by your ability scores.

Level

Your level is an expression of how experienced a character you are. You gain many benefits from advancing in level.

Level	Benefits	XP
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1	Max hit points, Feat,	0
2	Hit points, Feat,	1000
3	Hit points, Feat(warrior class only),Ability point, DMNA.	3000
4	Hit points, Feat.	6000
5	Hit points, Feat(warrior class only),Ability point,DMNA.	10,000
6	Hit points, Feat.	20,000
7	Hit points, Feat(warrior class only),Ability point, DMNA.	30,000

Experience Points or XP

XP is a measure of how close to leveling you are. You gain XP for completing in game challenges such as combats and puzzles.

Bonus

Bonus is a value added to your character's statistics. Two of the same type of bonus never stack unless otherwise specified.

Races

This is the racial group that your character is part of, you gain different bonuses depending on what race you choose.

Classes

The adventuring career your character has chosen, this is responsible for most of your abilities and skills.

Alignment

You must pick one of 6 alignments to show how your characters beliefs are reflected in game. Lawful Good, Neutral Good, Chaotic Good, Lawful Neutral, Neutral, Chaotic Neutral

Lawful: You obey and respect the law.

Chaotic: You do not care about the law.

Good: You strive to help others and fight for right.

Neutral: You strive to help only what

Evil: Whether Lawful, Chaotic or Neutral only NPCs can be evil, this means they strive to help only themselves and fight for anything that they believe will further their cause even to the distress of others. Occasionally a PC may fall to this path, but if not quickly redeemed may become ejected from the Karmic line and wind up becoming an NPC themselves.

Religion

This is a characters worship of a god, goddess or ideal.

The UNITY (Neutral) A church encompassing all gods, it is the most powerful of the religions, but has become very corrupt.

Hope (Lawful Good) - Hope sentient Holy greatsword who embodies the aspects of fire, glory, and healing. His followers favored weapon is a greatsword..His priest say he might be losing hope.

Cleopatra (Neutral) Cleopatra is the goddess of lovers and the night.

Valkyr (Good) One of the choosers of the slain, stepped up to the role of god when Odin fell.

Muninn (Lawful) Munen is one of Odin's messenger raised to god hood. He is the god of adventures, travel and messengers.

Viscera (Chaotic Good) A mortal wrestler rakasta raised to godhood by his glory. His followers favored weapon are wrist razors.

Arite (Good) Arite is the concept of mental and bodily excellence.

Man (Neutral) The spiritual collective soul of mankind.

The Blessing (Good) The Blessing is a newer religion the works at spreading peace and love.

Earthmother (Good) The Earthmother is the soul of the material plane, but is not commonly worshipped due to perceived indifference.

Fear of the Old Ones (Chaotic) A fearful worship of the Elder Gods. Followers pray for mercy from their alien masters.

DON'T SAY HIS NAME...DON'T SAY HIS NAME...DON'T SAY HIS NAME...

Can Tell He Used Lies How Unkind

DON'T SAY HIS NAME...DON'T SAY HIS NAME...DON'T SAY HIS NAME...

Skills

Skills are gained primarily based on your race and class.

Difficulty class or DC

To succeed at skills or avoid the effect of some spells you must pass a difficulty class check.

Feats

You attain feats at specific levels and they grant you bonuses and abilities.

GMNA

Game master negotiated ability. At these levels a ability is determined with input from you by the game master for your character.

Keys

Every character can gain a maximum of three mental keys you can use. At certain times the DM will allow players to gain an ability for their character which will fill one of these mental keys. At any time you may lose a key to gain a different one, but once it is lost you can never retrieve it.

Hit points

Hit points are a measure of how resilient your character is. To determine your hit points at first level, take the maximized hit die of your class and add it to your constitution modifier. As you level up you roll your hit die twice and take the higher result and add that to your constitution modifier.

Armor Class

Armor class is a measure of how hard you are to hurt. Your armor class is the number most attack rolls are rolled against. To determine armor class you add 10 to your armor bonus, shield bonus and dexterity modifier.

Saving Throws

Saving throws are your defense against most spells and other effects. To make a saving throw roll 1d20 and add the applicable save. There are three primary types of saves:

Fortitude save

Fortitude saves shows your resistance to most poisons, diseases and negative energy effects. Add your class bonus to your constitution modifier then add any other bonuses.

Reflex save

Reflex saves shows your ability to dodge out of the way of powerful blasts and spells. Add your

class bonus to your dexterity modifier then add any other bonuses

Will save

Will saves shows your resistance to fear and mind affecting spells. Add your class bonus to your wisdom modifier then add any other bonuses.

Initiative

Initiative decides the order in which you act during combat. To determine your initiative score add your dexterity mod to any other applicable bonuses. Roll 1d20 and add your initiative score to determine your turn in combat.

Surprise

Sometimes its possible to catch an enemy unaware of your presence. If you catch an opponent by surprise you may take one action and the opponent is denied any dexterity bonus to armor class.

Movement

Movement is measured in squares, each single square is considered to be 5 feet in game.

Every character starts with 6 movement standard.

Facing

A character may change their facing at any time during their movement. When attacking someone from behind you gain a +2 bonus to attack rolls.

Actions

Every round you are allowed to take either a standard or move action and one or more(depending on the situation) free actions. Standard action are used for attacks, charges, and most spells. Move actions let you move up to your movement and stand up from prone. Free actions allow for such things as switching weapons, shouting, preparing scroll, dropping weapon and dropping prone. Immediate actions can be done at any time but only once per round.

Charge

A charge allows you to make a move and a melee attack. You must move more than 4 squares and take a -1 to armor class.

Attack of Opportunity

Attacks of opportunity are free attacks provoked by move actions and ranged attacks from characters within melee range. Other situations may cause attack of opportunity and this is decided by the DM. This is a basic attack and cannot be modified in any way.

Five Foot Step.

When taking a standard action you allowed to move one square without provoking an attack of opportunity.

Attack

An attack is how you hit to cause damage or effects to enemies. To attack something you roll 1d20 and add your attack bonus to your weapons primary ability score modifier (Strength for any melee weapon and Dexterity for ranged and optionally for light weapons) then add any other applicable bonuses if the number exceeds the target's armor class then the damage or effect is dealt to the target.

Damage

Damage is caused primarily by spells and attack, but can be dealt by many other sources.

Attack damage is determined by adding your weapons damage die to your weapons primary ability score modifier (Strength for any melee weapon and Dexterity for ranged and optionally for light weapons) then add any other applicable bonuses.

Critical Hit

A critical hit is when you roll an unmodified 20 for your attack roll unless otherwise stated. This adds 1d6 to your damage total and give the attack a chance to become a confirmed critical hit.

Confirmed Critical Hit

To confirm a critical hit you roll the attack again with all modifiers, if it hits the DM rolls on the critical hit chart to see if there is an additional effect.

Critical Miss

The DM rolls on the critical miss chart to see if there is an additional effect.

At-Will Attacks

At-Will Attacks are abilities a character learns that let them use a modified attack in place of a standard one.

Aid Another

You may help another adjacent player as a standard action and give them +2 to attack, armor class or skill checks.

Flat footed

When caught by surprise you do not add your dexterity bonus to armor class.

Prone

When prone you take a -2 on all attacks and can only move 2 squares.

Invisible

Invisible creature get a +2 to attack against anything that can't see them as well as denying any dexterity bonus. An invisible creature cannot be attack unless their location is pinpointed by a perception check. If an invisible creature is pinpointed it is automatic 50% miss chance to hit them.

Incorporeal

When incorporeal you can not be hit by normal weapons and magical weapons will only hit 50% of the time.

Bleeding

You are bleeding when you reach below 2+level current hit points. When you are bleeding you take a -1 penalty to armor class, saves, attack rolls, damage rolls, spell DC, all rolled spell effects and skill checks.

Dieing

When you are reduced to 0 hit points you are disabled and can not act. Below negative hit points equal to your constitution modifier you are considered to be bleeding out. Every round roll 1d20 to stabilize on a 20 you succeed. When reduced to negative 10 hit points and below you will die the next round if not brought above that by healing.

Grappling

To grapple make and opposed attack roll with the target, if successful the target cannot move on their turn.

Warrior Class

Warrior classes are classes that can not prepare or cast spells.

Caster Class

Caster classes are classes that can prepare or cast spells.

Spells

Spells are powerful magic abilities that allow you to bend reality itself. The chart below every caster class tells you how many spells you get per day at every level.

Spell List

Your spell list is the list of spells that your class is allowed to gain spells from.

Arcane Spells

To prepare arcane spells you must have a spell book to record the spells and then memorize the spells by reading them for an hour each day. If you do not rest at least six hours or fail to have your spell book you can not regain your spells.

You automatically gain three plus primary casting modifier spells at first level and two spells every level thereafter if you are a caster class, but can add other spells you find to your book. This is a ritual that takes five minutes per level of the spell, but only one minute for cantrips. Arcane spells suffer a chance of failure in armor.

Divine Spells

To prepare divine spells you must pray for an hour each day and know all spells on your spell list. If you do not rest six hours or fail to have a holy symbol you can not regain your spells. Divine spells do not suffer a chance of spell failure in armor.

Spell DC

Some spells allow a saving throw to avoid their effects to calculate these you add 12 to the primary casting modifier along with any other bonuses.

Components

Most spells may have verbal, somatic or material components required to properly cast the spell.

Ability Scores

Ability Scores	Primary Bonus	Secondary Bonus	Bonus Spells
21	5	4	4,3,2,2,1,1,1
20	4	4	4,3,2,1,1,1
19	4	3	4,3,2,1,1
18	3	3	3,2,1,1
17	3	2	2,1,1
16	2	2	1,1
15	2	1	1
13-14	1	1	
12	1	0	
10-11	0	0	
7-9	-1	-1	
4-6	-2	-2	
3	-3	-3	

Ability Scores	Primary Bonus	Secondary Bonus	Exceptional Score (16+)	High Score (14+)
Strength*	Damage	Attack	+1 to Fortitude Saves	+1 Survival Checks
Dexterity	Reflex Saves, Initiative	Attack and Damage for Ranged and Light Weapons, Armor Class	+1 Movement	+1 Perception Checks

Constitution	Fortitude Saves	Hit Point Modifier	+1 Dc with Divine Spells	+1 Athletics Checks
Intelligence	DC		+1 Hit	+1 Diplomacy Checks
Wisdom	DC, Will Saves		+1 Dc with Arcane Spells or +1 Initiative	+1 Knowledge Checks
Charisma	DC		+1 Attack of Opportunity	+1 Will Saves
All	Relevant Skill	Special		

*Strength also determines how much you can carry. Your carrying capacity is 10 times your strength score. Your maximum lift is 20 times your strength score.

You must pick one of the following statistical arrays when assigning your stats:

17,16,15,12,10,10

18,14,13,11,10,8

16,16,15,15,13,11

Race

Race	Racial Features	Description
Bandit	Bandit's Luck: Add 1d8 to a saving throw or armor class once per day.(immediate action) Low Light Vision.* Gain the perception skill.	Raccoon people, they like shiny objects.
Deva	Add 1d8 to an attack roll or skill check once per day. Gain the diplomacy skill.	The direct reincarnation of the Kharmic line.
Dragonborn	Dragon's Fury: Add 1d8 elemental(element choose at creation) damage to any attack or spell once per day. Gain the history skill.	Half dragon of the color of your choice(silver should be the most common)
Dwarf	Reduce armor check penalty in armor by 2. Reduce Movement penalty by 1 square in medium or heavy armor. Gain the history skill.	Stubby humanoids with beards.
High Elf	Add +1 to all skills. Gain the arcana skill.	Highborn elves that live in cities.
Human	Gain any one feat. Gain any one skill or skill focus. Versatility: Add 1d4 to any roll once per day.	
Rakasta	May take a 5 foot step before or after moving. Gain the athletics skill.	Cat Humanoid(most common is Lion Headed)
Wild Elf	Add +1 Armor Class in light or no armor. Gain the survival skill.	Tribal elves that live in barbaric societies.

Wood Elf	Gain tracking or gain skill focus tracking. Gain the nature skill.	Elves that live in forests and are one with nature.
Vanara	Prehensile tail: May retrieve items as a free action and once per day drink or administer a potion as a free action. Gain the climb skill or skill focus climb.	Monkey Humanoid.

*Low light vision lets you see twice as far in low light.

Classes

Archivist 1d4												
Attack Bonus and Saving Throw Bonuses	<table border="1"> <tr> <th>Attack Bonus</th> <th>Fortitude</th> <th>Reflex</th> <th>Will</th> </tr> <tr> <td>-1</td> <td>1</td> <td>01</td> <td>2</td> </tr> </table>				Attack Bonus	Fortitude	Reflex	Will	-1	1	01	2
Attack Bonus	Fortitude	Reflex	Will									
-1	1	01	2									
Proficiencies	May use daggers and clubs.											
Skills: Any 4	Any knowledge											
Abilities	<p>Dark Knowledge: As a standard action make a knowledge check to identify a creature, if successful you and allies gain either +1 to attack or +1 to armor class against that creature type for an entire combat. This may be used intelligence modifier times per day.</p> <p>Spells: Cast arcane and divine spells using either wisdom or intelligence. You may gain spells from any spell list but they are recorded in a spellbook as an arcane caster.</p>											

Archivist Spells

Spells	0	1	2	3	4
1	4	2			
2	4	3			
3	4	3	1		
4	4	4	2		
5	5	4	2	1	
6	5	5	3	2	
7	5	6	3	2	1

Avenger 1d8	
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Attack Bonus and Saving Throw Bonuses	Attack Bonus	Fortitude	Reflex	Will
	1	2	3	3
Proficiencies	May use all melee weapons. May wear light armor.			
Skills: Any 2	History, Religion, Perception, Athletics, Mythos			
Abilities	<p>Oath of Enmity: On any attack roll the Avenger may roll twice and take the higher result.</p> <p>Bond of Pursuit: May move double speed wisdom modifier+1 per day.</p> <p>Any one combat at-will attack.</p>			

Barbarian 1d12	
Attack Bonus and Saving Throw Bonuses	Attack Bonus
	Fortitude
	Reflex
	Will
	1
	3
	2
	2
Proficiencies	May use all weapons. May wear light armor and heavy shields.
Skills: Any 2	Athletics, Nature, Perception, Survival, Intimidate
Abilities	<p>May enter a rage as a free action to gain +2 Attack and +2 damage -2 armor class. These bonuses last till end of combat.</p> <p>Stealth Skill</p> <p>Gain any two combat at-will attack.</p> <p>Alternate Features: Son of the Panther God You lose Rage and light armour You gain 1 Damage Reduction and +1 Armor Class Do double damage on your first strike of the combat.</p> <p>Climb Skill</p> <p>Danger Sense: A chance to sense danger within 30 feet</p> <p>Favored Enemy: Spiders</p>

Bard 1d6	
Attack Bonus and Saving Throw Bonuses	Attack Bonus
	Fortitude
	Reflex
	Will
	1
	2
	3
	3

Proficiencies	May use all weapons. May wear medium armor and medium shields.
Skills: Any 3	Athletics, Perception, Diplomacy, Any Knowledge
Abilities	<p>Bardic Song: Bard may sing as a free action, this gives a +1 to hit and a +1 to saving throws against fear out to a range of 10. Targets must be able to hear this to gain any benefit.</p> <p>Bardic Healing: As a standard action once per combat a bard may grant one person who can hear his song $1d6 + \text{Charisma Modifier}$ healing. This bonus increases to two people for $2d6 + \text{Charisma}$ at level 3 and two people for $3d6 + \text{Charisma}$ at level 5.</p> <p>Bardic Knowledge: +1 to all knowledge skills.</p> <p>Does not suffer arcane spell failure in up to medium armor.</p> <p>Gain any one combat at-will attack.</p> <p>Spells: Cast arcane spells using charisma.</p>

Bard Spells

Spells	0	1	2	3
1	3	1		
2	3	2		
3	4	2		
4	4	3	1	
5	5	3	2	
6	5	4	2	
7	6	4	3	1

Champion 1d12									
Attack Bonus and Saving Throw Bonuses	<table border="1"> <tr> <th>Attack Bonus</th> <th>Fortitude</th> <th>Reflex</th> <th>Will</th> </tr> <tr> <td>0</td> <td>3</td> <td>1</td> <td>3</td> </tr> </table>	Attack Bonus	Fortitude	Reflex	Will	0	3	1	3
Attack Bonus	Fortitude	Reflex	Will						
0	3	1	3						
Proficiencies	May use all melee weapons. May wear up to heavy armor and heavy shields.								
Skills: Any 1	Intimidate, Diplomacy, Religion, Profession, Mythos								
Abilities	<p>Gain Marking Strike at-will attack.</p> <p>Gain +1 movement in heavy armor.</p> <p>Gain any one combat at-will attack.</p>								

Cleric 1d8	
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Attack Bonus and Saving Throw Bonuses	Attack Bonus	Fortitude	Reflex	Will
	0	2	1	3
Proficiencies	May use slings, clubs, maces, quarterstaffs, and mauls. May wear up to heavy armor and light shields.			
Skills: Any 1	Religion, Diplomacy, Mythos			
Abilities	<p>May substitute cure spells for any spell of the same level.</p> <p>Channel Energy: may heal a 6 square radius for $1d6 + \text{Charisma}$</p> <p>Modifier/day this increases to $2d6$ at level 3 and $3d6$ at level 5.</p> <p>Divine Gift: Clerics gain a bonus negotiated between them and the DM at the start of the game to symbolise their faith.</p> <p>Gain any one combat at-will attack.</p> <p>Spells: Cast divine spells using wisdom.</p>			

Cleric Spells

Spells	0	1	2	3	4
1	6	1			
2	7	2			
3	8	2	1		
4	8	2	2		
5	8	3	2	1	
6	8	4	2	2	
7	8	4	3	2	1

Fighter			
1d10			
Attack Bonus and Saving Throw Bonuses	Attack Bonus		
	Fortitude		
	Reflex		
	Will		
Proficiencies	May use all weapons. May wear up to heavy armor and up to heavy shields.		
Skills: Any 2	Athletics, Perception, Intimidate, Survival, Profession		
Abilities	<p>Gain one extra feat.</p> <p>Gain any three combat at-will attacks.</p>		

Hypergeometrist	
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1d6									
Attack Bonus and Saving Throw Bonuses	<table border="1"> <tr> <td>Attack Bonus</td><td>Fortitude</td><td>Reflex</td><td>Will</td></tr> <tr> <td>0</td><td>1</td><td>1</td><td>5</td></tr> </table>	Attack Bonus	Fortitude	Reflex	Will	0	1	1	5
Attack Bonus	Fortitude	Reflex	Will						
0	1	1	5						
Proficiencies	May use light weapons and quarterstaffs.								
Skills: Any 2	Any knowledge								
Abilities	<p>Arcane Bond</p> <p>Because of the complex nature of their spells Hypergeomitrists cannot gain bonus spells from a high intelligence score and must pick one in addition you must pick four restricted spell schools that you can never learn or use a spell from.</p> <p>Spells: Cast arcane spells using intelligence.</p> <p>Hypergeomitrists use the Wizard spell list,</p>								

Hypergeomitrist Spells

Spells	0	1	2	3	4	5
1	3	0	1			
2	4	1	2			
3	4	2	2	1		
4	4	2	2	2		
5	4	3	2	2	1	
6	3	4	2	2	1	
7	2	4	2	2	1	1

Invoker									
1d8									
Attack Bonus and Saving Throw Bonuses	<p>Mythos</p> <table border="1"> <tr> <td>Attack Bonus</td><td>Fortitude</td><td>Reflex</td><td>Will</td></tr> <tr> <td>1</td><td>2</td><td>2</td><td>3</td></tr> </table>	Attack Bonus	Fortitude	Reflex	Will	1	2	2	3
Attack Bonus	Fortitude	Reflex	Will						
1	2	2	3						
Proficiencies	May use all melee weapons. May wear up to medium armor and medium shields.								
Skills: Any 2	Perception, Religion, Athletics, Mythos, Arcana								
Abilities	<p>Gain Invokers Wrath at-will attack.</p> <p>Gain any one combat at-will attack.</p> <p>Spells: Cast divine spells using wisdom.</p>								

Invoker Spells

Spells	0	1	2	3	4
1	3	1			
2	3	2			
3	4	2	1		
4	4	3	1		
5	5	3	2	1	
6	5	3	2	1	
7	6	4	3	2	1

Inquisitor 1d6												
Attack Bonus and Saving Throw Bonuses	<table border="1"> <tr> <th>Attack Bonus</th><th>Fortitude</th><th>Reflex</th><th>Will</th></tr> <tr> <td>1</td><td>3</td><td>2</td><td>3</td></tr> </table>				Attack Bonus	Fortitude	Reflex	Will	1	3	2	3
Attack Bonus	Fortitude	Reflex	Will									
1	3	2	3									
Proficiencies	May use all weapons. May wear light armor and light shields.											
Skills: Any 1	Diplomacy, Athletics, Intimidate, Religion											
Abilities	<p>Inquisitor Skills: Inquisitors have a special set of skills consisting of stealth, perception (5), tracking and mythos.</p> <p>Judgement: As a free action gain wisdom modifier damage vs one target for an entire combat. This may be used wisdom modifier times per day.</p> <p>Exploit Weakness: An inquisitor may ignore wisdom modifier damage reduction.</p> <p>Gain any two combat at-will attacks.</p> <p>Spells: Cast divine spells using wisdom.</p>											

Inquisitor Spells

Spells	0	1	2	3
1	3	1		
2	3	2		
3	4	2		
4	4	3	1	
5	5	3	2	
6	5	4	2	
7	6	4	3	1

Monk 1d8	
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Attack Bonus and Saving Throw Bonuses	Attack Bonus	Fortitude	Reflex	Will
	1	4	4	4
Proficiencies	May use Clubs, Daggers, Short Swords, Broadswords and Quarterstaffs.			
Skills: Any 3	Perception, Athletics, Religion, History, Mythos, Intimidate			
Abilities	<p>Fighting Style:Choose One Viper Style:Unarmed strikes gain +1 attack do 1d6 damage and run off your dexterity modifier. Tiger Style:Unarmed strikes do 1d10 Damage and run off your strength modifier. Flurry of Blows At-will Attack. Ki:Once per round as free action you may either add 1d6 to damage or regain 1d6+ level hit points. You may do this wisdom modifier times per day. Ac Bonus:Gain 2+wisdom modifier armor class when wearing no armor or shield. Fast Movement: Add +1 square to your movement. Gain any one combat at-will attack.</p>			

Paladin 1d10	
Attack Bonus and Saving Throw Bonuses	Attack Bonus
	Fortitude
Proficiencies	Reflex
	Will
Skills: Any 1	History, Religion, Diplomacy
Abilities	<p>Lay on Hands: as a free action may heal d6+charisma modifier healing 2+Charisma Modifier/day this increases to 2d6 at level 3 and 3d6 at level 5. Smite Evil:As a free action gain +2 attack +2 damage vs one evil target for an entire combat. This may be used wisdom modifier times per day. Gain any one combat at-will attack.</p>

Ranger 1d8	
Attack Bonus and Saving Throw	Attack Bonus
	Fortitude
	Reflex
	Will

Bonuses	1	2	3	2
Proficiencies	May use all weapons. May wear light armor and up to medium shields.			
Skills: Any 3	Perception, Nature, Survival, Athletics, Profession			
Abilities	<p>Spring Attack: May move up to 3 squares and basic attack You gain any two favored enemy or quick feats.</p> <p>Tracking Skill (4) Stealth Skill (2)</p> <p>Gain any two combat at-will attacks.</p>			

Shaman 1d8				
Attack Bonus and Saving Throw Bonuses				
	Attack Bonus	Fortitude	Reflex	Will
	0	3	1	3
Proficiencies	May use any one handed weapon and quarterstaffs. May wear light armor and heavy hide.			
Skills: Any 3	Nature, Survival, Athletics, Intimidate, Mythos			
Abilities	<p>Spirit Guide: Once per game session you may ask the spirits (DM) a question as a free, Standard or 10 min action, the longer you spend casting this, the more accurate and detailed the answer is.</p> <p>Spirit Presence: Once per game session when memorizing spell you may ask the spirits (DM) for input.</p> <p>May spontaneously cast summoning spells.</p> <p>Spirit Aid: May use aid other as a standard action at range 10</p> <p>Spells: Cast divine spells using wisdom.</p>			

Shaman Spells

Spells	0	1	2	3	4
1	6	2			
2	7	3			
3	8	3	1		
4	5	4	2		
5	4	4	2	1	
6	4	5	3	2	
7	4	6	3	2	1

Swashbuckler 1d8	
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Attack Bonus and Saving Throw Bonuses				
	Attack Bonus	Fortitude	Reflex	Will
	1	2	4	1
Proficiencies	May use all light and one handed melee weapons. May wear light armor and light shields.			
Skills: Any 2	Perception, Intimidate, Athletics, Diplomacy			
Abilities	<p>Acrobatics: Never provokes attack of opportunity through movement and may move through enemy squares.</p> <p>Duelist: Deal double damage die on the next attack He may do this 1 plus dexterity modifier times per day.</p> <p>Gain one combat at will.</p>			

Thief 1d6				
Attack Bonus and Saving Throw Bonuses				
	Attack Bonus	Fortitude	Reflex	Will
	1	1	4	2
Proficiencies	May use all light and one handed melee weapons and all ranged weapons. May wear light armor.			
Skills: Any 1	Athletics, Diplomacy, Perform			
Abilities	<p>Thief Skills: Gain a special set of skills that can be used at a +4 skill bonus consisting of stealth, sleight of hand, disable device, climb and perception.</p> <p>Backstab: When attacking a target from behind or when surprised gain +1 attack and double damage.</p> <p>Gain any two combat at-will attacks.</p>			

Warlord 1d8				
Attack Bonus and Saving Throw Bonuses				
	Attack Bonus	Fortitude	Reflex	Will
	0	2	1	4
Proficiencies	May use any weapon. May wear up to medium armor and heavy shields.			
Skills: Any 1	Intimidate, Diplomacy, Profession			

Abilities	<p>Inspiring Words: Gain a pool of inspiring words equal to your charisma modifier+level, you may use any number of these as a standard action to give a character within 10 squares of you 1d6 hit points or temporary hit points per word used.</p> <p>This healing cannot effect a player at 0 or below and the recipient must be able to hear you.</p> <p>Commander's Strike: Target ally within 6 squares may make an attack as a immediate action. You add your charisma modifier as attack and damage.</p> <p>Gain any one combat at-will attack.</p>
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Wizard 1d6									
Attack Bonus and Saving Throw Bonuses	<table border="1"> <tr> <td>Attack Bonus</td><td>Fortitude</td><td>Reflex</td><td>Will</td></tr> <tr> <td>0</td><td>2</td><td>1</td><td>4</td></tr> </table>	Attack Bonus	Fortitude	Reflex	Will	0	2	1	4
Attack Bonus	Fortitude	Reflex	Will						
0	2	1	4						
Proficiencies	May use light weapons and quarterstaffs.								
Skills: Any 2	Any knowledge skill								
Abilities	<p>Arcane Bond: May bond to a familiar or item.</p> <p>Any one Arcane Ability</p> <p>Specialization: May pick one any one spell school and gain one extra spell of that type per spell level. If you do you must pick three other restricted spell schools that you can never learn or use a spell from. If you elect to not take a Specialization you may take one extra arcane ability.</p> <p>Spells: Cast arcane spells using intelligence.</p>								

Wizard Spells

Spells	0	1	2	3	4
1	6	2			
2	7	3			
3	8	3	2		
4	5	4	3		
5	4	4	3	2	
6	4	5	4	3	
7	4	6	4	3	2

Skills

Every class has access to some skills, each shows experience picked up in different the areas of study required to become part of the adventuring class. Skills not only represent a character's

increased prowess but also increased competence at normal tasks. Every skill roll is determined by adding any skill bonus possessed to the primary ability modifier. Unless otherwise stated the skill bonus for knowing a skill is +3. Any skill can be used untrained with the exception of Arcana, Mythos and Special Skills.

Athletics-Strength or Dexterity

Athletics displays a character's increased athletic potential beyond that of normal. This is used for checks for jumping, swimming or most other kinds of physical activities.

Diplomacy-Charisma

Diplomacy displays a character's ability to negotiate, lie and generally talk their way out of situations.

Intimidate-Strength or Charisma

Intimidate displays a character's ability to unnerve, impress or generally cause fear to others by sheer force of strength or will.

Perception-Wisdom

Perception displays a character's ability to perceive beyond normal means to detect ambushes or tell when people are lying.

Survival-Wisdom

Survival displays a character's ability to survive in the wild, hunt for food, and discern a direction.

Perform-Charisma or Dexterity

Performance displays a character's competence and showmanship in a particular field.

Profession-Varies

Professions are usually picked up before becoming an adventurer and only after for very specific tasks. Professions show ability in crafting, sailing, farming and other job specific tasks.

Knowledge Skills

Knowledge skills allow checks to be made about the field of study they represent as well as identify monsters. Knowledge skills always run off Intelligence and primarily include: Arcana, History, Mythos, Nature and Religion.

Special Skills

Special skills are exclusive class benefits and are not attainable outside of a class ability.

Stealth-Dexterity

Stealth displays a character's ability to hide from enemies and avoid being tracked.

Sleight of hand-Dexterity

Sleight of hand displays a character's ability to pick pockets, perform mundane magic and make quick switches.

Disable Device-Dexterity

Disable device displays a character's ability to pick locks and disable traps.

Climb-Dexterity

Climb displays a character's ability to scale high walls with relative ease.

Tracking-Wisdom

Tracking displays a character's ability track creatures.

Class At-will Attacks

Cleave

Range:Melee

Attack:+0

Damage:+0

Deal strength modifier damage to one adjacent enemy on a hit.

Fighter only.

Flurry of Blows

Range:Melee

Attack:+0

Damage:+0

When rolling damage dice, roll twice and take the higher result. This attack may not benefit from two weapon fighting.

Monk only.

Reaping Strike

Range:Melee

Attack:+0

Damage:+0

Deal 2 damage on a miss.

Fighter only.

Invokers Wrath

Range: Melee

Attack:+0

Damage:+0

May make a melee attack at a range of 7 squares, this counts as a ranged attack for provoking an attack of opportunity

Marking Strike

Range:Melee

Attack:+0

Damage:+0

Target takes a -2 to attack rolls when attacking an ally.

Champion only.

Combat At-will Attacks

Aiding Strike

Range:Melee

Attack:-1

Damage:+0

One adjacent ally gets +1 armor class till your next turn.

Warlords do not take -1 to attack.

Beat Back

Range:Melee

Attack: -1

Damage:+0

Push target back one square and you may follow them.

Bolstering Strike

Range:Melee

Attack:+0

Damage:+0

Gain 2 temporary hit points.

Building Strike

Range:Melee or Ranged

Attack:+0

Damage:+0

Gain +1 to your next damage roll if you miss. This may stack if used up to three times in a row.

Combat Reaction
Range:Melee or Ranged
Attack:+0
Damage:+0
When target is hit, you may take a 5 foot step if the next time they move before the start of your next turn.

Defensive Strike
Range:Melee or Ranged
Attack:+0
Damage:+0
Gain +1 armor class till your next turn.

Dirty Trick
Range:Melee
Attack:+0
Damage:Half Damage
Make and opposed attack roll with target, if successful give the target -2 penalty to any one of movement, armor class, saving throw, attack or damage.

Disarm
Range:Melee or Ranged
Attack:+0
Damage:No damage
Make and opposed attack roll with target, if successful the targets weapon is dropped.

Enfeebling Strike
Range:Melee or Ranged
Attack:-1
Damage:+0
Target takes a -2 to attack rolls till your next turn.

Improved Grapple
Range:Melee
Attack:+0
Damage:+0

Make and opposed attack roll with target, if successful deal $\frac{1}{2}$ unarmed damage and target cannot move on their turn.

Power Attack

Range:Melee

Attack:-2

Damage:+2

One handed and Two handed melee weapons only.

Reaching Swing

Range:Melee

Attack: -1

Damage:+0

Increase reach of attack by 1 square.

Relentless Strike

Range:Melee or ranged

Attack:+0

Damage:+0

Gain +1 to your next attack roll if you miss. This may stack if used up to three times in a row.

Sunder

Range:Melee

Attack:+0

Damage:Dealt to weapon

Make and opposed attack roll with target, if successful deal damage to the targets weapon.

Sure Strike

Range:Melee or Ranged

Attack:+2

Damage:+0

No damage bonus from ability modifier.or other sources(including feats)

Trip

Range:Melee

Attack:+0

Damage:No damage

Make and opposed attack roll with target, if successful the target is knocked prone

Feats

Feel free to suggest feats!

Arcane Dominance - You may add +2 to any spell Dc once per day.

Arcane Focus - You may add +1 to any spell Dc three times per day.

Arcane Remembrance - You may retrieve a spoiled spell once per day.

Burst of Speed-May add +3 to your movement for one round per day.

Critical Focus - Add+2 to confirm critical hits. This may be taken up to two times.

Combat Reflexes - You may take one extra attack of opportunity per round.

Deadly Aim - You may add +1d8 damage to any ranged attack once per day. This may be taken twice.

Deadly Stroke - You may add +1d8 damage to any melee attack once per day. This may be taken twice.

Die Hard - You may take actions at 0 and -1 hit points.

Dodge - You may avoid one attack of opportunity per day. This may be taken twice.

Empower Spell - You may add +1d8 damage to any spell once per day. This may be taken twice.

Extra Channel - Gain one extra use of channel energy. This may be taken twice.

Extra Inspiring Words - Gain two extra d6s in your inspiring word pool. This may be taken up to two times.

Extra Lay on Hands - Gain one extra use of lay on hands. This may be taken up to two times.

Extra Smite - Gain one extra smite evil attempt per day. This may be taken twice.

Favored Enemy - You add +1 attack and +1 damage against a specific creature type

Far Shot - You may double the range of an attack once per day

First Round Focus - Add +1 to attack rolls on the first round of combat.

Focused Reflexes - Add +1 attack on attacks of opportunity.

Forbidden Spell - You may take one spell from any class or school. This may be taken three times.

Increased Resistance - Add +2 to any sub-save(fire,poison,cold...etc), this feat may be taken once per save.

Increased Save - Add +1 to any primary save, this feat may be taken once per save.

Improved Unarmed Strike - Your unarmed damage increases to 1d6.

Last Second Catch - May +1 to an attack after you have already rolled and learned the result once per day.

Learn Language-You may speak in and write in a new language.

Lengthen Spell - You may add two rounds to the length of a spell once per day. This may be taken two times.

Mobility - Add +1 armor class against attacks of opportunity.

Quick Draw - You do not provoke attacks of opportunity while changing weapons.

Quick Drinker - You do not provoke attacks of opportunity while drinking potions.

Quick Step - May take an extra 5 foot step once per round Dexterity modifier+1 times per day.

Second Wind - You may heal 1d4+level once per day.

Skill Focus - Add +2 to any skill. Once per any class or race skill.

Skill - Gain any one skill.

Spell Specialization - Add +1 to the Dc of one spell.

Sure Swing - May add +3 to an attack before it is rolled once per day.

Swift Footed - Add 1 square to your movement in light or no armor.

Toughness - Gain 2 Hit Points.

Two Weapon Fighting - Gain +1 melee damage when fighting with a weapon in each hand.

Bloodied Feats: Bloodied feats remove the specific penalty they affect and replace it with a bonus.

Bloodied Defense - Adds +1 to armor class.

Bloodied Focus - Adds +1 to attack rolls.

Bloodied Resistance - Adds +1 to saving throws

Spells and Arcane Abilities

Touch Attack: A melee attack that does not provoke an attack of opportunity, you gain +3 attack bonus on this attack.

Ranged Touch Attack: A ranged attack, you gain +3 attack bonus on this attack.

Arcane Abilities

Choose one and it can be used 4+Intelligence modifier per day. Any Dcs are equal to $\frac{1}{2}$ your level plus your spell casting modifier.

Diviner's Fortune:

Range: 10 squares

Effect: Add 1d4 to one attack, skill or save.

Force Missile:

Range: 10 squares

Effect: Deals 1d4+level automatic damage.

Bleeding Ray

Range: 10 squares

Effect: Ranged touch attack causes target to bleed 1d4 damage for rounds equal to $\frac{1}{2}$ level+1. Any healing will stop this effect.

Telepathic Fist:

Range: 20 squares

Effect: Ranged touch attack deals 1d6+level damage.

Elemental Dart

Range:10 squares

Effect: Ranged touch attack deals 1d6+level elemental damage of your choosing. This ignores spell resistance.

Phantasm

Range:10 squares

Effect: Ranged touch attack deals 1d3+level damage and causes target to provoke attack of opportunity from one ally in melee reach of target.

Protective Ward

Range:Self

Effect: Create a 10 foot area around yourself where you and your allies gain a +1 deflection bonus to armor class. This last a number of round equal to your intelligence modifier.

Commanding Ray

Range:5 squares

Effect: Make a ranged touch attack if you hit you may give the subject a single command. Will save negates.

Arcane Bond

Bonded Item: You may cast any one spell of up to highest level you can cast in your spellbook once per day, it is not considered to be memorized.

or

Familiar: A familiar has your armor class and saves, 1 hit point and any spell with a range of personal may be cast on the familiar if it is 2 or less squares away. If a familiar dies it may be resurrected intelligence modifier times a day with a 5 min ritual. Otherwise it may always be summoned when you regain spells. A familiar may have a ground speed of 6 or a fly speed of 4. and unless otherwise noted cannot move more than 10 squares away from you without disappearing. You may choose any one type of familiar.

Combat Familiar

This familiar has an attack that runs off of intelligence for attack bonus and does 1d4+Secondary Intelligence modifier damage. The familiar has a damage reduction of 1 and at any time you may take damage instead of the familiar being damaged.

Independant Familiar

This familiar allows you to share all of its senses. It speaks any language you speak, may move any distance from you and will always carry out the spirit or the letter of your wishes. If this familiar has a ground speed it has fully functional limbs and a strength of 7. It also has 5 hit points and +2 bonus to armor class.

Enhancing familiar

When this familiar is next to you, you gain one of the following bonuses:

+1 Armor class, +1 attack at range or in melee, +1 to any skill. This bonus is picked when you regain your spells and may be changed a number of times per day equal to your secondary intelligence modifier as a 1 minute ritual.

Spell Familiar

You may cast spells through the familiar as if the familiar was the source of the spell and your familiar has +2 saves against magic.

Spell Lists

Permanency A spells remain on target when cast.

Permanency B spells are not lost when cast .

Bard

Level 0

Resistance

Guidance

Flare

Ghost Sound

Read Magic

Thunder Kick

Mage Hand

Level 1

Shield

Charm Person

Comprehend Languages

Ventriloquism

Remove Fear

Magic Mouth

Expeditious Retreat

Hypnotism

Level 2

Alter Self

Animal Trance

Blur

Heroism

Mirror Image

Eagle's Splendor
Daze Monster
Detect Thought

Level 3

Dispel Magic
Fear
Good Hope
Haste
Blink
Remove Curse

Cleric

Level 0

Detect Magic
Detect Poison
Detect Undead
Harm Undead
Harm Mythos
Guidance
Resistance
Stabilize
Virtue

Level 1

Forbid Action
Bless
Command
Act of Faith
Sanctuary
Magic Weapon
Shield of Faith
Magic Stone
Greater Guidance
Greater Virtue

Level 2

Aid
Bull's Strength
Cure Moderate Wounds
Find Traps
Hold Person
Bear Endurance

Weapon of Awe
Cats Grace

Level 3

Cure Serious
Daylight
Locate Object
Prayer
Remove Curse
Remove Disease
Speak with Dead
Protection from Energy
Neutralize Poison

Level 4

Breath of Life
Discern Lies
Imbue with Spell Ability
Restoration
Sending
Divination
Dimensional Anchor

Inquisitor

Level 0

Detect Magic
Detect Poison
Detect Undead
Harm Undead
Harm Mythos
Guidance
Resistance
Stabilize
Virtue

Level 1

Cure Light Wounds
Divine Favor
Doom
Vanish
Disguise Self
Detect Alignment
Expeditious Retreat

Sanctuary

Level 2

Bloodhound
Castigate
See Invisible
Invisibility
Knock
Darkness
Spiritual Weapon
Zone of Truth

Level 3

Arcane Sight
Cure Moderate
Locate Object
Heroism
Dispel Magic
Greater Magic Weapon
Speak with Dead

Invoker

Level 0

Detect Magic
Detect Poison
Detect Undead
Harm Undead
Harm Mythos
Guidance
Resistance
Stabilize
Virtue

Level 1

Cure Light Wounds
Detect Evil
Bane
Doom
Command
Shield of Faith
Act of Faith

Level 2

Cure Moderate Wounds
Silence
Spirit Weapon
Sound Burst
Hold Person
Augury
Darkness
Dispel Magic

Level 3

Bestow Curse
Blindness
Daylight
Wind Wall
Searing Light

Level 4

Dismissal
Holy Smite
Spell Immunity
Divination
Dimensional Anchor

Shaman

(all summons have a duration of d6+L/rounds unless otherwise noted)

Level 0

Detect Magic
Detect Poison
Detect Undead
Harm Undead
Harm Mythos
Guidance
Resistance
Stabilize
Virtue

Level 1

Magic Fang
Longstrider
Cure Light Wounds
Obscuring Mist

Summon Nature's Ally 1
Speak with Animals
Augury
Entangle

Level 2

Barkskin
Bull's Strength
Heat Metal
Cure Moderate Wounds
Spider Climb
Hold Animal
Owl's Wisdom
Flame Blade
Summon Nature's Ally 2
Speak with Dead

Level 3

Summon Nature's Ally 3
Call Lightning
Snare
Spike Growth
Poison
Dominate Animal
Greater Magic Fang
Water Walk
Dominate Animal

Level 4

Divination
Flame Strike
Commune with Nature
Airwalk
Ice Storm
Summon Nature's Ally 4

Wizard

(all summons have a duration of d6+L/rounds unless otherwise noted)

Level 0

Resistance
Detect Magic
Read Magic
Flare

Light
Ghost Sound
Disrupt Undead
Disrupt Mythos
Mage Hand
Mending
Message
Thunder Kick
Voor Sign

Level 1

Abjuration
Greater Resistance
Hold Portal
Shield

Conjuration
Summon Savage Turkey
Summon Owl
Summon Hound
Summon Monkey

Divination
Comprehend Languages
Greater Detect Magic
True Strike

Enchantment
Hypnotism
Sleep

Evocation
Magic Missile
Burning Hands
Ray of Fire

Illusion
Silent Image
Ventriloquism
Necromancy
Cause Fear
Hex
Ray of Enfeeblement

Transmutation

Expeditious Retreat
Feather Fall
Greater Thunder Kick
Magic Weapon
Swift Expeditious Retreat

Level 2

Abjuration

Arcane Lock
Protection from Arrows
Superior Dispel Magic
Preserve

Conjuration

Fog Cloud
Summon Panther
Summon Archer
Summon Expert
Summon Faery

Divination

Detect Thought
Mnemonic Premonition
Time Jump
Multi-Spell

Enchantment

Daze Monster

Evocation

Scorching Ray
Pain
Snowball Swarm
Fire Eyes

Illusion

Invisibility
Mirror Image

Necromancy

Command Undead

Scare
Spectral Hand

Choke

n bm

Transmutation

Bulls Strength

Cats Grace

Fox's Cunning

Knock

Levitate

Danger Sense

Rhino Skin

Level 3

Abjuration

Protection from Energy

Conjuration

Power Word Savage Turkey

Mad Monkeys

Summon Lion

Divination

Arcane Sight

Enchantment

Hold Person

Evocation

Fireball

Cardiac Extraction

Implosion

Illusion

Major Image

Necromancy

Vampiric Touch

Transmutation

Greater Magic Weapon

Beast Shape 1

Fly

Level 4

Abjuration

Stone Skin

Conjuration

Summon Monster 4

Divination

Scrying

Enchantment

Charm Monster

Evocation

Ice Storm

Wall of Fire

Illusion

Hallucinatory Terrain

Necromancy

Fear

Transmutation

Beast Shape Two

Equipment

You start with 25 gold and any 10 items from the item section. Casters start with a spellbook and components automatically. The DM may approve other starting items.

The penalty for using equipment you are not proficient in is -4 to all attack rolls and skill checks. This penalty stacks with all others and is cumulative for every piece of equipment used.

Weapons

Weapon Type	Damage Dice	Special Rule	Cost	Weight
Light Weapons				
Dagger	1d4	Add +2 on melee attack rolls. Throwing 5 squares.	2g	1 lb.
Club	1d6		-	3 lbs.

Hand Axe	1d6	Throwing 10 squares	8g	3 lbs.
Short Sword	1d6	Add +1 on attack rolls	10g	2 lbs.
Unarmed	1d3		-	-
One Handed Weapons				
Battle Axe	1d8	Ignore 1 damage reduction	10g	6 lbs.
Broadsword	2d4		15g	5 lbs.
Flail	1d8	Add +2 to disarm attempts	8g	5 lbs.
Javelin	1d8	Throwing 10 squares.	1g	2 lbs.
Kopesh	1d8	Add +2 to trip attempts	15g	5 lbs.
Longsword	1d8	Critical on a roll of 19 or 20	15g	4 lbs.
Mace	1d8	Deals 1 damage on a miss	12g	8 lbs.
Pick	1d6	Add +2d6 additional damage on a critical hit	4g	6 lbs.
Sabre	1d8	Add +1d6 additional damage on a critical hit	15g	4 lbs.
Spear	1d6	Damage die increase to 2d6 vs creatures larger than human size	1g	6 lbs.
Warhammer	1d8	Add +2 to sunder attempts	12g	5 lbs.
Two Handed Weapons				
Great Axe	1d12	Ignore 1 damage reduction	20g	12 lbs.
Greatsword	2d6		50g	8 lbs.
Heavy Flail	1d10	Add +2 to disarm attempts	15g	10 lbs.
Heavy Maul	2d4	Deals 1 damage on a miss	25g	12 lbs.
Heavy Pick	1d8	Add +2d6 additional damage on a critical hit.	8g	6 lbs.
Heavy Warhammer	1d10	Add +3 to sunder attempts	20g	14 lbs.
Long Spear	1d6	Reach, -2 Armor Check Damage die increase to 2d6 vs creatures larger than human size	5g	9 lbs.
Polearm	1d8	Reach, -2 Armor Check	12g	11 lbs.
Quarterstaff	1d6	Add +2 armor class	-	4 lbs.
Missile Weapons				
Bow	1d8	Critical on a roll of 19 or 20. Range 20	55g	3 lbs.
Crossbow	1d12	Standard action to reload. Range 20	50g	8 lbs.
Sling	1d8	Add +1d6 additional damage on a critical hit. Range 20	-	-

Armor

Having leather, padded or no armor equipped grants a +1 to stealth checks.

Spell failure rate is 50% in light armor, 70% in Medium and 90% in Heavy. If you fail to cast in armor it is considered a spoiled spell.

Armor Type	Armor Class	Damage Resistance	Movement Penalty	Skill Penalty	Cost	Weight
Light						
Padded	0	1	0	-1	5g	10 lbs.
Leather	2	0	0	0	10g	15 lbs.
Hide/Chain Shirt	3	0	0	0	15g	20 lbs.
Breastplate	4	0	0	-1	200g	30 lbs.
Medium						
Heavy Hide	3	1	-1	-2	20g	25 lbs.
Scale mail	5	0	-1	-3	50g	30 lbs.
Chainmail	4	1	-1	-4	150g	40 lbs.
Heavy						
Splint mail	6	0	-2	-5	200	45 lbs.
Banded mail	5	1	-2	-5	250	35 lbs.
Field Plate	7	1	-2	-7	1200	50 lbs.

Shield Type	Armor Bonus	Movement Penalty	Special Rules	Cost x2 for steel	
Light	+1			4g	6 lbs.
Medium	+2	-1		9g	12 lbs.
Heavy	+3	-1	-1 Attack	20g	25 lbs.

Other Items

This is a small list of common items, ask the DM if you want to buy something outside this list.

Item	Cost	Weight
Arrows (20)		
Backpack	2g	2 lbs.
Bedroll		5 lbs.
Belt Pouch	1g	

Clothing	1g	
Crossbow Bolts (20)		
Flint and Steel	1g	-
Grappling Hook	1g	4 lbs.
Pen	10g	-
Instrument	5g	3 lbs.
Parchment	1g	-
Profession Tools	50g	5 lbs.
Rations (10 days)	1g	10 lbs.
Religious Symbol	1g	1 lb.
Rope	1g	10 lbs.
Sling bullets (10)	1sp	5 lbs.
Spellbook	50g	3 lbs.
Spell Components (2 weeks)	1g	2 lbs.
Tent	10g	20 lbs.
Thieves Tools	100g	1 lbs.
Torch (10)	1g	10 lbs.
Water Skin	1g	4 lbs.

Templates

Range:
Attack:
Damage:

Attack Bonus and Saving Throw Bonuses	Attack Bonus Fortitude Reflex Will
Proficiencies	
Skills:	
Abilities	

Abjuration

Conjuration

Divination

Enchantment

Evocation

Illusion

Necromancy

Transmutation