

AD&D Custom Character Creation

Race, Class, and Background through Character Points.

Whys and Hows

So, in late 1999, there were rumors that there would be a new edition of D&D. Wizards of the Coast denied it, but the signs were there, and I was just at a point where I was starting to flex my RPG skills and expand into game design. Having grown up on AD&D, I maintain a fondness for it, and I wanted to make my own 3rd edition. I developed a system with three classes... Warrior, Expert, and Spellcaster... where your race determined some of your natural abilities (elves could all see in the dark) but not all (not all elves were sneaky or good with long swords). I made a lot of mistakes in that design; I hope this is better.

Two years ago, I posted the next iteration of the idea, allowing one to create their entire class, wholesale, rather than choose from the broad archetypes. This was better, and in line with an aspect of AD&D and Hackmaster that I enjoy; namely, that you create your character at 1st level, then their role remains largely static. Barring unusual circumstances, your fighter will not suddenly start casting spells. Your wizard can't make a sudden shift to thief for a level, then dip into cleric, then go back to being a pure wizard. This doesn't require the character to remain static, but it moves the task of character creation solely to the beginning of the game instead of, as I have termed it, "a losable mini-game" of optimization.

What you see below is the next iteration in that project. In this case, classes are all but rejected; rather than build a class, you build a character, complete with racial abilities. The identity and abilities are something you define, and you may reject certain abilities as being irrelevant to you or your game. Want to play an elf wizard? There's no obligation to take any elven abilities; many elves will have Longevity and/or Aging Resistance, Night-vision or Infravision, and Improved Surprise, but if your elf is not defined by those things, or you feel they're going to be irrelevant in your campaign, you don't need to spend points on them. You might have a bit more trouble claiming to be an elf wizard if you have four legs, claws, and not a single spell, but not every elf will be able to see in the dark, any more than every human has 20/20 vision (he said, adjusting the damn bifocals for the umpteenth time today). These rules also work if you want to use standard races and build a class; simply build the class, and don't worry about including racial abilities.

As to how to use this system, bear in mind they are guidelines; the DM may allow or disallow certain items or builds. Playtesting may reveal that some options need to be adjusted in cost. For DMs, there are two basic options for using this system for play:

- 1) Allow everyone to build their character, and set an XP table based on their total cost. To do this, multiply the total CP cost of the character by the "Base Experience" for every level below; if your character costs 200 BP, then you will reach 2nd level at 2000 XP, and 3rd level at 4000 XP. Everyone will have a different XP table, but it will be one they've chosen, based on what they want to do.

Level	Base Experience
2	10
3	20
4	40
5	100
6	200
7	400
8	750
9	1400
10+	1500/additional level

2) Set an XP table, set a CP cost, and let people design their own characters; Lower point values might require some hard choices. Everyone is on the same XP table, and everyone has the same starting CPs, so everyone should be more or less equal. You can set whatever XP table you like, but using the method of determining XP table in option 1 isn't the worst way you can do it.

Beyond character creation, much of the game should be played as AD&D, 2nd Edition, with Skills and Powers rules for proficiencies. I've endeavored to reverse the changes I made for my attempt at a 3rd edition, but I may have missed some. I suggest providing everyone with 10 CPs, independent of those used for character creation (and thus not factoring into their XP table calculation) to choose proficiencies, both Weapon and Non.

One of these days, I'll figure out a method of doing this level-less.

Character Abilities

Without expending CPs, all characters begin with certain abilities as a default. They have 1d8 HD, a movement rate of 12, may be proficient in all weapons, and can wear all armors and shields. Non-proficiency penalty with weapons is -4; -2 if familiar. Unless they choose otherwise, their ThAC0 will improve at a rate of 1 point per 2 levels (as a traditional rogue). Saving throws begin at a total of 70 across the five categories (each must be at least 2 and no more than 20; lower is better), and the total may be decreased by 3 points each level, however the character wishes. They may use only magic items available to everyone, and only gain General proficiencies without additional cost.

Unless otherwise noted, abilities are assumed to begin at 1st level. For every 2 additional character points a character spends, an ability may be gained at an earlier level (minimum 1st). For example, the Followers ability has the option of being taken for 5 points, but the follower won't be available until 10th level. If the character wanted to gain this follower at 5th level, instead of 10th, he would have to spend 10 more character points (5 levels earlier * 2 character points = 10 character points), for a total of 15. Note that some abilities will have a limit to the total number of CP's that may be spent on them. For example, the character above could not gain followers any earlier than 5th level, as the Followers ability has a limit of 15 Character Points. A character that wishes to gain a small army (the 15 point version) would not be able to get them any earlier, since that is the maximum.

Similarly, some abilities may be learned later than normal, and at a reduced cost. For every level that an ability is delayed, the ability costs one less character point (minimum 1 point per ability). To use the above example, a character who wanted the small army, but was willing to wait until level 15 to get it, would only have to pay 10 character points. Any ability that is delayed, yet has level dependent modifiers, treats the level it was delayed to as 1st level for purposes of determining those modifiers. If an ability does not note otherwise, assume that both options are available.

Abilities marked with a single asterisk (*) have an associated skill, which begins at one-half the listed attribute (round up). Characters may purchase these abilities cheaper by reducing their score, with a savings of 1 point per 1 point reduction (minimum cost of 1 per ability). Characters may improve these abilities at character creation or with advancement at a cost of 1 CP per point per ability. These abilities are checked by rolling under the score on a d20.

Abilities marked with two asterisks (**) are spellcasting related, and those using them must have Access to Schools (or Access to Spheres), Maximum Spell Level, and Spell Point Pool (or Bonus Spell Points). Characters may still purchase them, but they will get little use if they do not have at least some measure of those three.

Note that, barring special, DM-determined events, abilities selected here, at 1st level, are permanent and not to be added to. You cannot decide, at level 6, that you've saved your CPs from advancement and now want to be a spellcaster, or be able to specialize in a weapon. A DM, of course, may make exceptions; your group may undergo exclusive training and pick up the Stealth ability, or be blessed by a deity and become immune to fire.

Abilities

****Access to schools (5/10+):** The character has the ability to learn some spells, and must maintain a spellbook of the spells they have learned. For most characters, it costs 5 points to gain Greater access to the Universal School, and 5 points to gain Lesser access to any other school. In order to gain Greater access to other schools, the character must spend 10 points each; Greater Access to a school represents spells being less expensive to cast. Note that this ability must be purchased separately for each school, so greater access to all schools costs 85

CP's. While the standard eight schools (Abjuration, Alteration, Conjunction, Divination, Enchantment, Evocation, Illusion, and Necromancy) can be used to describe all but the most powerful of magics, some games will allow access to specialty schools representing certain types of magic, such as that available to specific churches or esoteric ways of knowing magic. Consult with your DM for those certain schools. If a spell is part of a school to which a character has access, and is not part of a school from which they are barred (q.v.), the character may learn the spell when it is available; they do not need access to all schools which contain the spell, just access to one school, and not be barred from others. When determining CP discounts for delayed acquisition, all schools and sphere costs are totalled, then deductions applied.

Spell Level	Greater Access	Lesser Access
1	4	6
2	6	10
3	10	15
4	15	22
5	22	30
6	30	40
7	40	50
8	50	60
9	60	80

Making use of this ability requires some **Spell Point Pool** and **Maximum Spell Level**; without all three, they cannot cast spells.

*****Access to Spheres:** Spheres are similar to schools, but more narrowly focused. Whereas a School is HOW a thing is accomplished, a Sphere is WHAT is accomplished; access to the Sphere of Fire will allow the casting of fireball and the summoning of fire elementals, despite one being an Invocation (creation of energy) and one being Summoning (bringing a creature from another location or plane). Like Schools, Spheres can be purchased as either Lesser or Greater Access at the costs below, and the spellcaster must maintain a spellbook of all known spells. Note that not all spells are assigned to Spheres; those not in Spheres are subject to DM's discretion as to whether they apply. Also, Barred Schools may limit spells within a given sphere; barring Necromancy when you have the Sphere of Healing is not particularly wise, for

example. When determining CP discounts for delayed acquisition, all schools and sphere costs are totalled, then deductions applied.

Sphere	Lesser	Greater	Sphere	Lesser	Greater
All	2	4	Healing	4	8
Animal	4	8	Law	4	7
Astral	2	4	Numbers	4	8
Chaos	3	6	Plant	4	8
Charm	4	8	Protection	4	8
Combat	4	8	Sun	2	4
Creation	4	8	Thought	4	8
Elemental	8	20	Time	4	8
Air	2	5	Travelers	2	4
Earth	3	8	War	2	4
Fire	3	8	Wards	4	8
Water	2	5	Weather	4	8
Guardian	2	4			

Additional Attacks (30): Due to great martial skill, the character increases their attack rate by 1/2 (that is, one additional attack every 2 rounds) every 6 levels. Thus, this ability will grant 1/2 additional attack at 7th, 13th, 19th, 25th, etc.. This applies to all weapons, and stacks with Weapon Specialization's additional 1/2 attack. If this ability is delayed, it only pushes back the level at which it will first be gained, not the interval between the subsequent gains; delaying it two levels will result in the first 1/2 attack coming at level 9, and the second at 15.

Aging Resistant (5/10/15): The character is resistant to both magical and natural aging. For 5 points, this is a 30% resistance. For 10 points, the resistance increases to 60%. For 15 points, the character is immune to natural and magical aging.

Akin to Earth (10): Weapons made of stone or metal cause less damage to PC by -1 hp per die rolled. Weapon damage cannot be reduced below 1 hp.

Alignment Affinity (5): The PC is instantly aware of any beings within 20' who possess the same alignment as themselves. For example, a Lawful Good character knows when a lawful good aasimar has just stepped behind them but does not learn the alignment of the lawful neutral good deva crossing in front of them unless they employ some other means of divination.

Alter moods (5): When performing before a non-hostile group, the character can alter the group's mood. This can be achieved via an inspiring poem, a tragic tale, a collection of jokes, or a lively tune. Everyone hearing the character's performance must make a saving throw vs. paralyzation. For every three experience levels the character possesses, apply a -1 modifier to each roll. If the save fails, the group's current attitude can be shifted one level in the direction chosen by the character. See the reactions section of the Dungeon Master Guide for more details.

****Armored Caster (5/10/15):** With this ability, a character may ignore the normal restriction against using armor. As a 5-point ability, the character may cast spells in armor weighing 25 pounds or less. For 10 points, the character may cast spells in armor weighing 40 pounds or less. For 15 points, the character may cast spells in any armor they choose. Spellcasting requires 1 hand to be entirely unencumbered; if using a shield, a spellcaster must drop their weapon to cast a spell.

Armor Optimization (10): This character is adept at using armor to his fullest advantage, and thus gains a +1 to AC every five levels (+1 at level 5, +2 at level 10, etc.) if wearing at least some armor or using a shield.

Attack bonus (5): A character with this ability gains a +1 attack bonus with any one tight group of weapons. This may only be taken once.

****Automatic spell acquisition (2/5):** The character may add a new spell of his choice to his spell book every time he gains a level, without having to pass a learn spells check. The character need not have a copy of the spell but must have seen the spell used at least once. As a 2-point ability, the character can acquire spells from one school only; as a 5-point ability, he can choose from any school he has access to. The character must be able to cast the spell he chooses.

Back kick (10): The PC can kick an opponent to his rear with his hind legs for 3d6 damage and no penalty to THAC0. The PC must have Hooves or Foot Claws and Four Legs.

Back Protection (10): The character has a 5% chance per level of detecting any attack from behind, and negating any special bonuses that might have come from it (including backstabs and bonuses to hit).

Backstab (10/15): Some characters are practiced in the art of quietly eliminating guards and sentries. If a character strikes a target with surprise and without being detected (either being on

a rooftop across the street, concealed in the shadows, or simply from behind), the character gains a +4 bonus on his attack roll, and the blow does additional damage. This is determined by multiplying the number of dice that a weapon of that type rolls, based on the character's level (see below). For 10 points, this skill applies to melee weapons. For 15 points, it applies to missile weapons. Only by spending 25 points will a character be able to backstab someone with either melee or missile weapons.

Backstab Damage Multiplier

character Level	Multiplier
1-4	x2
5-8	x3
9-12	x4
13+	x5

Battle Rage (10): Once per day during combat, the character can enter a battle rage lasting 2 rounds/level that grants the PC +1 to hit and +1 to damage.

Berserk (15): This character has the ability to go berserk. Whenever wounded in battle, forced into an unequal fight, or otherwise enraged, the character may attempt a save vs. Death. If the save succeeds, the character goes berserk. If it fails, he may try again for up to 10 consecutive rounds. On the tenth round, the character automatically goes berserk. While berserk, the character gains 2 points of Strength, up to one above their racial maximum, with all the attendant effects. The character also gains 2 temporary hit points per level. Damage is taken to these first, and they disappear once out of the berserk rage. The character also gets a +1 to his AC score for every level of experience, up to an AC of 0. Once berserk, the character must enter melee combat, and cannot flee while still berserk. While the character can choose his opponents, he cannot avoid combat while berserk, nor can he change opponents until the current one is slain or flees and cannot be followed. The character may try to end the fury by making a saving throw v. paralyzation, with a +2 if the character has outside help (friends hold him down, or douse him in cold water). Once out of the berserk frenzy, the character immediately loses all the benefits, as well as 5 points of Strength. 1 point of lost Strength is regained for each turn of full rest, and the character may not enter a berserk state again until all Strength is restored.

****Bonus spell points (10/15):** The character gains a bonus of 4 spell points at first level, 6 at 3rd, 10 at 5th, 15 at 7th, 22 at 9th, 30 at 12th, 40 at 14th, 50 at 16th, 60 at 18th, and 80 at 20th. For 10 points, these bonus points may only be used for spells of one school or sphere, while they can be used for all spells for 15 points. This ability may supplement or substitute for **Spell Point Pool** (q.v.).

Breath Weapon (15): The character is able to expel a breath weapon doing 1d6 damage per hit die the character possesses. The character can regulate this damage in increments of 1d6, up to their current hit dice, allowing a single powerful breath, or several smaller breaths. When chosen, the player should choose what sort of damage the breath does, and whether it is a 15' cone, a 20' line, or a 10' cloud. These choices cannot be changed.

***Bribe (5):** A character can bribe an official with gifts of money or merchandise. Only one bribe can be attempted per target. If the attempt fails, the DM should make a reaction roll for the target to determine how he counters the bribe. (Charisma, Comeliness)

Broad Experience (15): The character trained with many kinds of weapons, and is automatically considered familiar with almost any weapon he attempts to use (a DM may make exceptions for certain rare or difficult to use weapons). Actually gaining proficiency still requires the full amount of CPs, however, as the character doesn't truly know the weapon, but rather knows weapons, in general.

****Casting time reduction (2/5):** Spells cast by the character are unusually swift and have a casting time of 1 less than normal. For 2 points, the character may accelerate spells of only one school. For 5 points, all spells are faster.

Chaos shaper (5): The PC is familiar with the shifting plane of Limbo, and has special facility with manipulating it. All attempts to shape land in Limbo automatically succeed, and the character can shape double the amount of land normally allowed.

Charge (10): The PC may cause triple damage with a head butt by charging an opponent. The PC needs at least 30' running distance to perform this attack successfully. The PC must have the Horns natural weapon ability.

***Climb walls (5):** This skill lets characters climb smooth or vertical surfaces, including surfaces most people can't climb without the aid of a rope. (Strength, Dexterity)

Communication (10): A character with this ability learns one language per level from a related group of racial tongues. For example, a dwarven character may learn the languages of mountain creatures, while a priestly character who follows a sea god may learn the languages of aquatic races.

Counter effects (10): Bards are able to counter the effects of songs and music used as magical attacks by performing a counter song. All characters within 30' of the bard are immune to such attacks. For example, the bard's adventuring party would be immune to the effects of a harpy's song. The bard can perform no actions other than a slow walk while countering magic with his music. If he is struck in combat or fails any saving throw, the effect of his counter song ends.

Critical kill (10): The PC has been specially trained to deliver crippling, if not fatal, blows in combat. If they strike a human, demi-human, or humanoid opponent with a weapon in which they specialized, and the player rolls four or more higher than the required attack roll, the PC causes double damage.

Damage Bonus (5): The character receives a +1 to damage with a particular tight group of weapons.

Defense bonus (10/15): As a 10 point ability, the character has a +2 to AC if unarmored and unencumbered. As a 15 point ability, they instead gain +1 bonus to AC every even level if unarmored and unencumbered, to a maximum AC of 2.

Defiler sense (5): The PC character can automatically sense defilers within a 20' radius. This is an instinctual reaction, not requiring concentration on the character's part. Defilers may prevent detection with magical spells such as Non-Detection.

Dense Body (10): The character suffers half damage from bludgeoning and crushing attacks.

***Detection (5):** The devil is in the details, and some characters have become quite adept at noticing these. A character with this skill (who makes a successful roll) can easily locate traps, secret doors, detect the tiniest of sounds, and any other Wisdom-related feat the DM deems appropriate. (Wisdom)

***Detection, Specific (5):** This character has an uncanny ability to detect a specific thing; poison, secret doors, traps, disease, or some other specific condition. Due to the sensitivity of this, their score is half their wisdom, plus five. They do not need the general Detection ability to possess this special facility. (Wisdom)

Detect Planar Creature (5): The character has the uncanny ability to detect creatures from one elemental plane (plus any of its quasi- or para-elements), or a group of related Outer Planes (Lawful Planes, Evil Planes, etc.) At will, the PC can detect all such creatures within 30' x 10' path in front of them even if the creature has assumed a different form. This power takes one round to scan a direction and the PC cannot engage in any other behavior.

Detect evil (10): This power allows the character to use detect evil once per day per two levels without expending any spell points. The character must stand still and concentrate for one round; in all other respects the ability operates just like a detect evil spell cast by the character.

Detect magic (10): A character with this power may use detect magic once per day per two levels (twice a day at 3rd level, three times at 5th, and so on) without expending any spell points.

Detect undead (10): A character with this ability may use detect undead once per day per two levels without using any spell points. He need only stand still and concentrate for one round to invoke the power. The duration and area of effect are the same as a detect undead spell cast by the character.

Diehard (10): Once a week, the PC may choose to enter a battle-rage whereby during a battle, PC fights to -15 hps or until all foes in sight are slain. After either condition is met, the character is rendered unconscious but is also instantly healed to 1 hp if 0 hp or less. Once unconscious, the PC cannot be revived by any means but eventually will awaken in 1d4 turns.

Dispel (10/15): This power allows a character to dispel one kind of effect or spell once per day, or three times per day for 15 CP's. The range of this power is 30 yards, and it requires nothing more than one round of concentration. The base chance of success is 50%, $\pm 5\%$ for each level difference between the dispeller and the creator of the effect to be dispelled. The type of effect that may be dispelled must be a group of linked spells in the same school; for example, charm spells, polymorph spells, or shadow magic and monsters are all good examples.

Elemental resistance (5/10/15): The character enjoys an unusual resistance to natural and magical manifestations of one of the elements (such as cold, earth, fire, lightning, gas, etc), gaining a +2 bonus to saving throws versus that effect. For 10 points, such attacks do only half damage. For 15 points, the character is entirely immune to that form of attack.

Empathy with animals (10): When dealing with a domestic or non-hostile animal, the character can approach and befriend it automatically. The character also can discern the health and nature of such animals. When approaching wild animals or those trained to attack, the animal must make a saving throw v. paralyzation to resist the character's friendly overtures. There is a -1 penalty to the roll for every three experience levels of the character. For example, if the approaching character is 7th level, the animal's saving throw penalty is -2. If the animal fails the save, the character can adjust the animal's reaction by one category. If the character chooses to limit this to a certain kind of animal, such as horses or hawks, the penalty is -1 for every 2 levels of experience.

****Enhanced casting level (10):** A character with this ability may cast spells of one school as if he were 1d4 levels higher than his actual level (roll each time used). All level-based effects of the spell are altered, including damage, range, duration, and area of effect. This power may only be invoked once per day.

Environmental Defensive bonus (5): +1 to Armor Class when in a designated environment (such as those described in the Survival NWP).

Environmental Healing (5/15): When resting in a designated environment, the character heals at twice the natural rate, regaining 2 HP per night of rest instead of 1 HP. For 15 points, they regain 1 HP/Turn

***Escaping bonds (10):** There comes a time in every character's career when his luck runs out and they are apprehended. The ability to escape bonds such as ropes, leather thongs, manacles, chains, and even straight jackets is a feat of contortion and determination. The character must roll to break every device binding him. If he's tied at the wrists and at the ankles, then he must make two successful rolls to free himself. This skill takes five rounds to use. A character might hurry his efforts, but he suffers a -1 penalty for each round he tries to shave. Locked items also require the character to successfully pick the locks. A failure on any attempt means that the character cannot loose that bond or pick the lock. (Dexterity)

Exertion (20): The PC has incredible endurance and can work harder and longer before needing rest than other characters. Activity that others would consider not exhausting (walking, conversation) can be continued for as many days as the character has Constitution, while extremely strenuous activity (running, building things in stone) can be managed for 24 hours plus the character's Constitution.

Expert healer (10): A character with this power may cast cure light wounds once per day without spending any spell points.

****Extended spell duration (10/15):** Noninstantaneous spells cast by the character last an additional time unit (round, hour, day, etc.) per two levels. The exact time unit depends on the normal duration of the spell—if the duration is noted in hours, a 5th-level character's bonus would be an extra three hours. As a 10-point power, extended duration applies to spells of one school. For 15 points, it applies to all spells cast by the character.

Extra Arms (5+): The character has three or more functional arms. This does not innately allow them to make multiple attacks any more than having two arms allows two attacks. However, these additional arms can be used to carry thing, and the character can switch between any one or two arms relatively freely (for example, using a shield in one hand and a sword in the other, only to switch to a hammer when faced with skeletons). To be able to coordinate an additional arm at a time, the character must spend an additional 5 points per additional arm; with 10 points, the character may have 4 arms and be able to use 2 of them, or may have 3 arms and be able to use both a two-handed weapon and a shield.

Feign death (5): The PC has learned to fake his death and thus hopefully end a combat without being slain. Once per day, the PC can feign death as per spell.

Focus bonus (10): The PC can define a specific focus that will require at least 1 week to achieve. While engaged in that activity, they receive a bonus when working toward their particular focus. This is a +1 bonus to all saving throws, a +2 bonus to all proficiency checks, and a +10 to all percentile rolls.

Foeslayer (10): Due to either intense training, a variety of special techniques, or a uniquely powerful hatred, the character does one extra point of damage per level to a certain kind of foe, usually a very large one, such as dragons or giants. It is up to the Dungeon Master to determine if a given foe is too broad a selection.

Followers (5/10/15): A character with this ability gains followers once reaching 10th level. No more than 15 CP's may be spent each time this ability is taken, though each individual option may only be taken once.

*For the 5-point ability, a character gains a single, loyal companion, either a squire (low level character) or a mount of impressive proportions. If the companion is capable of having classes (as determined by the Dungeon Master), it will start out with one-half the experience of the character. If not capable of having classes, it will begin with ½ of the Hit Dice of the character, gaining a new Hit Die every time the character reaches a new level.

*For the 10-point ability, the character gains 2d6 followers, either normal but loyal animals, or adventurers who begin with 1/3 the experience of the character. While these adventurers can gain experience as normal, the normal animals will remain normal animals, unless altered by magic. Alternatively, for 10 points, the character acquires 10d6 0th level warriors as followers.

*For the 15-point ability, the character gains a small army, including 60-120 0th level warriors, 20 1st and 2nd level Warriors, and one Captain, who is the equivalent of the Squire from the 5-point ability. Smaller armies will almost always be better equipped than larger armies, so a character with 120 troops is likely to have the equivalent of peasant infantry in light armor, while the character with 60 troops will tend to have heavy cavalry. Characters without a permanent base of some type will have to take their troops along with them, or face losing them. Characters with a permanent base can leave them under their Captain with general orders for a long time, though extremely long absences may still cause them to desert. The DM decides the precise composition of the troops, and at which point they will no longer wait for the character to return.

Great war yell (20): Thrice per day in battle, the PC can let out a thunderous battle cry that affects all beings in front of them within 20'. Beings whose hit dice are less than or equal to theirs must save vs. spells or be stunned for 1 d4 rounds from the force of the yell.. A victim who saves is deafened for 1d4 rounds. Beings whose Hit Dice are higher than the dwarfs are unaffected.

Henchmen and Hirelings (0): The character has the ability to acquire henchmen and hirelings. This is somewhat of a special ability; at 0 points, all have it, but points may be saved (as with a restriction) by delaying the level at which it is acquired. This ability can result in a negative cost, but no more than -10 (delaying the ability to 11th level).

History (10): In his studies, the character learned a great many things. The character has a 5% chance per level to identify the general purpose, function, and history of any magical item they come across. While this won't give precise bonuses or powers of an item (except as can be gained from the histories), it will provide generalities. The character need not touch the item, but they must examine it closely.

Hit point bonus (10/15): One additional hit point whenever new hit points (for advancing to a new level) are rolled. For 15 points, this is increased to 2 per level.

Identify plants and animals (5): At 3rd level, the character gains the ability to identify natural plants and animals. He may also identify pure water, all with perfect accuracy.

Immunity (10+): A character with this power gains complete immunity to one particular spell, at a cost of 10 CP's plus 1 CP per spell level. The character ignores the effects of the spell and cannot be directly damaged or harmed by the spell, although he could be indirectly harmed—a character immune to charm person could be beaten senseless by a charmed fighter, for example. The character may gain immunity to a group of related spells by spending CP's to become immune to the highest-level spell in that group, so a character who wanted immunity to all charms would spend 18 CP's for immunity to mass charm—charm person and charm monster are included with immunity to mass charm. The DM may disallow any immunity that they feel is too powerful.

Immunity to magic (15): The character enjoys partial immunity to one type of magic—alterations, invocations, necromancy, and so on. The character gains a +4 bonus to saving throws against spells of the type chosen, or a normal, non-penalized saving throw against spells that do not normally allow a save. Note, however, that this immunity may not be suppressed, so a character immune to Necromancy spells will have a difficult time being magically healed.

Immunity to natural disease (5/10/15): The character is resistant to natural diseases (including those caused by cause disease, the reverse of cure disease), but not supernatural afflictions like lycanthropy or mummy rot. For 5 points, this is a 30% resistance. For 10 points, it is a 60% resistance, and for 15 points, it is a complete immunity.

Improved Awareness (5/10): The character is difficult to surprise, whether due to keen senses or constant vigilance. While on a given plane, the character receives a bonus to all checks to avoid surprise. For Outer Planes, this will be any plane that corresponds to one aspect of alignment (Good Planes, Chaotic Planes, etc.) For 5 points, the bonus is +3. For 10 points, this will improve by 1 point at level 4, and every 3 levels after (+5 at level 7, +6 at level 10, etc.)

Improved Combat (5/10): For 5 CP, the character's ThAC0 improves by 2 points every 3 levels (as a traditional Priest). For 10 CP, the character's ThAC0 improves by 1 point every level (as a traditional Warrior)

Improved Encumbrance (5): For purposes of encumbrance, the character's Strength is considered 4 points higher. Each percentage bracket above 18 counts as 1 point.

Improved Hit Die (5/10/20): The character is tougher than usual, using a d10 for Hit Dice for 10 CPs, and a 1d12 for 20 CPs. For 5 CPs, they receive 1 additional HD at level 1, of whatever type they have.

Improved proficiency (5): The character gains one Non-Weapon proficiency, and the character's skill automatically improves by +1 for every three levels. For example, a 10th level character improves his proficiency score by +3. This may only be taken once per proficiency.

Improved Reactions (5/10): The character has a special way with a certain people; they may be well-loved by humans, an elf-friend, or simply understand creatures of fire. They receive +4 to reaction rolls with those people. For 10 points, this is a +2 to reaction rolls with all people. The 5 point version may be taken multiple times, each time applying to a different type.

Improved Saving Throws (5): For every 5 points spent, the character gains 1 additional point with which to improve saving throws.

Improved Surprise (10): If the character is not in metal armor, a -4 penalty is applied to the opponent's surprise rolls if the character is at least 90 feet ahead of a party of characters without this ability, or accompanied only by characters with equivalent stealth skills. The character is also difficult to surprise himself and receives a +2 bonus to his own surprise rolls.

Increased movement (5+): The character's base movement score is 3 points higher than normal for 5 points spent, and 3 additional points higher for every 2 additional points spent (7 for +6, 9 for +9, 11 for +12, etc.).

Infravision (5+): For 5 points, the character has infravision to a range of 30'. For every 2 additional points, they may add 30' additional feet.

Inspire/enrage allies (5/10): Through his prayers and exhortations, the character can inspire his allies in battle, giving them a +1 bonus to their attack rolls and saving throws, and a +2 on Morale. The character must do nothing but chant for at least three full rounds before his allies gain bonuses, and the effects last for 1d3 rounds after he stops. All allies within 10 feet of the character. As a 10-point power, his allies become enraged, increasing the bonuses to +2 (or +3 to Morale). The character can do nothing else, save walk, while using this power.

Inspiring leader (10): As long as the PC is at the front of a combat he and his compatriots gain +1 to all attack rolls and suffer no morale penalties.

Invulnerability to Normal Weapons (30): The character is immune to strikes from non-magical weapons.

Know alignment (15): Once per day per two levels, the character may make use of know alignment without spending any spell points. The spell functions exactly as if it was actually cast by the character.

Lay on hands (10): The character has the power to lay on hands once per day, curing up to 2 points of damage per experience level.

Leadership (10): The ability to lead large numbers of troops into battle. The character is able to take charge of up to 100 soldiers per level. They know how to use messengers and signals, are familiar with military terminology, and understand the mechanics of moving a large number of men. This ability is essential if the character takes the 15-point option for the Followers ability.

Leaping and Springing (10): The character is able to leap 10 feet forward, 3 feet backward, or 3 feet up from a standing start. If the character is able to get a running start, the forward leap is increased to 15+1d6 feet forward or 4 feet+1d4 half-feet up.

****Learning bonus (5/7+):** The character gains a +15% bonus to his chance to learn spells of one school; for seven points, this increases to +25%. The character may apply the bonus to learning spells of all schools by doubling the point cost.

Less Sleep (5/10): For 5 points, the character requires one-half the sleep to be completely rested (four hours). For 10 points, they never need to sleep (though they can be forced to sleep by magic or poison, unless immune in some other way). Such characters do need a minimum of four hours rest to memorize spells, though they are awake and reasonably alert during their rest period.

Limbo powers (5): As a native of Limbo, the PC gains a movement rate of 96 while in Limbo and also suffers no ill effects from the roiling, primal matter of that chaotic plane.

Longevity (5/10): The character has inherited a life far longer than that allowed to most mortals. For 5 CPs, the PC has 2d4 × 20 years added to racial maximum. For 10 CPs, the character gains 1d4 × 100 years. This need not (but may) be combined with Aging Resistant, above; while that provides resistance to aging attacks and natural aging, this ability provides an additional pool of years, and lengthens how long the various age categories last.

Lucky (10/15): Once per day, the character may reroll a single missed saving throw or attack. For 15 points, they gain an additional use of this ability to levels 5, 10, and 15.

Magical Companion (10): The character gains the companionship of a special animal companion at 1st level. This animal is of no more than low intelligence, with no more than twice the character's hit dice. The animal will gain a hit die on every odd level the character achieves, up to a maximum of 9 HD. Characters may select an animal with more than two hit dice, but the ability is automatically delayed (at no discount) until the animal's hit dice do not exceed twice the

character's hit dice (so, a 3 HD companion would be acquired at 2nd level). Animal companions respond to simple verbal commands and are capable of conveying its needs and emotions to the characters. If the companion dies, the character may not attract a new companion until they have gained a level.

Magic Item Use (5+): The character is able to use certain magical items, usually restricted to certain classes. For every 5 point purchase, the character may choose Warrior, Rogue, Priest, Wizard, or Psionic items. Without this ability, they are limited to magic items available to everyone.

Magic Resistance (10/15): For 10 CPs, the character has a flat 10% magic resistance. For 15 points, the character has 10% magic resistance until 5th level, and an additional 2% per level thereafter.

****Maximum Spell Level (10+):** This ability requires 10 CP per spell level, up to a maximum spell level of 9 (for 90 CPs). 1st level characters only have access to 1st level spells; 2nd level spells become available at 3rd, 3rd level at 5th, 4th level at 7, 5th level at 9, 6th level at 11, 7th level at 14, 8th level at 16, and 9th level spells at 18th level. Each 10 CP section may be delayed as far as one wishes (access to 1st level spells at 9th level costs only 1 CP), but subsequent levels base price assumes they begin two levels after access to the previous level. For example, if you delay 2nd level spells to 4th level, 3rd level spells will not be available until 6th level (though they might be further delayed). This ability may be accelerated, but by no further than 2 levels per spell level. The character's level for the purpose of spellcasting is 1 at the first level they can cast spells, and increases by 1 every level thereafter. Making use of this ability requires some **Access to Schools** and **Spell Point Pool**; without all three, they cannot cast spells.

***Mechanical (10):** Many people try to protect their important belongings from characters with small mechanical traps and locks. A successful roll will allow a character open one lock or disarm one located (using the Detection ability) trap. The first attempt takes 1d10 minutes. The second attempt will take 1d10 turns, and the third will take 1d10 hours, as the lock continues to evade the character's skill. If, after 3 attempts, the character cannot figure out the lock or trap, he must wait until the next level to attempt again... it's simply beyond his skill. If the character rolls a 1 while working on the device (unless rolling a 1 is the only way he can fail), he either triggers the trap or hopelessly jams the lock, and suffers the consequences. (Dexterity, Intelligence)

Metal sense (5): The PC has an innate ability to detect metal within a 60' radius of his location once per day per level. The sense will tell a direction and approximate amount, but not type of metal.

Mighty strength (15): The character has incredible strength of arms, beyond what would be expected for their strength score. The PC gains a +1 attack bonus and a +2 damage bonus in addition to any other Strength bonuses.

Minor Telepathy (10): At will, the character may communicate telepathically with any creature of Low or greater intelligence within 20'. This telepathy is functionally equivalent to conversation; the telepath cannot use this ability to probe for thoughts the target does not willingly share, nor does the communication cause any more distraction than verbal communication would. Any psychic defense will foil this communication, as will powers which prevent ESP or similar abilities.

Natural Weapons (Varies): The character has one or more natural weapons available to them.

*Attack Routine (5 + number of attacks): Rather than simply isolated weapons, the character may use several of them as part of an attack routine. All natural weapons in the routine may be used once, and attack routines that include one or more hand claw attacks may replace those hand claw attacks with a single weapon strike.

*Bite (5): 1d4 + Strength damage

*Claws, foot (5): 1d4 + Strength damage

*Claws, hand (5): 1d4 + Strength damage

*Hooves (7): d6 + Strength damage

*Horns (10): d8+ Strength damage

*Tail Stinger (5): d4+strength damage.

*Tail Strike (5): d8+Strength damage. -2 to attack if not the only attack in a round.

Night Vision (5/7): The character can see clearly by moonlight for 5 CPs, or moonlight and starlight for 7.

****No components (5/8):** With this talent, a character may designate one spell of each level as a spell that requires no material components. For 5 points, the character may select spells of one school only; for 8 points, the character may select spells from any school. The character may not choose spells from the schools of alchemy or artifice for this advantage.

Non-respiration (15): The character does not need to breathe, though they will need to inhale and exhale air (or some other fluid, like water) in order to speak. As such, this does not provide automatic protection against gas attacks.

Overcome Resistance (15): Starting at 4th level, the character can hit creatures normally only vulnerable to magic weapons. At 4th level, he can hit creatures requiring a +1 or better weapon, +2 or better at 6th, +3 at 8th, +4 at 10th, and +5 at 12th. Note that this doesn't give any actual bonuses, just allows the character to bypass their normal defenses. If using a magical weapon, the defenses the character can defeat increase by the bonus of the weapon, so a 4th level character with a +1 weapon could hit a creature requiring a +2 weapon. This ability may not be taken earlier, but it may be delayed.

Overland Speed (5+): The character improves terrain movement modifiers by 1 (to a minimum of 1) when travelling long distances by foot. Every 2 additional points reduces the modifier by another point (still, to a minimum of 1). Note that this does not have an effect if the terrain modifier is already 1 or less, and that it may be of limited benefit if not travelling with similarly gifted people.

Paralyzing Poison (10/20): At 5th level, the PC develops a venomous secretion; saliva, or venom in claws, A bitten victim must save vs. paralyzation or be paralyzed for 2d8 rounds (2d10 if small, 1d8 if large, and 1 round if larger than that). For 20 points, the secretion is also caustic and causes 2d4 hp damage, in addition to its paralytic effect (successful save causes no paralyzation and only half damage). While the character is immune to their own venom, other members of their species are immune, as well. This ability requires that the character have one or more natural weapons; a bite, claws, or tail stinger.

Pass without trace (5): At 3rd level, the character gains the ability to pass without trace, as per the spell, at their normal movement rate.

****Persistent spell effect (15 +2/spell level):** The character may select one spell that they know (and can cast) to have a persistent, permanent effect. They must temporarily lose the amount of spell points it would take to cast the spell, so a character who wants to have ESP as a persistent power must temporarily lose 6 or 10 spell points (depending upon their level of access to Divination or another school). Only spells with noninstantaneous, nonspecial durations may be selected as persistent powers, and the spell must be one that affects the caster. By concentrating, the character may invoke the power and maintain it until they choose to dismiss it, or until struck by a successful Dispel Magic. Changing the persistent spell requires a full week of uninterrupted work, and cannot exceed the level the ability is purchased for.

Planar Invigoration (10): The PC is invigorated when on one of the elemental planes (plus any of its quasi- or para-elements), or any Outer Plane corresponding to one aspect of alignment (Evil Planes, Lawful Planes, etc.), providing a temporary boost to their prime attribute (1d4 points added to prime attribute ability score). A PC with more than one prime attribute, such as a multiclassed PC, has only one attribute determined randomly raised in this way. This boost cannot be made permanent and ends once the PC leaves the plane.

Planar Magical Knowledge (10): Regardless of whether the PC is a spellcaster, they understand how the unique nature of their home plane affects magic. This includes which schools of magic are affected, how it is affected, and why ("You're on Mechanus berk — wild magic is useless here and against the law."). This ability does not provide other magical insight, such as spell keys.

Planar Regeneration (10): While on an elemental plane (plus any of its quasi- or para-elements), or an outer plane of one specified aspect of alignment (q.v. a Lawful Plane, an Evil Plane, a Chaotic Plane, or a Good Plane), the character regenerates 1 HP/round.

Planar Recognition (5): Upon sight, the PC instantly recognizes any beings who originate from their home plane as a fellow native. Only true natives of the PC's plane can be discerned. This ability does not grant the ability to recognize those who migrated to the PC's home plane from another plane. The PC does not gain any other information about the beings they encounter.

Planar Resistance (5): The PC receives a +3 bonus to all saves vs. any naturally occurring phenomena on his home plane (plane of birth). Cannot be taken by those born on the Prime Material Plane.

Planar sense (5): At will, the PC can determine which outer plane they are on as well as how many layers beneath the first layer of the plane they currently are. The PC does not gain any other knowledge of the plane (i.e. planar ruler, local inhabitants, etc.).

Power of life (20): The PC is immune to death magic and level draining spells and attacks such as those from undead. The PC is not immune, however, to aging effects such as an attack from a ghost or a haste spell.

Prehensile tail (5): The PC has a tail that can be used to pick up and carry small items weighing up to two pounds. If this option is taken with the tail swipe natural weapon, the tail can wield weapons with a THACO penalty of -2.

Proficiency group crossovers (5+): Normally, a character may only select proficiencies from the general and background/racial groups, and must pay a penalty in character points for choosing proficiencies out of these groups. At a cost of 5 CP's each, the character may select another NWP group that may be learned without penalty.

Purify water (5): Once per day, without spending spell points, the character may make use of a purify food and drink spell, applying it to water or brine only. The power operates as a spell cast by the character in respect to area of effect.

Racial Similarity (5): The character closely resembles an average member of another race (a half-elf who looks human, a gnome who is commonly mistaken for a dwarf, an aasimar who is often mistaken for a tiefling, etc.) The character is 95% undetectable in casual settings and is assumed to be what race they appear to be. This percentage may drop, at the DMs discretion, should the character come under scrutiny. The DM is free to disallow certain combinations (a gnome will not be mistaken for a minotaur), or may put limits on others (a halfling may consistently be mistaken for a human child).

****Range increase (5/7+):** All ranged spells from one school known to the character have their range increased by 25% for 5 CP's or 50% for 7 CP's. For example, the 1st-level spell hold person has a range of 20 yards per level, but with this power the range could increase to 25 or

30 yards per level. The character can gain this bonus to all ranged spells regardless of school by doubling the CP cost.

Reaction Bonus (5): The character is especially well received by a certain class of people; peasants, nobles, academics, etc. Thus, the character gains a +2 to all reaction rolls with people of that class.

***Read languages (5):** A character needs every edge he can get, and the ability to read languages can help. A successful roll means that the character gets the gist of any given message, though he can't determine the precise wording of the message. (Intelligence)

Read magic (5): This power allows the character to use read magic once per day per two levels without having to expend spell points.

****Research bonus (5+):** When the character is performing spell research, spells of one school are treated as if they are one level lower, just like the standard specialist character ability. If the character doubles the cost to 10, he may apply this bonus to all schools.

Revitalized slayer (10): The PC is invigorated with every kill in battle. For every being slain by the character, the PC is healed of 2 hp of damage (but cannot exceed PC's maximum total).

Runecaster (30): The character is able to learn, carve, and activate runes; glyphs that contain great magic. They have the required proficiencies and special abilities of the Runecaster Kit, as described at <https://rpgcrank.blogspot.com/2019/08/runecaster-kit.html>. They do not suffer any of the drawbacks, save those inherent in using the runes; their cost is paid in CPs.

****School knowledge (5/8):** This is a standard benefit for a specialist character. Due to the character's extensive knowledge of one school of magic, he gains a +1 bonus to saving throws versus spells of that school, and inflicts a -1 penalty to the saving throws of his opponents when casting spells of the school. For 8 CP's, the saving throw modifiers increase to +2 and -2, respectively.

School Resistance (5/10/15): The character is resistant to spells and effects of a particular school of magic. For 5 points, the character is 30% resistant to spells of a particular school. For 10 points, the resistance is 50%, and for 15 points, the resistance is 90%. If the character has multiple sources of magic resistance.

Secret language (5): Certain groups (such as Magical and Rogue guilds, religions, and secret societies) with this ability share a secret form of communication that only they and those in their select group understand. This ability grants proficiency in one language appropriate to the character's background (and the DM's world). This permits secure conversations in almost any setting.

Shapechange (15): Beginning at 7th level, the character may change into a mammal, reptile, or bird three times per day—each form may be used once. Each transformation heals 10%–60% of any damage the character has sustained.

Size Defense (5): The character is skilled at fighting those much larger than themselves. When facing an opponent two or more sizes above their own, their attacker receives a -4 on attack rolls.

***Sleight of Hand (10):** A character uses this skill to pilfer small items from the pouches, pockets, belts, sleeves, packs, etc. of others, as well as simple street magic and other cons requiring a quick hand and a ready distraction. A failed attempt means the character did not succeed at what he was attempting (from lifting a purse to pulling a coin out of someone's ear), but it does not indicate the character was caught in the act. To determine if a character's attempt was noticed, subtract the victim's experience level (or effective level, as listed under the general class abilities) from 21. If the character's roll was equal to or higher than this number, the attempt was noticed. For example, if the character tried to pick the pocket of a 5th level fighter and failed—and the character's roll was 16 or higher—the character is noticed. (21-5 = 16) (Dexterity)

Special enemy (5/10): The character is exceptionally well trained against a certain type of monster or creature (orcs, goblins, griffins, bears, etc.). For every 5 points spent on this ability, the character is +2 to hit the creature, but -2 on reaction rolls. This no more than 10 points may be spent each time this ability is gained, but it may be purchased multiple times for different enemies.

Special Resistance (5+): A character with this ability gains a +1 to saving throws vs. a certain kind of attack. Possibilities include spells, poisons, torture, or even fire. These bonuses should not get much more specific than that, however, and the DM has final say as to whether or not a category is too broad or not. The bonus may be improved by 1 for every 2 additional points spent. For 5 additional points, the bonus increases by 1 at level 4, and again every 3 levels (7, 10, 13, etc.)

****Spell Point Pool (20/40):** The character has a pool of spell points that increase as they gain experience. For 20 points, that amount is equal to their level times four, plus 1 point for every point of Intelligence, Wisdom, or Charisma above 15, and minus one point for every point of Intelligence, Wisdom, and Charisma below 7, with those bonuses and penalties accruing at each level. Thus, a 3rd level character with a 16 Charisma and no other notable attributes would have $(3*4)+(3*1)$, or 15 spell points.

For 40 points, the character's spell points begin equal to their Wisdom, plus one point for each point of Intelligence and Charisma above 15, minus one point for every point of Intelligence or Charisma below 7, plus two additional points. At each subsequent level, they gain twice their level in additional spell points, plus one point per point of Intelligence, Wisdom, or Charisma above 15, and minus one point for every point of Intelligence, Wisdom, and

Charisma below 7. For example, a 3rd level spellcaster, with a 10 Wisdom and Intelligence, but a 16 Charisma would have 13 points at 1st level (10 for Wisdom, +1 for high charisma, +2 for level 1), 18 points at 2nd level (13 points from level 1, plus 4 for level 2, +1 for Charisma), and 25 points at 3rd level (18 points for level 2, plus 6 for level 3, +1 for Charisma). Alterations to these ability scores impact the maximum amount of spell points one can have; points above the maximum are lost.

Spell points are regained at 10 points per hour of sleep or meditation, or 2 per hour of wakefulness and action. If the ability is delayed, count the first level it is available as being level 1. Making use of this ability requires some **Access to Schools** and **Maximum Spell Level**; without all three, they cannot cast spells.

Spell-like power (special): Many characters have unusual powers that simulate the effects of various spells. Unlike spells, these spell-like powers require no material components or spell points. A spell-like granted power may be invoked once per week and has a base cost of 10 CP's, plus the following modifiers:

- 2 CP's/spell level

- 5 CP's for a once per day use

- 5 CP for one additional use each interval per 3 levels

- 1 CP/level for each additional use in the interval (days or weeks)

- 10-[Interval] to gain an additional use every [interval] levels; for example, for 5 points, the ability would be usable 1 at 1st level, and twice at 5th level, and three times at 10th level.

- 10 CP's for a continuous or persistent power (self only)

- 10 CPs to be able to confer any or all spell-like abilities on another person for 24 hours (does not need to be purchased for each ability; abilities conferred are not available to the character while they are conferred)

For example, a character who wishes to invoke a fireball once per week would pay 10 CP's, plus 6 CP's (3rd-level spell), for a total of 16 CP's. The ability to use the power once per day would cost an additional 5 CP's, for a total of 21 CP's. Using cure light wounds three times per day would cost 10+2+5+2, for a total of 19 CP's.

Regardless of the amount of points paid, a character may not have a spell-like granted power of 6th or higher level and is limited to no more than one granted power per two levels—one at 1st level, one at 3rd, one at 5th, and so on. The DM should carefully review any proposed granted powers. Note that when the character invokes a power, factors such as range, damage, duration, and other effects are determined as if he had actually cast the spell.

Several other abilities allow similar spell-like abilities; q.v. the Detect Evil, Detect Magic, Detect Undead, Expert Healer, Know Alignment, and Read Magic.

Spirit powers (30+): A character with this ability commands spirit powers, as described for the shaman in Player's Option: Spells and Magic. For 30 CPs, the shaman may contact one class of spirit: dead, animal, or nature. For each additional 5 CPs, the shaman may contact one more class, so 40 CPs gives the character full spirit powers.

***Stealth (5):** A character can attempt to escape notice, either by moving quietly or disappearing into shadows, bushes, or crannies. A moving character will be limited to 1/3 his maximum speed, but will be effectively noiseless. A stationary character will be effectively invisible as long as he remains all but motionless (slow, deliberate movements are allowed). If a character wishes to switch, from either nearly motionless invisibility to moving silence, a separate Stealth roll is required. Those attacking from a stealth automatically gain surprise on their first attack, and may attempt a backstab if they have that ability. (Dexterity)

***Stealth, Specific (5/10):** The character has an uncanny ability to hide in a given environment (such as defined by the Survival proficiency; forests, plains, underground, etc.). For five points, the skill associated with this ability is equal to one-half their Dexterity plus five. For ten points, it is also the equivalent to an invisibility spell when the character is not moving. (Dexterity)

***Stone Appraisal (5):** The character is familiar with stonework, and able to draw a number of conclusions by studying it for one round. They may determine the age of a structure or shaft, whether it is natural or worked, and the likely race of its creators. They may also use this ability to detect sliding or shifting walls and rooms, and intentionally created traps and dangers (such as a pit trap). (Intelligence)

***Stone Survival (10):** The character is familiar with underground living and travel, and able to detect difficulties and dangers. With a skill check, they may determine direction and depth underground, detect grades and slopes, and dangers such as unsafe walls, floors, and ceilings, including both natural (such as a wall that will crumble) and created (such as a pit or a ceiling rigged to collapse). (Wisdom)

***Streetwise (10):** In his line of work, the character learns a great many things. The character knows (and possesses proficiency in) his area's local history and most games of chance. In addition, a character has a chance to identify the approximate market value of an item, other rogues, and law enforcement officers. (Intelligence, Charisma)

Style Specialist (5): The character has extra skill in a given weapon style, chosen at character creation. If the character chooses Two-weapon style, he may use two weapons without any penalties to either hand, provided they meet the size restrictions. With One-handed weapon style, the character may attempt one free block per round. With Two-handed weapon style, the character may increase or decrease the weapon's melee range by 1 at will. With Weapon and Shield Style, the character may use his shield as a second weapon without sacrificing its defensive properties (though still suffering the penalties for using two weapons). Those using Horse Archer, Missile, or Thrown styles reduce the speeds of their weapons by half or by 3, whichever is less.

Styx resistance (10): The PC, like many denizens of the lower planes, is immune to the memory-sapping waters of the River Styx.

Teaching Ability (5): Starting at 3rd level, the character may train students to be proficient in any weapon he is specialized in. He may train a number of students equal to his level, and the training takes eight hours a day for a month. At the end of that time, the students must make an Intelligence check. Success indicates that they have gained a bonus proficiency in that weapon, without spending any character points.

Tough Hide (10): The character has naturally tough skin, gaining AC 8.

Trample (10): On a successful attack with both hooves, the character has knocked down their opponent and automatically tramples them also. A trampled victim suffers an additional 2d6 hp damage, has a -2 penalty to their AC, and must spend the remainder of the round getting back up on their feet. This attack affects only humanoids of the character's size or smaller. The PC must first select Hoof Attack and Four Legs to choose this option.

Tree Walker (5): In areas of moderate to dense forest, the character can walk along the tree branches at one-third movement rate.

***Tunneling (10):** A character might need to dig a tunnel to get to a cache of riches, or escape confinement. Their success at tunneling depends on several factors. The tunneling table below shows the time required to dig through 10 feet of earth with adequate tools. Every 10 feet, the character must make a skill check, failure meaning that the front of the tunnel collapses. It can be re-dug at the loose earth rate. (Strength, Intelligence)

Type of Earth	Modifier	Time
Sand/Loose Earth	+2	5 hours
Packed Earth	None	10 hours
Rock	-2	30 hours

Turn undead (15/20): A character with this power may turn undead, using Table 61: Turning Undead in the PHB. Characters of evil alignment may command undead for 20 CPs.

Unarmed Combat Bonus (5/15): With the 5-point ability, the character gains a +4 to all unarmed attacks. With the 15 point option, the character does not get the +4 to all unarmed attack rolls, but is considered a specialist in one form of unarmed combat at 1st level, a master at 5th, a High Master at 9th, and a Grand Master at 13th level. Both options may not be taken at once.

Unusually Accurate (5): The character is unusually accurate with specialized attacks, gaining a +1 for every four levels, but only to cancel out penalties. Thus, while a normal called shot is made at -4 to hit, a 5th level character with this ability suffers only a -2 penalty.

Warrior Ability Bonuses (10/20): For 15 points, the character may achieve hit point bonuses from Constitution above a +2 OR they have acquire exceptional strength if they possess and 18 Strength. For 20 points, they may do both.

Water breathing (10/20): The PC breathes water as well as air. For 20 points, the character is able to confer that water breathing on one or more other people, to a total of one hour per level (so, a 5th level character could provide 5 people water breathing for 1 hour each, one person water breathing for 5 hours, or any combination thereof that does not exceed 5 hours, total).

Weapon specialization (25+): This ability allows a character to specialize in one weapon using the normal specialization rules, and advance to higher levels of skill (Mastery, High Mastery, and Grand Mastery) as per usual. Note that the character must still spend the required number of proficiency slots or character points to actually gain proficiency and specialization in a weapon. For each additional 5 points spent, the character may pursue specialization (and more) in another weapon. For a total of 50 CPs, the character may pursue specialization in any number of weapons.

Wings (10/20+): The PC sports a large pair of wings from their arms that allows flight (MV 15, MC C). For 20 points, the wings sprout from their back, instead, leaving the hands free. If the player chooses, the Increased Movement ability may be applied to flying speed, instead of land speed. Likewise, they may spend an additional 5 points to improve maneuverability to B. The character's wingspan is approximately twice their height.

***Woodswise (10):** A Woodswise character learns a wide variety of things. They are familiar with the history of his area, as well as the ways of the weather (possessing the Local History and Weather Knowledge proficiencies). In addition, they have a better chance to stay hidden when in a natural setting. If his Stealth roll fails, he may make a second roll on his Woodswise skill to remain hidden. Note that what counts as a natural setting varies by the character's race and background. Most humans can use this ability easily enough in plains and forests, but it would be a rare human that feels at home enough in a cave to gain this bonus. (Wisdom, Dexterity)

Hindrances

Alignment Restriction (5/10/15+): The character's abilities and social standing are tied to their alignment. For five points, they must not have one certain component in their alignment (e.g. Cannot be Evil). For 10 points, they must have one certain component in their alignment (e.g. "Must be Good" or "Must be Lawful"), or must be within one step of a given alignment (e.g. "Must be Lawful Good, Lawful Neutral, or Neutral Good"). For 15 points, they must maintain a single alignment ("Must be Lawful Good" or "Must be True Neutral"). For an additional 10 points,

any action in opposition to a non-Neutral alignment will require atonement (for example, any act of Good by one required to be evil, or Chaotic actions by a lawful individual).

****Awkward casting method (5):** Spells cast by the character are unusually obvious. The character may be surrounded by a glowing halo of divine light, he may have to invoke his power with peals of thunder and tremors in the ground, or some sensation (fear, cold, elation) may be noticed by anyone nearby. Any intelligent creature in earshot automatically notices the character's spellcasting, even if they weren't paying attention to him before. Casting spells from ambush or without being observed is nearly impossible with this limitation. Only available to those able to cast spells.

****Barred School (5):** There is a certain school of magic of which you are entirely incapable of casting. Any spell that belongs to that school is unavailable to you, even if it is available to another of your available schools. Furthermore, items which rely upon that school of magic may only be used by you if they are available to non-spellcasters. This may be taken multiple times, for any school except Universal. Regardless of Barred School status, spells of the Universal school are always available. Only available to those able to cast spells.

Behavior/taboo (2): The character's religion has an unusual code of behavior or conduct that may hinder him in certain situations. For example, a character may be required to speak a ten-minute prayer every time he crosses a river, which could be very inconvenient if he was being pursued. Another character might be required to use cure spells on anyone in need, expending spells on strangers or NPCs instead of his companions. A character who violates his behavior guideline loses access to his spells or granted powers, and must perform some appropriate penance for his failing.

Blessed water vulnerability (5): The PC suffers 2d4 hp damage from a direct hit of blessed water of a particular alignment (Good, Evil, Law, or Chaos). A splash of blessed water of this type inflicts 1d4 hp damage.

Can never retain wealth (5/10/15) For five points, the character must tithe 10% of their income to an established recipient; this may be a church, a lord, a guild, or a family member. Money so tithed will not return to the character. For 10 points, the character can keep enough treasure to support themselves, pay their henchmen, and so on, but all excess monies must be disposed of. Giving it to other player characters does not count as disposed of, though giving it to charities or organizations (such as a church, a government, or a guild) does. For 15 points, the character can retain only what treasure he and his mount can carry. All other treasure must be disposed of, somehow (donated to a temple or other cause, but not invested to gather interest or something like that).

Ceremony/observance (5): The character's faith demands the observance of a special event or ceremony every day, such as a prayer at sunrise, a small sacrifice or libation performed in a certain way, or a lengthy atonement for the day's thoughts and actions. The character must drop

whatever they are doing to perform the ceremony; there are no excuses for missing it. A character who skips the ceremony may lose memorized spells, be unable to use granted powers, or suffer some other sign of their deity's disfavor until they find a way to atone.

Claustrophobia (5): Unaccustomed to small spaces, the character suffers a -2 penalty to attacks whenever they cannot straighten their limbs completely (i.e. stand all the way up, spread their wings without touching both sides of the area). This does not apply if the character is unable to do so right now, but could if they wanted to; someone backed against the wall may be uncomfortable, but if they could otherwise straighten normally, they would not suffer the penalty.

Conspicuous Consumption (10): The character either has little head for money or is simply unable to even consider the thought of buying "common" quality items. Thus, the character pays at least 10% more for everything he buys. Note that while the items are actually higher quality, this rarely has an effect beyond role-playing considerations.

****Difficult spell point recovery (5):** A character with this limitation can only regain spell points in very specific circumstances. For example, the character must be in his lab to regain points, he must be in a temple of the god of magic, or he must perform a rite lasting one full day and using materials worth at least 250 gp per level in order to prepare himself to memorize spells.

Elemental Vulnerability (5/10/15): The character takes additional damage from elemental attacks from a particular element, including its quasi-elements and para-elements. For 5 points, this is one additional point per die of damage. For 10 points, this is 2 additional points per die of damage. For 15 points, damage is doubled. Note that while vulnerability to Earth will include stone weapons, it will not include ones of metal.

****Environmental condition (5+):** The character requires certain conditions for spells to be effective; for example, a character may only be able to cast spells by day, while in contact with a favored element, or as long as no characters are nearby. The DM should evaluate the proposed restriction to determine if it applies in everyday circumstances (20 points), common situations (15 points), rare circumstances (10 points), or only under very specific conditions (5 points.) For example, the mage who can only cast spells in daylight hours has an everyday restriction—each night, they're almost helpless. Another mage who can't cast spells during the dark of the moon only has a 5-point restriction, since this occurs for only a couple of days each month.

Fanaticism (5): A character with this limitation comes from an intolerant faith. Followers of other powers or philosophies must convert or forfeit their lives. The character absolutely refuses to accept any companion who does not worship the power he represents and suffers a -4 reaction adjustment with any NPCs not of his faith—the character can't hide his contempt for nonbelievers.

Four Legs (10): The character has four (or more) legs. For most purposes, they are considered one size larger than normal, though they wield weapons as if their base size (so, a Small

character with Four Legs would be medium for purposes of damage, but be unable to wield large weapons). Additionally, the character receives a bonus against Overbearing and similar attacks due to the number of legs. Their size and shape, however, make many spaces restrictive for them, and increases the cost of all armor by 100%. Due to their shape, some magic items may not fit them well (they are unlikely to be able to make much use of boots, for example).

Fragile Bones (10): Perhaps due to hollow bones which allow flight, or some illness, the character's bones are very fragile. All bludgeoning attacks against the character do an additional 1d4 damage.

****Hazardous spells (10):** The channeling of power can be dangerous, and a character with this limitation can sustain harmful side effects from casting spells. The character might suffer 1 point of damage per spell level when he casts a spell, with saving throw v. death for half damage. Another option would be a chance (5% per spell level, -2% per character level, minimum 1%) of losing all spell points and being feebleminded for 1d3 days.

Large (10): The character is very tall; about 7-12 feet tall, and suitably massive; creatures slightly shorter, but heavily built, may also qualify, while very tall creatures that are lightly built may not. This conveys the benefit that they can use many two-handed weapons with only one hand, and may have access to larger weapons that medium and smaller creatures are simply unable to use. However, this size presents some notable drawbacks. The character often takes more damage from weapons, as many do more damage against larger creatures. Similarly, their lifestyle costs increase by 50% as they must consume four times as much food and eight times the drink. Likewise, mundane equipment must often be custom ordered, doubling the cost, and many places will not fit their great frame, and magical equipment will often not fit them, either, unless it specifically resizes to fit them.

****Learning penalty (5/8):** This is a common restriction of specialist characters. The character may learn spells of one school without penalty; for all other schools, he suffers a -15% penalty to his learn spells roll, or a -25% penalty for 8 CP's.

Light Vulnerability (10): The character is accustomed to darkness, such that they are unable to adjust to bright light. Fighting in sunlight or similarly bright light will cause a -2 penalty to attacks.

Limited armor (3/5/10/15): A character with this restriction is limited in his selection of armor. If the character is restricted to chain mail or lighter armor, this restriction gives him 5 CP's. If he is limited to studded leather or lighter armor, he gains 10 CP's; and if he cannot wear any armor at all, this restriction is worth 15 CP's. Inability to use a shield is an additional 3 points.

Limited Magical item possession (10): The character cannot possess more than 10 permanent magical items (not including consumable items, such as potions, scrolls, and

ammunition, but including charged items, such as wands). Further, these items must not exceed one set of armor, one shield, four weapons, and four other objects.

Limited magical item use (5+): A character with this restriction either refuses or is unable to use certain categories of magic items. For each category that is barred to him, he gains 5 CP's. The categories are: potions and oils; scrolls; rings; rods, staves, and wands; miscellaneous magical items; weapons; and armor.

Limited weapon selection (5/10/15): A character with this restriction is limited in his choice of weapons. For five points, he can choose to gain proficiency only in melee weapons (no missile weapons allowed), or can choose to learn only bludgeoning weapons, or some other limited list approved by the DM. For ten points, the character can only learn five weapons, none doing more than 1d6 damage to man-sized targets, and for 15 points, the character may not learn to use any weapons at all (though he can still be skilled in unarmed combat).

Lower Movement Rate (5/10): For 5 points, movement speed is decreased by 3 points, to a base of 9. For 10 points, movement speed is decreased by 6 points, to a base of 6.

Lower To Hit Bonus (10): For ten points, the character advances in ThAC0 at the rate of 1 point per 3 levels (like a traditional wizard)

Magic Item Failure (10): The character has trouble using magical items. All magical items that are not specifically suited to the character's class (determined by the "Magical Item Use" ability) have a 20% chance to malfunction when used by the character. This check is made each time they use a magical item. A malfunction affects only the current use; the item may work properly next time. For devices that are continually in operation, the check is made the first time the device is used during an encounter. If the check is passed, the device functions normally until it is turned off. Thus, they would have to check upon donning a robe of blending but would not check again until they had taken the robe off and then put it on again. If a cursed item malfunctions, the character recognizes its cursed nature and can dispose of the item. Malfunction applies to rods, staves, wands, rings, amulets, potions, horns, jewels, and all other magical items except weapons, shields, armor, gauntlets, and girdles.

Material Vulnerability (5): The character is vulnerable to attacks from weapons involving a certain metal, such as silver, cold iron, oak, etc. Attacks with weapons made of this material do double damage.

Planar Disorientation (10): When on a particular elemental plane (plus any of its quasi- or para-elements), or an Outer Plane of a particular alignment, the character becomes woozy and disoriented. They suffer a -4 to AC, attack rolls, and surprise rolls.

Reduced Hit Points (5/15): For five points, the character only rolls a d6 for hit points at each level. For ten points, only a d4 is rolled.

Reduced spell power (10): Not as practiced with magic as other spellcasters, the character's spells are of less power than others'. For purposes of all level-based characteristics (range, duration, area of effect, damage, and so on), a character of 2nd-5th level effective casting level is one level lower, a 6th-9th level character's effective casting level is two levels lower, and at 10th level or higher, the character casts spells as if they were three levels lower.

Slower casting time (5/10): Spells cast by the character are unusually complicated and require more time than normal to cast. For 5 points, all spell casting times increase by 3. For 10 points, the character's spells automatically increase to the next greater time unit. This means that spells with casting times of 1 to 9 increase to one full round. Spells with casting times in rounds require a similar number of turns, turns go to hours, and hours go to days.

Small (5): The character's size is small; between 2'-4' tall. As such, they are unable to use Large size weapons, and must use medium weapons in two hands. While they face some of the difficulties faced by large creatures, human and demi-human society at large is better suited to smaller individuals than the exceptionally large. They have no increase in lifestyle costs, nor in equipment costs, though they may find fewer items available.

Special Weakness (5/10): The opposite of Special Resistance (above), the character has a -1 against a certain kind of attack. While the player may make this ability as broad as he or she likes, the DM must determine if the selected weakness is too narrow to warrant the full bonus. For 10 points, this ability can apply to an entire category of saving throws, such as a -1 to all saving throws against Breath Weapons or Spells. No more than 15 points may be gained from this ability.

Supernatural constraint (5+): The process by which the character gained access to his magical powers transformed him into a supernatural creature with unusual vulnerabilities. Unlike a belief or taboo, these constraints cannot be violated by the character by any means. Some examples: the character can't cross running water; the character can't enter a home or community without an invitation; the character can't set foot on hallowed ground; the character automatically becomes lost at crossroads; the character leaves footprints that can always be tracked; normal animals are terrified of the character and won't let him near; and any number of other such constraints. These constraints can be used by clever enemies to render the character powerless or severely restrict his movements. The DM should evaluate the proposed constraint and assign a limitation of 5 to 15 points depending on how often it comes into play and how much it interferes with the character on a daily basis.

Susceptibility to Planar Magic (5): The character is more susceptible to the magics and abilities of a particular plane's natives. When subjected to the magic of a native of a particular elemental plane (plus any of its quasi- or para-elements), or an Outer Plane of a particular alignment, the character receives a -1 to saving throws and a +1 per die to all damage received from their magic. Note that this does not apply to magic granted by an individual of that plane; a

human priest of a good deity would not gain this benefit against someone vulnerable to magic of the Good planes.

****Talisman/symbol (8):** The character's spell powers are focused through one specific talisman or holy symbol. Without this symbol, he is incapable of casting spells. If his talisman is destroyed or stolen with no hope of recovery, he may create a new one with 1d4 weeks of prayer, meditation, and fasting in his home temple.

****Unreliable casting method (5):** The character's unorthodox approach to magic results in occasional failures, with spells just fizzling instead of taking effect. The chance for failure is 10% per spell level, less 2% per experience level. For example, a 6th-level character casting a 2nd-level spell would have an 8% chance (20 minus 12) of failure.

Psionics Addendum

Psionics comes in two flavors; the first is the Psionics Handbook/Will & the Way method, the S&P/Way of the Psionicist method. These have some slight differences to account for different systems.

Psionics Handbook

Access to Disciplines (4/8): For four points, the character has access to devotions from a single psionic discipline. For eight points, they have access to devotions and sciences from that discipline. The character must purchase access for any of the six disciplines they wish to access. This ability cannot be delayed, but it may be purchased later at full price.

Bonus Psionic Powers (10): At 3rd level and every 3 levels thereafter, the character may select one additional devotion. At 5th level and every 5 levels thereafter, the character may select one additional science. These may only be selected in Disciplines the character has access to, but this power may replace or supplement the Psionic Powers Advancement ability below.

Bonus Psionic Strength Points (15): The character gains a bonus of 4 spell points at first level, 6 at 3rd, 10 at 5th, 15 at 7th, 22 at 9th, 30 at 12th, 40 at 14th, 50 at 16th, 60 at 18th, and 80 at 20th. This ability may supplement or substitute for Psionic Strength Pool (q.v.).

Mental Attacks (10+): For ten points, the character has access to the Telepathic powers of Contact and Mindlink. For every 3 additional CPs spent, the character gains access to one of the five telepathic attacks, beginning with 1 attack mode at level 1, and one additional at every subsequent odd level until they reach 5 total attacks (at 25 CPs). This ability may be accelerated, as usual, with a total of 41 CPs granting all attack modes at level 1. This ability grants no PSPs; without a source of PSPs, no powers may be used. This ability does not require Access to the Telepathic Discipline.

Mental Defenses (3+): For three points, the character gains a single psychic defense mode at level 1. For every additional 3 points spent, the character gains a new psychic defense mode at every subsequent odd level (3, 5, 7, and 9), until the maximum of 5 defenses is reached. This ability may be accelerated as usual, to a maximum of 31 CPs, which will grant all 5 defense modes as bonus powers at level 1. This ability grants no PSPs; without a source of PSPs, the only defense mode which can be used is Mind Blank. This ability does not require Access to the Telepathic Discipline.

Mental Expertise (5): The character may choose one psionic power they know each day. They pay only 50% the normal PSPs to use that power.

Passive psionic defense (10): Any psionic defense modes that the PC possesses are always considered passively "on" as a natural defense against potential attacks. This costs no PSP expenditure until after the PC is attacked psionically. Once attacked, the character must decide which defense to "keep on;" and pay the appropriate PSPs to maintain the defense until combat ends or they choose to change defenses.

Psionic Strength Pool (20/40): The character has a pool of psionic strength points (PSPs) that increase as they gain levels. For 20 points, that amount is equal to their level times four, plus 1 point for every point of Intelligence, Wisdom, or Constitution above 15, and minus one point for every point of Intelligence, Wisdom, and Constitution below 7, with those bonuses and penalties accruing at each level. Thus, a 3rd level character with a 16 Constitution and no other notable attributes would have $(3*4)+(3*1)$, or 15 PSPs.

For 40 points, the character's PSPs begin equal to their Wisdom, plus one point for each point of Intelligence and Constitution above 15, minus one point for every point of Intelligence or Constitution below 7, plus two additional points. At each subsequent level, they gain twice their level in additional spell points, plus one point per point of Intelligence, Wisdom, or Constitution above 15, and minus one point for every point of Intelligence, Wisdom, and Constitution below 7. For example, a 3rd level psychic, with a 10 Wisdom and Intelligence, but a 16 Constitution would have 13 points at 1st level (10 for Wisdom, +1 for high Constitution, +2 for level 1), 18 points at 2nd level (13 points from level 1, plus 4 for level 2, +1 for Constitution), and 25 points at 3rd level (18 points for level 2, plus 6 for level 3, +1 for Constitution). Alterations to these ability scores impact the maximum amount of spell points one can have; points above the maximum are lost.

PSPs are regained at 12 points per hour of sleep or meditation, 6 per hour of rest (reading, conversation) or 3 per hour light exercise (walking or riding; no running, combat, or heavy labor). If the ability is delayed, count the first level it is available as being level 1. Making use of this ability requires some Access to Disciplines and Psionic Power Advancement; without all three, they cannot use psychic powers.

Psionic Power Advancement (10+): This ability requires 10 points per maximum number of Sciences they acquire (regardless of whether their "Access to Disciplines" includes Sciences), to a maximum of 10 (total) sciences. At 1st level, the character will receive 1 science and 3 devotions. An additional devotion will be granted at every level, and an additional science and devotion will be granted at every odd level. So, at 1st level, they will have access to 1 science and 3 devotions, 1 science and 4 devotions at 2nd, 2 and 6 at 3rd, 2 and 7 at 4th, 3 and 9 at 5th, and so on. If this ability is delayed, the character counts 1st level as whichever level they first have access to their powers, and advances one level at each subsequent level.

Wild Talent (5+): The character possesses a single psychic ability that they are able to use, and just enough PSPs to use it. This ability begins at 5 CPs to have access to a single devotion, or 10 PSPs to have access to a single science. However, if the power has prerequisites, all of them must be purchased; one can begin with Disintegrate, but it will require 25 CPs (10 for Disintegrate, 10 for telekinesis, 5 for Soften). For PSPs, the character has as many as necessary to use all of the purchased powers once, plus enough to pay maintenance four times; the aforementioned purchase of Disintegrate will leave them with 63 PSPs (40 for Disintegrate, 7 for telekinesis, and 16 for soften). At each subsequent level, they receive 4 PSPs. This ability does not require Access to Disciplines to be purchased.

Skills & Powers

Access to Disciplines is slightly increased in cost because S&P has only 5 disciplines, not 6; thus, a full spread for each costs 48 (PsiHandbook) or 50 (S&P). The default MTHAC0 is 1/2 points, like a rogue or wild talent.

Access to Disciplines (5/10): For four points, the character has access to devotions from a single psionic discipline. For eight points, they have access to devotions and sciences from that discipline. The character must purchase access for any of the six disciplines they wish to access. This ability cannot be delayed, but it may be purchased later at full price.

Attack Modes (5-25): The character receives one psionic attack mode per 5 CPs expended. The first is available at level 1, and an additional attack mode is available at every subsequent odd level. This ability may be accelerated, as usual, with every 4 points spent adding an additional attack mode at 1st level. This ability provides no PSPs

Bonus Psionic Powers (10): At 3rd level and every 3 levels thereafter, the character may select one additional devotion. At 5th level and every 5 levels thereafter, the character may select one additional science. These may only be selected in Disciplines the character has access to, but this power may replace or supplement the Psionic Powers Advancement ability below.

Bonus Psionic Strength Points (15): The character gains a bonus of 4 spell points at first level, 6 at 3rd, 10 at 5th, 15 at 7th, 22 at 9th, 30 at 12th, 40 at 14th, 50 at 16th, 60 at 18th, and 80 at 20th. This ability may supplement or substitute for Psionic Strength Pool (q.v.).

Defense Modes (5-25): The character receives one psionic defense mode per 5 CPs expended. The first is available at level 1, and an additional defense mode is available at every subsequent odd level. This ability may be accelerated, as usual, with every 4 points spent adding an additional defense mode at 1st level. This ability provides no PSPs. This ability provides no PSPs.

MAC Bonus (5/10): For 5 points, the character receives +2 to MAC. For 10 points, they receive +1 to MAC at every even level, for a maximum bonus of +8.

Mental Expertise (5): The character may choose one psionic power they know each day. They pay only 50% the normal PSPs to use that power.

MThAC0 Bonus (10): The character's MThAC0 advances at 1 point per level.

Psionic Strength Pool (20/40): The character has a pool of psionic strength points (PSPs) that increase as they gain. For 20 points, that amount is equal to their level times four, plus 1 point for every point of Intelligence, Wisdom, or Constitution above 15, and minus one point for every point of Intelligence, Wisdom, and Constitution below 7, with those bonuses and penalties accruing at each level. Thus, a 3rd level character with a 16 Constitution and no other notable attributes would have $(3*4)+(3*1)$, or 15 PSPs.

For 40 points, the character's PSPs begin equal to their Wisdom, plus one point for each point of Intelligence and Constitution above 15, minus one point for every point of Intelligence or Constitution below 7, plus two additional points. At each subsequent level, they gain twice their level in additional spell points, plus one point per point of Intelligence, Wisdom, or Constitution above 15, and minus one point for every point of Intelligence, Wisdom, and Constitution below 7. For example, a 3rd level spellcaster, with a 10 Wisdom and Intelligence, but a 16 Constitution would have 13 points at 1st level (10 for Wisdom, +1 for high Constitution, +2 for level 1), 18 points at 2nd level (13 points from level 1, plus 4 for level 2, +1 for Constitution), and 25 points at 3rd level (18 points for level 2, plus 6 for level 3, +1 for Constitution). Alterations to these ability scores impact the maximum amount of spell points one can have; points above the maximum are lost.

PSPs are regained at 12 points per hour of sleep or meditation, 6 per hour of rest (reading, conversation) or 3 per hour light exercise (walking or riding; no running, combat, or heavy labor). If the ability is delayed, count the first level it is available as being level 1. Making use of this ability requires some Access to Disciplines and Psionic Power Advancement; without all three, they cannot use psychic powers.

Psionic Power Advancement (10+): This ability requires 10 points per maximum number of Sciences they acquire (regardless of whether their "Access to Disciplines" includes Sciences), to a maximum of 10 (total) sciences. At 1st level, the character will receive 1 science and 3 devotions. An additional devotion will be granted at every level, and an additional science and devotion will be granted at every odd level. So, at 1st level, they will have access to 1 science and 3 devotions, 1 science and 4 devotions at 2nd, 2 and 6 at 3rd, 2 and 7 at 4th, 3 and 9 at 5th, and so on. If this ability is delayed, the character counts 1st level as whichever level they first have access to their powers, and advances one level at each subsequent level.

Wild Talent (5+): The character possesses a single psychic ability that they are able to use, and just enough PSPs to use it. This ability begins at 5 CPs to have access to a single devotion, or 10 PSPs to have access to a single science. However, if the power has prerequisites, all of them must be purchased; one can begin with Detonate, but it will require 25 CPs (10 for Detonate, 10 for telekinesis, 5 for Molecular Agitation). Powers with a prerequisite based on level may be selected, but they will not be available until the listed level, and there is no reduction in CPs for this delay (though they may be delayed further for additional PSPs; Cannibalize has a prerequisite of 5th level, but could be delayed to 8th level, and cost 3 fewer PSPs). For PSPs, a wild talent character has as many as necessary to use all of the purchased powers once, plus 10 PSPs, with bonuses for high Wisdom, Intelligence, and Constitution. At each subsequent level, they receive 4 PSPs. The aforementioned Detonate would begin with 35, plus bonuses for attributes (15 for Detonate, 3 for Telekinesis, 7 for Molecular Agitation, and 10 standard). This ability does not require Access to Disciplines to be purchased.