

# THE BASICS

**The Core Mechanic:** Whenever you attempt an action that has some chance of failure, you roll a twenty-sided die (d20). To determine if your character succeeds at a task you do this:

Roll a d20.

Add any relevant modifiers.

Compare the result to a target number.

If the result equals or exceeds the target number, your character succeeds. If the result is lower than the target number, you fail.

## DICE

Dice rolls are described with expressions such as  $3d4+3$ , which means roll three four-sided dice and add 3 (resulting in a number between 6 and 15). The first number tells you how many dice to roll (adding the results together). The number immediately after the  $d$  tells you the type of die to use. Any number after that indicates a quantity that is added or subtracted from the result.

**d%:** Percentile dice work a little differently. You generate a number between 1 and 100 by rolling two different ten-sided dice. One (designated before you roll) is the tens digit. The other is the ones digit. Two 0s represent 100.

## ROUNDING FRACTIONS

In general, if you wind up with a fraction, round down, even if the fraction is one-half or larger.

*Exception:* Certain rolls, such as damage and hit points, have a minimum of 1.

## MULTIPLYING

Sometimes a rule makes you multiply a number or a die roll. As long as you're applying a single multiplier, multiply the number normally. When two or more multipliers apply to any abstract value (such as a modifier or a die roll), however, combine them into a single multiple, with each extra multiple adding 1 less than its value to the first multiple. Thus, a double ( $\times 2$ ) and a double ( $\times 2$ ) applied to the same number results in a triple ( $\times 3$ , because  $2 + 1 = 3$ ).

When applying multipliers to real-world values (such as weight or distance), normal rules of math apply instead. A creature whose size doubles (thus multiplying its weight by 8) and then is turned to stone (which would multiply its weight by a factor of roughly 3) now weighs about 24 times normal, not 10 times normal. Similarly, a blinded creature attempting to negotiate difficult terrain would count each square as 4 squares (doubling the cost twice, for a

total multiplier of  $\times 4$ ), rather than as 3 squares (adding 100% twice).

## ABILITY SCORES

### ABILITY MODIFIERS

Each ability, after changes made because of race, has a modifier ranging from -5 to +5. Table: Ability Modifiers and Bonus Spells shows the modifier for each score. It also shows bonus spells, which you'll need to know about if your character is a spellcaster.

The modifier is the number you apply to the die roll when your character tries to do something related to

that ability. You also use the modifier with some numbers that aren't die rolls. A positive modifier is called a bonus, and a negative modifier is called a penalty.

## ABILITIES

### AND SPELLCASTERS

The ability that governs bonus spells depends on what type of spellcaster your character is: Intelligence for wizards; Wisdom for clerics, druids, paladins, and rangers; or Charisma for sorcerers and bards. In addition to having a high ability score, a spellcaster must be of high enough class level to be able to cast spells of a given spell level. (See the class descriptions for details.)

## THE ABILITIES

Each ability partially describes your character and affects some of his or her actions.

### STRENGTH (STR)

Strength measures your character's muscle and physical power. This ability is especially important for fighters, barbarians, paladins, rangers, and monks because it helps them prevail in combat. Strength also limits the amount of equipment your character can carry.

You apply your character's Strength modifier to:

Melee attack rolls.

Damage rolls when using a melee weapon or a thrown weapon (including a sling). (*Exceptions:* Off-hand attacks receive only one-half the character's Strength bonus, while two-handed attacks receive one and a half times the Strength bonus. A Strength penalty, but not a bonus, applies to attacks made with a bow that is not a composite bow.)

Climb, Jump, and Swim checks. These are the skills that have Strength as their key ability.

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Strength checks (for breaking down doors and the like).

### DEXTERITY (DEX)

Dexterity measures hand-eye coordination, agility, reflexes, and balance. This ability is the most important one for rogues, but its also high on the list for characters who typically wear light or medium armor (rangers and barbarians) or no armor at all (monks, wizards, and sorcerers), and for anyone who wants to be a skilled archer.

You apply your characters Dexterity modifier to:

Ranged attack rolls, including those for attacks made with bows, crossbows, throwing axes, and other ranged weapons.

Armor Class (AC), provided that the character can react to the attack.

Reflex saving throws, for avoiding fireballs and

other attacks that you can escape by moving quickly.

Balance, Escape Artist, Hide, Move Silently, Open Lock, Ride, Sleight of Hand, Tumble, and Use Rope checks. These are the skills that have Dexterity as their key ability.

### CONSTITUTION (CON)

Constitution represents your characters health and stamina. A Constitution bonus increases a characters hit points, so the ability is important for all classes.

You apply your characters Constitution modifier to:

Each roll of a Hit Die (though a penalty can never drop a result below 1 that is, a character always gains at least 1 hit point each time he or she advances in level).

Fortitude saving throws, for resisting poison and similar threats.

Concentration checks. Concentration is a skill,

**Table: Ability Modifiers and Bonus Spells**

Score	Modifier	Bonus Spells (by Spell Level)									
		0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	-5	Can't cast spells tied to this ability									
2-3	-4	Can't cast spells tied to this ability									
4-5	-3	Can't cast spells tied to this ability									
6-7	2	Can't cast spells tied to this ability									
8-9	1	Can't cast spells tied to this ability									
10-11	0	—	—	—	—	—	—	—	—	—	—
12-13	+1	—	1	—	—	—	—	—	—	—	—
14-15	+2	—	1	1	—	—	—	—	—	—	—
16-17	+3	—	1	1	1	—	—	—	—	—	—
18-19	+4	—	1	1	1	1	—	—	—	—	—
20-21	+5	—	2	1	1	1	1	—	—	—	—
22-23	+6	—	2	2	1	1	1	1	—	—	—
24-25	+7	—	2	2	2	1	1	1	1	—	—
26-27	+8	—	2	2	2	2	1	1	1	1	—
28-29	+9	—	3	2	2	2	2	1	1	1	1
30-31	+10	—	3	3	2	2	2	2	1	1	1
32-33	+11	—	3	3	3	2	2	2	2	1	1
34-35	+12	—	3	3	3	3	2	2	2	2	1
36-37	+13	—	4	3	3	3	3	2	2	2	2
38-39	+14	—	4	4	3	3	3	3	2	2	2
40-41	+15	—	4	4	4	3	3	3	3	2	2
42-43	+16	—	4	4	4	4	3	3	3	3	2
44-45	+17	—	5	4	4	4	4	3	3	3	3

etc...

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important to spellcasters, that has Constitution as its key ability.

If a character's Constitution score changes enough to alter his or her Constitution modifier, the character's hit points also increase or decrease accordingly.

### INTELLIGENCE (INT)

Intelligence determines how well your character learns and reasons. This ability is important for wizards because it affects how many spells they can cast, how hard their spells are to resist, and how powerful their spells can be. It's also important for any character who wants to have a wide assortment of skills.

You apply your character's Intelligence modifier to:

The number of languages your character knows at the start of the game.

The number of skill points gained each level. (But your character always gets at least 1 skill point per level.)

Appraise, Craft, Decipher Script, Disable Device, Forgery, Knowledge, Search, and Spellcraft checks. These are the skills that have Intelligence as their key ability.

A wizard gains bonus spells based on her Intelligence score. The minimum Intelligence score needed to cast a wizard spell is 10 + the spell's level.

An animal has an Intelligence score of 1 or 2. A creature of humanlike intelligence has a score of at least 3.

### WISDOM (WIS)

Wisdom describes a character's willpower, common sense, perception, and intuition. While Intelligence represents one's ability to analyze information, Wisdom represents being in tune with and aware of one's surroundings. Wisdom is the most important ability for clerics and druids, and it is also important for paladins and rangers. If you want your character to

have acute senses, put a high score in Wisdom. Every creature has a Wisdom score.

You apply your character's Wisdom modifier to:

Will saving throws (for negating the effect of charm person and other spells).

Heal, Listen, Profession, Sense Motive, Spot, and Survival checks. These are the skills that have Wisdom as their key ability.

Clerics, druids, paladins, and rangers get bonus spells based on their Wisdom scores. The minimum Wisdom score needed to cast a cleric, druid, paladin, or ranger spell is 10 + the spell's level.

### CHARISMA (CHA)

Charisma measures a character's force of personality, persuasiveness, personal magnetism, ability to lead, and physical attractiveness. This ability represents actual strength of personality, not merely how one is perceived by others in a social setting. Charisma is most important for paladins, sorcerers, and bards. It is also important for clerics, since it affects their ability to turn undead. Every creature has a Charisma score.

You apply your character's Charisma modifier to:

Bluff, Diplomacy, Disguise, Gather Information, Handle Animal, Intimidate, Perform, and Use Magic Device checks. These are the skills that have Charisma as their key ability.

Checks that represent attempts to influence others.

Turning checks for clerics and paladins attempting to turn zombies, vampires, and other undead.

Sorcerers and bards get bonus spells based on their Charisma scores. The minimum Charisma score needed to cast a sorcerer or bard spell is 10 + the spell's level.

When an ability score changes, all attributes associated with that score change accordingly. A character does not retroactively get additional skill points for previous levels if she increases her intelligence.

# RACES

### FAVORED CLASS

A character's favored class doesn't count against him or her when determining experience point penalties for multiclassing.

### RACE AND LANGUAGES

All characters know how to speak Common. A dwarf, elf, gnome, half-elf, half-orc, or halfling also speaks a racial language, as appropriate. A character who has an Intelligence bonus at 1st level speaks other languages as well, one extra language per point of Intelligence bonus as a starting character.

**Literacy:** Any character except a barbarian can read

and write all the languages he or she speaks.

**Class-Related Languages:** Clerics, druids, and wizards can choose certain languages as bonus languages even if they're not on the lists found in the race descriptions. These class-related languages are as follows:

*Cleric:* Abyssal, Celestial, Infernal.

*Druid:* Sylvan.

*Wizard:* Draconic.

### SMALL CHARACTERS

A small character gets a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size

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bonus on Hide checks. A Small characters carrying capacity is three-quarters of that of a Medium character.

A Small character generally moves about two-thirds as fast as a Medium character.

A Small character must use smaller weapons than a Medium character.

### HUMANS

Medium: As Medium creatures, humans have no special bonuses or penalties due to their size.

Human base land speed is 30 feet.

1 extra feat at 1st level.

4 extra skill points at 1st level and 1 extra skill point at each additional level.

Automatic Language: Common. Bonus Languages: Any (other than secret languages, such as Druidic). See the Speak Language skill.

Favored Class: Any. When determining whether a multiclass human takes an experience point penalty, his or her highest-level class does not count.

### DWARVES

+2 Constitution, 2 Charisma.

Medium: As Medium creatures, dwarves have no special bonuses or penalties due to their size.

Dwarf base land speed is 20 feet. However, dwarves can move at this speed even when wearing medium or heavy armor or when carrying a medium or heavy load (unlike other creatures, whose speed is reduced in such situations).

Darkvision: Dwarves can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and dwarves can function just fine with no light at all.

Stonecunning: This ability grants a dwarf a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. A dwarf who merely comes within 10 feet of unusual stonework can make a Search check as if he were actively searching, and a dwarf can use the Search skill to find stonework traps as a rogue can. A dwarf can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up.

Weapon Familiarity: Dwarves may treat dwarven waraxes and dwarven urgroshes as martial weapons, rather than exotic weapons.

Stability: A dwarf gains a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).

+2 racial bonus on saving throws against poison.

+2 racial bonus on saving throws against spells and spell-like effects.

+1 racial bonus on attack rolls against orcs and goblinoids.

+4 dodge bonus to Armor Class against monsters of the giant type. Any time a creature loses its Dexterity bonus (if any) to Armor Class, such as when its caught flat-footed, it loses its dodge bonus, too.

+2 racial bonus on Appraise checks that are related to stone or metal items.

+2 racial bonus on Craft checks that are related to stone or metal.

Automatic Languages: Common and Dwarven. Bonus Languages: Giant, Gnome, Goblin, Orc, Terran, and Undercommon.

Favored Class: Fighter. A multiclass dwarf's fighter class does not count when determining whether he takes an experience point penalty for multiclassing.

### ELVES

+2 Dexterity, 2 Constitution.

Medium: As Medium creatures, elves have no special bonuses or penalties due to their size.

Elf base land speed is 30 feet.

Immunity to magic sleep effects, and a +2 racial saving throw bonus against enchantment spells or effects.

Low-Light Vision: An elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. She retains the ability to distinguish color and detail under these conditions.

Weapon Proficiency: Elves receive the Martial Weapon Proficiency feats for the longsword, rapier, longbow (including composite longbow), and shortbow (including composite shortbow) as bonus feats.

+2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Automatic Languages: Common and Elven. Bonus Languages: Draconic, Gnoll, Gnome, Goblin, Orc, and Sylvan.

Favored Class: Wizard. A multiclass elf's wizard class does not count when determining whether she takes an experience point penalty for multiclassing.

### GNOMES

+2 Constitution, 2 Strength.

Small: As a Small creature, a gnome gains a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but he uses smaller weapons than humans use, and his lifting and carrying limits are three-quarters of those of a Medium character.

Gnome base land speed is 20 feet.

Low-Light Vision: A gnome can see twice as far as a

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human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.

**Weapon Familiarity:** Gnomes may treat gnome hooked hammers as martial weapons rather than exotic weapons.

+2 racial bonus on saving throws against illusions.

Add +1 to the Difficulty Class for all saving throws against illusion spells cast by gnomes. This adjustment stacks with those from similar effects.

+1 racial bonus on attack rolls against kobolds and goblinoids.

+4 dodge bonus to Armor Class against monsters of the giant type. Any time a creature loses its Dexterity bonus (if any) to Armor Class, such as when its caught flat-footed, it loses its dodge bonus, too.

+2 racial bonus on Listen checks.

+2 racial bonus on Craft (alchemy) checks.

**Automatic Languages:** Common and Gnome. **Bonus Languages:** Draconic, Dwarven, Elven, Giant, Goblin, and Orc. In addition, a gnome can speak with a burrowing mammal (a badger, fox, rabbit, or the like, see below). This ability is innate to gnomes. See the *speak with animals* spell description.

**Spell-Like Abilities:** 1/day *speak with animals* (burrowing mammal only, duration 1 minute). A gnome with a Charisma score of at least 10 also has the following spell-like abilities: 1/day *dancing lights*, *ghost sound*, *prestidigitation*. Caster level 1st; save

DC 10 + gnomes Cha modifier + spell level.

**Favored Class:** Bard. A multiclass gnomes bard class does not count when determining whether he takes an experience point penalty.

## HALF-ELVES

**Medium:** As Medium creatures, half-elves have no special bonuses or penalties due to their size.

Half-elf base land speed is 30 feet.

**Immunity to *sleep* spells** and similar magical effects, and a +2 racial bonus on saving throws against enchantment spells or effects.

**Low-Light Vision:** A half-elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. She retains the ability to distinguish color and detail under these conditions.

+1 racial bonus on Listen, Search, and Spot checks.

+2 racial bonus on Diplomacy and Gather Information checks.

**Elven Blood:** For all effects related to race, a half-elf is considered an elf.

**Automatic Languages:** Common and Elven. **Bonus Languages:** Any (other than secret languages, such as Druidic).

**Favored Class:** Any. When determining whether a multiclass half-elf takes an experience point penalty, her highest-level class does not count.

## HALF-ORCS

+2 Strength, 2 Intelligence, 2 Charisma.

A half-orcs starting Intelligence score is always at least 3. If this adjustment would lower the characters score to 1 or 2, his score is nevertheless 3.

**Medium:** As Medium creatures, half-orcs have no special bonuses or penalties due to their size.

Half-orc base land speed is 30 feet.

**Darkvision:** Half-orcs (and orcs) can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and half-orcs can function just fine with no light at all.

**Orc Blood:** For all effects related to race, a half-orc is considered an orc.

**Automatic Languages:** Common and Orc. **Bonus Languages:** Draconic, Giant, Gnoll, Goblin, and Abyssal.

**Favored Class:** Barbarian. A multiclass half-orcs barbarian class does not count when determining whether he takes an experience point penalty.

## HALFLINGS

+2 Dexterity, 2 Strength.

**Small:** As a Small creature, a halfling gains a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but she uses smaller weapons than humans use, and her lifting and carrying limits are three-quarters of those of a Medium character.

Halfling base land speed is 20 feet.

+2 racial bonus on Climb, Jump, and Move Silently checks.

+1 racial bonus on all saving throws.

+2 morale bonus on saving throws against fear: This bonus stacks with the halflings +1 bonus on saving throws in general.

+1 racial bonus on attack rolls with thrown weapons and slings.

+2 racial bonus on Listen checks.

**Automatic Languages:** Common and Halfling. **Bonus Languages:** Dwarven, Elven, Gnome, Goblin, and Orc.

**Favored Class:** Rogue. A multiclass halflings rogue class does not count when determining whether she takes an experience point penalty for multiclassing.

# DESCRIPTION

## ALIGNMENT

A creature's general moral and personal attitudes are represented by its alignment: lawful good, neutral good, chaotic good, lawful neutral, neutral, chaotic neutral, lawful evil, neutral evil, or chaotic evil.

Alignment is a tool for developing your character's identity. It is not a straitjacket for restricting your character. Each alignment represents a broad range of personality types or personal philosophies, so two characters of the same alignment can still be quite different from each other. In addition, few people are completely consistent.

## GOOD VS. EVIL

Good characters and creatures protect innocent life. Evil characters and creatures debase or destroy innocent life, whether for fun or profit.

*Good* implies altruism, respect for life, and a concern for the dignity of sentient beings. Good characters make personal sacrifices to help others.

*Evil* implies hurting, oppressing, and killing others. Some evil creatures simply have no compassion for others and kill without qualms if doing so is convenient. Others actively pursue evil, killing for sport or out of duty to some evil deity or master.

People who are neutral with respect to good and evil have compunctions against killing the innocent but lack the commitment to make sacrifices to protect or help others. Neutral people are committed to others by personal relationships.

Being good or evil can be a conscious choice. For most people, though, being good or evil is an attitude that one recognizes but does not choose. Being neutral on the goodevil axis usually represents a lack of commitment one way or the other, but for some it represents a positive commitment to a balanced view. While acknowledging that good and evil are objective states, not just opinions, these folk maintain that a balance between the two is the proper place for people, or at least for them.

Animals and other creatures incapable of moral action are neutral rather than good or evil. Even deadly vipers and tigers that eat people are neutral because they lack the capacity for morally right or wrong behavior.

## LAW VS. CHAOS

Lawful characters tell the truth, keep their word, respect authority, honor tradition, and judge those who fall short of their duties.

Chaotic characters follow their consciences, resent

being told what to do, favor new ideas over tradition, and do what they promise if they feel like it.

*Law* implies honor, trustworthiness, obedience to authority, and reliability. On the downside, lawfulness can include close-mindedness, reactionary adherence to tradition, judgmentalness, and a lack of adaptability. Those who consciously promote lawfulness say that only lawful behavior creates a society in which people can depend on each other and make the right decisions in full confidence that others will act as they should.

*Chaos* implies freedom, adaptability, and flexibility. On the downside, chaos can include recklessness, resentment toward legitimate authority, arbitrary actions, and irresponsibility. Those who promote chaotic behavior say that only unfettered personal freedom allows people to express themselves fully and lets society benefit from the potential that its individuals have within them.

Someone who is neutral with respect to law and chaos has a normal respect for authority and feels neither a compulsion to obey nor a compulsion to rebel. She is honest but can be tempted into lying or deceiving others.

Devotion to law or chaos may be a conscious choice, but more often it is a personality trait that is recognized rather than being chosen. Neutrality on the lawfulchaotic axis is usually simply a middle state, a state of not feeling compelled toward one side or the other. Some few such neutrals, however, espouse neutrality as superior to law or chaos, regarding each as an extreme with its own blind spots and drawbacks.

Animals and other creatures incapable of moral action are neutral. Dogs may be obedient and cats free-spirited, but they do not have the moral capacity to be truly lawful or chaotic.

## THE NINE ALIGNMENTS

Nine distinct alignments define all the possible combinations of the lawfulchaotic axis with the goodevil axis. Each alignment description below depicts a typical character of that alignment. Remember that individuals vary from this norm, and that a given character may act more or less in accord with his or her alignment from day to day. Use these descriptions as guidelines, not as scripts.

The first six alignments, lawful good through chaotic neutral, are the standard alignments for player characters. The three evil alignments are for

monsters and villains.

**Lawful Good, *Crusader*:** A lawful good character acts as a good person is expected or required to act. She combines a commitment to oppose evil with the discipline to fight relentlessly. She tells the truth, keeps her word, helps those in need, and speaks out against injustice. A lawful good character hates to see the guilty go unpunished.

Lawful good is the best alignment you can be because it combines honor and compassion.

**Neutral Good, *Benefactor*:** A neutral good character does the best that a good person can do. He is devoted to helping others. He works with kings and magistrates but does not feel beholden to them..

Neutral good is the best alignment you can be because it means doing what is good without bias for or against order.

**Chaotic Good, *Rebel*:** A chaotic good character acts as his conscience directs him with little regard for what others expect of him. He makes his own way, but hes kind and benevolent. He believes in goodness and right but has little use for laws and regulations. He hates it when people try to intimidate others and tell them what to do. He follows his own moral compass, which, although good, may not agree with that of society.

Chaotic good is the best alignment you can be because it combines a good heart with a free spirit.

**Lawful Neutral, *Judge*:** A lawful neutral character acts as law, tradition, or a personal code directs her. Order and organization are paramount to her. She may believe in personal order and live by a code or standard, or she may believe in order for all and favor a strong, organized government.

Lawful neutral is the best alignment you can be because it means you are reliable and honorable without being a zealot.

**Neutral, *Undecided*:** A neutral character does what seems to be a good idea. She doesnt feel strongly one way or the other when it comes to good vs. evil or law vs. chaos. Most neutral characters exhibit a lack of conviction or bias rather than a commitment to neutrality. Such a character thinks of good as better than evil after all, she would rather have good neighbors and rulers than evil ones. Still, shes not personally committed to upholding good in any abstract or universal way.

Some neutral characters, on the other hand, commit themselves philosophically to neutrality. They see good, evil, law, and chaos as prejudices and dangerous extremes. They advocate the middle way of neutrality as the best, most balanced road in the long run.

Neutral is the best alignment you can be because it means you act naturally, without prejudice or compulsion.

**Chaotic Neutral, *Free Spirit*:** A chaotic neutral

character follows his whims. He is an individualist first and last. He values his own liberty but doesnt strive to protect others freedom. He avoids authority, resents restrictions, and challenges traditions. A chaotic neutral character does not intentionally disrupt organizations as part of a campaign of anarchy. To do so, he would have to be motivated either by good (and a desire to liberate others) or evil (and a desire to make those different from himself suffer). A chaotic neutral character may be unpredictable, but his behavior is not totally random. He is not as likely to jump off a bridge as to cross it.

Chaotic neutral is the best alignment you can be because it represents true freedom from both societys restrictions and a do-gooders zeal.

**Lawful Evil, *Dominator*:** A lawful evil villain methodically takes what he wants within the limits of his code of conduct without regard for whom it hurts. He cares about tradition, loyalty, and order but not about freedom, dignity, or life. He plays by the rules but without mercy or compassion. He is comfortable in a hierarchy and would like to rule, but is willing to serve. He condemns others not according to their actions but according to race, religion, homeland, or social rank. He is loath to break laws or promises.

This reluctance comes partly from his nature and partly because he depends on order to protect himself from those who oppose him on moral grounds. Some lawful evil villains have particular taboos, such as not killing in cold blood (but having underlings do it) or not letting children come to harm (if it can be helped). They imagine that these compunctions put them above unprincipled villains.

Some lawful evil people and creatures commit themselves to evil with a zeal like that of a crusader committed to good. Beyond being willing to hurt others for their own ends, they take pleasure in spreading evil as an end unto itself. They may also see doing evil as part of a duty to an evil deity or master.

Lawful evil is sometimes called *idiabological*,<sup>1</sup> because devils are the epitome of lawful evil.

Lawful evil is the most dangerous alignment because it represents methodical, intentional, and frequently successful evil.

**Neutral Evil, *Malefactor*:** A neutral evil villain does whatever she can get away with. She is out for herself, pure and simple. She sheds no tears for those she kills, whether for profit, sport, or convenience. She has no love of order and holds no illusion that following laws, traditions, or codes would make her any better or more noble. On the other hand, she doesnt have the restless nature or love of conflict that a chaotic evil villain has.

Some neutral evil villains hold up evil as an ideal, committing evil for its own sake. Most often, such villains are devoted to evil deities or secret societies.

Neutral evil is the most dangerous alignment because it represents pure evil without honor and without variation.

**Chaotic Evil, Destroyer:** A chaotic evil character does whatever his greed, hatred, and lust for destruction drive him to do. He is hot-tempered, vicious, arbitrarily violent, and unpredictable. If he is simply out for whatever he can get, he is ruthless and brutal. If he is committed to the spread of evil and chaos, he is even worse. Thankfully, his plans are

haphazard, and any groups he joins or forms are poorly organized. Typically, chaotic evil people can be made to work together only by force, and their leader lasts only as long as he can thwart attempts to topple or assassinate him.

Chaotic evil is sometimes called idemoniĉ because demons are the epitome of chaotic evil.

Chaotic evil is the most dangerous alignment because it represents the destruction not only of beauty and life but also of the order on which beauty and life depend.

## VITAL STATISTICS

### AGE

You can choose or randomly generate your characters age. If you choose it, it must be at least the minimum age for the characters race and class (see Table: Random Starting Ages). Your characters minimum starting age is the adulthood age of his or her race plus the number of dice indicated in the entry corresponding to the characters race and class on Table: Random Starting Ages.

Alternatively, refer to Table: Random Starting Ages and roll dice to determine how old your character is.

**Table: Random Starting Ages**

Race	Adult hood	Barbaria n Rogue Sorcerer	Bard Fighter Paladin Ranger	Cleric Druid Monk Wizard
Human	15 years	+1d4	+1d6	+2d6
Dwarf	40 years	+3d6	+5d6	+7d6
Elf	110 years	+4d6	+6d6	+10d6
Gnome	40 years	+4d6	+6d6	+9d6
Half-elf	20 years	+1d6	+2d6	+3d6
Half-orc	14 years	+1d4	+1d6	+2d6
Halfling	20 years	+2d4	+3d6	+4d6

With age, a characters physical ability scores decrease and his or her mental ability scores increase (see Table: Aging Effects). The effects of each aging step are cumulative. However, none of a characters ability scores can be reduced below 1 in this way.

When a character reaches venerable age, secretly roll his or her maximum age, which is the number from the Venerable column on Table: Aging Effects plus the result of the dice roll indicated on the Maximum Age column on that table, and records the result, which the player does not know. A character who reaches his or her maximum age dies of old age at

some time during the following year.

The maximum ages are for player characters. Most people in the world at large die from pestilence, accidents, infections, or violence before getting to venerable age.

**Table: Aging Effects**

Race	Middle Age <sup>1</sup>	Old <sup>2</sup>	Venerable <sup>3</sup>	Maximum Age
Human	35 years	53 years	70 years	+2d20 years
Dwarf	125 years	188 years	250 years	+2d% years
Elf	175 years	263 years	350 years	+4d% years
Gnome	100 years	150 years	200 years	+3d% years
Half-elf	62 years	93 years	125 years	+3d20 years
Half-orc	30 years	45 years	60 years	+2d10 years
Halfling	50 years	75 years	100 years	+5d20 years

1 At middle age, 1 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

2 At old age, 2 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

3 At venerable age, 3 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

### HEIGHT AND WEIGHT

The dice roll given in the Height Modifier column determines the characters extra height beyond the base height. That same number multiplied by the dice roll or quantity given in the Weight Modifier column determines the character's extra weight beyond the base weight.



**Table: Random Height and Weight**

<b>Race</b>	<b>Base Height</b>	<b>Height Modifier</b>	<b>Base Weight</b>	<b>Weight Modifier</b>
<b>Human male</b>	4' 10"	+2d10	120 lb.	x (2d4) lb.
<b>Human female</b>	4' 5"	+2d10	85 lb.	x (2d4) lb.
<b>Dwarf male</b>	3' 9"	+2d4	130 lb.	x (2d6) lb.
<b>Dwarf female</b>	3' 7"	+2d4	100 lb.	x (2d6) lb.
<b>Elf male</b>	4' 5"	+2d6	85 lb.	x (1d6) lb.
<b>Elf female</b>	4' 5"	+2d6	80 lb.	x (1d6) lb.
<b>Gnome male</b>	3' 0"	+2d4	40 lb.	x 1 lb.
<b>Gnome female</b>	2' 10"	+2d4	35 lb.	x 1 lb.
<b>Half-elf male</b>	4' 7"	+2d8	100 lb.	x (2d4) lb.
<b>Half-elf female</b>	4' 5"	+2d8	80 lb.	x (2d4) lb.
<b>Half-orc male</b>	4' 10"	+2d12	150 lb.	x (2d6) lb.
<b>Half-orc female</b>	4' 5"	+2d12	110 lb.	x (2d6) lb.
<b>Halfling male</b>	2' 8"	+2d4	30 lb.	x 1 lb.
<b>Halfling female</b>	2' 6"	+2d4	25 lb.	x 1 lb.

