

Glossary

Ability	An action a character has learned that is capable of being used in combat. These include spells and combat maneuvers.
Action Points (Abbrev. AP)	Action points is the numerical value that represents the amount of actions a character can do or attempt to do in one round.
Aim Roll	The 1d20 roll used to determine if an attack is successful.
Alignment	A factor in defining a player character that reflects his basic attitude toward society and the forces of the universe. Basically there are nine categories demonstrating the character's relationship to order vs. chaos and good vs. evil. A player character's alignment is selected by the player when the character is created.
Area of effect	The area in which a magical spell or a breath weapon works on any creatures unless they make a saving throw.
Armor Class (<i>abbr.</i> AC)	A rating for the protective value of a type of armor, figured from 10 (no armor at all) to 20 or even 30 (the best magical armor). The lower the ac, the more vulnerable the character is to attack.
Attack of Opportunity (Abbr. AoO)	This indicates whether or not a character has a free attack on an enemy based on what the enemy is doing to leave themselves open to attack.
Attribute	Any of the six natural traits that represent the basic definition of a player character: <i>strength, dexterity, constitution, intelligence, wisdom, and charisma</i> . A player character's abilities are determined at the beginning of a game by rolling 6-sided dice (d6s). The scores continue to be used throughout the game as a means of determining success or failure of many actions.
Attribute check	A 1d20 roll against one of your character's ability scores (modifiers may be added to or subtracted from the die roll). A result that is equal to or less than your character's ability score indicates that the attempted action succeeds.
Charisma (<i>abbr.</i> Cha)	An ability score representing a character's persuasiveness, personal magnetism, and ability to lead.
Class	A character's primary profession or career.
Constitution (<i>abbr.</i> Con)	An ability score that represents a character's general physique, hardiness, and state of health.
D	Abbreviation for dice or die. A roll that calls for 2d6, for example, means that the player rolls two six-sided dice.
D3	Since there is no such thing as a three-sided die, a roll calling for d3 means to use a d6, making 1 and 2 be a 1, 3 and 4 be a 2, and 5 and 6 be a 3.
D4	A four-sided die.
D6	A six-sided die.
D8	An eight-sided die.
D10	A ten-sided die. Two d10s can be used as percentile dice.
D12	A twelve-sided die.
D20	A twenty-sided die.

D100	Either an actual 100-sided die or two different-colored ten-sided dice to be rolled as percentile dice.
Damage	The effect of a successful attack or other harmful situation, measured in hit points.
Deflection	This is a type of armor class which represents a character's means to deflect attacks made against them. Mostly armor allows deflection values, but magical items can also add deflection. This number is added together with evasion to reveal the final armor class value.
Demihuman	A player character who is not human: a dwarf, elf, gnome, half-elf, or halfling.
Dexterity (<i>abbr.</i> Dex)	An ability score representing a combination of a character's agility, reflexes, hand-eye coordination, and the like.
Dual-class character	A human who switches character class after having already progressed several levels. Only humans can be dual-classed.
Evasion	This is a type of armor class which represents the speed, agility, or ability to dodge an attack. It is added together with deflection to show the final value of a character's armor class.
Encumbrance	The amount, in pounds, that a character is carrying. How much he can carry and how being encumbered affects his movement rate are based on strength. Encumbrance is an optional rule.
Experience points (<i>abbr.</i> XP)	Points a character earns (determined by the dungeon master) for completing an adventure, for doing something related to his class particularly well, or for solving a major problem. Experience points are accumulated, enabling the character to rise in level in his class.
Fortitude	This is a saving throw which represents a character's ability to resist certain attacks or spells. It is an attempt to overpower or withstand an attack physically.
Hit Dice	The dice rolled to determine a character's hit points. Up to a certain level, one or more new hit dice are rolled each time a character attains a new class level. A fighter, for example, has only one 10-sided hit die (1d10) at 1st level, but when he rises to the 2nd level, the player rolls a second d10, increasing the character's hit points.
Hit points	A number representing: 1. how much damage a character can suffer before being killed, determined by hit dice. The hit points lost to injury can usually be regained by rest or healing; 2. how much damage a specific attack does, determined by weapon or monster statistics, and subtracted from a player's total.
Initiative	The right to attack first in a combat round, usually determined by the lowest roll of a 20-sided die. The initiative roll is eliminated if surprise is achieved.
Intelligence (<i>abbr.</i> Int)	An ability score representing a character's memory, reasoning, and learning ability.
Level	Any of several different game factors that are variable in degree, especially: 1. <i>class level</i> , a measure of the character's power, starting at the 1st level as a beginning adventurer and rising through the accumulation of experience points to the 20th level or higher. At each level attained, the character receives new powers. 2. <i>spell level</i> , a measure of the power of a magical spell. A magic-using character can use only those spells for which his class level qualifies him.
Melee	Combat in which characters are fighting in direct contact, such as with swords, claws, or fists, as opposed to fighting with missile weapons or spells.
Missile combat	Combat involving the use of weapons that shoot missiles or items that can be thrown. Because the combat is not "toe-to-toe," the rules are slightly different than those for regular combat.

Movement rate	A number used in calculating how far and how fast a character can move in a round. This number is in units of <i>10 yards</i> per round outdoors, but it represents <i>10 feet</i> indoors. Thus, an mr of 6 is 60 yards per round in the wilderness, but only 60 feet per round in a dungeon.
Multi-class character	A demihuman who improves in two or more classes at the same time by dividing experience points between the different classes. Humans cannot be multi-classed.
Neutrality	A philosophical position, or alignment, of a character that is between belief in good or evil, order or chaos.
Nonhuman	Any humanoid creature that is neither a human nor a demihuman.
Nonplayer character (<i>abbr.</i> NPC)	Any character controlled by the dm instead of a player.
Percentage (or percent) chance	A number between 1 and 100 used to represent the probability of something happening. If a character is given an x percentage chance of an event occurring, the player rolls percentile dice.
Percentile dice	Either a 100-sided die or two 10-sided dice used in rolling a percentage number. If 2d10 are used, they are of different colors, and one represents the tens digit while the other is the ones.
Player character (<i>abbr.</i> PC)	The characters in a role-playing game who are under the control of the players.
Prime requisite	The attribute score that is most important to a character class; for example, strength to a fighter.
Profession	A character's career knowledge in which helps generate money in between adventures. Professions can also be used during an adventure and works just like normal skills.
Proficiency	A character's weapon knowledge that improves as the character progression through the main campaign.
Race	A player character's species: human, elf, dwarf, gnome, half-elf, or halfling. Race puts some limitations on the pc's class.
Reaction Speed	This value represents a character's response time to react to an attack of opportunity.
Recover	This is the amount of hit points a character can recover after battle. This is due to a character suffering minor wounds and cuts that can heal quickly without magical means.
Reflex	This is a saving throw which represents a character's ability to dodge a massive attack or spell projected their way.
Resistance	The innate ability of a being to withstand attack, such as by magic. Gnomes, for example, have a magic resistance that adds bonuses to their saving throws against magic.
Round	In combat, a segment of time approximately 1 minute long, during which a character can accomplish one basic action. Ten combat rounds equal one turn.
Saving throw	A measure of a character's ability to resist (to "save vs.") special types of attacks, especially poison, paralyzation, magic, and breath weapons. Success is usually determined by the roll of 1d20.
School of magic	One of nine different categories of magic, based on the type of magical energy utilized. Wizards who concentrate their work on a single school are called specialists. The specific school of which a spell is a part is shown after the name of the spell in the spell section at the

end of the book.

Shock (or System Shock)

System shock occurs when a character suffers a shock to their body's physical system which requires a d20 roll to determine if the character is still conscious.

Skills

This list shows the numerical values of what a character is capable of doing and how well they can do it. Higher numbers mean better skills.

Strength (*abbr.* Str)

An ability score representing a character's muscle power, endurance, and stamina.

Weapon speed

Weapons have numerical values for speed in which represent the amount of time is needed to swing a weapon in one round.

Will

This is a saving throw which represents a character's ability to withstand mental or emotional attacks brought to them through magical means.

Wisdom (*abbr.* Wis)

An ability score representing a composite of a character's intuition, judgment, common sense, and will power.