A woman with blonde hair, seen from the back, wearing a black, backless, corset-style top and a long black cape. She is holding a sword in her right hand. She stands over a field of skulls and bones, some of which are mounted on spears. The background is a fiery, orange-red sky. The text "Chapter Four: Background & Special Abilities" is written in a yellow, serif font in the upper right corner.

# Chapter Four: Background & Special Abilities

## Contents Chapter Four

4.0 Background and special abilities .....	4-3
4.1 Social Standing .....	4-5
Social Class .....	4-5
Social Rank .....	4-5
Sibling Rank .....	4-5
Sibling Standing .....	4-5
Table 4.1.1: Social Class .....	4-6
Table 4.1.2: Social Rank .....	4-6
Table: 4.1.3: Nobility Subtable/Father's Title .....	4-6
Table 4.1.4: Royalty Subtable .....	4-6
Table 4.1.5: Sibling Rank .....	4-7
Table 4.1.6: Special Sibling Rank .....	4-7
Table 4.1.7: Sibling Standing .....	4-7
Table 4.1.8: Racial Modifier to Sibling Standing .....	4-7
Table 4.1.9: Parents' Status .....	4-7
4.2 Place of Origin .....	4-9
Table 4.2.1: Place of Origin .....	4-10
Area and kingdom summaries .....	4-11
4.3 Alignment .....	4-13
Philosophy of alignment .....	4-13
Alignment and Fälgorna .....	4-13
Priests and paladins .....	4-14
Determining alignment .....	4-15
Good vs. Evil .....	4-15
Law vs. Chaos .....	4-15
Alignment divisions .....	4-15
Alignment variations .....	4-16
Spells and alignment .....	4-16
4.4 Life and Luck .....	4-17
Starting Life Points .....	4-17
Table 4.4.1: Starting Life Points: .....	4-17
Losing Life Points .....	4-17
Undead .....	4-17
Death magic and other draining spells .....	4-17
Resurrection and raise dead .....	4-17
Table 4.4.2: Life Point loss from resurrection and raise dead .....	4-18
Natural aging .....	4-18
Luck Points .....	4-18
Starting Luck Points .....	4-18
Gaining additional Luck Points .....	4-18
Using Luck Points .....	4-18
Use of single Luck Point before die roll: .....	4-18
Use of two Luck Points before a die roll: .....	4-19
Use of three Luck Points before a die roll: .....	4-19
Use of Luck Point before the beginning of a round: .....	4-19
Use of a Luck Point after a die roll is made: .....	4-19
NPC and creature Luck Points .....	4-19
Use of Life Points as Luck Points .....	4-19
4.5 Special Abilities .....	4-21
Table 4.5.1: Special Abilities for Fighters, Gladiators, Rangers, Paladins, etc. ....	4-22
Table 4.5.2: Special Abilities for Priests, Crusaders, Druids, Monks, etc. ....	4-23
Table 4.5.3: Special Abilities for Thieves, Bards, Assassins, Psionicists, etc. ....	4-24
Table 4.5.4: Special Abilities for Wizards, Specialist Wizards, Incantrix, etc. ....	4-25
Special Ability Descriptions .....	4-26
Table 4.5.5a: Physical abilities .....	4-26
Table 4.5.5b: Mental abilities .....	4-26
Table: 4.5.6 Wizard School Competency .....	4-27
Table: 4.5.7 Priest Sphere Competency .....	4-28
Table: 4.5.8 Saving throw bonus .....	4-32
4.6 Idiosyncrasies .....	4-35
Table 4.5.2: Idiosyncrasies .....	4-35
Table 4.6.1: Chance for idiosyncrasy .....	4-35
Idiosyncrasy descriptions .....	4-36
Quirks and mannerisms .....	4-42
Favorite quotes .....	4-42
4.7 Personal history .....	4-43
Character knowledge sheets .....	4-43
Adventure logs .....	4-43

## 4.0 Background and special abilities

The heart of the world of Fälgorna pumps with the blood of adventurers and its lungs fill with air fortified by the heroism of the characters who travel its vast lands and ply its great oceans. Fälgorna lives and grows like a sentient creature, but it is the characters who provide the soul of this fantastic land of dragons, magic and legend. Without these characters, the forests, mountains, monsters, cities, kingdoms, dungeons and secret societies become nothing more than meaningless scribbles on countless scraps of paper. The characters of Fälgorna are its children.

Since the characters adventuring in the Fälgorna campaign setting play a vital role in bringing the world to life, more effort must be dedicated to developing these characters than is dedicated to developing Advanced Dungeons and Dragons Second Edition characters in many other campaign settings. A character in the land of Fälgorna has goals and aspirations, a moral code he must follow, a place he calls home, a family to defend or spurn, interesting quirks and other unique traits that set him or her apart from all other characters. The task of character development is a labor of love which will pay high dividends in the form of enjoyment to the player who takes the job seriously.

This chapter provides the player with assistance in developing a background and special abilities for his character.

Following is a summary of the seven sections covered in this chapter.

- **Social Standing** — This section provides rules for determining the character's position within society and his place within his family.
- **Place of Origin** — This section summarizes the kingdoms and population centers of the realm and provides tables to randomly determine where a character hails from.
- **Alignment** — This section includes a brief discourse on the philosophy behind character alignment and provides guidelines for selecting a character's moral persuasion.
- **Life and Luck Points** — This section provides rules determining a character's Life and Luck Points and guidelines on how these points are used during game play.
- **Special Abilities** — In the world of Fälgorna, all human characters receive a special ability. This section includes tables for randomly determining the character's special ability and descriptions of all the available special abilities.
- **Idiosyncracies** — Every character has a chance to possess a peculiar mannerism which may effect game play. This section includes tables for randomly determining the if a character has an idiosyncrasy and descriptions of the various standard idiosyncracies. It also includes advice on selecting character quirks, favorite quotes and other distinguishing characteristics.
- **Personal History** — This section provides guidelines for developing a character's background, keeping adventure logs and generally rounding out a character for use in the world of Fälgorna.



Setting out on the road to adventure



The never ending conflict ...

## 4.1 Social Standing

Every character adventuring in the world of Fälgorna has a social standing. Social standing reflects the character's position in society.

The social standing roll is divided into four categories: Social Class, a description of the general station in society that the character was born to; Social Rank, a description of the character's family wealth and standing in his social class; Sibling Rank, the character's birth rank in his family (this category also includes the number of siblings the character has); and Sibling Standing, a description of the character's relationship with his family.

Only one roll should be made on each table. In the case of Social Class and Social Rank, the class and rank are those of his more affluent parent.

### Social Class

**Slave** — The character was born into slavery. He has either escaped or been set free.

**Commoner** — The character was born to an unlanded peasant family. The most likely occupation of his family was that of a farming, fishing or some other form of unskilled labor.

**Merchant** — The character was born into a family of skilled craftsmen or merchants. Depending on the social rank, he may be a freeman, guildsman, independent trader or a lesser member of a merchant house.

**Gentry** — Gentlemen are members of the lesser nobility, some low-ranking leaders of temples, scholars, professionals, unlanded military officers, high-ranking members of guilds and merchant houses.

**Noble** — Nobles are members of the ruling class. A Noble usually owns land and has some authority over the people that live on his land. Noble characters should consult the Nobility Subtable to determine their father's position among the nobility. If it should be determined that the character's father (or mother) was royalty then the royalty subtable must be consulted to determine the character's position in the line to the throne. Note, a noble child does not have the same title as his father (or mother), but may at the DM's discretion receive a lesser noble title.

Members of the nobility enjoy rights and privileges not accorded to the lower classes. Included among these benefits may be special immunity to certain laws, free training, a +4 reaction bonus among people of his own land (+2 bonus elsewhere), and access to loans of items and gold. Regardless of a noble's social rank, he begins play with a mount, weapon and armor (at a minimum) in addition to his initial gold.

In addition, to the obvious benefit of being a member of the nobility, a character who is a noble receives a special "package" of bonus and recommended nonweapon skills

and 50 bonus physical skill points which must be used to purchase a weapon skill. This bonus skills reflect the extra education and training a noble typically receives while growing up in and around the courts and castles of the privileged class. These skills are received regardless of the character's race. However, the DM may decide to modify the list slightly to reflect special circumstances in the character's history.

Bonus nonweapon skills include: Etiquette, Heraldry, Local Family History and Local History. In addition, the noble receives two of the following as bonus skills: Animal Training (usually dog, falcon or horse), Artistic Ability, Bureaucracy, Charioteering, Connoisseur, Dancing, Debate, Hunting, Land-based Riding, Law, Modern Languages, Musical Instrument, Oratory, Poetry, Reading/Writing, Religion, Seamstress/tailor (females only), Singing, Statecraft or Stewardship. Any skill not selected as a bonus skill is considered a recommended skill.

The additional benefits of noble standing require the noble character to earn an additional five percent in experience points to advance a level. (Note, the experience penalty for Drow nobles is included in the race description.)

### Social Rank

Social Rank describes the position of the character's family among other families of the same class. Social rank also determines the character's starting wealth and the amount of any inheritance the character will receive if both his parents should die.

### Sibling Rank

Sibling standing describes the character's birth rank. A human character will have  $1d6-1$  + his sibling rank additional living brothers and sisters. If the character is a bastard he will have  $2d8-2$  additional living brothers and sisters. There is a 20% chance per sibling that the sibling will be illegitimate.

Characters who are first sons (not daughters) receive a bonus of 10 percent to their initial funds and receive an additional 10 percent in inheritance, plus their father's lands and title, if any. Bastards receive 10 percent less for their starting funds and will rarely receive an inheritance if they are of the gentry or noble Social Class (10% chance).

### Sibling Standing

Sibling standing describes the character's relationship with his family. It also describes the status of his parents (whether they are still living). Sibling standing can be very important in gauging a family member's reaction to the character. In addition, if both of a character's parents are dead, he receives additional starting gold as listed under inheritance on the Table 4.1.2: Social Rank.

Blacksheep are unwelcome at home and shunned by their family (though there may be some members of the family that welcome them). Under normal circumstances, a blacksheep suffers a -4 reaction penalty when dealing with family members or close friends of the family (at the DM's discretion). In addition, a blacksheep receives only 90 percent of the starting gold rolled for the character.

A character has a sibling standing of average is just an ordinary family member, who has done very little to make the family proud and very little to cause the family shame. No bonus or penalty applies to this characters starting

money or reaction adjustment.

A character who is a credit to his or her family is the favorite son or daughter. This character is always welcome at home and receives some item of significance (the DM decides this item) when he or she leaves home for the adventuring life. A character who is a credit receives a +4 reaction bonus when dealing with most family members. However, when interacting with a blacksheep, he receives a -4 penalty to reaction.

Note, sibling standing is modified by the character's race as listed on Table 4.1.8.

**Table 4.1.1: Social Class**

d00	Social Class
01-10	Slave
11-30	Commoner
31-80	Merchant
81-95	Gentleman
96-00	Noble

**Table 4.1.2: Social Rank**

**Slave:**

d00	Rank	Initial	Inherit
01-80	Runaway	1d4	0
81-00	Freed	5d4	0

**Commoner:**

d00	Rank	Initial	Inherit
01-25	Peasant	6d4	0
26-60	Average	6d6	3d6
61-85	Well-to-do	6d6x2	6d6
86-00	Wealthy	6d6x4	6d6x4

**Merchant:**

d00	Rank	Initial	Inherit
01-25	Freeman	6d6x2	6d6x4
26-40	Trader	6d6x4	6d6x6
41-55	Guildsman	6d6x5	6d6x8
56-70	Lesser House	6d6x7	6d6x10
71-90	Wealthy	6d6x8	6d6x12
91-00	Very Wealthy	6d6x9	6d6x18

**Gentry:**

d00	Rank	Initial	Inherit
01-20	Impoverished	6d6x3	6d6x3
21-60	Average	6d6x5	6d6x8
61-80	Well-to-do	6d6x8	6d6x12
81-90	Wealthy	6d6x10	6d6x18
91-00	Very Wealthy	6d6x12	6d6x30

**Noble:**

d00	Rank	Initial	Inherit
01-20	Impoverished	6d6x4	6d6x5
21-40	Poor	6d6x6	6d6x7
41-80	Average	6d6x10	6d6x15
81-90	Well-to-do	6d6x12	6d6x20
91-96	Wealthy	6d6x15	6d6x40
97-00	Very Wealthy	6d6x20	6d6x100

**Table: 4.1.3: Nobility Subtable/Father's Title**

d00	Title*
01-30	Knight
31-60	Baron/Viscount
61-80	Count/Earl
81-90	Marquis
91-96	Duke
97-00	Royalty (see Royalty Subtable)

\*Titles vary by race and culture.

**Table 4.1.4: Royalty Subtable**

d00	Relationship	Intital	Inherit
01-40	Distant	6d6x20	6d6x100
41-60	3rd Cousin	6d6x30	6d6x120
61-85	2nd Cousin	6d6x40	6d6x160
86-99	1st Cousin	6d6x100	6d6x350
00	Immediate Family	6d6x500	N/A



**Table 4.1.5: Sibling Rank**

**Table 4.1.5a: Human, halfling, humanoid birth rank**

d12	Birth Rank
1-2	1st son/daughter
3	2nd son/daughter
4	3rd son/daughter
5	4th son/daughter
6	5th son/daughter
7	6th son/daughter
8	7th son/daughter
9	8th son/daughter
10-11	bastard*
12	special (roll on Table 4.16)

**Table 4.1.5b: Dwarf, mul, half-elf, gnome, uldra birth rank**

d8	Birth Rank
1-2	1st son/daughter
3	2nd son/daughter
4	3rd son/daughter
5	4th son/daughter
6	5th son/daughter
7	bastard*
8	roll on Table 4.15a

**Table 4.1.5c: Elf birth rank**

d6	Birth Rank
1-2	1st son/daughter
3	2nd son/daughter
4	3rd son/daughter
5	4th son/daughter
6	roll on Table 4.15b

\*Roll social class and rank again to determine second parent's background.

**Table 4.1.6: Special Sibling Rank**

d00	Birth Rank
01-50	9th son/daughter
61-70	10th son/daughter
71-90	10+1d10-rank son/daughter
91-97	twin (roll again for birth rank)
98-99	tripelet (roll again for birth rank)
00	special

**Table 4.1.7: Sibling Standing**

d00	Standing
01-25	Blacksheep
26-75	Average
76-00	Credit to Family

**Table 4.1.8: Racial Modifier to Sibling Standing**

Race	Modifier
Human	0
Dwarf	+15%
Mul	-10%
Elf (other than Drow)	+15%
Drow	-20%*
Gnome	+10%
Halfling	+5%
Uldra	+10%
Goblin	-15%
Half-ogre	-15%
Hobgoblin	-5%
Kobold	-15%
Lizard Man	0
Orc	-10%
Half-orc	-10%

\*This reflects the fact that most Drow PCs are outcasts.

**Table 4.1.9: Parents' Status**

**Table 4.1.9a: Parents' for humans, halflings and humanoids**

d6	Status
1-4	Both parents living
5	One parent deceased
6	Both parents deceased

**Table 4.1.9b: Parents' Status for dwarves, muls, Drow elves, half-elves, gnomes and uldra**

d8	Status
1-6	Both parents living
7	One parent deceased
8	Both parents deceased

**Table 4.1.9c: Parents' Status for elves other than Drow**

d12	Status
1-10	Both parents living
11	One parent deceased
12	Both parents deceased

*'How fast has brother followed brother from sunshine to the sunless land!'*

*— Lorminstra's High Priestess*

*Llara Clarion*

*spoken in the aftermath of the Battle of Spurdon Greene, CY 748*



A lover's tryst



## 4.2 Place of Origin

A character's place of origin can be the place where he was born or the place he grew up. There are no hard and fast rules about how to select this place. However, every character should have at least a general idea about where he hales from.

It is strongly suggested the player, with the help of the DM, determine his character's place of origin. However, if this is not possible or desirable, a place of origin can be determined randomly on the table following.

The Place of Origin table lists several broad groupings of kingdoms and geographic areas. These groupings should not be viewed as political alliances or even (in some cases) as groupings of kingdoms in close geographic proximity to each other. Rather they are a tools for determining randomly where a character comes from.

The table is divided into the following broad categories:

- **Barbarian Lands** are the undeveloped and uncivilized regions of the continent where barbarian and nomadic peoples are prevalent;

- **Dark Dominions** are the kingdoms and regions which support a basically evil populations which include an above average number of humanoids;

- **The Great North Coast** includes the kingdoms along the northwestern portion of the continent from The Thorn Lands (Eirbron) in the east to Bandoran on the west coast;

- **The Hearthlands** are the kingdoms in the north-central portion of the continent which, among other commonalities, count the Empire of Roland as a common enemy;

- **The Ishmaq Lands** are the kingdoms on the continent of Fälgorna which follow the Ishmaq religion. These kingdoms are similar to the Arabian peninsula of our world;

- **The Mountain Kingdoms** are spread throughout the continent and only share the fact that they all include large sections of mountains or hills in their geography;

- **The Orient** includes the kingdoms on the east coast of the continent, the lands of the samurai and wu jen;

- **The Pel** includes the kingdoms on the vast Plains of Pel. These regions share a strong tradition of horsemanship and the constant threat of invasion from the followers of the Ishmaq religion;

- **The Empire of Roland** heading includes the evil Empire of Roland and the kingdoms and provinces under its direct control or influence;

- **The Special** category includes regions that a character will come from only if he selects a specific character class or kit.

Following the table is a section which provides a brief description of each of the kingdoms and geographic areas listed. More detailed information on the areas listed is available from the DM. Players are encouraged to help develop the background of their character's place of origin.



# Table 4.2.1: Place of Origin

## Barbarian Lands

- 1-2 Black Hills
- 3 Black Mountains
- 4 Boulder Hills
- 5 Burning Islands
- 6-8 Dark Forest
- 9 Frozen Wastes
- 10 Garon-Bor
- 11-12 Het
- 13-14 Juad Wood
- 15 Redrake Isle
- 16 Smoking Glass Desert
- 17-19 Vebroncy Plains
- 20 White Ice

## Dark Dominions

- 1 Erie of Bloodlock
- 2 Everdark
- 3 Eye, Theocracy of the
- 4 Garon-Bor
- 5 Ravenscraft
- 6 Roland

## The Great North Coast

- 1 Arken
- 2 Bartravia
- 3 Bandoran
- 4 Carthonia
- 5 Cyllene
- 6 Dolan
- 7-9 Eirbron
- 10 Ether
- 11 Nyfor
- 12 Paladondia
- 13-14 Roland
- 15-16 Rush, City-state of
- 17 Tartony
- 18-19 Thorn Lands
- 20 Urssia

## Hearthlands

- 1 Bartravia
- 2 Carthonia
- 3 Cyllene
- 4 Dolan
- 5-8 Eirbron
- 9 Hestlegartle
- 10-12 Kent
- 13 Paladondia
- 14-15 Rush, City-state of
- 16 Tartony
- 17-18 Thorn Lands
- 18 Tumanzahar
- 19 Urssia
- 20 Wilnöven

## The Ishmaq Lands

- 1-3 Fellnor
- 4 Lorence
- 5-7 Salen
- 8 Uther
- 9-10 Yart

## The Mountain Kingdoms

- 1 Aré Arda
- 2-3 Bartravia
- 4 Coltus
- 5 Dolan
- 6 Dzargritin
- 7 Hestlegartle
- 8 Het
- 9 Paladondia
- 10-11 Petty Kingdoms
- 12 Ravenscraft
- 13 Thorn, Free-city of
- 14 Tumanzahar
- 15-16 Urssia
- 17 Vostead
- 18 Wilnöven
- 19 Zlbregunt
- 20 Zorgos, Kingdoms of

## The Orient

- 1 Täghorn
- 2 Lorence
- 4-6 Pantaerian Islands

## The Pel

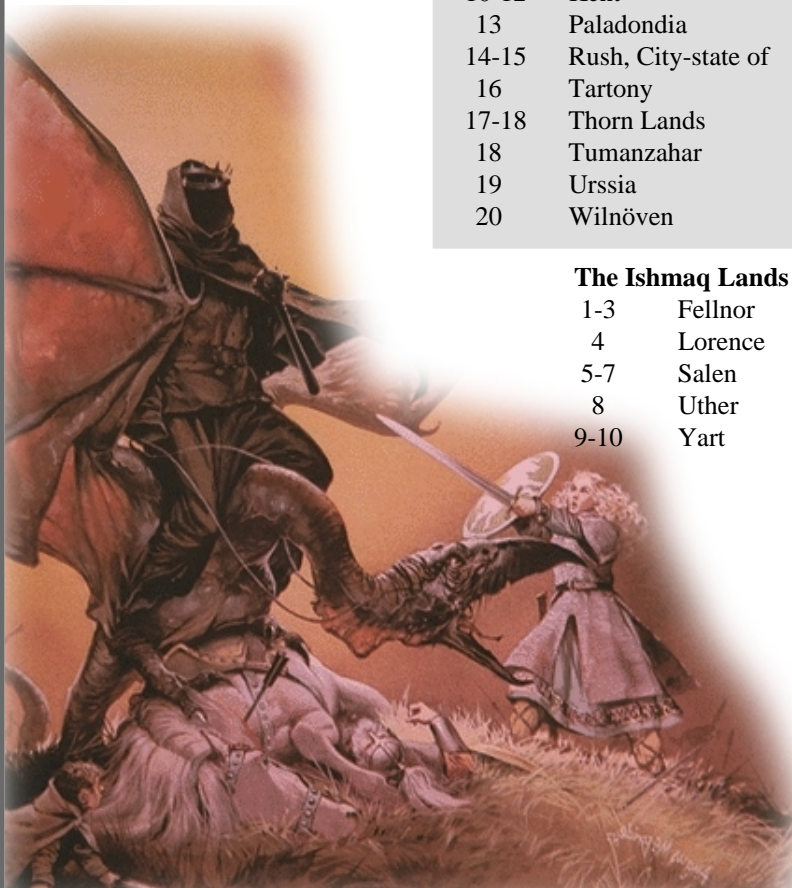
- 1-5 Pel
- 6 Carthenbürg
- 7-8 Circle of Iron
- 9-11 Kent
- 12 Krakeland
- 13 Mare
- 14 Moroxia
- 15-17 Orange
- 18-20 Realmé

## Empire of Roland

- 1-9 Roland
- 10 Arken
- 11 Coltus
- 12 Ether
- 13 Garin
- 14 Iré
- 15-16 Keto
- 17 Nyfor
- 18-19 Ravenscraft
- 20 Vostead

## Special

- Isle of the Brothers
- Adicia, Isle of the Amazons



## Area and kingdom summaries

**Adicia, Isle of** — The isle of the Amazons located in the Adian Ocean south of the continent. It's exact location is unconfirmed.

**Aré Arda** — A sparsely inhabited region of miners, fishers and farmers ruled by an immortal elf.

**Arken, Province of** — A semiautonomous region under the sway of the Empire of Roland which provides a refuge for demihumans persecuted by the sorcerer-king.

**Bandoran** — A kingdom of pirates, thieves and assassins on the west coast of the continent.

**Bartravia, Kingdom of** — A prosperous feudal kingdom in the Spur Passes ruled with an iron hand by a paternalistic king. The culture is basically Germanic.

**Black Hills** — An extensive region of high hills on the southeastern edge of the continent. Many dwarves and barbarians live here.

**Black Mountains** — Two chains of mountains, the Upper and Lower Black Mountains which divide the Orient from the west. These mountains stretch through vast tracks of unsettled land.

**Boulder Hills** — Cold, barren hills on the north coast just east of Garon-Bor, mostly inhabited by barbarians and humanoids.

**Burning Islands** — A volcanic island chain in the Turarctic Ocean north of the continent, inhabited mostly by barbarians.

**Carthenbürg** — A landlocked agricultural kingdom friendly with Pel, but strongly influenced by the Ishmaq religion.

**Carthonia, Kingdom of** — A weak agricultural kingdom which exists at the pleasure of its more powerful neighbors.

**Circle of Iron** — A loose confederacy of city-states bound together for trade and mutual defense, located on the southern coast of the continent

**Coltus, Isle of** — A large island on the west side of the continent where Eriador Clan dwarves are fighting for their survival.

**Cyllene, Republic of** — A powerful seafaring, island republic which maintains close ties with the City-state of Rush.

**Dark Forest** — An immense forest which covers a large portion of the continent beginning on the borders of the Hearthlands and The Pel and stretching to the Empire of Täghorn.

**Dolan** — The militaristic home of the noble order of the Knights of Erus.

**Dzargritin, Clan Lands of** — Home of the Dzargritin Clan dwarves in the Upper Black Mountains.

**Eirbron, Kingdom of** — A beacon of learning and knowledge with a strong Celtic atmosphere, home of the high temple of Lilnana.

**Erie of Bloodlock** — A land in the Dislit Swamp ruled by a mysterious ring of extremely powerful wizards.

**Ether, Province of** — A vast training ground for the legions of the Empire of Roland.

**Everdark** — The vast lands beneath the surface of Fälgorna, also commonly known as the Underdark. It is home to the Drow and other less savory peoples.

**Eye, Theocracy of the** — A theocracy dedicated to the Cult of Elemental Evil, located on a peninsula on the southern side of the continent.

**Fellnor** — An oligarchy of five Ishmaq caliphs which stands as the first line of defense against the Theocracy of the Eye.

**Frozen Wastes** — Steppe land along the north coast of the continent which are nearly uninhabitable.

**Garin, Kingdom of** — A small, moderately wealthy, lackey state of the Empire of Roland.

**Garon-Bor** — The evil domain of the Demon Lord Arrok. A wasteland which serves as home for humanoids and evil barbarians.

**Het** — A dwarven kingdom in the Black Hills and Lower Black Mountains in the southern region of the continent.

**Hestlegartle, Clan Lands of** — Home of the Hestlegartle dwarves in the northern Spineridge Mountains.

**Juad Wood** — An aboreal forest in the northeastern portion of the continent. Home to Viking-like Juad barbarians.

**Isle of the Brothers** — Home of an ancient order of warrior-monks located in the Barmouth Bay. No one lands on the island without the permission of the order and lives to tell the tail.

**Iré, Province of** — A rebellious province of the Empire of Roland known as a safe haven for pirates.

**Kent, Kingdom of** — An extremely powerful kingdom modeled on medieval France, located in the central portion of the continent.

**Keto, Duchy of** — Home of the world's most notorious slave lords, the historical enslavers of the lizard men.

**Krakeland** — An inhospitable and poor kingdom located in the coastal swamps of the Barmouth Bay.

**Lorence, Sultanate of** — A country on the southeastern tip of the continent with an Ishmaq culture influenced strongly by dwarves and Oriental philosophy.

**Mare, Barony of** — A prosperous province of Pel known for its superior horse breeders.

**Moroxia, Barony of** — An insignificant region which pledges loyalty to Pel.

**Nyfor** — An amazonian kingdom under the sway of the Empire of Roland, located on the northwestern edge of the continent.

**Orange, Kingdom of** — An agricultural kingdom in the southern portion of the continent which is in virtually constant warfare with Ravenscraft.

**Paladondia** — The western province of the old Paladian elf empire.

**Pantaerian Islands** — An extensive island chain of the east coast of the continent. This region is Oriental in culture.

**Pel, Kingdom of** — The famed horsemen of Pel make their home in this kingdom on the plains.

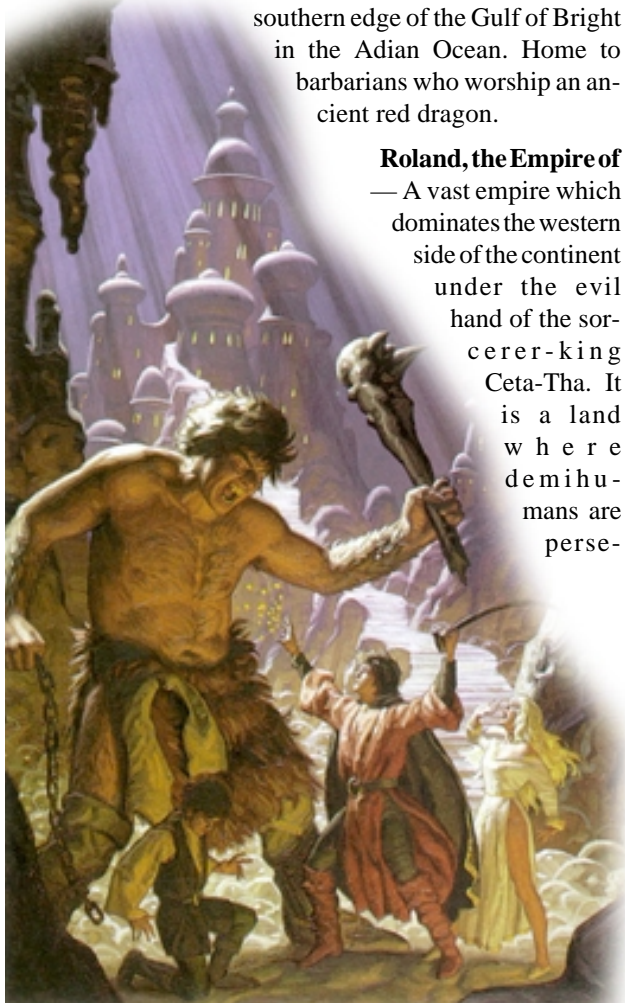
**Petty Kingdoms** — A region of bandit lords and rulers of small fiefs.

**Ravencraft** — An evil kingdom loyal to the Empire of Roland. The land teems with humanoids and constantly wars with the Kingdom of Orange and its other neighbors.

**Realmé, Kingdom of** — A strong naval power at the top of the Barmouth Bay, ardently opposed to the Ishmaq religion.

**Redrake Isle** — A near tropical volcanic island on the southern edge of the Gulf of Bright in the Adian Ocean. Home to barbarians who worship an ancient red dragon.

**Roland, the Empire of** — A vast empire which dominates the western side of the continent under the evil hand of the sorcerer-king Ceta-Tha. It is a land where demihumans are persecuted and humanoids walk the streets of cities.



cutted and humanoids walk the streets of cities.

**Rush, the City-state of** — The home of a bold and powerful people who have broken free from the chains of the Empire of Roland. It is probably the most prosperous city on the continent.

**Salen** — A caliphate in the Ishmaq lands which serves as the base of operations for the famed House Quentari merchant house.

**Smoking Glass Desert** — A vast arid region west of the Spineridge Mountains which is inhabited by only a few hardy humans and humanoids.

**Täghorn, Empire of** — The great eastern empire of the Paladian elves, a strong oriental culture and home of the world's most important magical academy.

**Tartony, the Kingdom of** — A defense-minded kingdom that borders the Empire of Roland.

**Thorn, Free City of** — A prosperous city-state on the southern side of the continent at the tip of Barmouth Bay.

**Thorn Lands** — A large tract of lightly-settled frontier land which is part of the Kingdom of Eirbron.

**Tumanzahar, Clan Lands of** — Home of the Tumanzahar dwarves in the Misty Mountains.

**Urssia, the Kingdom of** — An extremely powerful, militaristic nation which has placed the eyes of conquest on several of its neighbors; Germanic in culture.

**Uther** — The home of crusaders who have survived while surrounded by the forces of the Ishmaq faithful.

**Vebroncy Plains** — A prairie land which begins in the Kingdom of Eirbron and stretches east along the northern border of the Dark Forest; the home of many horse barbarians.

**Vostead** — A mysterious kingdom in the southern Spineridge Mountains which serves as home of the Cult of the Stone of Truth. The high priest is loyal to the Empire of Roland.

**Wilnöven, Kingdom of** — A weak kingdom with an enlightened ruler which acts as a buffer between the Empire of Roland and Paladondia in the Spineridge Mountains. The place has a Slavic-Swiss feel.

**White Ice** — An arctic region at the extreme northeastern tip of the continent.

**Yart** — A religiously intolerant kingdom in the Ishmaq lands. It proves a constant threat to kingdoms which follow other religious beliefs.

**Zorgos, Kingdoms of** — Twin kingdoms in the southern Spineridge Mountains ruled jointly by humans and dwarves.

**Zlbregunt, Clan Lands of** — Home of the Zlbregunt Clan dwarves in the Crystal Hills and Boulder Hills, influenced by Oriental culture.

## 4.3 Alignment

*From atop his mighty warhorse Sir Clairence Rightblade surveyed his troops. Arrayed in full battle garb, his men seemed more than an even match for his opponent. The drilling had paid off. Sir Clairence knew each soldier was a well-disciplined fighting machine capable of forthrightly dispatching his enemies and the enemies of his king.*

*On the other side of the river Lady Ariana Touveir gazed upon her soldiers, their spears bristled above their heads like the hairs on the back of an anger badger. A low rumble of many nervous voices had already begun to crescendo into the battle cry that would erupt as they charged into combat with her enemies and the enemies of her king. Each man had trained for countless hours, preparing for a moment like this when they would face enemies of the Kingdom of Kent.*

*Lord Clairence could almost make out the lithe form of his adversary on the other side of the river. He wondered why the paladin stood her ground, when she obviously fought on the wrong side. Had her King not been the source behind an increased tax on Eirbrony goods? Had her people not caused hardship to his by depriving them of the much needed gold they normally gained by selling their products in the markets of Kent?*

*Lady Ariana raised her sword high above her head as she prepared to issue the order to attack. She could see the glint of the paladin's armor on the other side as the noon sun reflected off of it. How could he fight for such an unjust cause? His people had attempted to flood the markets of Kent with their surplus goods after an exceptionally prosperous growing season, while her people had little luck in the fields. Negotiations had broken down last week and her king had ordered a special tax on goods imported from Eirbron. Protests had followed and now this.*

*Lord Clairence lifted his lance and prepared to issue the order to charge. He looked back at his men and bellowed a few words of encouragement. Then looking toward heaven he asked his god for blessing, "Erus grant me victory!"*

*At the same moment, Lady Ariana, looked toward heaven and asked her god for his blessing, "Erus grant me victory!" The voices of her soldiers had grown to a frenzied war cry as they prepared to charge the enemy. She lowered her sword in command ...*

### Philosophy of alignment

The deepest problem with alignment in the AD&D game is its inability to address situations like the one above. While the above event never actually took place in Fälgorna, it could have.

Taking a conservative approach to the alignment rules, the paladins in conflict above would be at risk of losing their status as paladins regardless of their actions. It is

certainly not a good act to engage in mortal combat with another paladin. But, what is the alternative? If either paladin disobeyed an order from their king, that act of disobedience would also be a violation of the paladin's alignment. Disobedience is definitely not lawful, and probably not good.

A liberal interpretation of the rules might find a DM deciding that both paladins were demonstrating Lawful Good behavior. Both are supporting the will of their king for the betterment of the people of their kingdom. Yet, if both are acting in a manner consistent with the ethos of the Lawful Good alignment then why is there a conflict? The AD&D game's alignment rules seem to suggest that there is never conflict between creatures of the same alignment (at least not those of good alignment). Creatures of like alignments manage to coexist in quiet harmony with each other — they share a sort of camaraderie that rises above real moral decision making.

Paradoxically the simple fact that the two sides are in conflict nullifies the possibility that both paladins could be acting in a Lawful and Good manner. The Lawful Good alignment is a polar extreme. By its very nature, those in opposition to a Lawful Good act must either be not lawful, not good, or both. So one of the paladins (or both) must be wrong. Yet, it can be demonstrated that both are correct and operating within the ethical guidelines of their chosen alignment.

Both sides can legitimately claim they are right and arguments can be made that both are wrong. The fact, that neither can agree does not make one bear more blame than the other. While AD&D is pure fantasy, the narrow definition of alignment does more to weaken the storylines a DM attempts to weave than to strengthen them. In the real world misunderstandings, human weakness and imperfection allow the type of situation like the one described above to occur far too often. The results of these weaknesses often give birth to drama often lost in Dungeons and Dragons campaigns.

Most players want, whether they know it or not, a believable experience when they play the game. Good roleplaying begins when a player becomes so immersed in the character that he is able to suspend disbelief of the fantasy world long enough for it and his character to become real, even if for just moment. This flash of suspended disbelief can become a memory that forms a basis for a story retold countless times around the gaming table. This suspension of disbelief is more easily achieved if the world and its people are believable, and the world and the people can be more easily believed if they have more depth than the two-dimensions currently allowed by alignment.

### Alignment and Fälgorna

The earliest versions of the Dungeons and Dragons game included a much simpler version of the alignment

rules. Characters and creatures were divided into three major categories: Law, Chaos and Neutrality. The ensuing years brought more detail to the system, but also setup a situation where character and creature actions could become predictable and two-dimensional.

With the release of AD&D 2nd edition, one would have thought that the alignment rules would once again be updated, however, they were not. Second edition alignment rules are almost unchanged from first edition rules. In addition none of the *Player's Option* books dealt with alignment in significant detail.

The problem with the alignment system is simple. It too narrowly defines a character's morality and does not take into account the relationship between the character's moral code and the moral code of the society in which he lives.

All creatures with an alignment base their conception of good and evil on the moral code established by the society in which they live. This is not to say that good and evil are mutable concepts. Rather, it is to say, an individual's understanding of these concepts is subjective. An evil creature likely sees its evil actions as good and vice versa. For example, an ogre would consider murder and thievery

exemplary behaviors or "good" behaviors, while a Paladin elf would not. (This specific problem with alignment was dealt with in some detail in the *Forgotten Realms* supplement, *Giantcraft*.)

The problem defined, how can it be remedied?

First, alignments in Fälgorna are based on a Lawful Good standard. This means, Lawful means respecting the established order and Good means pure and just. A Chaotic Evil character from a Chaotic Evil society is still free to think of himself and lawful and good, however, for game purposes he is still chaotic and evil.

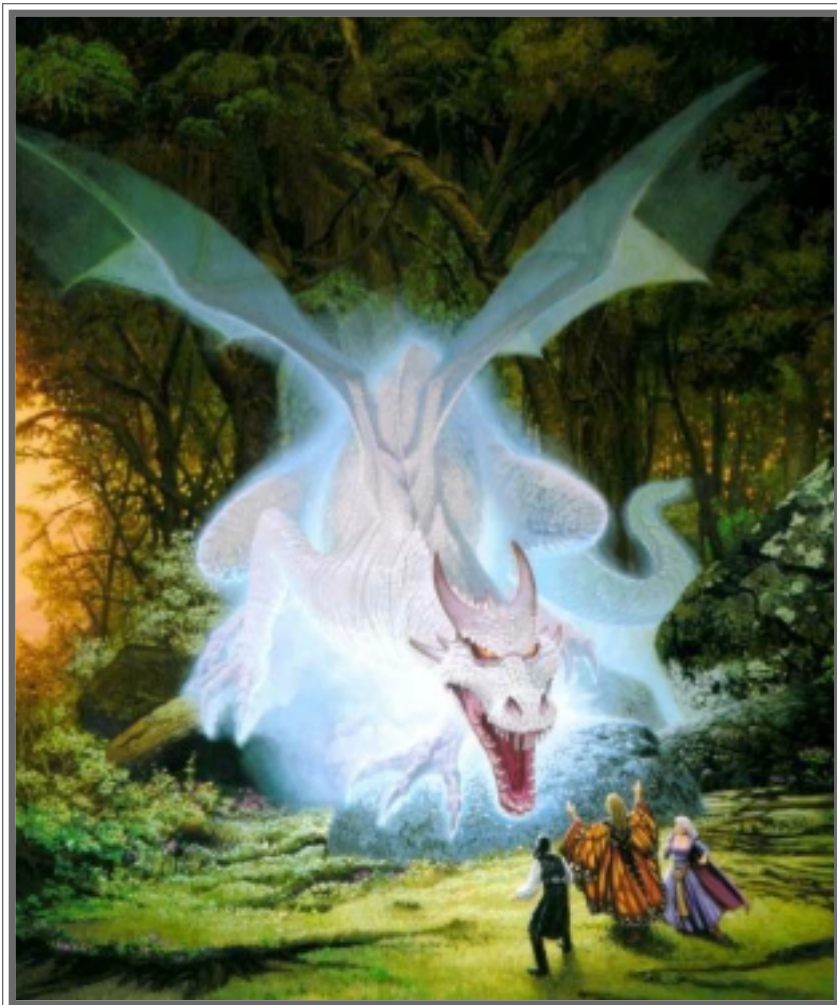
Second, the definition of alignment in Fälgorna is changed. Alignment for most characters is no longer an imperative, rather it is a goal. If the character deviates from his given alignment, so be it. No "real" world person is perfect, so why should a character be any different? In most cases the penalties for deviating from one's alignment will not be levied in terms of experience point penalties or bolts of divine lightning striking from above, but rather in the form of societal punishments.

Imagine the problems caused by the performance of an evil act such as murder in a basically good society which does not tolerate such action. On a more practical level, a character who frequently strays from the moral base of the community will begin to cause people to mistrust and dislike him. A much more appropriate way for the DM to reflect alignment deviation is by imposing reaction penalties with people who know of the deviant behavior. However, some characters (such as priests and paladins) may experience more severe penalties for deviations.

### Priests and paladins

A special problem comes into play with regard to priests, paladins, rangers and other characters tied to an alignment by a class or kit restriction. A character who receives powers and spells based on his alignment risks losing the favor of his deity should he stray too far from his chosen moral code. These types of characters should strive to be paragons of the moral code they have chosen.

However, all is not lost if the character deviates from his professed alignment. A minor deviation may only result in a chance of spell failure or the loss of a minor power. However, depending on the attitude of the deity granting power to a character, a minor alignment deviation may be all the excuse that is needed to



Discussing morals with a dragon ... ?

completely strip a character of his divinely granted powers.

Penalties for paladins, priests, rangers and similar characters who deviate from their alignment are at the DM's discretion. However, these penalties will seldom include the loss of experience points.

## Determining alignment

Every player character must choose an alignment. Following are general guidelines to aid the player in selecting an alignment for his character.

### Good vs. Evil

The forces of good believe in the sanctity of life, respect for individual freedom and the right to pursue happiness. Acts of cruelty, causing another to suffer or oppressing others for personal gain are not the work of good creatures.

Evil embraces death, slavery and oppression as legitimate means for gaining personal power and wealth. It is diametrically opposed to good and revels in cruelty and causing others to suffer. Selfishness and pride drive the forces of evil onward.

### Law vs. Chaos

The philosophy of law is the philosophy the importance of organized society holding precedence over individual expression and freedom. Law is the theory that through order comes greater benefit to all parts of an organization.

Chaos, on the other hand, describes the philosophy of individualism and self-expression in highest esteem. Chaos describes a belief that calls for individual freedom to take precedence over the needs of a group.

### Alignment divisions

There are nine basic alignments divisions derived by combining the elements of Law, Chaos, Neutrality, Good and Evil. In Fälgorna, the most important of these elements are Good, Evil and Neutrality. Law and Chaos are merely nuances of the Good, Neutral and Evil poles.

A summary of the nine alignments follows:

**Lawful Good** — A character of this alignment believes an orderly, just society with a well-organized government can help to create a better life for the majority of the people. To ensure the quality of life, laws must be created and obeyed. When people respect the laws and try to help one another, society as a whole prospers. Therefore, a Lawful Good character strives for those things that will bring the greatest benefit to the most people and cause the least harm.

An honest and hard-working serf, a kindly and wise king or a stern but forthright minister of justice are all examples of Lawful Good people.

**Lawful Neutral** — Order and organization are of paramount importance to a character of this alignment. He believes in a strong, well-ordered government, whether

that government is a tyranny or benevolent democracy. The benefits of organization and regimentation outweigh any moral questions raised by their actions.

An inquisitor determined to ferret out traitors at any cost or a soldier who never questions his orders are good examples of Lawful Neutral behavior.

**Lawful Evil** — A Lawful Evil character believes in using society and its laws to his own benefit. Structure and organization elevate those who deserve to rule as well as provide a clearly defined hierarchy between master and servant. To this end, the Lawful Evil character supports laws and societies that protect his own concerns. If someone is hurt or suffers because of a law that benefits a Lawful Evil character, too bad.

A Lawful Evil character obeys laws out of fear of punishment. He is usually very careful about giving his word, because he may be forced to honor an unfavorable contract or oath he has made. Once given, the Lawful Evil character breaks his word only if he can find a way to do it legally, within the laws of the society.

An iron-fisted tyrant, the head of a notorious thieves' guild and a devious, greedy merchant are examples of Lawful Evil beings.

**Neutral Good** — A character of this alignment believes a balance of forces is important, but that the concerns of law and chaos do not moderate the need for good. Since the universe is vast and contains many creatures striving for different goals, a determined pursuit of good will not upset the balance; it may even maintain it.

If fostering good means supporting organized society, then that is what must be done. If good can only come about through the overthrow of the existing social order, so be it. Social structure itself has no innate value.

A baron who violates the orders of his king and spares the lives of rebellious peasants who were deceived by an evil leader is an example of a Neutral Good character.

**True Neutral** — A Character who follows this alignment believes in the ultimate balance of forces, the natural order of the world, and he refuses to see actions as either good or evil. Since the majority of people in the world make judgements, True Neutral characters are extremely rare. A True Neutral character does his best to avoid siding with the forces of either good or evil, law or chaos. It is his duty to see that all of these forces remain in balanced contention.

A True Neutral character sometimes finds himself forced into rather peculiar alliances. To a great extent, he is compelled to side with the underdog in any given situation, sometimes even changing sides as the previous loser becomes the winner. A True Neutral druid might join the local barony to put down a tribe of evil gnolls, only to drop out or switch sides when the gnolls are brought to the brink of destruction. He would seek to prevent either side from becoming too powerful. Clearly, there are very few True Neutral characters in the world.

**Neutral Evil** — A character of this alignment is primarily concerned with himself and his own advancement. He has no particular objection to working with others, or for that matter, going it on his own. His only interest is in getting ahead. If there is a quick and easy way to gain a profit, whether it be legal, questionable or obviously illegal, he takes advantage of it.

Although a Neutral Evil character does not have the every-man-for-himself attitude of a chaotic character, he has no qualms about betraying his friends and companions for personal gain. He typically bases his allegiance on power and money, which makes him quite receptive to bribes.

An unscrupulous mercenary, a common thief and a double-crossing informer who betrays people to the authorities to protect and advance himself are typical examples of Neutral Evil characters.

**Chaotic Good** — A character of this alignment is a strong individualist marked with a streak of kindness and benevolence. He believes in all the virtues of goodness and right, but has little use for laws and regulations. The Chaotic Good character has no use for people who “try to push folk around and tell them what to do.” His every action is guided by his own moral compass which, although good, may not always be in perfect agreement with the rest of society.

A brave frontiersman, forever moving on as settlers follow in his wake is an example of a Chaotic Good character.

**Chaotic Neutral** — For the Chaotic Neutral character, individualism reigns supreme. The strictures of society are absolutely irrelevant to this character. Likewise, good and evil have meaning only in relation to the individual needs of this character. This does not mean the character is unaware of the strictures of society; it only means he will choose to serve his own needs if he thinks he can do it without getting caught.

For example, a Chaotic Neutral may have no moral objection to killing a guard rather than paying a fine, but he knows that the personal consequences he faces by killing the guard are greater than those he faces by paying the fine. Now, if that same guard attempted to collect the fine while standing alone at the top of a stairwell, the Chaotic Neutral character's actions might be quite different.

Chaotic Neutral characters in general are notoriously unreliable. The only thing that can be relied upon when dealing with a Chaotic Neutral character is that he will always be looking out for Number One.

Hardened thieves, lunatics and madmen tend toward Chaotic Neutral in alignment.

**Chaotic Evil** — This character is the bane of all that is good and orderly. A Chaotic Evil character is motivated by the desire for personal gain and pleasure. He sees absolutely nothing wrong with taking whatever he wants by what-

ever means necessary. Laws and government are the tools of weaklings unable to fend for themselves. The strong have the right to take what they want and the weak are there to be exploited.

When Chaotic Evil characters band together, they are not motivated by a desire to cooperate, but rather to oppose powerful enemies. Such a group can be held together only by a strong leader capable of bullying his underlings into obedience. Since leadership is based on raw power, a leader is likely to be replaced at the first sign of weakness by anyone who can take his position away from him by any method.

Bloodthirsty buccaneers and monsters of low intelligence are fine examples of Chaotic Evil personalities.

### Alignment variations

The nine basic alignments are further defined by the order of the words combined to create the alignment. The second word in the combination is the more important moral compass for the character. The first word is a modifier to this basic moral persuasion. For example, a character could be Lawful Good or Good Lawful. The difference between the two is slight but significant.

## Spells and alignment

Spells which divine alignment, such as *detect evil*, *know alignment* and others, and spells which provide special protection from creatures of a specific alignment, such as *protection from evil* and *protection from evil 10' radius*, do not function in the Fälgorna campaign setting in the same way they do in other Dungeons and Dragons campaign settings. These spells have little effect on mere mortals.

Spells which protect against evil or good, never effect mortal creatures from the same plane as the spellcaster. Likewise, a spellcaster will not detect evil (or good) in a mortal creature which is not at the time of casting thinking evil (or good) thoughts or in the process of committing and evil (or good) act. The *know alignment* spell will never reveal the alignment of a mortal creature,

With regard to creatures native to the outer planes, alignment detection abilities work normally. These creatures have a strong ties with areas which embody the very essence of an alignment. For example, tannari are always Chaotic Evil, this never changes, their alignment is what makes them what they are.

Likewise, creatures such as undead who draw energy from another plane are often steeped in the forces of a certain alignment. This is why the alignment of undead can always be detected. The strong negative force they draw from the Negative Material Plane manifests itself as palatable evil on the prime. Why mummies, who draw energy from the Positive Material Plane, radiate evil is a mystery which sages have yet to unravel.



## 4.4 Life and Luck

Life Points measure a character's life energy level. They gauge vital essence, the unseen force that binds a character's soul or spirit to his body.

This life energy is all important to a character's continued mortal existence on the prime material plane. Strongest in youth, life energy gradually wanes as a character ages and fades completely when the time comes for a character to die of old age. A character who dies of old age has no Life Points remaining. However, natural aging is not the only way a character can lose Life Points.

### Starting Life Points

A character determines starting Life Points by rolling a die as indicated on Table 4.4.1, according to his race. To this number is added a modifier for the character's Ego/Aura ability score and one point per character level (multi-classed and dual-classed characters gain one point for each level in all their classes).

Life Points are gained automatically, like hit points, when the character reaches a sufficient experience point total to bring him to the next level. No training is required to receive the benefits of additional Life Points. Life Points can not be increased through any known type of special training. However, there may be magics that can temporarily increase Life Points or that utilize Life Points to increase the potency of magic.

Table 4.4.1: Starting Life Points:

Race	Starting roll
human	2d6
dwarf	3d6
mul	2d6
elf	3d12
half-elf	2d8
halfling	2d6
gnome	3d8
uldra	3d10
goblin	1d6
half-ogre	2d6
hobgoblin	2d6
kobold	2d6
lizard man	2d6
orc	1d4
half-orc	1d8

### Losing Life Points

Unfortunately for the adventurer, there seem to be far too many ways to lose Life Points permanently. Some of the more common ways to lose Life Points are through

undead attacks and necromantic magic. Life Points are also lost by recipients of a *resurrection* or *raise dead* spell, and of course, through the process of natural aging.

### Undead

The positive life energy represented by Life Points is also the food upon which many undead creatures feed. Level draining undead tap this energy each time they successfully hit a living creature. In Fälgorna, a level draining attack by an undead creature only temporarily reduces the experience level of a creature it strikes. For every level the creature drains, one Life Point is lost permanently. Experience levels and all their associated benefits are also lost temporarily.

Undead which unnaturally age a creature wreak special havoc on mortals, draining one life point from a character per 10 years of unnatural aging suffered.

Levels lost to energy draining undead are recovered at the rate of one level per day. However, lost Life Points can only be restored through a *restoration* spell. Life Points lost to unnatural aging may only be restored through a *restore youth* spell or similar magic. When a character is reduced to zero Life Points, the character dies within 1d3 days unless the life points are restored.

### Death magic and other draining spells

Necromantic magic that saps life energy temporarily in the form of Hit Points, such as spells like *vampiric touch*, also reduce Life Points. However, the reduction in this case is temporary. For every 10 Hit Points (or fraction thereof) caused by necromantic life draining magic the character affected loses one Life Point. Life Points lost in this manner are recovered at the rate of one point per day of complete rest.

Spells that drain energy levels temporarily or permanently such as *enervation* and *energy drain* also reduce Life Points. If the drain is normally permanent, then the Life Point loss is also permanent. If the level drain is temporary, then the Life Point loss is also temporary.

Life Points that are lost temporarily can also be restored through the use of a *heal* or *restoration* spell.

Necromantic spells that kill a victim's soul or spirit, such as the *death spell*, drain all remaining Life Points permanently.

In addition, certain spells, such as *wish*, *limited wish*, *permanency*, *resurrection*, *raise dead* and others, sap Life Points permanently from the caster as detailed in the spell descriptions. Life Points lost in this manner cannot be recovered by any known means.

### Resurrection and raise dead

Character's can also lose Life Points by being the beneficiary of *resurrection* or *raise dead*. Both these spells cause a permanent loss of Life Points in addition to the loss of Constitution for *raise dead*. The cost in life points varies

according to the character's race and class as shown on Table 4.4.2. A loss of Life Points in this manner cannot be restored through the use of a *restoration* spell or any other known magic, but can be negated through divine intervention.

**Table 4.4.2: Life Point loss from resurrection and raise dead**

Race	Life Point loss
human, mul, goblin, half-ogre, hobgoblin, kobold, lizard man, orc, half-orc	1
dwarf, half-elf, halfling	2
gnome, uldra	3
elf	4

### Natural aging

As a character grows older he loses life points also. Character's whose age category is not yet "mature" are considered to have double their total normal Life Points. "Mature" characters have the standard amount,

When a character reaches middle age he loses 25 percent of his remaining Life Points (round down). When the character reaches the Old Age category he loses half his remaining Life Points (round down) and when the character reaches Venerable Age he loses half the Life Points remaining since he reached Old Age (round down). The character can survive with only one Life Point, indefinitely. However, if the character is permanently reduced to zero or fewer Life Points through any means, he will die without the possibility of resurrection. A character with at least one Life Point dies when he reaches the age of death as determined in secret by the DM.

## Luck Points

In the Dungeons and Dragons game, luck is what separates an adventurer from the masses. Luck is an unexplainable force that makes itself known at the most opportune times, often acting to save a character's life or by allowing a character to perform an otherwise impossible or heroic act. Luck Points are a way to reflect in AD&D game terms the effects of this special force which distinguishes a hero from the unwashed masses.

### Starting Luck Points

A first-level human character begins play with 1d4+2 Luck Points. All other characters (demihuman and humanoid) begin with 1d4 Luck Points.

In addition to these starting Luck Points, a multi-classed character receives a bonus Luck Point for each class

beyond the first. Thus a wizard/fighter/thief will receive 1d4+3 Luck Points at first level. One or more bonus Luck Points may also be received as a benefit of the kit selected by the character.

A character may also receive bonus Luck Points at first level for a high Ego/Aura ability score. Bonus Luck Points received for a high Aura are a onetime benefit gained by the character at first level.

### Gaining additional Luck Points

A character that survives beyond first level usually possesses a greater quotient of luck than the average peasant. To reflect this Dungeons and Dragons game terms, the character receives an additional Luck Point every time he advances in level (a multi-classed or dual-classed character gains a Luck Point for each level he advances in all his classes). The DM may also award Luck Points at his discretion at the completion of an adventure or as a reward for good roleplaying.

### Using Luck Points

In game terms, Luck Points can be used for a variety of purposes. However, all uses of Luck Points are at the DM's discretion. In general, Luck Points are more powerful when used before a die roll is made. However, Luck Points can be used after a roll is made, but with lesser effect. In all cases, the use of a Luck Point(s) must be declared during the round in which the action to be affected takes place.

Following are some examples of a how one or more Luck Points declared before a die roll is made can be used.

#### Use of single Luck Point before die roll:

- Automatically make a saving throw normally rolled without penalty;
- Automatically hit or parry an opponent's attack;
- Change a successful hit to a natural 20 (with a chance for a critical hit);
- Cause an opponent to suffer maximum damage from a successful hit by the character or a spell which has fixed damage of 20 hit points or less or uses only one die to determine damage;
- Reroll 1s and 2s for damage caused by a spell or special ability which uses more than one die to determine damage (for example, a wizard casting a 10d6 *fireball* could reroll any one or two result when determining damage);
- Automatically win initiative or attack one phase more quickly than normal;
- Automatically make an ability or skill check;
- Make an extra attack;
- Avoid an automatic attack by an opponent;
- Complete a heroic task without rolling for success, such as leaping a chasm, tearing a door of its hinges or lifting a heavy (man-sized) object.

### Use of two Luck Points before a die roll:

- Automatically make any saving throw;
- Receive a saving throw of 20 modified by special protections (such as a *ring of protection*) against an attack or effect which normally doesn't allow a saving throw (such as life draining attacks by undead);
- Automatically roll a natural 20 (no to hit roll necessary) with a normal chance for a critical hit;
- Automatically make a called shot on an opponent;
- Automatically cause an opponent(s) to suffer maximum damage from a spell or special ability which uses more than one die to determine damage;
- Avoid a magical or mechanical trap that has already sprung;
- Make two extra attacks in a round;
- Attack two phases more quickly than normal;
- Complete a heroic task without rolling for success, such as leaping a chasm while carrying a companion, lifting a large- or huge-size object or breaking through a thin stone or brick wall.

### Use of three Luck Points before a die roll:

- Automatically score a random critical hit on an opponent;
- Cause an opponent to suffer maximum damage from a spell or special ability and to suffer the effects of a critical strike (opponent still receives a saving throw at -4 if applicable);
- Make an extra three attacks in a round;
- Attack or act first in a round, regardless of the opponent's initiative or special abilities;
- Complete an action which is normally outside the scope of the Dungeons and Dragons rules.

### Use of Luck Point before the beginning of a round:

A Luck Point can also be used at the beginning of a round to affect all of a single category of actions taken by a character during the round. Some examples of this type of Luck Point usage follow:

- +4 to hit on all attacks;
- +4 to damage on all attacks;
- +4 bonus to Armor Class;
- +4 to all saving throws.

### Use of a Luck Point after a die roll is made:

A Luck Point may be used after a die roll has been made to reroll the die. A reroll must be declared immediately after the die roll in question is failed. For example, a Luck Point could be used for the following:

- Reroll a failed saving throw;
- Reroll a failed attack or parry;

- Reroll an unsatisfactory damage roll;
- Reroll an ability or skill check;
- Force an opponent to reroll damage from a physical attack (the character deflects or dodges part of the blow);
- To stop bleeding from a critical wound or when the character is reduced to -1 hit points or less;
- To negate an opponent's use of Luck Point.

The only limit to the number of Luck Points that can be used in a round is the number of Luck Points the character possesses. For example, a character could use multiple Luck Points to repeatedly reroll a saving throw or to repeatedly counter an opponent's Luck Points.

However, a character may never transfer a Luck Point to a companion or another creature. For example, a character could not use a Luck Point to enable his comrade to automatically score a successful hit, but he could use a Luck Point to maximize the benefits of the *cure light wounds* spell he uses to heal his comrade.

In addition, Luck Points may never be used during the character creation process (when rolling ability scores, hit points, checks for psionic wild talents, etc.).

## NPC and creature Luck Points

Player characters are not the only ones who receive Luck Points. Powerful NPCs and monsters may also have Luck Points at their disposal at the DM's discretion.

## Use of Life Points as Luck Points

A character may, at his discretion, expend his life force to complete heroic deeds. A character may exchange Life Points for Luck Points on a one-to-one basis for this purpose. Life Points used in this manner are lost permanently. Note, the reverse is not possible. Luck Points may not be exchanged for Life Points.





Andarta, goddess of war, has a taste for cruelty

## 4.5 Special Abilities

In Fälgorna there are no artificial level limitations for non-human races. This may seem to put humans at a severe disadvantage when compared with members of other races who possess myriad special racial abilities.

On the contrary, humans are the only PC race that can exceed 18 in all of the ability scores. Humans also find greater general acceptance in the world because the majority of the population is human (woe to the orc trying to buy a drink in the local tavern or the light-fingered Variquesti found prowling the streets of a human city after dark). The various human nations gain a few racial abilities as detailed in Chapter 2. In addition, humans are the only race that may choose to become a dual classed character, but this is countered to some degree, possibly surpassed by the non-

human ability to become mult-classed.

Despite these benefits, the human advantages pale in significance when compared to the dwarven resistance to poison or the elfin ability to resist sleep and charm spells. To help balance humans as a viable character race, all human (and muls who favor their human side) PCs gain a special ability unique to their character class determined by rolling on the tables following.

It should be noted that not all humans have a special ability. Butchers, bakers, and candlestick makers are very unlikely to have a special ability. Usually only humans with a character class will have a special ability, but a few especially talented bakers and barbers do roam the world. Perhaps they are adventurers who ignore the call or perhaps they have yet to hear it. Whatever the answer may be, the special ability is what makes an adventurer an adventurer.



*"Fight fire with fire and magic with magic ..."*

**Table 4.5.1: Special Abilities for Fighters, Gladiators, Rangers, Paladins, etc.**

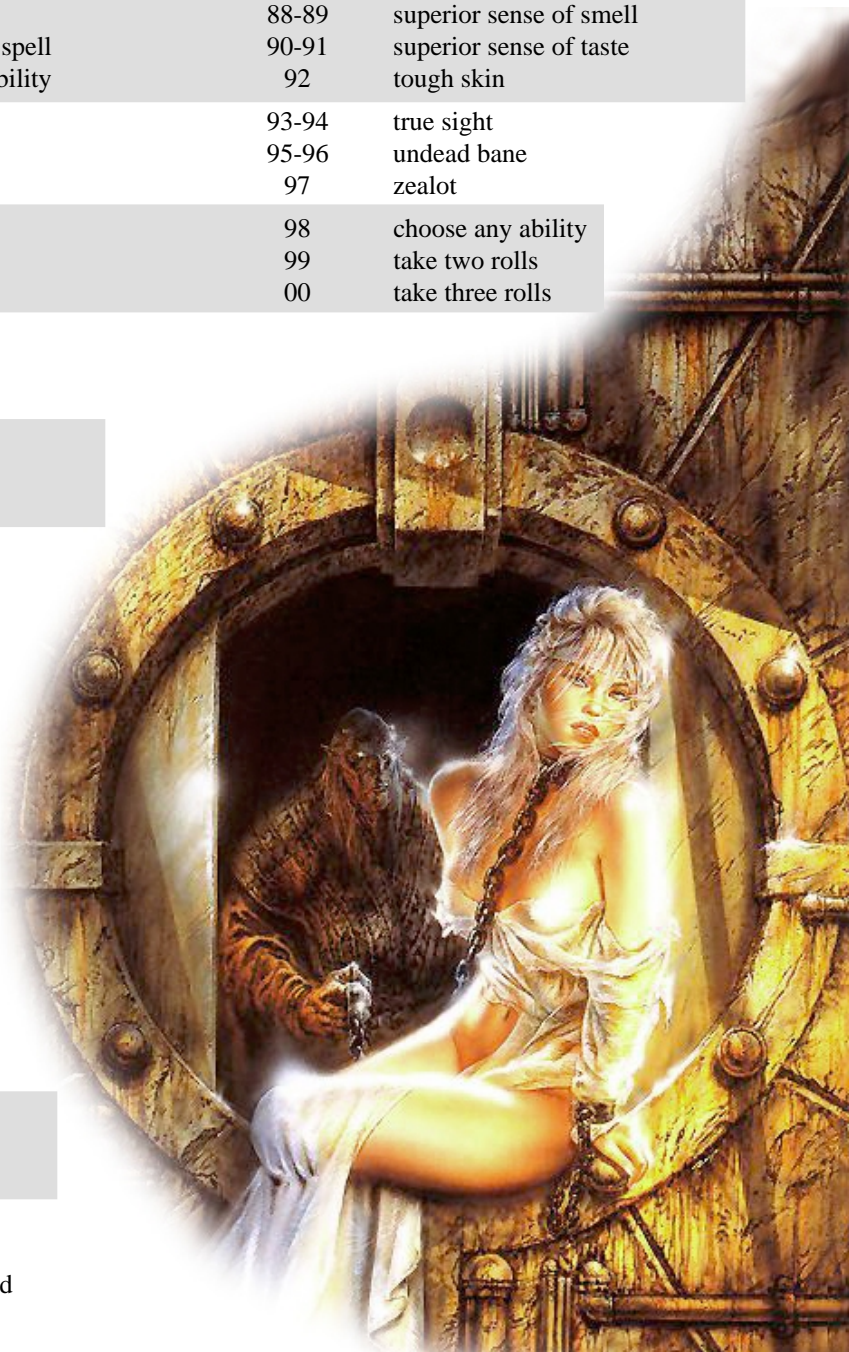
<b>d00 roll</b>	<b>Special ability</b>	<b>d00 roll</b>	<b>Special ability</b>
01-04	+1 to hit and damage	60-62	keen sight
05-08	ability score bonus (physical)	63	locksmith
09	ability score bonus (mental)	64-65	luck
10	agility	66	magic resistance
11-13	attack immunity	67	master craftsman
14	beastmaster	68	mechanical intuition
15-18	bonus skill	69	mixed blood
19	bonus to all saving throws	70	pickpocket/ petty thief
20-22	bonus to saving throw category	71	psionic immunity
23-25	bump direction	72-73	rapid healer
26-28	climbing	74	repulsive taste
29-32	courage	75-77	saving throw bonus, one attack form
33-34	creature friend	78	speed
35-37	expert skill	79	stealth
38	extraordinary liar	80-81	superior horseman
39-43	fast learner (weapons)	82-83	superior sense of smell
44	favored by deity	84-85	superior sense of taste
45-46	fearless	86	superior weapon master
47	fight like a bear	87-88	tough skin
48-50	hated foe	89	true sight
51	healer	90-91	weapon master
52	immortal	92-95	weapon specialist
53-54	incredibly handsome/beautiful	96-97	weapon high master
55	infravision/ ultravison	98	choose any ability
56	innate spell ability	99	take two rolls
57-59	keen hearing	00	take three rolls



**Grinning Skull orcs on the warpath**

**Table 4.5.2: Special Abilities for Priests, Crusaders, Druids, Monks, etc.**

<b>d00 roll</b>	<b>Special ability</b>	<b>d00 roll</b>	<b>Special ability</b>
01-03	ability score bonus (mental)	77	protection from evil/ good, 10' radius
04-05	ability score bonus (physical)		
06-07	“All” sphere expert	78	psionic immunity
08-09	attack immunity	79	rapid healer
10-11	beastmaster	80	repulsive taste
12-14	bonus skill	81-83	saving throw bonus, one attack form
15	bonus to all saving throws	84	stealth
16-17	bonus to saving throw category	85-86	superior horseman
18-19	bump direction	87	superior memory
20-22	casting competency	88-89	superior sense of smell
23-24	casting competency, one spell	90-91	superior sense of taste
25-26	comprehend languages ability	92	tough skin
27	climbing	93-94	true sight
28-29	courage	95-96	undead bane
30-31	creature friend	97	zealot
32-33	disease immunity	98	choose any ability
34-35	evil detection	99	take two rolls
36-37	expert skill	00	take three rolls
38-39	fast spell recovery		
40-41	favored by deity		
42	fearless		
43	good detection		
44	hated foe		
45-47	healer		
48	immortal		
49	incredibly handsome/ beautiful		
50	infravision/ ultravision		
51	innate spell ability		
52-53	keen hearing		
54-55	keen sight		
56-57	legend lore		
58	life energy protection		
59	life protection		
60-61	linguist		
62	locksmith		
63-64	luck		
65	magic resistance		
66	magic smith		
67	master craftsman		
68	mechanical intuition		
69-70	memory		
71-72	mixed blood		
73	oracle		
74	pickpocket/ petty thief		
75-76	protection from evil/ good		



**Table 4.5.3: Special Abilities for Thieves, Bards, Assassins, Psionicists, etc.**

<b>d00 roll</b>	<b>Special abilities</b>	<b>d00 roll</b>	<b>Special ability</b>
01-04	+1 to hit and damage	60-63	keen sight
05-08	ability score bonus (physical)	64	legend lore
09-10	ability score bonus (mental)	65-67	luck
11-12	agility	68	magic resistance
13-14	armor wearing rogue	69	master craftsman
15-18	attack immunity	70-73	mixed blood
19-21	backstabber	74-77	powerful underworld contacts
22-25	bonus skill	78	psionic immunity
26	bonus to all saving throws	79	rapid healer
27-28	bonus to saving throw category	80	repulsive taste
29-32	bump direction	81-82	saving throw bonus, one attack form
33	courage	83-84	secret door locator
34-36	creature friend	84-86	speed
37-39	expert skill	87-88	superior horseman
40-43	extraordinary liar	89-90	superior sense of smell
44	favored by deity	91-92	superior sense of taste
45	hated foe	93-94	thieving specialization
46	healer	95	tough skin
47	immortal	96	treasure sense
48-51	incredibly handsome/ beautiful	97	true sight
52-53	infravision/ ultravision	98	choose any ability
54-55	innate spell ability	99	take two rolls
56-59	keen hearing	00	take three rolls





**Table 4.5.4: Special Abilities for Wizards, Specialist Wizards, Incantrix, etc.**

<b>d00 roll</b>	<b>Special ability</b>	<b>d00 roll</b>	<b>Special ability</b>
01-04	ability score bonus (mental)	56-59	legend lore
05	ability score bonus (physical)	60	life protection
07-08	attack immunity	61-62	linguist
09-12	bonus skill	63	locksmith
13	bonus to all saving throws	64	luck
14-15	bonus to saving throw category	65-66	magic resistance
16-17	bump direction	67-69	magic smith
18-21	casting competency	70	master craftsman
22-25	casting competency, one spell	71-72	mechanical intuition
26-27	comprehend languages ability	73-76	memory
28	climbing	77	mixed blood
29	courage	78	pickpocket/petty thief
30-33	creature friend	79	psionic immunity
34-35	detect magic by touch	80	rapid healer
36	detect magic 60' radius	81	repulsive taste
37	evil detection	82-83	saving throw bonus, one attack form
38-39	expert skill	84	stealth
40	extraordinary liar	85-86	superior horseman
41-43	fast spell recovery	87-89	superior memory
44	favored by deity	90-91	superior sense of smell
45	good detection	92-93	superior sense of taste
46-47	healer	94	telepathy, 60' radius
48	immortal	95	tough skin
49	incredibly handsome/ beautiful	96-97	true sight
50	infravision/ ultravison	98	choose any ability
51	innate spell ability	99	take two rolls
52-53	keen hearing	00	take three rolls
54-55	keen sight		





## Special Ability Descriptions

**+1 to hit and damage** — A character with this SA has a +1 bonus to hit and damage with a weapon of his choice. This bonus is cumulative with all other bonuses. The weapon must be picked at first level and cannot be changed.

**Ability score bonus** — This SA gives a character a bonus of +1 to +3 in an ability score determined randomly on the tables below. A character with this special ability may exceed the racial ability score maximum of 19 to a maximum score of 20.

Table 4.5.5a: Physical abilities

1-3	Strength
4-6	Dexterity
7-9	Constitution
10-11	Observation
12	roll twice ignoring rolls of 12

Table 4.5.5b: Mental abilities

1	Intelligence
2	Wisdom
3	Charisma
4	Ego
5	Sanity (+1 = 5%)
6	Observation

**Agility** — The character with this SA may increase his Dexterity score by +4 to a maximum of 19. His Dexterity AC adjustment is doubled.

**“All” sphere expert** — The priest with this special ability casts all spells from the All Sphere at double effectiveness (double duration, area of effect, range, etc.; a *bless* spell would give the creatures affected a +2 bonus to hit, etc.).

**Armor wearing rogue** — The rogue with this SA has learned how to wear armor so that it doesn’t affect his thieving skills. He may wear armor with an encumbrance rating less than “bulky” (banded, splint, plate, etc.) without penalty to his thief abilities. It is near impossible to perform thief abilities in “bulky” armor and the character receives no benefit when attempting to do so.

**Attack immunity** — The character with this SA is 100 percent immune to a single special attack form such as red dragon breath, acid, blue lotus poison, petrification by gorgons, or a single spell. The nature of the attack form the character is immune to may be chosen by the player. A character with an attack immunity will never take damage or experience an adverse effect from this type of attack. An immunity to a normal attack form cannot be taken. For example a character could not be immune to swords, but he

could be immune to the magical fire produce by a *flaming sword*.

**Backstabber** — The rogue with this SA has a knack for dispatching enemies by attacking them from behind. His backstabbing multiplier is increased by one.

**Beastmaster** — A character with this SA has the ability to communicate telepathically with all natural animals. Natural animals include giant-sized versions of normal animals, but never includes creatures with magic attack forms or sentient beings.

He may forge a telepathic link with up to 1d4 creatures. He may accomplish this by maintaining constant contact with a single animal for a one-week period. The animal(s) linked to the character in this way will act as familiars for the character as if he had cast the first-level wizard spell *find familiar*.

Animals linked with the character will give the beast master a +1 bonus to his hit point total per hit die of the creature. If the creature should die the character will loose double the number of bonus hit points permanently. The character can choose to release an animal from his control, but he will not be able to bond with a replacement animal for 2d4 weeks.

Normal animals will not harm a beastmaster unless they are attacked.

**Bonus skill** — The character with this SA is a master of a certain skill. The character can pick one non-weapon skill to receive as a bonus skill (4x ability) and in addition adds 20% to the skill score.

**Bonus to all saving throws** — A character with this SA gains a bonus of +1 to +3 on all saving throws as determined by a percentile die roll. Saving throw bonus: (01-75) +1, (76-95) +2, (96-00) +3.

**Bonus to saving throw category** — A character with this SA gains a bonus of +1 to +3 to all saving throws under one category on the saving throw table: poison, death magic; polymorph, paralyzation; wand, staff, rod; breath weapon; or spells.

The amount of the bonus is determined by a percentile die roll: (01-60) +1, (61-90) +2, (91-00) +3.

**Bump direction** — This SA reflects the uncanny ability of the character to never get lost under ordinary circumstances. A character with this SA has a 95 percent chance to be able to find his way home or to wherever he wants to go, even if blindfolded or stranded in an unfamiliar area without having the benefit of knowing how he got there (i.e., *teleport*, etc.).

Following a guide with bump direction can be confusing. One day he may lead the part due north asserting, “this is definitely the right way” and upon waking in the morning leads the party the opposite direction, insisting that he is still going the same way as the day before.

A character who uses bump direction will require 1d6 times as long to reach his destination as a character following a known trail or using a map.

**Casting competency** — This SA can prove very valuable to the spell caster. A character with this SA has an uncanny grasp of the theory of magic or an unequaled understanding of the nature of divine magic. In game terms this is reflected by a the wizard or priest being able to cast spells from a specific school or sphere as if he was two levels higher. The caster also receives a bonus of +1 to all saving throws vs. spells from the school or sphere of competency and his opponents save at -1 vs. spells cast by the character from the school or sphere in which he is competent. In addition, a wizard who is competent in a school of magic learns spells from that school as if his intelligence were +1 and with a bonus of +15% to his chance to know a spell. A character with this SA never gains any additional spells because of this ability.

To determine which school or sphere the character has special competency in roll on the following tables.

Table: 4.5.6 Wizard School Competency

d12 roll*	School
1	Abjuration
2	Alteration
3	Conjuration/ Summoning
4	Enchantment/ Charm
5	Greater Divination
6	Illusion/ Phantasm
7	Invocation/ Evocation
8	Necromancy
9	Air Elemental (Wind)
10	Earth Elemental (Sand)
11	Fire Elemental (Flame)
12	Water Elemental (Sea)
13	Dimension
14	Force
15	Mentalism
16	Shadow
17	Alchemy
18	Artifice
19	Geometry
20	Song
21-22	Universal
23	Take two rolls
24	Player's choice

\*Roll d6 on a result of 4 to 6 add 10 to the d12 roll.

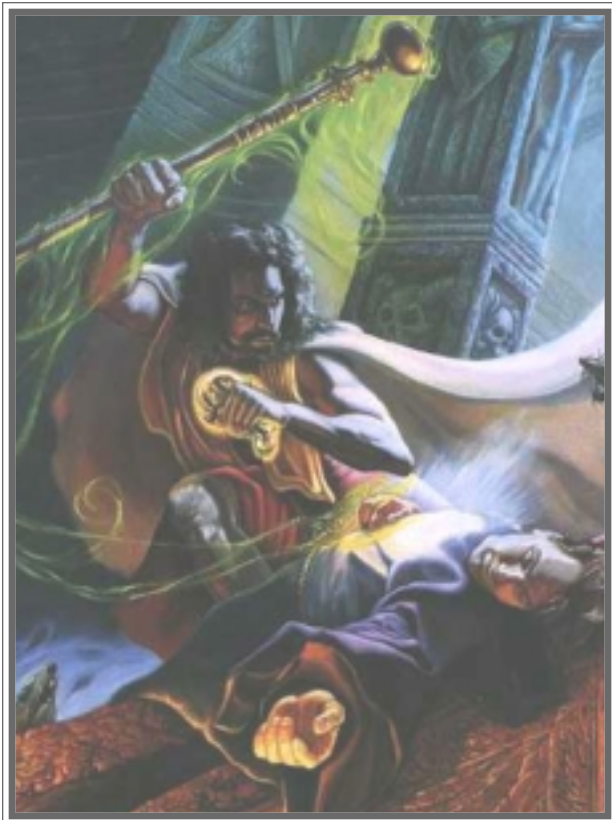
Specialist wizards will always be competent in their specialty school, but should roll on the Wizard School Competency table any way. If the roll indicates the wizard's specialty school as the school of competency then the wizard will cast spells from that school as if he were a

wizard of three levels higher than his own. He would save vs. spells from that school at a bonus of +3, and opponents would save vs. his spells from that school at -3. All other rolls but a 23 (take two rolls) should be ignored.

A specialist will never be competent in an opposition school, but if the result of the specialists competency roll is 23, he will be allowed to roll for a second school of competency (his first competency is always considered his specialty school). If the second school of competency is an opposition school then the specialist will be allowed to learn and cast spells from that school with a -15% penalty to his chance to learn a spell, no other bonuses apply. He may know spells from the opposition school as if his intelligence were six less than normal.

For example, a specialist wizard with an intelligence of 18 rolls a 23 (take two rolls) on his competency roll. He is assumed to be competent in his specialty field already; his second roll results in an opposition school, therefore he may learn spells from that school as if his intelligence were 12 with a -15% penalty. He would have a 35% chance to learn a spell, would never be able to cast a spell over 6th level, and could learn no more than seven spells per level in that school.

Wild Mages and Incantrix will always be competent in wild magic and incantrix magic respectively. These wizards should roll on the Wizard School Competency table like a specialist, with a roll of 24 being considered wild magic or incantrix magic.



“Healing magic, the blessing of adventurers”

Table: 4.5.7 Priest Sphere Competency

Die Roll	Sphere
01-04	All
05-08	Animal
09-11	Astral
12-14	Chaos
15-18	Charm
19-22	Combat
23-25	Creation
26-28	Curses
29-32	Divination
33-36	Elemental
	1 Air
	2 Earth
	3 Fire
	4 Water
37-40	Guardian
41-43	Healing
44-47	Law
48-51	Necromantic
52-55	Numbers
56-59	Plant
60-63	Protection
64-67	Summoning
68-71	Sun
72-75	Sun Reversed
76-79	Thought
80-83	Time
84-87	Travelers
88-91	War
92-95	Wards
96-99	Weather
00	Take two rolls

Priests will never be competent in a sphere of magic not available to them because of their religious faith. If a priest rolls 00 (take two rolls) and on subsequent rolls gains the same result twice, he will cast spells from that sphere as if he were three levels higher (see specialist wizard special circumstance).

A priest who is competent in a sphere of magic casts spells from that sphere with no chance of spell failure and as if his Wisdom were +1.

**Casting competency, one spell** — This SA is identical to Casting Competency above, but is limited to one spell of any level chosen by the character. A wizard character will automatically gain access to this spell and may place it in his spellbook when he reaches the minimum level required to cast it.

**Comprehend languages ability** — This SA gives the character a special nonweapon skill similar to the thief

ability of the same name. The nonweapon skill starts at a percentage equal to the character's Intelligence/Knowledge and can be increased as a Mental 1 skill. This skill can be used to read magical writings.

**Choose any ability** — A character may choose any single special ability from the table for his class.

**Climbing** — The character with this SA has a natural climbing ability equal to four times his Dexterity/Balance. This ability allows a character to climb walls as a thief. After the base chance has been calculated the character may add an adjustment for high Dexterity/Balance if applicable. A character who wears armor will be penalized as if he were a thief wearing armor. This skill can be improved as if it were a Physical 4 skill.

**Courage** — The character with this SA shows above average bravery in the face of danger. In game terms he receives a +1 bonus to all saves vs. fear, and a +5% bonus to Sanity checks.

**Creature friend** — This SA indicates that the character has intimate knowledge of the customs, ethics, lifestyle, traditions and language of a race of sentient beings. Some time earlier in life this character befriended a single individual of this race and became through that friendship an "adopted" member of the race. Dragon friend, Elf friend, Orc friend, etc. are all examples of *Creature Friends*.

A character who is a creature friend modifies his reaction adjustment by +5 when dealing with members of his "befriended" race. He also gains +1 to saving throws vs. special attack forms (if any, i.e. dragon breath) of his "befriended" race. His knowledge of the race is reflected by expert skill, 80% plus ability modifier, in Creature Lore.

**Detect magic by touch** — The character with this SA has the ability to *detect magic* on an object by touching it and concentrating for 1d4 rounds. During this time the caster may not do anything but concentrate on determining the presence of magic. If the object to be detected is normally worn, then the caster must wear it while detecting magic. Thus a cursed ring would effect the caster; a *cloak of poison* would also take effect.

By concentrating on an object for an additional 2d4 rounds the caster can determine which school or sphere the magic originates from.

**Detect magic 60' radius** — This SA is identical to Detect Magic by Touch but is effective over a 60' radius, and the character need not make physical contact with an item to *detect magic*. The character does, however, need to make physical contact with the object in question to determine what school or sphere the magic originates from.

**Disease immunity** — The character with this SA is immune to all natural diseases and parasites. He receives no special immunity to magical diseases or curses.

**Evil detection** — This SA allows a character to *detect evil* in a 60' radius when concentrating. Paladins or other

characters normally able to *detect evil* because of class or kit benefits gain the ability to *detect evil* in a 120' radius.

**Expert skill** — The character with this SA may chose to be an expert in any single nonweapon skill he desires. The character receives the skill at 80% plus his ability score modifier.

**Extraordinary liar** — This character has an incredible knack for telling very believable lies. In fact, he tells lies so well, that under normal circumstances (when it doesn't really matter whether he's telling a lie or the truth) he is always believed when lying. When telling a successful lie could prevent injury to the character (either physically, emotionally or monetarily) the character adjusts his reaction roll by +5 or +25%. Player characters may always decide for themselves whether the liar is telling the truth.

**Fast learner (weapons)** — A character with this SA is able to gain new weapon skills at at half the normal skill point cost. When a fast learner uses a weapon with which he is not proficient for six consecutive rounds of combat he subtracts one from the non-proficiency penalty after using the weapon, this bonus is not cumulative. A fast learner gains 51-150 (d00 + 50) additional skill points at first level which must be used to learn weapon skills.

**Fast spell recovery** — The spell casting character who has this SA will be able to recover spells at twice the normal rate. Thus, a wizard could memorize 1st level spells after only two hours of rest and it would only take him five minutes to memorize each spell; he could memorize a 9th-level spell after only six hours of rest and it would take him 45 minutes to actually memorize the spell.

**Favored by deity** — A deity (not necessarily the character's patron) has taken a special interest in this character. The deity has specific plans for the character which are incomprehensible to a mere mortal. In game terms, this means the deity will intervene on the character's behalf one or more times at the DM's discretion. It should be noted that this intervention may not always be welcome by the character and will not always be beneficial. In the case that the deity saves a character's life, he or she may demand some sort of payment from the character, usually in the form of a *geas* or *quest*.

**Fearless** — A character who is fearless will never run in the face of danger because of lack of courage. In game terms this means that he is immune to *fear* spells, dragon fear, demon fear and other fear-based special attacks. A character who is fearless must still make Sanity checks when required, but any failed Sanity check that results in a fear response is instead an "Attack in Berserk Rage" (41-60) response. The Sanity point loss is equal to the Sanity Check Failure result rolled.

**Fight like a bear** — A character with this SA can continue to fight for a number of rounds equal to his Constitution minus 1d6 even after being reduced to zero hit points or less. If the character is reduced to -10 Hit Points

or less, he will collapse and die at the end of combat. The character will die instantly when his negative hit point total drops below his Constitution minus 1d6. In addition, once the character is reduced below zero hit points he will bleed, losing one hit point per round until cured.

While fighting at negative hit points the character will gain a bonus of +2 to hit and +4 to damage. The character will also have a 10% greater chance to cause a critical hit on a roll of a natural 20.

**Good detection** — This SA allows a character to *detect good* in a 60' radius when concentrating. Evil paladins or other characters normally able to *detect good* because of class or kit benefits gain the ability to *detect good* in a 120' radius.

**Hated foe** — The character with this special ability may pick a single creature type which he hates. In game terms this means the character will attack the hated foe 90 percent of the time, gaining a +4 to hit and +4 to damage. Any applicable saving throws against special attacks made by the creature are rolled at +2. This special ability may not be combined with the Blood Oath skill.

**Healer** — A character with this SA has learned the art of healing from a person who has knowledge far in advance of contemporary technology. The character gains the Healing and Herbalism skills as bonus skills and can heal twice as many hit points as normal when these skills are successfully used. In addition, the ability to heal twice as many hit points as normal applies to other healing skills such as Surgery, but the character must learn them normally to gain the bonus.

Also, all spells from the sphere of healing cast by a priest with this SA will be twice as effective as normal.

**Immortal** — A character who is immortal never physically grows older than 25. He can not die of old age and can only be permanently slain by decapitation or any means that totally destroys the physical body. Any time the character is slain but not destroyed in a manner listed above, he will rise from the dead fully healed the next morning.

The greatest disadvantage to this SA is that other immortals (usually evil) will hunt the character and attempt to destroy him. An immortal who decapitates another immortal will instantly gain one experience level.

**Incredibly handsome/beautiful** — The character with this SA is exceptionally attractive to members of his race of the opposite sex. He or she has learned to monopolize on this ability and *initial* reaction modifiers for members of the opposite sex are made as if the character had a Charisma/Appearance of 19 (20 if the character's Charisma/Appearance is already 19). This modifier is only effective for the first 10-60 (10d6) turns of interaction. After this time it is assumed that the character's true personality shows itself and any future reaction rolls are made normally.

**Infravision/ultravision** — A character with this SA has infravision or ultravision as determined by a percentile die roll (01-70 infravision/ 71-00 ultravision). The range of this special vision is equal to 1d12 and 10 feet.

**Innate spell ability** — A character with innate spell ability has the ability to cast one zero- to third-level spell (wizard or priest) 1d3 times per day without using any material components. He simply wills the effect to occur. This is similar to a Drow's ability to cast certain spells innately. The innate spell ability has a casting time of 3 and is effective as if the character were a wizard or priest of his present level. Use of this ability is equal to a half-move action in combat.

**Keen hearing** — A character with this SA has hearing which is twice as effective as normal (30%).

**Keen sight** — A character with this SA has twice the normal vision range for a human. He also has twice the normal chance to detect secret and concealed doors.

**Legend lore** — The character with this SA has a special nonweapon skill which gives him a base chance equal to his Intelligence/Knowledge plus Wisdom/Understanding divided by two to know basic knowledge about a particular item, place, event or person. This skill is similar to the bard ability of the same name. The character may roll once on the legend lore table for every level he has achieved.

This special ability may be increased as Mental 2 skill.

**Life energy protection** — The character with this SA has special resistance to the special attack forms of undead which draw their power from either the positive or negative material planes. Undead (or other creature) attacks for which a saving throw is normally allowed are automatically saved against. Attacks for which a saving throw is not normally allowed may be saved against on a roll of 20 with an additional plus being added for each point of Ego/Aura above 14. Bonuses from magical protective devices such as a *ring of protection* may also be added to this bonus.

**Life protection** — The character with this SA cannot be affected by *magic jar*, possession and other similar attacks. Because of this special protection, if the character is a priest he will often be an exorcist.

**Linguist** — A character with this SA has the ability to learn twice as many languages as indicated by his intelligence score. The character receives half of these languages as bonus skills, reflecting his natural inclination toward linguistic ability. In addition, the character may take the Linguistics skill as a bonus skill.

**Locksmith** — This SA indicates that the character has some past experience as an apprentice locksmith or thief. The character can pick locks with the appropriate tools with a chance of success equal to his Dexterity/Aim times three. Bonuses for high Dexterity/Aim may be added after calculating the base score. Penalties for wearing armor apply. The lockpicking skill may be increased as a Physical 4 skill.

The character also receives the Locksmith craft skill as a bonus skill. This skill may be increased normally.

**Luck** — Lady luck rides on this character's shoulder. Things always seem to go his way. He has just moved when a chamber pot is emptied from a second floor window, splashing waste to the place where he was standing only moments before. He just happens to find a coin on the floor to pay for that last drink, etc.

In game terms, the player picks one die type (d4, d6, d8, d10, d12, d20, d00) with which his character will always receive a bonus of +1/-1 (+5%/-5% for d00). Whenever that type of die is used, the character will receive the bonus.

In addition, the character receives 1d4 additional Luck Points.

**Magic resistance** — The character with this SA has 2-40% (2d20) magic resistance. This is normal magic resistance and may be "turned-on" or "turned-off" at will.

**Magic smith** — A spell caster with this SA has an extraordinary grasp for the techniques and theories behind the construction of magical items (priest or wizard). All items enchanted by this character are done so with a difficulty factor one less than normal and with a bonus to the caster's chance of successfully creating an item equal to one half his Intelligence +2. The character with this SA will accidentally create a cursed item only on a roll of 99-00.

**Master craftsman** — Before the character began his adventuring career he rose to fame in his homeland as a master craftsman. This character was well known and highly respected. Patrons often paid two to three times the standard price for goods produced by this character.

The pressure of constant demands on his time and stress caused by anxious patrons rushing the character to meet deadlines drove him to leave his chosen profession and take up life as an adventurer.

In game terms this character may pick any one craft skill as a bonus skill. The character receives that skill at 80% plus his relevant ability score modifier.

When this character left his trade he sold his business in order to outfit himself for adventure. In addition to normal starting money the character has a nest egg of 500-10,000 gp (d20) from the sale of his business. The character also receives one item crafted with extraordinary skill. For example a master bowyer would have a fine bow, possibly giving its user a non-magical +1 bonus to hit and a bonus to damage for high Strength. The item the character receives will be decided at the DM's discretion.

Characters also have the added advantage that others involved in their trade will recognize them 25% of the time. If the character is recognized he will receive a +6 reaction adjustment when dealing with them. The character will receive this bonus 75% of the time if he has the opportunity to perform his craft in the presence of other craftsmen of his

trade. These craftsmen may not recognize the character's name or face, but they will recognize his work.

**Mechanical intuition** — Characters with mechanical intuition have an uncanny knack for figuring out how mechanical objects operate. In game terms this translates into the ability of a character to successfully determine the function of an unidentified mechanical object with a chance of success equal to four times his Intelligence/Reason ability score. This character will also be able to disarm mechanical traps as a thief with a chance equal to his Dexterity/Aim. This character can also locate mechanical traps with a chance equal to his chance to disarm traps ability. The character can adjust his chance to find/remove traps for high ability scores after calculating the base chance of success.

The character must have the proper tools to disarm a trap successfully.

The ability to determine mechanical function can be improved as a Mental 2 skill. His chance to find traps can be increased as a Mental 2, Physical 1 skill and his chance to remove traps can be increased as a Physical 4 skill.

**Memory** — The spell casting character with this SA can memorize one additional spell of any level he or she is able to cast. Thus a fifth-level wizard could choose to memorize an additional 1st, 2nd or 3rd level spell.

**Mixed blood** — The character with this SA has some demihuman blood in his ancestry. He may pick 1d3 SAs available to any single major demihuman character race (at the DM's discretion). For example, a character with dwarf blood who had two inherited special abilities might pick the dwarven bonus to saving throws vs. poison and a +1 bonus to Constitution. A character who selects an ability score bonus may exceed the racial ability score maximum for a human only the final ability score does not exceed the racial maximum for his parent race.

In no case may a character pick SAs from two or three different demi-human races. In addition, the character with this SA may not select innate spell casting ability as his special ability.

**Oracle** — The character with this SA has been chosen by his deity as an oracle. The character may ask his deity one question per day as if he had cast the 5th-level priest spell *commune*.

In addition, (01-10) once per week, (11-60) once per month, (61-90) once per year, or (91-00) on feast days or special occasions the character may go into a deep trance (1d12 hours) and commune with his deity more intimately. While in this trance the character will receive the answer to a question he presents to his deity. The answer will usually be cryptic in nature.

The character must usually use some special method to divine the meaning of his deity's message, such as watching the flights of birds or examining stones cut with runes, to help him decipher the meaning of his deity's revelation.

Some deities (especially good ones) may require that the character provide his oracle powers free of charge to those in need. Evil deities might require a sacrifice each time a major divination occurs.

**Pickpocket/petty thief** — A character with this SA has some experience as a petty thief. He has the ability to pickpockets as a thief. His ability with this skill is equal to three times his Dexterity/Aim score. After calculating the base score the character can add a bonus for high Dexterity/Aim. This ability is penalized if the character wears armor.

This SA can be increased as if it were a Physical 4 skill.

**Powerful underworld contacts** — The rogue with this SA has 1d8 underworld contacts (guild masters, expert assassins, fences, etc.) who owe him a favor. He may call on each contact for aid one time and the contacts will do their best to help him. In no case will these contacts join the character for an adventure and these contacts will only rarely (25% +1% per the character's level) risk their life for him. The contacts, their area of operation and their profession will be decided by the DM.

**Protection from evil/good** — The character with this SA is affected as if a permanent *protection from evil/good* spell had been cast on him. This ability may be lost if the character changes alignment for any reason or is in disfavor with his deity. Evil characters are protected from good, good characters are protected from evil, and neutral characters have a 50% chance to be protected from evil and a 50% chance to be protected from good.



Protection from evil can be a useful ability

This SA effects only the character and has no radius of effect and therefore cannot protect other creatures, even if they touch the character.

**Protection from evil/good, 10' radius** — This SA is exactly like the SA above except that it protects everyone within a 10-foot radius of the character.

**Psionic immunity** — This SA gives the character total immunity to psionics. This immunity prevents beneficial as well as hostile psionic effects from affecting the character. This character may never have psionics. A character who already has psionics receives an addition 3d10 PSPs but is not immune to psionics.

**Rapid healer** — A character who is a rapid healer recovers hit points at twice the normal rate. Healing spells, magic items, herbal treatments, psionic healing and mundane healing methods are more effective when used on this character, healing one extra point per die rolled or if no die is rolled, one extra hit point per 10 healed.

**Repulsive taste** — The character with this SA has a peculiar physical trait that makes his flesh taste so bad that most monsters (75%) will not eat him. This does not mean the monster will not defend itself, but it does prevent the character's body from being consumed. In the case of monsters like a purple worm that swallow prey whole, there is a 75% chance that the character will be spit or vomited out 1d4 rounds after being swallowed.

**Saving throw bonus, one attack form** — The character with this SA may pick one specific attack form for which he will gain a bonus of +1 to +4 to his saving throw. Examples of specific attack forms include: natural fire, magical ice, red dragon breath, and blue lotus poison. Roll on the table below to determine what plus the character will receive to his saving throw. Priests may add their Wisdom/Understanding ability score to this roll.

Die Roll	Bonus
01-50	+1
51-85	+2
86-00	+3
101+	+4

**Secret door locator** — The character with this SA can find secret and concealed doors as if he were a Paladian elf (a roll of 1-7 on a d20 to find secret doors or a roll of 1-10 on a d20 to find a concealed door).

**Speed** — The character with this SA can move exceptionally quickly. His movement rate is increased by 2d6. In addition, he may take the nonweapon skill Speed as a recommended skill.

**Stealth** — The character with this SA has the ability to hide in shadows (01-45), move silently (46-90) or hide in shadows and move silently (91-00) as a thief. The ability is



equal to the character's Dexterity/Balance times three. Dexterity adjustments can be added to this base score. Penalties for wearing armor apply. Rangers with this SA may add the bonus points to their standard skill score.

This ability will be at half-strength in either city or natural settings 90% of the time (01-50 city/ 51-00 natural setting). Ten percent of the time this ability is equally effective in both city and natural settings.

Either of these SAs may be increased as a Physical 4 skill.

**Superior horseman** — A character with this SA has a special affinity for horses and all things equestrian. He gains the Land-based Riding (horse) nonweapon skill and the Animal Training (horse) skill as bonus skills. The character gains a horse of his choice with maximum hit points, superior intelligence (+3), +1 bonus to AC, and +3 Movement Rate. The character can communicate empathically with all horses.

**Superior memory** — The spell caster with this SA can memorize an additional spell for each level of magic he is able to cast. For example a fifth-level wizard could memorize an additional 1st-, 2nd- and 3rd-level spell. This bonus is in addition to the bonus given to specialist wizards.

**Superior sense of smell** — Characters with this SA can identify food, drinks, potions, etc., by smell. The character would have to normally know what physical object the smell is normally associated with to successfully identify it. A character with this SA can successfully detect poison (provided it has an odor) in food or drink 50% of the time. This character receives a +1 bonus to his surprise roll when he encounters a creature which has an odor of any kind. He smells the creature approaching.

**Superior sense of taste** — Characters with a superior sense of taste will always be able to identify an item tasted at least once before. They will also notice additives (like poison) to food or other materials with a 75% chance of success.

**Superior weapon master** — This character is renowned throughout the land for his insight into the art of armed martial combat. A character with this SA can gain mastery in any number of weapons regardless of class. A fighter with this special ability will gain a *weapon of high mastery* at first level with which he will be +4 to hit and damage for melee weapons and +3 to hit and damage with missile weapons (bonuses exceed normal high mastery bonuses). A fighter with this SA will have a +3 reaction bonus when dealing with warriors who know of his reputation.

**Take two rolls** — A character may roll twice on the special ability table, rerolling any result of 99 or 00.

**Take three rolls** — A character may roll three times on the special ability table, rerolling any result of 99 or 00.

**Telepathy, 60' radius** — This SA gives the character the ability to communicate via a mental link with other



intelligent creatures as if he had the psionic devotion *telepathy*.

**Thieving specialization** — The rogue with this SA may choose one thief ability in which he is specialized. The thief ability chosen will be increased by 10-30% (d3).

**Tough skin** — A character with this SA has exceptionally thick skin, almost leather like in consistency. Without armor this character has a base natural Armor Class of 9. This bonus to AC is not cumulative with the protective value of armor, but may be counted when the character is wearing only magical protection like *bracers of defense* and or a *ring of protection*, but not magic armor. Shields, however, are cumulative with the protective value of tough skin.

**Treasure sense** — A character with this SA can sense, when concentrating for 1d4 rounds, the presence of large quantities of treasure (1,000 gp or more) within 100 feet. This ability does not enable the character to see the treasure or to overcome obstacles or traps that might prevent him from obtaining it. He can only sense its presence by the quiver of his hands, the sweat on his palms, a chill down his spine, or some other similar means.

**True sight** — This character has the natural ability of true sight as the 6th-level wizard spell *true seeing*. The 5th-

level priest spell, *false seeing*, cast on this person effects him as if he had normal vision. The character must concentrate on this ability for one turn for it to work effectively.

**Undead bane** — The priest with this SA has the power to affect undead more forcefully when calling upon his deity to turn undead. The priest turns undead as if he were a priest three levels higher than his present level. A priest of 14th level or higher automatically dispels undead of 7 HD or less (affecting an additional 2d4 undead of less than 6 HD), automatically turns specters, vampires and other undead with 8-9 HD, and turns ghosts or 10 HD undead on a roll of 4 or higher, lich or 11+ HD undead on a roll of 7 or higher, and special creatures on a roll of 10 or higher.

Evil priests will gain this benefit for befriending undead. Priests who do not have the ability to turn undead may roll again.

**Weapon master** — The character has an uncanny grasp for the art of armed martial combat. He may take weapon specializations in an unlimited number of weapons even if

the character is not a single-classed fighter. Fighters receive a free weapon of mastery skill at first level.

**Weapon specialist** — A weapon specialist has been trained by a master warrior who is known throughout the land for his weapon-skill training ability. The character can pick one weapon with which he is specialized at 1st level without expending any weapon skill points. All warrior classes can benefit from this SA.

**Weapon high master** — This SA is like weapon specialist except that the master warrior who trained the character taught him everything he knew. The character can pick a weapon of high mastery at first level at no skill point cost.

**Zealot** — The priest with this SA has the gift of charisma when preaching his faith. This priest effects intelligent creatures of less than 1 HD when he is preaching as if he had cast an *enthrall* spell. All other intelligent creatures react to his preaching as if his Charisma/Appearance were five higher than it is normally. Other clerics of his faith react to him as if he had a Charisma/Appearance of 19.



"The Winged Elf"

## 4.6 Idiosyncrasies

Every character has quirks that are unique to his personality. Sometimes these quirks are so bizarre that they go beyond normally accepted standards. These eccentric qualities are known as idiosyncrasies.

Some of the idiosyncrasies listed on the following table are not behavioral traits, but rather physical idiosyncrasies. These idiosyncrasies are usually allergies and odd physical characteristics, but some handicaps are included.

Every player character has a percentage chance listed, as listed on Table 4.6.1: Chance for idiocyncrasy, to have one or more idiosyncrasies. If the an idiosyncrasy is indicated roll on Table 4.6.2: Idiosyncrasies, to determine the nature of the idiosyncrasy the character possesses.

Idiosyncrasies can sometimes be frustrating to play, but like alignment they are a tool to help enhance roleplaying. Players who roleplay their character's idiosyncrasy will be rewarded with additional experience points.

In some cases an idiosyncrasy may be indicated which would not be realistic for a character of that class to have. For example, it would be highly unlikely to have a lecher paladin or a stuttering wizard. In these cases another idiosyncrasy should be rolled. If the second roll indicates an idiosyncrasy which would not be realistic for a character of the class in question, then the character has no idiosyncrasy.

**Table 4.6.1: Chance for idiosyncrasy**

<b>d00 roll</b>	<b>Number of idiosyncrasies</b>
01	4
02-03	3
04-06	2
07-15	1
16+	0

**Table 4.5.2: Idiosyncrasies**

<b>% Die Roll</b>	<b>Idiosyncrasy</b>	<b>% Die Roll</b>	<b>Idiosyncrasy</b>
01-02	Absent minded	53-54	Know-it-all
03-07	Addiction	55-56	Lazy
08	Albino	57-58	Lecher
09-12	Allergy	59	Mental disorder
13-14	Bigot/ Racist	60-61	Obese/ Skinny
15-16	Braggart	62-63	Optimist
17-18	Cleaning	64-65	Overconfident
19-20	Clown	66	Pacifist
21-22	Color blindness	67-68	Pack rat
23-24	Control	69-70	Perfectionist
25	Deformity	71-72	Pessimist
26	Dreg	73-76	Phobia
27-28	Driven	77	Physical handicap
29	Dwarf	78-79	Political activist
30	Epileptic	80-81	Practical joker
31-32	Extrovert	82-83	Procrastinator
33-34	Fetish	84-85	Servile
35	Giant	86-87	Slob
36-37	Glutton	88-89	Stubborn
38-39	Gossip	90	Stuttering
40	Hiccapping	91-92	Tightwad/ Miser
41-42	Honesty	93-94	Vandal
43-44	Impulsive	95-97	Wastrel
45-46	Insomniac	98-99	Zealot
47-48	Introvert	00	Special
49-50	Irreverent		
51-52	Jealousy		



## Idiosyncrasy descriptions

**Absentminded** -- An absentminded character has an uncanny knack for misplacing items of all sorts. He tends to leave personal belongings sitting on store counters and often puts items in odd locations (for example, putting a quill in his cupboard).

In game terms the character must roll an Intelligence check each time he wants to find an item in his backpack (or anywhere the item might be stowed), if he fails the check the item has been temporarily misplaced (95%) or permanently lost (5%). In either case it will take the character 1d8 turns to determine what happened to the item.

Typically people who are absentminded are fairly intelligent, so the character gains a +1 bonus to Intelligence.

This idiosyncrasy has no effect on spell casting.

**Addiction** -- The character who has an addiction is either mentally or physically addicted to a substance such as alcohol, drugs or tobacco. He must spend 1d6 gp a day to support his addiction. Substances that cause an intoxicating effect should cause the ability scores of the character to be modified, as specified on page 82 of the first edition *Dungeon Masters Guide*, for 1d4 hours (minimum) each day.

If the character is prevented from obtaining the substance that he is addicted to, he must make a saving throw vs. poison each day at a -1 cumulative chance or fight at a penalty of -4 to hit and damage and -4 to AC. During this period of withdrawal, the character suffers a -4 penalty to Charisma reaction modifiers to reflect his irritability.

If the character refrains from using the substance that he is addicted to for a number of days equal to twice his Constitution/Health + 1d6 he will have conquered his addiction. If the character should ever use even the smallest amount of the addictive substance in the future, he will again become addicted.

**Albino** -- Albinos have pale milky white skin, pink eyes and light colored hair. This effect is caused by the lack of body pigmentation. They stand out in a crowd and can always be easily identified.

Direct sunlight causes 1d2 points of damage to the albino every hour (sufficient covering will cancel this effect). Albinos have a 10% chance of having ultravision.

**Allergy** -- Many people are allergic to many things, but usually an allergy has no real effect except to cause minor discomfort. The character with this idiosyncrasy has a severe allergy to one or more things in his environment. Typical allergies include: insect bites, dust, pollen, fur, specific foods, etc.

The character will have 1d4 severe allergies. In game terms, when ever he comes in contact with the substance he is allergic to he must make a saving throw vs. poison each round, with a -1 cumulative penalty to his saving throw for

each round he remains in contact with the substance. If the saving throw is failed he will experience a severe allergic reaction and will be affected as if he had suffered a “useless hit” (i.e., he will be unable to take any action except defense until the substance he is allergic to is removed or passes from his body in 1d8 hours).

If he rolls an unmodified one for his saving throw, he has experienced a traumatic and possibly fatal reaction. If he fails a system shock survival roll, he will die in 1d3 hours unless a *neutralize poison* or *heal* spell is administered. In any case, a character who experiences a traumatic allergic reaction will fall unconscious, unable to take any action, for 1d8 hours.

The player or the DM can pick the substance(s) the character is allergic to. They do not necessarily have to be common substances.

**Bigot/racist** -- The character with this idiosyncrasy despises all who are different from him. Members of other races, religions, nationalities, social classes and character classes can all be included in this hatred.

This character experiences a -3 reaction modifier when interacting with those who are not of his background. When interacting with other bigots/racists of his own background, however, he receives a +3 reaction modifier.

This character has no inhibition against physically harming or even killing those who do not fit into his own scheme of rank and superiority, as long as he thinks he can do so with impunity.

The player may decide the degree to which his character is a bigot. Human characters with this idiosyncrasy make good League of Human Supremacy members.

**Braggart** -- The braggart maintains an inflated sense of self-worth. He constantly finds time to extol his own virtues, and in general believes himself to be an exceptionally fine example of his class, race and sex.

This inflated sense of self-worth gives the character the advantage of a +1 bonus to Ego, but this advantage may be outweighed by the negative affect his boastings have on others, resulting in a -2 reaction modifier when dealing with others.

**Cleaning** -- The character with the idiosyncrasy doesn't just believe that “cleanliness is next to godliness,” he believes that “cleanliness is the meaning of life.” This character constantly bathes and tidies himself. His pack is always organized and he never loses anything. Characters of other than Lawful alignment react to this character as if his Charisma was one less than normal. This penalty does not apply to Lawful characters. This character will always be Lawful.

In combat this character suffers a -1 penalty to AC (he's too worried about soiling his clothes with messy blood). To his advantage, it never takes this character more than a single round to recover an item from a backpack or belt

pouch, as long as he packed it himself. Characters with this idiosyncrasy halve their chance to contract a natural (non-magical) disease.

**Clown** -- The clown manages to make a joke out of almost any situation. He constantly “cuts-up” and will try almost any shenanigan to garner attention from others. In game terms, this character receives a -1 penalty to Ego (he tries to gain attention through humor to compensate for low self-esteem), but gains a +1 bonus to Charisma (his attempts to gain attention from others usually work in a positive way).

**Color blindness** -- The character who is color blind see only in black and white. He cannot distinguish other colors. This handicap can present problems when the character is trying to distinguish between gems, different colored potions, etc., (the DM will determine applicable penalties). But, this character finds it easier to find concealed or camouflaged objects and people hiding in shadows, receiving a bonus of +2 (-10% to thief's hide in shadows roll). He also has an enhanced ability to locate secret doors, finding them with a 5 in 20 base chance.

**Control** -- The character with this idiosyncrasy attempts to maintain control over all things that affect his life. He will insist on grooming his own horse, preparing his own food, and making his own decisions when ever possible. The character tries to maintain control because something in his past made him feel out of control and on a subconscious level he refuses to let this happen again.

This character tends to run himself ragged trying to keep up with all the things that need to be done, so his Constitution is penalized by -1. On the other hand, his sense of control allows the character to receive a +1 bonus on all saving throws vs. charm magic and psionic disciplines that affect the mind.

**Deformity** -- The character with this idiosyncrasy was born with a physical deformity. The player may choose his character's deformity with the DM's approval. The deformity may be something as simple as a hair lip or as dramatic as having two pupils. In any case the character's Charisma will be penalized by zero to 5 (DM's discretion).

**Dreg** -- The dreg has decided to forgo the normally accepted ways of society to live as a street urchin. He generally wears ragged clothing and seldom if ever bathes. He is allowed to keep wealth, but it will usually be hidden, and in any case, has little meaning to this character. He would rather eat out of a garbage can than at the finest inn in Fälgorna.

This character receives a -4 reaction modifier when dealing with anyone other than other dregs. He has the advantage of being virtually invisible to normal people (they ignore him) and often overhears or sees things, that are not supposed to be seen or heard.

**Driven** -- The character who is driven has a specific goal that he constantly strives to obtain. He will stop at

nothing and let no one get in the way of the achievement of this goal.

Due to his ability to manipulate others into helping him achieve his goal, he is able to recruit 1d4 additional henchmen. If for some reason his goal becomes completely unobtainable, the character must make a saving throw vs. spells or commit suicide. Once his goal is obtained he may pick a new goal or simply choose to disregard this idiosyncrasy.

**Dwarf** -- The character with this idiosyncrasy is 27-65% (2d20 +25) shorter than normal. Dwarves (not the same as the dwarf race) receive their choice of a +1 bonus to Strength or Constitution.

**Epileptic** -- The character with this idiosyncrasy suffers from epilepsy. Whenever the character encounters an extremely stressful situation or takes a hit to the head, he must make a saving throw vs. paralyzation or be affected as if by a *muscle spasm* spell. This character never receives a saving throw against the *muscle spasm* spell.

This character receives a +1 bonus to Constitution.

**Extrovert** -- The extrovert enjoys talking with other people. He is very friendly and can always find a common interest with just about anyone he meets.

This character gains a +1 bonus to Charisma.

**Fetish** -- The fetichistic character compulsively uses some inanimate object (a shoe, lock of hair, undergarment, etc.) to achieve sexual excitement and gratification. This character will always carry an example of the object with him, and will fight (+1 to hit) to retain the item if any person or creature attempts to take it from him.

**Giant** -- The character who is a giant is 27-45% (1d20 +25) taller than normal. He gains a +1 bonus to Strength and a +1 hit point per die bonus to his hit points. The giant has a shorter life span than others of his race, living only half as long, and all items the giant purchases costs 1.5 times as much as normal.

**Glutton** -- The glutton has a problem with indulging excessively. Most often this weakness for overindulgence concerns food, but other possibilities include: a particular hobby, athletics, sex, etc.

A glutton must make a saving throw vs. death magic each time he encounters the object of his indulgence in order to refrain from indulging in it. Other disadvantages related to this idiosyncrasy should be devised by the DM on a case by case basis.

**Gossip** -- The gossip finds satisfaction in spreading rumors and poking his nose into other people's business. On the positive side, this can be a very handy trait to have if your looking for ideas for adventuring. On the negative side the character has a 1% cumulative chance per week he stays in one local to angry someone who responds by challenging him to a duel. If the character wishes to gather information through the grape vine, he does so at a percent-

age chance equal to his Charisma/Appearance time four plus 2d12%. The information gathered in this manner won't always be accurate.

**Hiccapping** -- The character with this idiosyncrasy has a serious hiccapping problem. This problem usually manifests itself during stressful situations. Whenever the DM determines that a situation is stressful (combat, meeting the king, a rendezvous with a beautiful princess) the character must make a saving throw vs. poison or begin to hiccup for 2d6 rounds. While hiccapping the character surprises opponents with a -2 penalty and fights at -1 to hit, -1 AC, and -1 initiative.

**Honesty** -- The character with this idiosyncrasy will never willingly lie or deceive, nor will he ever willingly break a law. This character is always of Lawful Good or Lawful Neutral alignment.

If the character feels that a law is unjust or needs to be broken for some greater cause, he must make a saving throw vs. death magic to force himself to do so. He may chose to turn himself in for his "crime" at a later date or attempt to pay for his crime in some other appropriate way.

The character's word is his bond. He always keeps his word, no matter the consequences. Characters with this idiosyncrasy who lie will be penalized for poor roleplaying.

To the character's advantage, he has an a percentage chance equal to his Intelligence plus his level to detect when others are being dishonest. In an area where he is known he receives a +1 reaction modifier bonus a +3 bonus when his honesty is in question.

**Impulsive** -- The impulsive character seldom has the patience to wait around to find out what an opponent is going to do next. He wants to take action now and ask questions later. This character is almost always Chaotic in alignment, usually Chaotic Neutral.

Despite the obvious disadvantages of this trait, it does give the character the advantage of a +1 bonus to initiative.

**Insomniac** -- The insomniac has a great deal of difficulty getting a good night's sleep. He constantly volunteers for guard duty and can be found awake at the campfire during the wee hours of the morning.

His lack of sleep usually makes him cranky and irritable, modifying his Charisma reaction rolls by a penalty of -1, but he has a special resistance to *sleep* spells and other attacks that cause a victim to sleep, resulting in a +4 bonus to his saving throw vs. these forms of attack.

**Introvert** -- The introvert is a loner, he likes his solitude and talks to other people as little as possible. He is shy and quiet.

This character is penalized by -1 to his Charisma and receives a +1 bonus to his Wisdom (he has more time to contemplate life in his solitude).

**Irreverent** -- The irreverent character believes in the deities, but questions their authority to rule. He resents divine intervention and the representatives of deities (i.e., priests). Most of all he questions the supposed powers of the deities and attributes priestly spell casting ability to the priest's own inner power.

The irreverent's vocal opposition to the gods can cause him some problems, especially in pious communities. Priests and other characters strongly associated with a particular deity (i.e., paladins, temple guards, etc.) react to the character with a -4 reaction modifier. Normal citizens of a community which exhibits above average piety will react to the character with a -1 to -4 reaction modifier.

Due to the character's strong belief in inner power, he has a +10% chance to have a wild psionic talent. A psionist with this trait gains 10 bonus PSPs.

A priest, paladin, etc., who rolls this idiosyncrasy should roll again.

**Jealousy** -- The character who is jealous has a problem with others who are better in some way than himself. He will always reject their ideas and attempt to discredit them. This idiosyncrasy may at the DM's option be directed toward one individual.

**Know-it-all** -- The know-it-all believes that he has a

greater understanding of almost every subject than anyone else around him. He constantly interrupts conversations to correct the "misconceptions" and "ignorances" of others. He will always pretend to know something about any subject he is questioned on, but the information he provides will not be completely correct, it will however, be based on factual information.

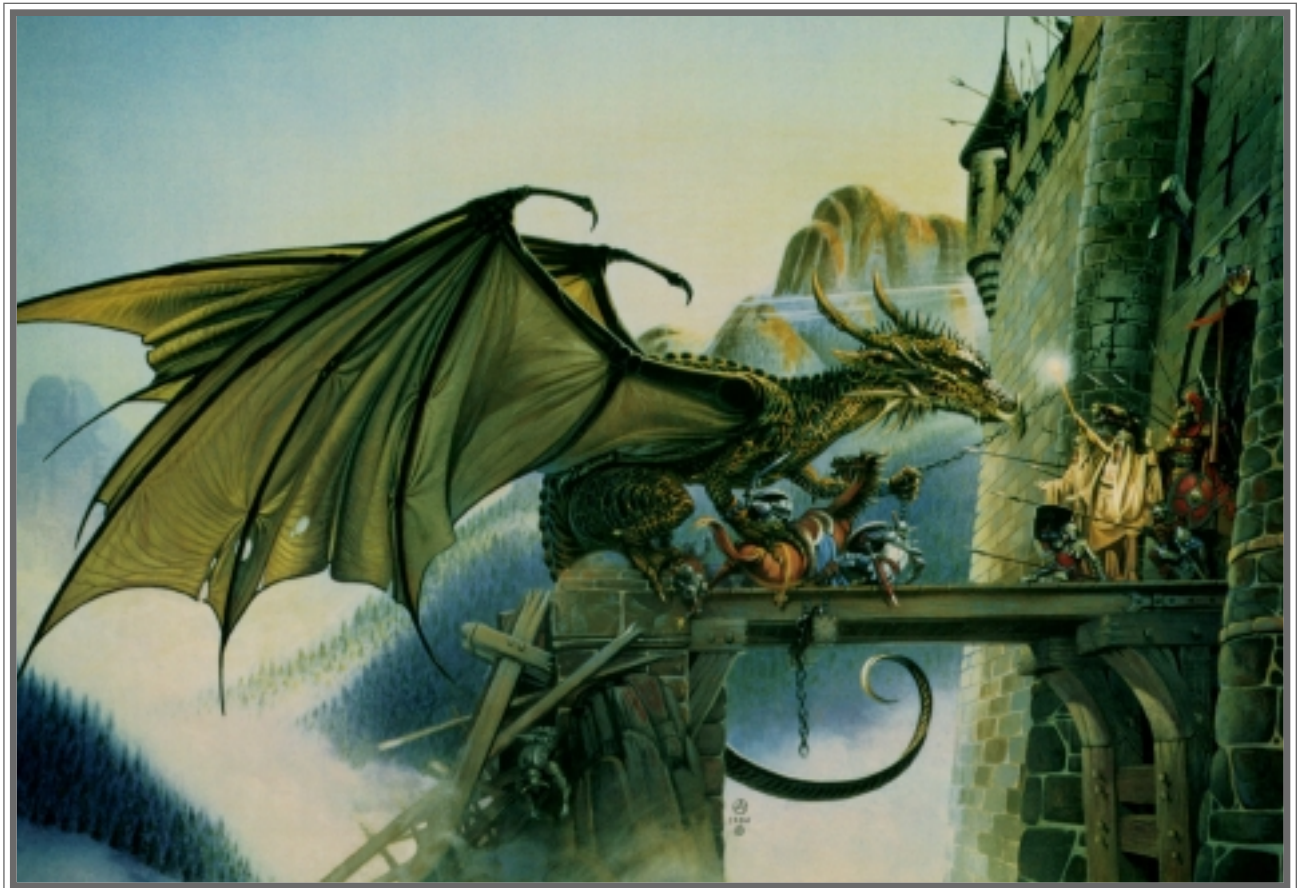
The know-it-all tends to irritate people unintentionally, reflected by a -1 penalty to Charisma, but he also truly has a greater knowledge of many subjects than others, as reflected by a +1 bonus to Intelligence.

**Lazy** -- The character who is lazy has an extreme disinclination to work or exertion. He will try almost any excuse to gain an extra hour of sleep, and pay almost any price or try any trick to get out of doing work.

This character receives a +2 bonus to Charisma when trying to get someone to do work for him, but is penalized by -1 each to his Strength and Dexterity (reflecting his unconditioned and sluggish physical state).

**Lecher** -- The lecher has an immoderate interest in sexual indulgence. He is prone to make lewd remarks to members of the opposite sex and often causes embarrassing situations for more conservative members of the party.

The lecher's Charisma is penalized by -1 when interact-



Attack of Chlorikia the Green

ing with members of the opposite sex and receives a bonus of +1 when interacting with members of his own sex.

**Mental disorder** -- This character has a special mental disorder determined by consulting the Types of Insanity table on page 83 of the first edition *Dungeon Masters Guide*. Other mental disorders may be assigned at the DM's whim.

**Obese/skinny** -- The character with this idiosyncrasy is either incredibly fat or incredibly skinny (player's choice). A character who is obese weighs twice as much as normal and receives a bonus of +1 to his hit points per level. A character who is skinny weighs 25 percent less than normal and receives a +1 bonus to Dexterity. Both the obese and skinny character receive a -1 penalty to Charisma.

**Optimist** -- The optimist always hopes for the best outcome, he looks on the bright side of things even when the world is apparently going against him. In general, he believes that Fälgorna is the best of all possible worlds and that good will ultimately overcome evil.

This character must be of Good alignment. Evil characters dislike him and react to him with -2 penalty. When this character leads troops, their morale is raised by one.

**Overconfident** -- The character who is overconfident believes himself to be better equipped to handle almost any situation than he might really be. Similar to the impulsive character he will often leap into battle with superior foes without a second thought. Unlike the braggart, he does not necessarily boast about his perceived abilities.

The overconfident character receives a +1 bonus to Ego and gains a -1 initiative bonus against characters or monsters which are less powerful than himself (lower level or HD), but receives a +2 initiative penalty against characters or creatures more powerful than himself.

**Pacifist** -- The pacifist is opposed to violence in all forms. He will only attack in self-defense and will only kill if absolutely necessary to save his own life. The pacifist is almost always of Good alignment. He gains a +1 bonus to Wisdom.

**Pack rat** -- The character with this idiosyncrasy collects all types of worthless junk. He saves broken pieces of pottery, arrowheads, bits of string, keys, etc., anything else that he might find a use for. He's often heard saying things like: "Who knows when you might need an extra belt buckle."

In game terms, this character has a 2% chance per character level of having any needed "junk" item (1 gp value or less) in his pack. He has an equal chance to have a piece of an item, like a breast plate or sword hilt, that can be used to repair a damaged item. It will take the character one phase per level to retrieve any item from his pack.

When a character with this idiosyncrasy builds a house or stronghold, his chance to have an item is doubled, but it takes him one round per level to retrieve it.

This character has a 20% chance to have the additional special ability of *creature friend, dragon*, even if he is a demihuman or humanoid.

**Perfectionist** -- The perfectionist takes extra care to make sure things are done just right. To him there is a right way to do things and a wrong way to do things and nothing inbetween. He strives to become the most complete, lacking in no aspect, individual possible.

This character's great attention to detail gives him a +1 bonus to Observation. This character will always be Lawful.

**Pessimist** -- This character always see events, situations, and creatures in the most negative way possible. He never views a glass as half full, to him it always appears half empty.

If this character leads troops they suffer a -1 penalty to morale. To his advantage, very few things surprise the pessimist, giving him a +1 bonus to surprise rolls.

**Phobia** -- The character with a phobia has an unreasonable obsessive dread of a creature or related group of creatures, situation, object, etc. Some common phobias include: acrophobia (fear of heights), agoraphobia (fear of open spaces), claustrophobia (fear of enclosed spaces), scotophobia (fear of darkness), entomophobia (fear of insects), necrophobia (fear of death and dying), xenophobia (fear of strangers and the unknown), etc.,.

Under normal circumstances, a character with a phobia will never willingly expose himself to the object of his phobia. He may, however, attempt to overcome his fear by making a successful Sanity check. If the check is failed he cannot overcome the phobia in this situation. If he makes the check, he has overcome his fear and will fight at -2 to hit, and at a -2 penalty to AC. After facing his fear in such a way he is entitled to a Sanity check at one-quarter his normal sanity. If he makes the check he has permanently overcome his phobia.

When a character is exposed to the object of his phobia and cannot escape it he must make a Sanity check.

The DM and the player should decide the character's phobia by mutual agreement. There is a 10% chance that the character will have 1d4 phobias.

**Physical handicap** -- This character suffers from a severe physical handicap. Examples include: blindness, deafness, missing limb, lameness, chronic disease, anosmia, muteness, etc.,. The character and the GM should mutually agree on the nature of the handicap. In all cases the character has in some way developed measures to at least partially offset the handicap. For example, a blind character would receive the bonus nonweapon skill of Blindfighting. He would also be immune to all gaze attacks.

**Political activist** -- The political activist character is a revolutionary. He has a cause and fanatically does everything in his power to push that cause forward. He tends



toward anti-establishment attitudes and is usually of chaotic alignment.

This character gains a bonus skill in Reading/Writing (Trade Tongue), and carries numerous bills, posters and pamphlets containing the slogans and literature of his cause.

The political activist gains a +2 bonus to his Charisma. He has an exceptional ability for rallying crowds to his cause, sometimes inciting riots, he gains a +5 bonus to Charisma when attempting to do this.

Some examples of causes a political activist might support are: animal rights, democracy, intellectual freedom, an anti-magic campaign, etc. A political activist may have more than one cause. The DM and the player should agree mutually upon the cause(s) the character supports.

**Practical joker** -- A practical joker finds humor in playing tricks on other people and making them look foolish. He does things like sticking a "slay me" sign on a paladin's back, pouring honey into a party member's boots or changing signs on doors.

This character has a chance equal to his Dexterity/Aim times three of setting simple traps (increasable as a Physical 4 skill). He carries simple items for setting these traps. Note that this character can not find traps, only set them. This character's Charisma is penalized by one.

**Procrastinator** -- The procrastinator always finds a reason to put something off until another day. This often results in an opportunity being lost. This character might take weeks to complete a simple chore like getting his armor serviced.

This character is penalized by a +1 modifier to initiative rolls. He does, however, receive a second saving throw to avoid traps (when applicable) to reflect the chance that he may have been hanging back, waiting, and therefore not there when the trap activated.

**Servile** -- A servile character slavishly submits to the demands of others. He has low self esteem and generally regards himself as worthless.

This character suffers a -2 penalty to Ego and saves vs. charms at a -2 penalty. To his advantage, the character gains Servility as a bonus skill.

**Slob** -- The slob has no concern for his personal hygiene or appearance. He seldom bathes and has no trouble sleeping in a filthy environment. He keeps his gear in equal disarray. It takes a slob an additional round to recover any item from his backpack.

The slob's Charisma is penalized by one point. He does, however, have twice the normal chance of finding valuables in junk piles, trash heaps, etc.,.

**Stubborn** -- The stubborn character is unreasonably obstinate. He has his own opinions and sticks to them. It may be very difficult to convince this character that a course of action is a good one if he already has another idea fixed in his mind.

The obstinate nature of this character results in a +1 to saving throws vs. illusions (he finds them hard to believe). His Charisma is penalized by one.

**Stuttering** -- The player with this idiosyncrasy has a problem with stuttering. Spellcasters who roll this idiosyncrasy should roll again.

This character doesn't make a very good leader because people find it hard to understand him, resulting





**Björn, a ranger of the arctic wastes**

in a -1 penalty to Charisma/Leadership. To counter this deficiency he has developed above average listening skills, +5% chance to hear noise.

**Tightwad/miser** -- The tightwad/miser values money above all other things. He would rather hold on to a single copper coin than save his own life. He will risk life and limb to gain treasure even if the odds are vastly against him.

In game terms, the character must make a saving throw vs. death magic (at the DM's discretion) any time he views a treasure valued at over 10,000 gp or do everything in his power to obtain it.

The tightwad always attempts to get his equipment at a bargain price and he gains Haggling as a bonus skill.

**Vandal** -- The vandal derives pleasure by destroying the property of others. He continuously breaks window and mirrors, defaces walls with graffiti and generally damages property.

This character gains the bonus nonweapon skill of Artistic Ability, graffiti.

**Wastrel** -- The wastrel loves to spend money, often on wasteful enterprises. He loves to buy drinks for everyone in a bar. He wears the finest clothes money can buy and indulges in expensive diversions. This character needs to adventure more than any other, because after a month or

two in a town he has usually wasted all his money.

In game terms, this character must spend at least half of his money on diversions which do not have any lasting value. He tends to make many contacts through his extravagant expenditures and has many friends until his money runs out.

**Zealot** -- The zealot, much like the political activist, has a cause that he fanatically supports. In the zealot's case, this cause is that of a deity or cult (more often than not a cult).

The zealot gains a +2 bonus to Charisma and a +5 bonus when preaching about his religion. The zealot can attract 10 followers per level to his religion, twice that number if he is a priest.

**Special** -- A special idiosyncrasy is any physical or mental idiosyncrasy that the DM is devious enough to devise. The character may or may not be aware of the nature and affects of this idiosyncrasy.

## Quirks and mannerisms

Every character has some unique quality that makes him different from every other fighter, wizard, priest or rogue you meet. It might be that candied apples are his favorite food, or that he hates cats or sneezes when every he smells wine, perhaps he walks with a limp or talks with a lisp. Quirks are the qualities that make Bruno the Barbarian, Bruno the Barbarian and Hildon the Dwarf a dwarf to remember. These unique qualities, quirks and mannerisms help the player roleplay his character with more flair.

In Fälgorna every character has 1d6 quirks and mannerisms. These quirks and mannerisms should be chosen by the player for his character. However, the character must always have at least one quirk or mannerism, though he may have more than six if he wishes.

Quirks and mannerisms are like minor idiosyncrasies. In no case, however, will they ever effect an ability score, saving throw or combat role. A player who roleplays his character's quirks and mannerisms will be awarded extra experience points for good roleplaying.

## Favorite quotes

Like quirks and mannerisms, every character has his favorite words and phrases. Favorite quotes can be as simple as "Darn" or as inventive as "By the eyes of the drooling dragons of Taldos," but should always be appropriate to the character's race, social background and alignment. Most character's have more than one favorite quote or word, but he need not have any.

Extra experience points for role playing will be awarded for appropriate use of a favorite quote (i.e., the usage seems natural).

## 4.7 Personal history

Once a character's race, social standing, place of origin, special abilities, idiosyncrasies, class, etc., have been determined the player knows a great deal about the persona he will play. But these randomly generated characteristics mean little without the glue that links them together.

Just like all people, the character has a background. He may have brothers and sisters, enemies, friends, and mentors. Perhaps he has left home for a specific reason. All the events, inspiration, hardship and laughter that make the character real and not just cardboard must be created by the player. The character's history may take into account his training to become the character class he functions as, his family life, how he learned his nonweapon skills, etc. All of these things and more are within the boundaries of the character's personal history.

The player may be as detailed or sketchy as he likes when writing his character's personal history or he may be satisfied with the simple cardboard statistics generated by random dice rolls. In any case, if a character history is written it should be recorded on a separate sheet of paper and kept with the character sheet. A small space on the character record sheet should be reserved for a summarized character history.

A character with a written character history will be awarded up to 2,500 experience points (or more at the DM's discretion) for a good character history. The DM will decide the award, and has the option to disapprove all or any part of the character's history. The DM should help the player polish his character's history so that it meshes with the campaign setting.

### Character knowledge sheets

The DM will periodically distribute written information, in the form of character knowledge sheets, to the characters actively participating in the campaign which reflects the character's personal knowledge of the world. This information will detail tidbits that the character has learned about the world while adventuring or training and information gleaned from his past. The depth of detail presented on the sheet will depend on the quality of the personal history created for the character.

The information provided by the DM might include specialized knowledge of certain curative herbs or general knowledge of the laws of a particular kingdom. This information may be used by the character as he adventures to gain an advantage in certain situations.

For example, Thora the Wild Wizard may have heard a rumor that the once powerful, wizard, Tel the Unleashed Fury, died just after completing research on a new wild magic spell, *Tel's unleashed fury*. According to the rumor his keep lies somewhere in the Distan Grove and many

monsters guard the castle. Thora might then decide to follow up on this rumor and try to recover the wild mage's lost spellbooks.

Not all the information provided on character knowledge sheets will be factual. Just as in the real world, "You can't always believe everything you hear." The character will have no way of knowing (short of a *wish* spell) which knowledge is true, with the exception of knowledge that was gained by the character through personal experience or trial and error.

The DM should provide the character with a knowledge sheet at first level, and intermittently thereafter, probably at the end of every adventure.

### Adventure logs

Another way to increase the enjoyment of roleplaying is by maintaining an adventure log. This log details the day-to-day undertakings of a particular character or an adventuring company. By maintaining this type of diary, the player can look back upon his character's career or that of the adventuring company with a pride as he rereads long forgotten events. The log can also become a source of information, an aid for remembering those tidbits that are forgotten between gaming sessions.

The adventuring log may be as elaborate as the player wishes to make it. It is never a requirement to keep a log, but additional roleplaying experience points will be awarded to the character who keeps it. Often an adventuring company may wish to keep a log with different players responsible for updating it on a rotating basis.





A lone warrior explores a ruined city