

## POINT BUY SYSTEM

Starting attribute	Point cost	Bonus
8	0	-1
9	1	-1
10	2	0
11	3	0
12	4	+1
13	5	+1
14	6	+2
15	8	+2
16	10	+3
17	13	+3

## CHARACTER CLASSES

Class	HD	Skills	BAB	Good saves	Abilities	Starting gold
<b>Barbarian</b>	d12	4	Ftr	Fort	Fast movement illiteracy, rage 1/day	4d4 x 10
<b>Bard</b>	d6	6	Clr	Ref, Will	Bardic music bardic knowledge countersong, <i>fascinate</i> Inspire courage +1	4d4 x 10
<b>Cleric</b>	d8	2	Clr	Fort, Will	Turn undead	5d4 x 10
<b>Druid</b>	d8	4	Clr	Fort, Will	Animal companion nature sense, wild empathy	2d4 x 10
<b>Fighter</b>	d10	2	Ftr	Fort	Bonus feat	6d4 x 10
<b>Monk</b>	d8	4	Clr	Fort, Ref, Will	Bonus feat, flurry of blows unarmed strike	5d4
<b>Paladin</b>	d10	2	Ftr	Fort, Will	Aura of good, <i>detect evil</i> smite evil 1/day	6d4 x 10
<b>Ranger</b>	d8	6	Ftr	Fort, Ref	1 <sup>st</sup> favoured enemy track, wild empathy	6d4 x 10
<b>Rogue</b>	d6	8	Clr	Ref	Sneak attack +1d6 trapfinding	5d4 x 10
<b>Sorcerer</b>	d4	2	Wiz	Will	Summon familiar	3d4 x 10
<b>Wizard</b>	d4	2	Wiz	Will	Summon familiar scribe scroll	3d4 x 10

## RACES

Race	Description	Special
<b>Human</b>	Size medium Speed 30 Favoured class: any.	Bonus feat at first level +4 skill points at first level +1 skill point per level
<b>Dwarf</b>	<b>+2 Con, -2 Cha</b> Size medium Speed 20 Favoured class: fighter	Darkvision, Stonecunning Weapon familiarity, Stability +2 save vs. poison +1 attack vs. orcs and goblinoids +4 dodge bonus vs. Giants +2 bonus on appraise stone or metals +2 craft stone or metals
<b>Elf</b>	<b>+2 Dex, -2 Con</b> Size medium Speed 30 Favoured class: Wizard.	Immune to magical sleep +2 bonus vs. enchantments Low light vision Martial weapon prof. Longsword, rapier, longbow and shortbow +2 bonus on Listen, Search, and Spot automatic search check within 5 ft of secret door
<b>Gnome</b>	<b>+2 Con, -2 Str</b> Size small Speed 20 Favoured class: Bard.	Small: +1 size bonus attacks and AC +4 size bonus to hide Low light vision, Weapon familiarity +2 save vs. illusions +1 DC of illusion spells cast +1 attack vs. kobolds and goblinoids +4 dodge bonus vs. Giants +2 bonus on Listen and Craft (alchemy) 1/day <i>speak with animals, dancing lights, ghost sound, prestidigitation</i>
<b>Half-elf</b>	Size medium Speed 30 Favoured class: any	Immune to magical sleep Elf blood, Low light vision +1 to listen, search and spot +2 to diplomacy and gather information
<b>Half-orc</b>	<b>+2 Str, -2 Int, -2 Cha</b> Size medium Speed 30 Favoured class: Barbarian	Darkvision Orc blood
<b>Halfing</b>	<b>+2 Dex, -2 Str</b> Size small Speed 20 Favoured class: Rogue.	Small: +1 size bonus to attacks, AC +4 size bonus to hide +2 racial bonus to climb, jump, move silently, listen +1 on all saves, +2 save vs. fear +1 attack with slings and thrown weapons

## CHARACTER LEVEL ADVANCEMENT, STARTING GOLD

Character Level	Experience Points	BAB Ftr	BAB Clr	BAB Wiz	Good save	Poor save	Starting Gold
1	0	1	0	0	2	0	by class
2	1,000	2	1	1	3	0	900 gp
3	3,000	3	2	1	3	1	2,700 gp
4	6,000	4	3	2	4	1	5,400 gp
5	10,000	5	3	2	4	1	9,000 gp
6	15,000	6	4	3	5	2	13,000 gp
7	21,000	7	5	3	5	2	19,000 gp
8	28,000	8	6	4	6	2	27,000 gp
9	36,000	9	6	4	6	3	36,000 gp
10	45,000	10	7	5	7	3	49,000 gp
11	55,000	11	8	5	7	3	66,000 gp
12	66,000	12	9	6	8	4	88,000 gp
13	78,000	13	9	6	8	4	110,000 gp
14	91,000	14	10	7	9	4	150,000 gp
15	105,000	15	11	7	9	5	200,000 gp
16	120,000	16	12	8	10	5	260,000 gp
17	136,000	17	12	8	10	5	340,000 gp
18	153,000	18	13	9	11	6	440,000 gp
19	171,000	19	14	9	11	6	580,000 gp
20	190,000	20	15	10	12	6	760,000 gp

## ESTIMATING MAGIC ITEM PRICES

Type	Formula	Example
<b>Armor</b>	Per general item, + cost of masterwork armor	+3 Chainshirt 9,250 gp
<b>Weapon</b>	Per general item + cost of masterwork weapon	+2 longsword 8,315 gp
<b>Potion</b>	Spell level x Caster level x 50	Potion of CLW 50 gp
<b>Rings</b>	Per general item	Ring of Protection +3 18,000 gp
<b>Rods</b>	Per general item	
<b>Scroll</b>	Spell level x Caster level x 25	Scroll of haste 375 gp
<b>Staff</b>	Highest spell level x Caster level x 750 + ¾ cost next highest + ½ cost of remaining	Staff of Fire 28,500
<b>Wand</b>	Spell level x Caster level x 750	Wand of fireballs (CL 5) 11,250 gp
<b>Wondrous Item</b>	Per general item	Belt of Giant Str +4: 16,000 gp

## General Item Formula

Ability bonus (enhancement)	Bonus squared x 1,000	Glove Dex +2 4,000 gp
Armour bonus (enhancement)	Bonus squared x 1,000	+1 Chainmail 1,300 gp
Bonus spell	Spell level squared x 1000	Pearl of Power III = 9,000 gp
AC bonus (deflection)	Bonus squared x 2,000	Ring of Protection +3 18,000 gp
AC bonus (other)	Bonus squared x 2,250	loun +1 insight = 9,000
Natural armor bonus (enhancement)	Bonus squared x 2,000	Amulet of nat.l armor +2 8,000 gp
Save bonus (resistance)	Bonus squared x 1,000	Cloak of resistance +4 16,000 gp
Skill bonus (competence)	Bonus squared x 100	Cloak of elvenkind=2,500
Spell resistance	10,000 gp per point over SR 12	Mantle of spell resistance 90,000 gp
Weapon bonus (enhancement)	Bonus squared x 2,000	Longsword +2 = 8,310gp

## Spell Effect

Single use, spell completion	Spell level x Caster level x 25	Scroll of haste 375 gp
Single use, use activated	Spell level x Caster level x 50	Potion of CLW 50 gp
50 charges, spell trigger	Spell level x Caster level x 750	Wand of fireballs (CL 5) 11,250 gp
Command word	Spell level x Caster level x 1,800	Cape of the mountebank 10,800 gp
Use activated or continuous	Spell level x Caster level x 2,000	Lantern of revealing 30,000 gp

## Modifiers

Charges per day	Divide by (5 / charges per day)	Boots of teleportation 49,000 gp
Uncustomary space limitation	Multiply cost by 1.5	Helm of teleportation loun stone
No space limitation	Multiply cost by 2	Helm of brilliance
Multiple different abilities	Multiply lower item cost by 1.5	Ring of the ram
Charged (50 charges)	½ unlimited use base price	