

Arcane Trickster

ARCANE TRICKSTER: Arcane tricksters are rogues skilled in the use of simple magic. They usually focus on small illusions and gambits that may help them in all sorts of roguish situations. They do not have full access to all spells, but they are still capable of surprising their enemies with quite a few spells... and a blade or arrows. No matter if the job is to sabotage an enemy's base, steal a trinket from a local noble family, or find information regarding a long-lost item, they most likely have a trick that can help them.

ADVANTAGES:

- Gains +10% to Detect Illusion ability and +5% Hide in Shadows.
- When invisible, spellcasting time is improved by 2. The bonus is improved to 3 at level 6, to 4 at level 12, to 5 at level 18. At level 24 the spell cast becomes instantaneous.
- Level 2: May cast Disorienting Hand once per day.

DISORIENTING HAND: Creates a magic hand that pesters the target for the next 2 rounds, during which the caster will suffer 33% chance to miscast their spells, as well as receive a -1 THACO penalty. Furthermore, the first thing the hand will attempt is pushing the character back by a few feet.

- Level 4: gains Arcane Trickery I, additional use at levels 7, 10 and 13.

ARCANE TRICKERY I: Allows to cast one of the following 1st level spells: Blindness, Color Spray, Reflected Image, Shocking Grasp, Spook.

- Level 7: gains Arcane Trickery II, additional use at levels 11, 15 and 19.

ARCANE TRICKERY II: Allows to cast one of the following 2nd level spells: Blur, Deafness, Invisibility, Mirror Image, Knock.

- Level 10: gains Arcane Trickery III, additional use at levels 15 and 20.

ARCANE TRICKERY III: Allows to cast one of the following 3rd level spells: Detect Illusion, Haste, Invisibility 10' Radius, Non-Detection, Wraithform.

- Level 13: gains Arcane Trickery IV, additional use at level 19 and 25.

ARCANE TRICKERY IV: Allows to cast one of the following 4th level spells: Dimension Door, Improved Invisibility, Otiluke's Resilient Sphere, Polymorph Self, Wizard Eye.

- Level 14: gains Arcane Thievery

ARCANE THIEVERY: The Trickster pierces through the enemy's combat protection spells, lowers their magic resistance by 10%, and gains 10% magic resistance themselves. Both resistances return to their previous values after 1 turn. There is also a 10% chance to restore lost abilities and charges by the caster.

DISADVANTAGES:

- Alignment restricted to any non-lawful.
- The trickery spells are always cast on their base level.
- May only distribute 15 skill points per level among thieving skills.
- Has three Requisitions for Dual-Classing: Dexterity (15+), Intelligence (14+).

Divine Trickster

DIVINE TRICKSTER: Divine Tricksters are rogues-agents of the churches. They usually dedicate their work to a specific deity, but there were instances when they acted as mercenaries of the allied temples or clerics. They are usually familiar with the dogmas of common religions, what makes it easier for them to understand the nuances of working for the people of faith. Experienced Divine Tricksters are no strangers to combating undead, as retrieving some artifacts often means delving into the deepest graves.

ADVANTAGES:

– Gains +2 Armor Class and Saving Throws vs. Undead.

– Level 2: gains Lay on Hands.

– Level 4: gains Divine Trickery I, additional use at levels 7, 10 and 13.

DIVINE TRICKERY I: Allows to cast one of the following 1st level spells: Bless, Detect Evil, Doom, Protection from Evil, Sanctuary.

– Level 7: gains Divine Trickery II, additional use at levels 11, 15 and 19.

DIVINE TRICKERY II: Allows to cast one of the following 2nd level spells: Aid, Chant, Draw Upon Holy Might, Find Traps, Know Alignment.

– Level 10: gains Divine Trickery III, additional use at levels 15 and 20.

DIVINE TRICKERY III: Allows to cast one of the following 3rd level spells: Glyph of Warding, Invisibility Purge, Miscast Magic, Rigid Thinking, Zone of Sweet Air.

– Level 13: gains Divine Trickery IV, additional use at level 19 and 25.

DIVINE TRICKERY IV: Allows to cast one of the following 4th level spells: Cloak of Fear, Death Ward, Farsight, Free Action, Negative Plane Protection.

– Level 14: gains Spiritual Dagger as an innate ability.

SPIRITUAL DAGGER: Creates a dagger +4 that does 1d4+4 piercing damage and 1d4 magic damage, that also grants infravision. The weapon is considered a +5 weapon vs. undead. When hit, all undead creatures must make a Save vs. Death at -5 or be instantly destroyed. The dagger remains in the hand of a caster for 2 turns.

– Level 16: gains Favor of the Church as an innate ability.

FAVOR OF THE CHURCH: May raise one dead party member, however a price must be paid: the character loses 2 Constitution points for next three days.

DISADVANTAGES:

– May only distribute 15 skill points per level among thieving skills.

– The trickery spells are always cast on their base level.

– May only use the following weapons: dagger, club, quarterstaff, dart, sling.

– Has two Requisites for Dual-Classing: Dexterity (15+), Wisdom (14+).

Wilderness' Trickster

WILDERNESS' TRICKSTER: These rogues are most often agents of druidic circles and followers of nature-oriented deities that are no strangers to both wilderness and urban areas. They're perfect people when the job requires swiftness, but also knowledge about plants, ability to travel quietly in the forests and other natural habitats. Many of these rogues eventually learn how to use some naturalistic spells, which can be quite helpful in a variety of situations.

ADVANTAGES:

- Immune to Entangle and Web.
- Gains +5% to Hide in Shadows, Move Silently and Set Snares; the bonus is doubled on wilderness areas.
- Level 2: gains Charm Animal
- Level 4: gains Wilderness' Trickery I, additional use at levels 7, 10 and 13.

WILDERNESS' TRICKERY I: Allows to cast one of the following 1st level spells: Doom, Entangle, Magic Stone, Shillelagh, Sunscorch.

- Level 7: gains Wilderness' Trickery II, additional use at levels 11, 15 and 19.

WILDERNESS' TRICKERY II: Allows to cast one of the following 2nd level spells: Barkskin, Beast Claw, Charm Person or Mammal, Goodberry, Flame Blade.

- Level 10: gains Wilderness' Trickery III, additional use at levels 15 and 20.

WILDERNESS' TRICKERY III: Allows to cast one of the following 3rd level spells: Hold Animal, Mold Touch, Moonblade, Zone of Sweet Air, Summon Insects.

- Level 13: gains Wilderness' Trickery IV, additional use at level 19 and 25.

WILDERNESS' TRICKERY IV: Allows to cast one of the following 4th level spells: Animal Summoning I, Farsight, Produce Fire, Thorn Spray, Wall of Moonlight.

- Level 14: gains Trickster's Animal Shape.

TRICKSTER'S ANIMAL SHAPE: Trickster may change into a boar, a spider, or a wolf for 8 rounds. Changing into a boar makes the character more resistant and durable, changing into a spider makes the character more dexterous and able to poison an enemy, changing into a wolf can make character faster and a better at sneak attacks.

DISADVANTAGES:

- May only distribute 15 skill points per level among thieving skills.
- The trickery spells are always cast on their base level.
- Alignment restricted to neutral good, lawful neutral, true neutral, chaotic neutral, or neutral evil.
- May be proficient with lower number of weapons than regular thieves: scimitar, dagger, club, quarterstaff, shortbow, dart, sling.
- Has three Requisites for Dual-Classing: Dexterity (15+), Wisdom (12+), Charisma (12+).

Arcane Chef

ARCANE CHEF: These bards specialize in the art of cookery instead of the traditional paths of music, art, or theater. They use their senses to create meals spiced with arcane energies, cooked on magic flames, or harvested with tools of magic. Their creations can not only fill the stomachs of their allies, but will provide magical benefits as well.

ADVANTAGES:

- May cast Goodberry as an innate ability, additional uses every 3 levels.
- Arcane Chef's song does not affect other allies and enemies and creates variety of consumable meals instead. Creating each meal increases fatigue level, which may cause general lower character performance. It also makes the chef more vulnerable and lowers their physical resistances by 2% and magic resistance by 1% for each round of cooking for the next one day (cumulative). While cooking, you cannot move and there is a small chance the cook will cut themselves and suffer 1d4 slashing damage (in that round no meal will be created). Food not consumed in the time specified in the description may become expired and will be removed from inventory:

1st level: May create Goodberry Jam, Gibberling's Snack, Adventurer's Soup.

6th level: May create Goodberry Jam, Gibberling's Snack, Adventurer's Soup, Mustard Jelly Jelly, Barovian Borscht.

12th level: May create Goodberry Jam, Gibberling's Snack, Adventurer's Soup, Mustard Jelly Jelly, Barovian Borscht, Shrieker Shashlik.

18th level: May create Goodberry Jam, Gibberling's Snack, Adventurer's Soup, Mustard Jelly Jelly, Barovian Borscht, Shrieker Shashlik, Dragon Breath-Baked Breaded Cheese.

- Level 2: Gains one additional 1st level spell slot.

- Level 3: Gains Pepper Spray, additional uses at levels 6, 10 and 15.

PEPPER SPRAY: A spray of magic pepper shoots from tips of the caster's fingers, causing 2d4 fire damage and 1d4 piercing damage. All hit by the spray must make a Save vs. Breath Weapons -2. If failed, they have 50% of entering a berserk state for 3 rounds or panic state for the same duration.

- Level 4: Gains one additional 2nd level spell slot.

- Level 7: Gains Moonlit Berries, additional uses at levels 12 and 17.

MOONLIT BERRIES: Creates one portion of berries that restore drained levels when consumed.

- Level 11: Gains Arcane Wine, additional uses at levels 16 and 21.

ARCANE WINE: Creates a portion of Arcane Wine that restores 1 spell from level 6 or lower, but intoxicates the one drinking it.

DISADVANTAGES:

- Receives a -2 penalty to Strength (max 16 at character creation).
- Only has one quarter of the normal Pick Pockets score.
- Cannot pick Enhanced Bard Song High Level Ability.

Fleshshaper

FLESHSHAPER: These evil bards learn the "art" of shaping flesh with their powers into monstrous creations. They know how to transform bodies, both the living and the dead. It's not uncommon for them to turn old scars into open wounds, to twist muscles, or make veins crawl under you skin, like snakes or maggots. There is no such thing as good fleshshapers, as playing with someone else's flesh is a violation that cannot be excused.

ADVANTAGES:

– Fleshshaper's song affects only enemies, dealing damage to most enemies that possess flesh that may be warped and hurt (enemies like golems, elementals, slimes, spectral undead and other similar enemies are immune to the effect of this song); the power of the song increases with levels:

1st level: Song deals 1d2+1 slashing damage per round to the enemies around, 5% chance the song will also damage the fleshshaper.

6th level: Song deals 1d6+1 slashing damage per round to the enemies around, lowers the physical resistance of the enemies by 5%, 4% chance the song will damage the fleshshaper.

12th level: Song deals 1d10+1 slashing damage per round to the enemies around, lowers the physical resistance of enemies by 10%, 2% chance the song will damage the fleshshaper.

18th level: Song deals 1d12+2 slashing damage per round to the enemies around, lowers the physical resistance of enemies by 15%, 25% chance the fleshshaper will mend their own flesh healing 1d4 Hit Points.

- Level 3: Gains Grotesque Arm ability, additional uses at level 7 and 12.

GROTESQUE ARM: Fleshshaper may pick one target that will grow an additional, grotesque arm, granting the target 1 additional attack per round, but lowering their Constitution by 3 points. The character can perform Save vs. Polymorph to lower the penalty to 2 Constitution points. The hand will remain for 5 rounds. The Constitution penalty, however, remains for a whole turn.

- Level 9: Gains Pull Veins ability, additional use at level 15.

PULL VEINS: The target suffers 6d6 magic damage and is pulled towards the Fleshshaper. Save vs. Polymorph at -2 to halve the damage and resist the pull. Does not affect enemies like golems, elementals, slimes, spectral undead and other similar enemies that have no veins that could be physically or magically pulled.

- Level 13: Gains Create Carrion Golem ability.

CREATE CARRION GOLEM: Caster creates a golem made of flesh. It will remain in play for 6 rounds and after that, it explodes dealing 6d4 crushing damage and 4d4 acid damage. If it dies sooner, it also explodes, dealing damage to everyone around it.

DISADVANTAGES:

– Alignment restricted to Evil and Chaotic Neutral.

– Receives a -2 penalty to Charisma and Constitution (max 16 at character creation).

– Only has one quarter of the normal Pick Pockets score.

– Cannot pick Enhanced Bard Song High Level Ability.

Magivore-Infected

MAGIVORE-INFECTED: These adventurers were once sorcerers who became infected with spores exposed to faerzress, a bizarre radiation present in some parts of the Underdark. It most commonly affected those that traveled into the deep parts of the Underdark, but there were few instances when some accidentally got infected on the surface. Sometimes it's because of a broken vial that held the megivore spores, while others touched the glowing material without proper knowledge of what they are playing with. With time, the infection may show more than it used to in the early stages of the infection. It is not uncommon for fungal or plant-like growth to begin appearing on the skin of the infected. While the spores infecting the body of the sorcerer feed on their host, they also may eventually protect them from other diseases, poisons or even negative energy. If the Infected lives long enough, it is said that their mind synchronizes with the spores and allows them to improve control of their powers. Be wary, as while magivore summoned by the spells may turn hostile if you act against them.

ADVANTAGES:

- Gains Infravision.
- Gains +5% magic resistance.
- Gains +10% crushing damage resistance.
- Gains +2 bonus to saving throws vs. poison / death.
- Gains unique spells: Magivore Puffball (2nd spell level), Predatory Fungus (4th spell level), Magivore Radiation (6th spell level), Grasp of Magivore (8th spell level).
- Level 5: Gains Controlling Spores, additional use at levels 8, 11, 14.

CONTROLLING SPORES: Casting this spell may charm targeted myconid for 1 turn (Save vs. Breath Weapon -6 to negate). If the target is not a myconid, but a different monster, humanoid, giant humanoid, or an animal, it will cause feeblemindedness for 3 rounds instead (Save vs. Breath Weapon -3 to negate).

- Level 7: Gains immunity to poison, diseases, and the Dolorous Decay spell.
- Level 10: Gains Summon Magivore Rootstock, additional use at levels 14, 18 and 22.

SUMMON MAGICORE ROOTSTOCK: Summons a vine that may move and attack enemies up to 4 times per round, each hit deals 2d4+2 damage and lowers the target's Magic Resistance by 1% (stacks, effect lasts 6 rounds). While the rootstock isn't of great power, it is swift and may help by weakening the enemy while the Infected prepare their next spell. Summoned creature remains with the caster for a maximum duration of 2 turns. Starting from level 17, two rootstocks are summoned at once.

- Level 11: Gains immunity to level drain.
- Level 12: Gains additional +5% magic resistance and +10% crushing damage resistance.
- Level 14: +20% Acid Resistance.
- Level 16: +20% Acid Damage bonus.
- Level 18: May cast +1 additional spell of levels 1 to 5 per day.

DISADVANTAGES:

- When below 25% of their maximum Hit Points, there is a 10% chance each round the Magivore-Infected may enter berserk state, unless a Save vs. Death -1 is successfully passed.
- Receives a -2 penalty to Charisma and -4 Constitution (max 16 at character creation).
- Suffers -10% fire resistance.

Honey-Sipper

HONEY-SIPPER: These paladins aren't as heavily armored as most of their brothers and sisters, and they instead prefer to focus on their natural allies. They are apiarists, who use their skills and control over their hive not only to gain their sweet nectar, but they also learned how to use them against their enemies. These bees will try to protect their masters and, sometimes, provide their keeper with something sweet. However, while honey-sippers heavily depend on their bees, they aren't exactly helpless. They may still defend themselves, as many of those paladins went through at least basic combat training within their respective order. Many of those knights also serve deities somehow connected to pleasure, art, nature, love and food, like Chauntea, Sune, Lliira, or Cyrrollalee.

ADVANTAGES:

- Gains +10% piercing damage resistance.
- May memorize one additional spell per divine spell level (does not change required spell level for casting divine spells) .
- Each bee-summoning ability has 8% chance to create one portion of exquisite honey that may be consumed by any character and provide: regeneration of 10 Hit Points over 10 seconds, provides +1 THACO bonus for 3 rounds, as well as cures diseases. The abilities that may create honey portion have golden ability icon. When honey is consumed by the honey-sipper, Hit Points regenerated and THACO bonuses are doubled.
- May cast Pestering Bee once per day, additional use at levels 4 and 8.

PESTERING BEE: Summons a bee that follows the target and slows them down, lowering their movement speed by 5. Starting from 4th level two targets may be picked. The number of targets increases to three at 8th level. The spell effects only humanoids, giant humanoids, and animals. If the same target is picked more than once, the penalty may stack. This skill has a chance to create honey.

- Level 3: May cast Shooting Sting once per day, additional use at levels 6 and 12.

SHOOTING STING: Creates a powerful sting that shoots at the target, causing 2d6+2 piercing damage. The damage improves to 3d6+3 at level 8, and to 4d6+4 at level 13. Starting from 10th level two targets may be picked. The number of targets increases to three at 14th level.

- Level 7: May cast Swirling Hive once per day, additional use at level 14.

SWIRLING HIVE: The hive starts to fly around the caster. Whenever the honey-sipper is hit, the bees will sting the attacker, causing 3d4+3 damage. There is 3% chance that the sting will paralyze the target. The bees also make it harder for incoming missiles to hit, thus the honey-sipper receive +2 Armor Class vs. Missiles. The hive will swirl for 6 rounds around the caster. After that time, they will disperse. This skill has a chance to create honey.

- Level 10: May cast Hive Form once per day, additional use at level 16.

HIVE FORM: When in this form, the caster's physical resistances are set to 90%; however, they suffer -50% to fire resistance and -5% magic resistance. They also receive +4 to movement speed, and their attack deal 3d4+3 piercing damage. Each hit has 3% chance to stun target. This skill has a chance to create honey.

- Level 18: Charisma is improved by +1 permanently.

DISADVANTAGES:

- Alignment restricted to Lawful Good and Neutral Good.
- May not cast Protection From Evil as an innate ability.
- May only wear leather, studded leather, and hide armor.
- Receives a -1 penalty to Strength (max 17 at character creation).

Hallowed Reconnoitrer

HALLOWED RECONNOITRER: These paladins are often spies, scouts, and informants of paladin orders and chantries. They were taught how to act subtly and work behind the scenes to change the course of events that could cause greater problems. Specializing in the use of bows and slings, Hallowed Reconnoitrers prefer to keep distance from potential threats and providing themselves with an element of surprise. While their faith is quite strong, as is their dedication to their brothers and sisters, Hallowed Reconnoitrers are prepared to perform the dirty work that others within their order would shy away from.

ADVANTAGES:

- May gain High Mastery (four stars) in Longbows, Crossbows, and Slings.
- When invisible, gains additional +3 THACO and +3 movement speed (when the character becomes visible, the bonuses disappear within the first time after leaving the invisibility state).
- May cast Friends once per day, additional use at every level.
- May cast Find Traps once per day, additional use every two levels.
- Level 2: May cast Farsight once per day, additional use at levels 4, 8 and 12.
- Level 4: May cast Invisibility once per day, additional use at levels 9 and 14.
- Level 6: May cast Spiritual Bow once per day, additional use at levels 12 and 18.

SPIRITUAL BOW: By calling upon the caster's deity, a Spiritual Bow is created which they can create for one turn + 1 turn/level (up to 2 turns). It can be shot three times per round, and each attack deals 1d4 piercing damage and 1d6+3 magic damage per attack, and has a 10% chance to cast Doom on target. The base damage increases to 1d6+4 and provides an additional half attack per round at level 13 and to 1d6+5 at level 19, and gains an additional half attack per round, setting the attacks number to the total of 4 attacks per round.

- Level 8: May cast Swift Positioning once per day, additional use at levels 13 and 19.

SWIFT POSITIONING: May instantly teleport to a spot in caster's visual range. After the teleportation, the character gains +3 THACO and +3 movement speed for 1 round. The bonus does not stack with the bonus provided by the invisibility status.

- Level 10: May cast Improved Invisibility once per day.
- Level 12: Dexterity is improved by +1 permanently.
- Level 13: May use Tracking ability.
- Level 15: Killing a target increases Visual Range by 1 for 1 round.

DISADVANTAGES:

- Hit die: d8 (instead of d10).
- Alignment restricted to neutral good, chaotic good and lawful neutral.
- Cannot wear armors greater than splint armor.
- Cannot cast Protection From Evil as innate abilities.
- Can only become proficient (one star) in two handed melee weapons and two-handed weapon style.

Rose Blade Monk

ROSE BLADE MONK: These monks are taught the art of sword-fighting and are masters in the use of scimitars and katana. During their training, they are reminded that a sword may be used to preserve beauty, as well as harmony, and it is for the heart to balance the very human feelings like urge to hunt, tame, kill or destroy. Most of their training takes place in forests, gardens, and other wild areas. It is said that during their training, these monks learn to create special rose armor using real rose bushes. They finish the first step of becoming the Rose Blade Monk once they master the art of shaping the roses and create a proper vest from the flowers and their stalks.

ADVANTAGES:

- May gain Grand Mastery (five stars) in Katanas and Scimitars.
- May gain Specialization (two stars) in Two-Weapon fighting style and Single-Weapon fighting style.
- Start the game with a unique armor made from rose stalks and flowers, which provides +1 Armor Class, +1 Charisma and has 10% chance to entangle enemy upon successful hit made vs. the monk (lasts 1 round).
- Gains +2 THAC0, +2 Damage, +10% Hide in Shadows, +10% Move Silently while on wilderness areas.
- May cast Barkskin once per day, additional use every two levels.
- Level 2: May cast Entangle once per day, additional use at levels 6 and 10.
- Level 3: When under the effect of Barkskin, the Rose Monk also gains the same bonus as if the monk was in the wilderness area (does not stack with the wilderness area bonus).
- Level 4: Gains +10% Slashing Damage and Piercing Damage bonus.
- Level 5: Gains immunity to Entanglement, Poison and Disease.
- Level 6: May cast Rose Blade once per day, additional use at level 12.

ROSE BLADE: Summons a Rose Scimitar, which immediately grants the monk Grand Mastery to use, that deals 1d8+3 slashing damage. Furthermore, it also deals an additional 1d6 piercing damage and has 10% chance to entangle target for one round. The enchantment and damage bonus improve to +4 at level 10, to +5 at level 14, and +6 at level 18. The blade remains in the hand of the monk for two turns.

- Level 8: Gains regeneration (1 Hit Point per 2 rounds)
- Level 12: Gains +10% Slashing Damage and Piercing Damage bonus.
- Level 16: May cast Nature's Beauty once per day.
- Level 20: Gains +10% Slashing Damage and Piercing Damage bonus.

DISADVANTAGES:

- Alignment restricted to true neutral.
- May not use Stunning ability.
- May not use Quivering ability.
- Does not gain additional Armor Class bonus vs. missile attacks
- Does not gain additional movement speed bonus or resistances to slow and haste (may be magically hasted)
- Gains lower Armor Class bonuses than other monks (+1 Armor Class per 4 levels, up to +8 in total; the but these bonuses isn't treated as a base Armor Class, thus may be combined with Barkskin)

Night Challenger

NIGHT CHALLENGER: Those rangers are night hunters who, similarly to bats, spend much of their time navigating through the dark of the sunless world. There are even rumors many of them are vampires, but their pulse speaks otherwise. They are known to walk the wilderness areas and local roads, looking for a chance to prove their strength. Those that manage to make Night Challengers respect them, do not need to fear of these. Furthermore, these that somewhat and somehow match Night Challengers in a duel may expect help in navigating the roads and woods.

ADVANTAGES:

- Night Challenger's status is unaffected by reputation loss.
- Has greater alignment selection (any but lawful evil and chaotic evil).
- Gains additional +10% to Hide in Shadows and Move Silently during the night.
- Level 2: gains Night Fog ability, additional uses at levels 4, 6, 8 and 10.

NIGHT FOG: Covers the party with a fog that provides everyone +15% to Hide in Shadows, +1 Armor Class as well as additional +1 Armor Class vs. Missiles. Lasts one turn.

- Level 5: gains Throwing Down a Challenge ability, additional uses at levels 9 and 13.

THROWING DOWN A CHALLENGE: The Night Challenger chooses one target. That creature suffers -2 Armor Class and has a 33% chance to enter a berserk state for 2 rounds (Save vs. Breath Weapons at -3 to negate the berserk). After 2 rounds the Armor Class penalty is lowered to -1 for another 5 rounds.

- Level 8: gains Night Storm, additional use at level 14.

NIGHT STORM: This ability works as a Call Lightning spell, striking the enemy with a lightning from the sky, but in addition to that, the target has a 50% chance to panic (unless they pass a Save vs. Death). This ability may only be used in outdoor areas.

- Level 13: gains Cold Gaze, additional use at level 17

COLD GAZE: This ability causes 3d4+3 Cold Damage to targeted enemies and everyone around them, as well as has a chance to paralyze their victim for 6 rounds. The victim may perform Saving Throw vs. Spells to resist the effect (except the damage).

DISADVANTAGES:

- May not Dual-Class.
- May not use the Charm Animal ability.
- Receives a -3 penalty to Charisma (max 15 at character creation).
- Cannot be lawful evil and chaotic evil.

Lucky Tusks

LUCKY TUSKS: These rogues are half-orcs that like to feel the thrill of playing with their luck. While they are rather skilled fighters, the thrill provided by a possible strike of fortune is what makes their blood rush with excitement. When, however, the luck is not on their side, they tend to deal with the matter poorly. As a play on their heritage, they often fight with two blades which they call their "extra set of tusks". While they share many of their traits with swashbucklers, lucky tusks seem to put more faith in luck.

ADVANTAGES:

- Gains +1 Luck.
- May gain Mastery (three stars) in Two-Weapon fighting style.
- May gain Specialization (two stars) in: Long Swords, Short Swords, Katanas, Scimitars, Daggers.
- Gains Flip a Coin ability.

FLIP A COIN: Once per day Lucky Tusks may flip a coin and gain +1 THACO or +1 Armor Class for next 8 hours.

- Level 4: Gains Fool's Luck as an innate ability, additional use at levels 8, 12 and 16.

FOOL'S LUCK: Gains +1 Luck for 4 rounds + 1 round per 2 levels, up to 2 turns. At level 16 the effect is applied to all nearby allies.

- Level 6: Gains Unlucky Gimmick as an innate ability, additional use at levels 10, 14 and 18.

UNLUCKY GIMMICK: Targeted creature suffers -1 Luck for 4 rounds + 1 round per 2 levels, up to 2 turns. At level 18 all enemies around the target suffer the same fate. The effect has no saving throw.

- Level 9: Gains Lucky Strike as an innate ability, additional use at levels 14 and 19.

LUCKY STRIKE: You throw a random item at the enemy in your visual range. The target suffers 2d4+2 damage (no saving throw) and has a 50% chance to suffer from blindness, deafness, slow, or death. Save vs. death -4 to resist the additional effect.

- Level 13: Gains +1 bonus to all Saving Throws.

- Level 15: Each successful hit vs. Lucky Tusks applies the basic version of Unlucky Gimmick on the attacker (the effects does not stack).

DISADVANTAGES:

- Race restricted to half-orcs.
- Alignment restricted to any chaotic.
- May not become proficient in fighting styles different than Two-Weapon fighting.
- May only distribute 20 skill points per level among thieving skills.

3-Foot-Tall Fury

3-FOOT-TALL FURY: These halfling fighters are known for their ability to defeat even the most powerful enemies. They may be small, but they are exceedingly capable with the use of big weapons. They quite often prefer to wear lighter armors or no armors at all (and just "accidentally" show off their hairy chests... well at least those that have such chest, not all of them do, especially women, but neither do many halflings-men). They can be especially effective when fighting large enemies.

ADVANTAGES:

- Gains +2 THACO and Damage vs. Giant Humanoids.
- Regardless of halfling's racial penalty, 3-Foot-Tall Fury may reach 18 Strength during character creation (without the Exceptional strength bonus).
- May use Lucky Rage, additional uses at levels 4, 8 and 12

LUCKY RAGE: The character enters a state similar to a barbarian's rage, but instead of Constitution and Strength bonus, gains great luck and even more. The fighter suffers -2 Armor Class bonus, but gains +2 Luck, +1/2 attack per round, as well as immunity to all charm, hold, fear, maze, stun, sleep, confusion and Level drain spells. The fury lasts 6 rounds. After that time, the character suffers from fatigue.

- Level 3: Gains +10% bonus to all physical damage dealt to others.
- Level 6: Gains Blade Pierce, additional use at level 10.

BLADEPIERCE: Creates a magic blade that pierces through the enemy, causing 2d12+2 piercing damage, as well as additional 1d4+1 electrical damage, and keeps the target in place for few seconds. Furthermore the character suffers -2 THACO penalty for the next round. At level 12 the damage improves to 4d12+4 piercing damage and 2d4+2 electrical damage.

- Level 8: Gains +1 Strength
- Level 9: Gains Little Fury's Smash

LITTLE FURY'S SMASH: Creates a magic fist that smashes the target and does 4d10+4 crushing damage. The target also suffers a significant movement speed penalty for the next two rounds. Successful Save vs. Death halves the damage.

- Level 15: Gains +2 THACO bonus.

DISADVANTAGES:

- May not wear armor heavier than splint mail.
- Grand Mastery (five slots) is limited to two-handed melee weapons, and may not exceed Specialization (two slots) in other weapons.
- Specialization (two stars) in fighting styles is limited to Two-Handed Weapon style, may not exceed Proficiency (one slot) in Two-Weapon, Single Weapon as well as Sword and Shield fighting style.
- May not Dual-Class.