Classless D20 FRP

Beta Test Rules V1
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by

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This system came about as a challenge to create a flexible game that 'feels like' a traditional D&D rule set, without classes

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Introduction

This system came about as a challenge to create a flexible game that 'feels like' a traditional D&D rule set, without classes

Limitations

This is a beta version of the rules and incorporates rules for some of the most common class abilities. However, there are still lots of things that have not been implemented. You might be able to duplicate low level Fighters or Rogues, but there are many class abilities that haven't been included yet.

Having said that, Classless is all about creating flexible characters who draw on skills and abilities from a number of different classes at once. If you want to duplicate a class, you are probably better off using D&D or Pathfinder rules.

Compatibility with other systems

D20

Classless D20 is a D20 game - and anything that hasn't been specifically changed within these rules, follows the standard D20 rules. Technically, you could run these classless rules alongside any other D20 game system, although D&D 3.x and Pathfinder are probably the best matches.

D&D 3.x

The biggest difference between Classless and D&D3.x lies in the Skills used. Balancing costs for skills against feats and class abilities worked a lot better using the pathfinder skill set. However that isn't a game breaker as that just merges a few skills together under one banner. Perception now covers Search, Spot and Listen while Acrobatics covers Jump and Balance.

However, I wouldn't recommend allowing 3.5 characters to use the Pathfinder skill set, they are balanced for the 3.5 skill set. I thing a 3.5 skill-monkey rogue using the Pathfinder skills could be awesomely powerful – and out of line with other characters. If a character is rolled using 3.5 rules make them use the 3.5 skill set – but let Classless characters use the Classless skill set.

Caster spell progression is different for Classless characters, but then it is slightly different for different PC classes as well, don't worry about it, just go with it. They will probably have more low level spells and fewer high level spells at their disposal. They may be slightly more powerful at low levels, but that should even out as they progress.

I suspect that Classless characters will be a bit stronger than standard DnD 3.x characters. However, if that turns out to be the case, it can be addressed by applying an XP penalty that will slow down their progress.

Pathfinder

The biggest difference between Classless and pathfinder characters revolves around cantrips. Pathfinder characters can use cantrips / orisons at will, while Classless characters are limited to the number of times their cantrips can be used. However, they have a lot of cantrips, and more low level spells when compared to a PF Character. I suspect it will balance out over the long run.

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I suspect that Classless characters will be a bit weaker than standard PF characters. However, if that turns out to be the case, it can be addressed by applying an XP bonus that will speed up their progress.

Chapter 1 - The Basics

Basic Mechanics

The game uses the D20 system. Character are defined by Level, HD, HP, BAB, Saves, Skills, Feats etc in exactly the same was as any other D20 game – however, players now have a much wider choice of how they develop their character at each level. Other rules, such as Vision, Movement or Combat do not change at all, so there are no new rules or systems to learn.

Character Level

Character level progression stays the same – when you get the right number of XP you go up to the next level, however now you will be able to choose what your character learns from much wider list of skills and feats. If you are thoughtful about the skills and feats you choose, you can develop characters with abilities that are equivalent to standard D&D characters with classes, so CR should stay about the same.

One slight difference is that Classless reintroduces the 0-Level character, as a representation of the character before its start progressing. It helps establish a character backstory, but it also gives you a solid base to anchor your character development plans.

Hit Dice and Hit Points

Hit Die are awarded at each level, the same as always, but everyone rolls d4. Combat focused characters can use *Toughness* (+3 HP), and two new feats *Extra Tough* (+2 HP) and *Hard Man* (+1 HP), once per level. Other, less mêlée oriented, characters might just take one HP feat every other level. It is up to you.

BAB and Saves

BAB and Saving throws have, traditionally, been level and class dependent, but in Classless there are recurring feats that allow you to increase saves and BAB as you choose. However, to maintain game balance, neither your BAB nor any saving throw can be more than your level

Skills

Skills work exactly the same was as they do no and you can only spend one point per level on any given skill. However, there is a new feat *Improved Skill Focus* which gives a +2 bonus in a given skill. This replaces the class based skill benefits from other systems and can only be taken once per skill. *Skill Focus* still gives a +3 bonus. This allows you to specialise in the skills that you want for your character. Classless uses the skill descriptions from the Pathfinder SRD, partly because I prefer them and partly because they are easier to balance with the rest of the classless rules.

Feats

Classless feats are bases on the Feats listed in the D20 SRD, and many of those existing feats haven't change at all. However, part of the detailed description may have been changed to fit the Classless concept. There are also a number of new feats, developed from D&D Character Class skills that are detailed in the Feats section.

Small Feats

Some of the old class abilities don't quite fit as either a skill or a feat, so classless has Small Feats. They cost twice as much a skill and half as much as a Feat. Some Small Feats, such as One Simple Weapon, are stepping stones to full feats (in this case the Use Simple Weapons feat). Others, such as Cast Spell, can be learned many times.

Great Feats

Great Feats are things that are learned once but have significantly more effect than a normal feat. Again they can only be taken once, but this time they cost twice as much a normal feat. Great Feats are often the starting point for developmental abilities, such as Sneak Attack.

Development Points (DP)

In a standard game Character progression is dominated by class-based progression tables. In classless, there is a single Universal Progression Table for all characters, and at each new level the character is awarded a number of Development Points (dp) to spend as they choose. Skill Points cost 1dp, Small Feats cost 2dp, Feats cost 4dp and Great Feats cost 8dp. Development Points are allocated as soon as the character goes up a level and must be spent immediately or banked (saved) for use later. However (except in very limited circumstances) Development Points can only be spent when the character gains a level. Therefore dp that are banked, must be saved until next time the character levels up. They can not be used to spread development across a level. However a dp bank can be used to 'save up' towards plans for your character's future development.

Magic

In a class based game only characters of certain classes can learn spells, and each class tends to have different rules governing the way spells are learned, and used. In Classless that is handled by a learning curve. This is a number of skills, small feats, feats and grand feats that must be learned (sometimes in order) before you can use magic and cast spells. How a character learns to cast spells is described in the Magic section. With some exceptions, spell use follows the magic rules laid out in the D20 SRD.

Ability Modifiers and Bonus Spells

This table is the same as the standard d20 Ability Modifier and Bonus Spell table, except for the Bonus Spells (0th Level) column, which has been added to fit with the Classless magic system.

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

Chapter 2 - Character Creation & Development

Character takes more effort in Classless than in other D20 systems. You need to consider how you want to balance saving throws against combat ability and other skills. As there are no Classes to help you the responsibility is all yours. Think carefully, because you must expect the GM to advantage of ant weaknesses that you leave.

If you intend to have a magic using character, you are advised to read the whole of the Magic Chapter before you start the Character Creation phase. Training a Character to use magic uses up an awful lot of DP and even if you don't intend to get spells until later, you need to get the right developments in early.

Level 0 – Growing Up

A Classless Character starts out with a Level-0 character definition - this is where you pull all the Characters basics together to give you a solid base to build on. During this phase of character development, you assign the characters ability points, choose the character's race and spend the dp allocation that represents your childhood.

It is also makes Classless characters a bit tougher than normal D20 characters at first level.

It is probably easiest to just pencil this stage in against your favourite character sheet, although eventually (I suspect) there will be special Classless character sheet, with sections for the various stages, that will help you keep track of character development.

Ability Scores

Determine your character's Ability Scores. While the method you use is decided by your GM, however these rules are based on a fifteen point build using the Pathfinder tables.

> GM Note – If you want your PCs to be particularly heroic and a cut above everyone else (which is what I do) Allow the players to use 20 points to build their initial character. You are strongly advised, however, to make this a 'special' concession and not change any of the DP awards given when a character levels up. That will remove any parity with other D20 systems.

Race

Choose your race and record any racial Feat or Skill bonuses. Classless does not use racial ability bonuses and penalties. There doesn't seem to be much point when you have complete control of the original abilities that the bonuses and penalties are applied to. Classless does not, currently, support PC Gnomes either. Maybe one day ….

Races are similar to those in the Pathfinder SRD, but there are some changes to suit the Classless rules.

- **Humans**

* Medium: As Medium creatures, humans have no special bonuses or penalties due to their size.
* Human base land speed is 30 feet.
* 2 extra DP at Level zero
* 4 extra DP at Level one
* 2 extra DP at Level two
* 1 extra DP at each additional level.
* Automatic Language: Common.

- **Dwarves**

* Medium: As Medium creatures, dwarves have no special bonuses or penalties due to their size.
* Dwarf base land speed is 20 feet. However, dwarves can move at this speed even when wearing medium or heavy armor or when carrying a medium or heavy load (unlike other creatures, whose speed is reduced in such situations).
* Darkvision: Dwarves can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and dwarves can function just fine with no light at all.
* Stonecunning: This ability grants a dwarf a +2 racial bonus on Perception checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. A dwarf who merely comes within 10 feet of unusual stonework can make a Perception check as if he were actively searching, and a dwarf can use the Perception skill to find stonework traps as a rogue can. A dwarf can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up.
* Weapon Familiarity: Dwarves may treat dwarven waraxes and dwarven urgroshes as martial weapons, rather than exotic weapons.
* Stability: A dwarf gains a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or not standing firmly on the ground).
* +2 racial bonus on saving throws against poison.
* +2 racial bonus on saving throws against spells and spell-like effects.
* +1 racial bonus on attack rolls against orcs and goblinoids.
* +4 dodge bonus to Armor Class against monsters of the giant type. Any time a creature loses its Dexterity bonus (if any) to Armor Class, such as when it's caught flat-footed, it loses its dodge bonus, too.
* +2 racial bonus on Appraise checks that are related to stone or metal items.
* +2 racial bonus on Craft checks that are related to stone or metal.
* Automatic Languages: Common and Dwarven.

- **Elves**

* Medium: As Medium creatures, elves have no special bonuses or penalties due to their size.
* Elf base land speed is 30 feet.
* Immunity to magic sleep effects, and a +2 racial saving throw bonus against enchantment spells or effects.
* Low-Light Vision: An elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. She retains the ability to distinguish color and detail under these conditions.
* Weapon Proficiency: Elves treat the longsword, rapier, longbow (including composite longbow), and shortbow (including composite shortbow) as basic weapons.
* +2 racial bonus on Perception checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Perception check to notice it as if she were actively looking for it.
* Automatic Languages: Common and Elven.

- **Half-Elves**

* Medium: As Medium creatures, half-elves have no special bonuses or penalties due to their size.
* Half-elf base land speed is 30 feet.
* Immunity to sleep spells and similar magical effects, and a +2 racial bonus on saving throws against enchantment spells or effects.
* Low-Light Vision: A half-elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. She retains the ability to distinguish color and detail under these conditions.
* +1 racial bonus on Perception checks.
* 1 extra DP at Level zero
* 2 extra DP at Level one
* 1 extra DP at level two

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

• **Half-Orcs**

* Medium: As Medium creatures, half-orcs have no special bonuses or penalties due to their size.
* Half-orc base land speed is 30 feet.
* Darkvision: Half-orcs (and orcs) can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and half-orcs can function just fine with no light at all.
* +2 racial bonus on Intimidate checks.
* Orc Blood: For all effects related to race, a half-orc is considered an orc
* Automatic Languages: Common and Orc.

• **Halflings**

* Small: As a Small creature, a halfling gains a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but she uses smaller weapons than humans use, and her lifting and carrying limits are three-quarters of those of a Medium character.
* Halfling base land speed is 20 feet.
* +2 racial bonus on Climb, Jump, Perception and Stealth checks.
* +1 racial bonus on all saving throws.
* +2 morale bonus on saving throws against fear: This bonus stacks with the halfling's +1 bonus on saving throws in general.
* +1 racial bonus on attack rolls with thrown weapons and slings.
* Automatic Languages: Common and Halfling.

Backgrounds

Decide on a personal history and the setting in which you grew up. Each of the backgrounds, listed below, give you some bonus towards your character's development, but they also tie your background down a bit, giving you solid base to develop the character on in future. You may take one or two backgrounds.

Note: These are very similar to Pathfinder's Traits, but have been modified to match with the Classless rules.

Type	Name	Benefit	Background
Area	Devotee of the Green	You gain a +2 trait bonus on Knowledge (nature) checks.	You are a long term follower of the Wild Gods.
Area	Ease of Faith	You gain a +1 bonus on Diplomacy checks.	You grew up in a multi-faith house / area / region.
Area	History of Heresy	As long as you do not possess any divine spell-casting power, you gain a +1 trait bonus on all saving throws made against divine spells.	You were brought up in a strongly irreligious house / area / region.
Area	Indomitable Faith	You gain a +1 trait bonus on Will saves.	You were brought up in a strongly religious house / area / region (Note: you should identify the religion in your character history)
Area	Skeptic	You gain a +2 trait bonus on all saving throws against illusions.	You grew up in an area or regions where magical illusions were common place.
Family	Aristocrat	You gain a +2 bonus on Knowledge (Nobility) checks.	Your family has a distant link to a Noble family and it was often a subject of conversation.
Family	Child of the Temple	You gain a +2 trait bonus on Knowledge (religion) checks.	You grew up in a temple – either as an orphan or because a parent / guardian was a priest.
Family	Magical Knack	Pick a Type of Magic (Arcane, Divine, Spontaneous) when you gain this trait—your potential caster level for that spell-list gains a +1 trait bonus.	One of your ancestors was a gifted caster of that magic type – and you have inherited a small part of their gift.
Family	Spontaneous Caster	You may learn to cast spells from the Spontaneous Spell List	One of your ancestors was a gifted Spontaneous caster – and you have inherited a small part of their gift.
Family	Street Child	You gain a +2 trait bonus on Sleight of Hand checks.	You were abandoned in a town (or city) as a young child and survived by pilfering.
Family	Wealthy	You gain 100gp (extra) starting funds.	You family is wealthy enough to live in a big house and have servants. This is your inheritance / birth_right.
Personal	Bullied	You gain an attack of opportunity with unarmed strikes.	You were picked on badly as a child and had to learn to fight

Personal	Bully	You gain a +2 trait bonus on Intimidate checks. Intimidate is always a class skill for you.	You regularly bullied younger and smaller children or servants.
Personal	Deft Dodger	You gain a +1 trait bonus on Reflex saves.	For a while you were the best bulldog/dodge-ball player in your street / village.
Personal	Fast-Talker	You gain a +2 trait bonus on Bluff checks.	You were always in some sort of trouble and needed to talk yourself out of it.
Personal	Focused Mind	You gain a +2 trait bonus on concentration checks.	You grew up in a noisy environment and learned to shut out distractions.
Personal	Mathematical Prodigy	You gain a +2 bonus on Knowledge (engineering) checks.	You have a natural gift for numbers.
Personal	Reactionary	You gain a +1 trait bonus on Initiative checks.	The neighbourhood bullies were always jumping out at you, and trying to scare, beat or rob you.
Personal	Resilient	You gain a +1 trait bonus on Fortitude saves.	You were the one who always took the dares to eat bugs, jump off buildings, etc – and you survived!
Personal	Scholar of the Great Beyond	You gain a +2 trait bonus on Knowledge (planes) checks.	As a child you were always fascinated by gods, angels and demons.
Work	Anatomist	You know where to aim your blows to strike vital organs and you gain a +1 trait bonus on all rolls made to confirm critical hits.	Someone in your family circle is a skilled physician (or assassin) who took you under their wing and started teaching you their skills early.
Work	Armor Expert	When you wear armour of any sort, reduce that suit's armor check penalty by 1, to a minimum check penalty of 0.	You grew up in a military household and always wanted to be a soldier
Work	Artisan	You gain a +2 bonus on a single Craft skill roll. The craft must be specified as soon as you take this skill	Someone in your family circle is a skilled artisan, who took you under their wing and started teaching you their craft early.
Work	Caretaker	You gain a +2 trait bonus on Heal checks.	A parent or guardian was a skilled healer and you often helped them with their work
Work	Classically Schooled	You gain a +2 trait bonus on Spellcraft checks.	Someone in your family circle was an Arcane Caster and they started teaching you the basics from an early age.
Work	Dangerously Curious	You gain a +2 bonus on Use Magic Device checks.	Someone in your family circle crafted magical items and, as a child, you used to sneak in and play with them.

Work	Fencer	You gain a +1 trait bonus on attacks of opportunity made with daggers, swords, and similar weapons.	A parent or guardian was a skilled swordsman and practiced with you regularly when you were a child.
Work	Professional	You gain a +2 bonus on a single Profession skill roll. The Work must be specified as soon as you take this skill	Someone in your family circle is a skilled professional, who took you under their wing and started teaching you their skills early.
Work	Sacred Conduit	Whenever you channel energy, you gain a +1 trait bonus to the save DC of your channelled energy.	You spent a lot of time in the temple – listening to services from a 'fire and brimstone' type cleric.

Finishing Touches

1. Give the character 4+(con bonus) hit points. This represents full HP for a bonus hit die :]
2. Round the character out. This is where you should spend any dp your character get from race (Human, Half-elf) and add in any extra information required for one of the backgrounds. This is also the place to develop any other elements of your backstory that interest you.

And that is it. You now know what your character 'looked like' as a raw kid ready to move out into the world to start their adult life.

Level 1 - Apprenticeship

Level-1 is the representation of your character after they have completed their basic training or apprenticeship, which gives them the basic skill set for what they will be in the future.

This is a bit more complicated than in a class based system, because you need to give thought to the character you want to create. Don't plan a complete and fixed development for the character, instead think in of threads that will run through the character's development.

To develop a level-1 character :-

1. Roll d4+(con bonus) extra hit points.

2. Assign 60+(int bonus) development points to your development pool.

3. Look through the skills and feats tables and buy the ones you want for the character.

4. Allocate any remaining Development Points the character's Development Bank.

That is it. This is what your character looks like when they start 'work' in their chosen class. Note that some training doesn't kick in until you have practiced for a while, so there will be more than normal development points at level-2 as well.

Level 2 – Making sense of the world

Once you have completed your apprenticeship and you go out into the world - even more of your training starts to make sense. This is recognised by extra development points at Level 2.

1. Roll d4+(con bonus) extra hit points.

2. Assign 30+(int bonus) development points to your development pool.

3. You may also use any DP previously assigned to your Development Bank.

4. Look through the skills and feats tables and buy the ones you want for the character.

5. Allocate any remaining Development Points the character's Development Bank.

Level 3 and beyond

At level three, and beyond, characters develop as follows.

1. Roll d4+(con bonus) extra hit points.

2. Assign 15+(int bonus) development points to your development pool.

3. You may also use any DP previously assigned to your Development Bank.

4. Look through the skills and feats tables and buy the ones you want for the character.

5. Allocate any remaining Development Points the character's Development Bank.

Chapter 3 - Skills

Skills really haven't changed much at all. A single skill point costs 1-DP. Purchased points for any given skill must not exceed the character level, as per the standard d20 rules.

This list of Skills is taken directly from the Pathfinder SRD. They are a bit more streamlined than the Skills from the D20 SRD.

Skill	Untrained	A/C Pen	Key Ability
Acrobatics	Yes	Yes	Dex
Appraise	Yes		Int
Bluff	Yes		Cha
Climb	Yes	Yes	Str
Craft	Yes		Int
Diplomacy	Yes		Cha
Disable Device	No	Yes	Dex
Disguise	Yes		Cha
Escape Artist	Yes	Yes	Dex
Fly	Yes	Yes	Dex
Handle Animal	No		Cha
Heal	Yes		Wis
Intimidate	Yes		Cha
Knowledge (Arcana)	No		Int
Knowledge (Dungeoneering)	No		Int
Knowledge (Engineering)	No		Int
Knowledge (Geography)	No		Int
Knowledge (History)	No		Int
Knowledge (Local)	No		Int
Knowledge (Nature)	No		Int
Knowledge (Nobility)	No		Int
Knowledge (Planes)	No		Int
Knowledge (Religion)	No		Int
Linguistics	No		Int
Perception	Yes		Wis
Perform	Yes		Cha
Profession	No		Wis
Ride	Yes	Yes	Dex
Sense Motive	Yes		Wis
Sleight of Hand	No	Yes	Dex
Spellcraft	No		Int
Stealth	Yes	Yes	Dex
Survival	Yes		Wis
Swim	Yes	Yes	Str
Use Magic Device	No		Ch

Chapter 4 – Feats

Feats are split into three section – Traditional Feats, Classless General Feats and Classless Magic Using Feats.

In the Beta phase, the Traditional Feats section just links you straight to the SRD and the core D20 feats. However, many of the core D20 Feats give skill bonuses - but the skills listed are based on the Pathfinder list of skills. During the testing phase you will need to negotiate and Feats / Skills anomalies with your GM.

Classless General Feats are split into three sections - Small Feats, Feats and Great Feats. These effectively replace the Class based progression from traditional D20 games. Remember that you need to use these feats to build up your saving throws and BAB - as well as developing other aspects of the character.

Classless Magic Using Feats are fully described in *Chapter 6 – Using Magic*, so this section just includes a list of the feats and a basic description.

Traditional Feats

D20 Classless (Beta) uses the basic feats from the D20 SRD.

Classless General Feats

Classless General Feats are split into three sections - Small Feats, Feats and Great Feats. These effectively replace the Class based progression from traditional D20 games. Remember that you need to use these feats to build up your saving throws and BAB - as well as developing other aspects of the character.

Small Feats

Small Feats cost 2-DP each. You must have any pre-requisites that are listed.

- **Simple Weapon – Small Feat**

You may learn to use a single simple weapon proficiently.
You may upgrade this to the full Simple Weapons proficiency by spending another 2dp.

- **Martial Weapon – Small Feat**

You may learn to use a single martial weapon proficiently.
Pre-requisite = Simple Weapons Proficiency.
You may upgrade this to the full Martial Weapons proficiency by spending another 2dp

- **Exotic Weapon – Small Feat**

You may learn to use a single exotic weapon proficiently.
Pre-requisite = Martial Weapons Proficiency.

- **Light Shield – Small Feat**

You may learn to use the Light Shield proficiently.
You may upgrade this to the full Shields Proficiency by spending another 2dp

- **Save Well – Small Feat**

Saving Throw +1. You may increase **one** of your Base Saving Throws by 1 point.
Frequency: You may take this small feat once per level.
Limitation: A *Base Save Bonus* must not be more than your Character Level.

Feats

Each Feat cost 4-DP. You must have any pre-requisites that are listed.   Unless specified in the description a feat may only be taken once.

• Improved Skill Focus

Benefit: You get a +2 bonus on all checks involving that skill.

Special: You can gain this feat multiple times. Each time you take the feat, it applies to a new skill. This bonus will stack with the bonus gained from the Skill Focus feat.

• Evasion - Feat

The character can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the character is wearing light armor or no armor. A helpless character does not gain the benefit of evasion.

Prerequisite: Dodge.
Restriction: Light Armour or No Armour

• Uncanny Dodge – Feat

The character can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized. Uncanny Dodge can be used only if the character is wearing light armor or no armor.
Prerequisite: Evasion.
Restriction: Light Armour or No Armour

• Improved Uncanny Dodge - Feat

A character with Improved Uncanny Dodge can no longer be flanked.
Prerequisite: Uncanny Dodge.
Restriction: Light Armour or No Armour

• Fight Better

BAB +1.
Frequency: You may take this feat more than once.
Limitation: Your BAB may not exceed your character level.

• Save Better

Saving Throw +1. You may increase **one** of your Base Saving Throws by 1 point.
Frequency: You may take this small feat once per level.
Limitation: A *Base Save Bonus* must not be more than your Character Level

• Toughness

You gain 3 hit points. You may take this feat once per level. (This is the standard D20 feat)
Frequency: You may take this feat once per level.

• Extra Tough

You gain 2 hit points.
Frequency: You may take this feat once per level.

• Hard Man

You gain 1 hit points.
Frequency: You may take this feat once per level.

- ## Use Bludgeoning Weapons.

User is proficient in all Simple and Martial bludgeoning weapons.
Prerequisite: Basic Caster (Cleric).

- ## Use Druid Weapons.

User is proficient in the weapons listed for the Traditional Druid.
Prerequisite: Basic Caster (Druid).

- ## Trap Sense

Characters with Trap Sense gain an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.
Pre-Requisite: Trap Finding
Trap Sense may be taken up to six times, although only once per level.

- ## Improved Sneak attack.

The character's Sneak Attack damage increases by 1d3. Improved Sneak Attack may be taken once per level.
Pre-Requisite: Sneak Attack
Restriction: Light Armour or No Armour

Great Feats

Great feats follow the same basic rules as Feats in that you only need to learn them once. However, they represent something that is beyond the scope of a normal feat. A great feat costs 8-dp.

- ## Trap Finding – Great Feat

Characters with Trap Finding can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it. Characters with Trap Finding can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it. A character who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

- ## Sneak Attack – Great Feat

If a character with Sneak Attack can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for 1d3 points of extra damage.

The Sneak Attack deals extra damage any time the target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the attacker flanks her target. This extra damage is 1d3 but if the character scores a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a sap (blackjack) or an unarmed strike, the attacker can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

Prerequisite: Dex 12+

Classless Magic Using Feats

Classless Magic Using Feats are fully described in *Chapter 6 – Using Magic*, so this section just includes a list of the feats and a basic description.

Chapter 5 - Equipment

So far the only changes in Equipment Lists have been made to the Weapons Tables. However, Take guidance from your GM – if they want to use the traditional weapon tables, so be it.

Otherwise use the equipment lists from the D20 SRD.

Weapons

A new category 'Basic Weapons' has been added with is automatically available to all characters. A few weapons have also been moved between the Simple Weapon and Martial Weapon categories.

Basic Weapons draws together those weapons that need the least expertise to use. Any character can use Basic Weapons without spending any Development Points. They are the weaponry equivalent of Padded and Leather armours.

Simple Weapons draws together tools and hunting weapons that the average person can be expected to have some familiarity with. Non-militarised version of these tools and weapons can be found in many villages or homesteads – They are easier to learn because there is much more chance to practice with them before taking training.

Martial Weapons draws together weapons that are designed, or significantly modified, for fighting. While they might have some relationship to household items, they are different enough that you cannot practice effectively without the real thing.

Exotic Weapons still represents weapons that are not common in the game area.

Weapons Table

Basic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight	Type
Unarmed Attacks							
Gauntlet	2 gp	1d2	1d3	×2	—	1 lb.	Bludgeoning
Unarmed strike	—	1d2	1d3	×2	—	—	Bludgeoning
Light Melee Weapons							
Gauntlet, spiked	5 gp	1d3	1d4	×2	—	1 lb.	Piercing
One-Handed Melee Weapons							
Club	—	1d4	1d6	×2	10 ft.	3 lb.	Bludgeoning
Two-Handed Melee Weapons							
Quarterstaff	—	1d4/1d4	1d6/1d6	×2	—	4 lb.	Bludgeoning
Ranged Weapons							
Dart	5 sp	1d3	1d4	×2	20 ft.	½ lb.	Piercing
Stone	—	1	1d2	x2	10 ft	½ lb	Bludgeoning

Note: Anyone can learn how to use Basic Weapons without spending any development points. That doesn't mean to say that everyone in the world knows how to use all of the basic weapons, but that training is so common a character, or an NPC, can learn them for free, if they choose. However, for a PC, it is OK to assume proficiency with all basic weapons.

Simple Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight	Type
Light Melee Weapons							
Dagger	2 gp	1d3	1d4	19-20/×2	10 ft.	1 lb.	Piercing or slashing
Dagger, punching	2 gp	1d3	1d4	×3	—	1 lb.	Piercing
Handaxe	6 gp	1d4	1d6	×3	—	3 lb.	Slashing
Hammer, light	1 gp	1d3	1d4	×2	20 ft.	2 lb.	Bludgeoning
Pick, light	4 gp	1d3	1d4	×4	—	3 lb.	Piercing
Sickle	6 gp	1d4	1d6	×2	—	2 lb.	Slashing
One-Handed Melee Weapons							
Flail	8 gp	1d6	1d8	×2	—	5 lb.	Bludgeoning
Pick, heavy	8 gp	1d4	1d6	×4	—	6 lb.	Piercing
Shortspear	1 gp	1d4	1d6	×2	20 ft.	3 lb.	Piercing
Two-Handed Melee Weapons							
Spear	2 gp	1d6	1d8	×3	20 ft.	6 lb.	Piercing
Ranged Weapons							
Crossbow, heavy	50 gp	1d8	1d10	19-20/×2	120 ft.	8 lb.	Piercing
Bolts (10)	1 gp	—	—	—	—	1 lb.	—
Crossbow, light	35 gp	1d6	1d8	19-20/×2	80 ft.	4 lb.	Piercing
Bolts (10)	1 gp	—	—	—	—	1 lb.	—
Javelin	1 gp	1d4	1d6	×2	30 ft.	2 lb.	Piercing
Sling	—	1d3	1d4	×2	50 ft.	0 lb.	Bludgeoning
Bullets (10)	1 sp	—	—	—	—	5 lb.	—

Martial Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight	Type
Light Melee Weapons							
Axe, throwing	8 gp	1d4	1d6	×2	10 ft.	2 lb.	Slashing
Kukri	8 gp	1d3	1d4	18-20/×2	—	2 lb.	Slashing
Mace, light	5 gp	1d4	1d6	×2	—	4 lb.	Bludgeoning
Sap	1 gp	1d43	1d63	×2	—	2 lb.	Bludgeoning
Shield, light	special	1d2	1d3	×2	—	special	Bludgeoning
Spiked armor	special	1d4	1d6	×2	—	special	Piercing
Spiked shield, light	special	1d3	1d4	×2	—	special	Piercing
Sword, short	10 gp	1d4	1d6	19-20/×2	—	2 lb.	Piercing
One-Handed Melee Weapons							
Battleaxe	10 gp	1d6	1d8	×3	—	6 lb.	Slashing
Longsword	15 gp	1d6	1d8	19-20/×2	—	4 lb.	Slashing

Mace, heavy	12 gp	1d6	1d8	×2	—	8 lb.	Bludgeoning
Morningstar and piercing	8 gp	1d6	1d8	×2	—	6 lb.	Bludgeoning
Rapier	20 gp	1d4	1d6	18-20/×2	—	2 lb.	Piercing
Scimitar	15 gp	1d4	1d6	18-20/×2	—	4 lb.	Slashing
Shield, heavy	special	1d3	1d4	×2	—	special	Bludgeoning
Spiked shield, heavy	special	1d4	1d6	×2	—	special	Piercing
Trident	15 gp	1d6	1d8	×2	10 ft.	4 lb.	Piercing
Warhammer	12 gp	1d6	1d8	×3	—	5 lb.	Bludgeoning

Two-Handed Melee Weapons

Falchion	75 gp	1d6	2d4	18-20/×2	—	8 lb.	Slashing
Glaive	8 gp	1d8	1d10	×3	—	10 lb.	Slashing
Greataxe	20 gp	1d10	1d12	×3	—	12 lb.	Slashing
Greatclub	5 gp	1d8	1d10	×2	—	8 lb.	Bludgeoning
Flail, heavy	15 gp	1d8	1d10	19-20/×2	—	10 lb.	Bludgeoning
Greatsword	50 gp	1d10	2d6	19-20/×2	—	8 lb.	Slashing
Guisarme	9 gp	1d6	2d4	×3	—	12 lb.	Slashing
Halberd	10 gp	1d8	1d10	×3	—	12 lb.	P/S
Lance	10 gp	1d6	1d8	×3	—	10 lb.	Piercing
Longspear	5 gp	1d6	1d8	×3	—	9 lb.	Piercing
Ranseur	10 gp	1d6	2d4	×3	—	12 lb.	Piercing
Scythe	18 gp	1d6	2d4	×4	—	10 lb.	P/S

Ranged Weapons

Longbow	75 gp	1d6	1d8	×3	100 ft.	3 lb.	Piercing
Arrows (20)	1 gp	—	—	—	—	3 lb.	—
Longbow, composite	100 gp	1d6	1d8	×3	110 ft.	3 lb.	Piercing
Arrows (20)	1 gp	—	—	—	—	3 lb.	—
Shortbow	30 gp	1d4	1d6	×3	60 ft.	2 lb.	Piercing
Arrows (20)	1 gp	—	—	—	—	3 lb.	—
Shortbow, composite	75 gp	1d4	1d6	×3	70 ft.	2 lb.	Piercing
Arrows (20)	1 gp	—	—	—	—	3 lb.	—

Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight	Type
Light Melee Weapons							
Kama	2 gp	1d4	1d6	×2	—	2 lb.	Slashing
Nunchaku	2 gp	1d4	1d6	×2	—	2 lb.	Bludgeoning
Sai	1 gp	1d3	1d4	×2	10 ft.	1 lb.	Bludgeoning
Siangham	3 gp	1d4	1d6	×2	—	1 lb.	Piercing
One-Handed Melee Weapons							
Sword, bastard	35 gp	1d8	1d10	19-20/×2	—	6 lb.	Slashing
Waraxe, dwarven	30 gp	1d8	1d10	×3	—	8 lb.	Slashing
Whip	1 gp	1d23	1d33	×2	—	2 lb.	Slashing
Two-Handed Melee Weapons							
Axe, orc double	60 gp	1d6/1d6	1d8/1d8	×3	—	15 lb.	Slashing
Chain, spiked	25 gp	1d6	2d4	×2	—	10 lb.	Piercing
Flail, dire	90 gp	1d6/1d6	1d8/1d8	×2	—	10 lb.	Bludgeoning
Hammer, gnome hooked	20 gp	1d6/1d4	1d8/1d6	×3/×4	—	6 lb.	B/P
Sword, two-bladed	100 gp	1d6/1d6	1d8/1d8	19-20/×2	—	10 lb.	Slashing
Urgrosh, dwarven	50 gp	1d6/1d4	1d8/1d6	×3	—	12 lb.	S/P
Ranged Weapons							
Bolas	5 gp	1d33	1d43	×2	10 ft.	2 lb.	Bludgeoning
Crossbow, hand	100 gp	1d3	1d4	19-20/×2	30 ft.	2 lb.	Piercing
Bolts (10)	1 gp	—	—	—	—	1 lb.	—
Crossbow, repeating heavy	400 gp	1d8	1d10	19-20/×2	120 ft.	12 lb.	Piercing
Bolts (5)	1 gp	—	—	—	—	1 lb.	—
Crossbow, repeating light	250 gp	1d6	1d8	19-20/×2	80 ft.	6 lb.	Piercing
Bolts (5)	1 gp	—	—	—	—	1 lb.	—
Net	20 gp	—	—	—	10 ft.	6 lb.	—
Shuriken (5)	1 gp	1	1d2	×2	10 ft.	½ lb.	Piercing

Chapter 6 – Using Magic

> "Everyone knows that all living things are made up from the four essences. Air from the sky, water from the sea, earth from the land and fire from below. But not everyone knows that those four different essences are bound together by a fifth essence, the Quintessence, magic."
>
> Peter Gasgano – Sage and Librarian

Magic is everywhere - it binds the world, and everything in it, together. There is magic in the air we breathe, the food we eat, even the clothes that we wear. It is inside all creatures from the noblest giant to the most insignificant beetle. And because it is there, we have learned to use it, just the same as anything else we find.

Types of Magic

There are three ways to use magic:

Divine Magic, relies on your faith and belief in a deity or a philosophy. So long as you follow the teachings and rituals of your faith, you can use spells to further the cause of your religion. They need to pray or meditate daily on the spells they want to use that day. All religions, whether they follow a deity or a philosophy, impose restrictions on their practitioners. No one is quite sure if they are real or psychological restrictions - however, if a divine magic practitioner ignores those restrictions, they will start to lose their abilities.

Arcane Magic, relies on the careful and detailed study of magic and spells. Arcane practitioners, generally known as wizards, make personal collections of spells in their spell books and must study them daily to be able to summon and control magical energies. Armour and shields make it difficult for a wizard to go through the right motions for summoning and releasing the magical energies - so all Arcane Casters are affected by the Arcane Spell Failure %age chance for whatever armour they are wearing.

Spontaneous magic relies on something deep inside the individual to summon and control magical energies. Unlike other casters, they don't have to choose the spells they want to use in advance - but they have a smaller choice of spells and they generally have access to a lot fewer spells as well. They are probably the most flexible but least powerful of all of the spell casters. Spontaneous casters are subject to the Arcane Spell Failure %age associated with armours and shield , however there are less susceptible to it than Arcane casters (reduce total Arcane Spell failure by 20%)

While each of the styles of magic use follows the same basic rules, there are some differences between them.

Divine Magic

Divine magic is associated with faith and belief, but there are a number of different things you can put your faith in.

- **The Wild Gods**

Sun, Sky, Moon, Wind, Sea, Weather, Earth Mother, The Spirit of the Mountain, the Primeval Forest - all the basic nature deities and spirits. They are ancient and have little to do with humanoids, except to swat them when they intrude or hurt their domain, but these are the deities of the Druids' spell list. Druids rarely worship a specific deity; instead, they revere the whole natural pantheon as one. If you live in

harmony with nature, even as a farmer, fisherman or hunter - the Druids will be on your side. Oppose nature and you oppose them as well.

While druids must specify the spells that they learn each day, they can always substitute a Summon Nature's Ally spell of the same level for any spell they have learned. Druids are restricted to using wooden and leather armour and shields (as per the traditional druid). Druids must retain an element of Neutrality in their alignments (LN, NG, CN, NE or TN)

- **The Civilised Gods**

Where the Wild Gods represent nature, the Civilised Gods represent the societies, dreams and desires of the people who populate the world. Rather than revered as a whole, Civilised Gods are worshipped individually or in small groups. One Deity might be the patron of a given city, another might be a warrior goddess, a third might be a god of the arts and another might represent the Ultimate Dwarf.. There is no limit and the number of Civilised Gods is legion and uncounted. However, they all give their clerics access to the Cleric Spell List.

Different people recognise and worship the Civilised Gods in different ways: The Lizard Folk might only worship the Crocodile God; The Dwarves might recognise the Ultimate Dwarf and the God of Craftsmen; the nearby City has its own patron deity, but also recognises the Crocodile God, Ultimate Dwarf, The Craftsmen and the Warrior Goddess. It will change from tribe to tribe, city to city and people to people.

Clerics must specify which spells they will learn each day however, they can always substitute a Cure or Cause Harm spell of the same level for any spell they have learned. Clerics must always remain within one alignment step of their patron deity and must work to advance to tenets of their faith. They may only use simple weapons, or the chosen weapon of their deity.

- **The Philosophers**

Some people have discovered that belief in a philosophical system can help them get closer to their own personal enlightenment and the adepts of these philosophies have learned to cast spells from the Adept's Spell list. Anything can form the basis of a philosophy, so long as it has sufficient form and structure for it adherents to follow it religiously.

Some example might include: The Order of the Way - who believe that it is the journey, rather than the arriving, that lead to enlightenment. Its followers are travellers, sailors and caravan guard (etc) who may eventually settle down to run wayside inns and shrines; Followers of The Ancestors believe they can tap the combined wisdom and power of their forebears, and that eventually they will join their ancestors as part of that semi-divine group; The Church of a Thousand Gods believes that all gods are part of a single Cosmic power and it doesn't matter who they pray to - they may be right ... or not.

Regardless of the path they take, Adepts must specify the spells that they learn each day, but can always substitute a divination spell of the same level for any spell they have learned. Adepts do not have alignment but are restricted to using Light Armour and Shields. Heavier equipment interferes with their spell casting ability.

Arcane Magic

Wizards study the art of magic. They spend their time in libraries reading and researching, they study spells and arcane knowledge then write down magical formulae that they can recite to collect and harness raw magical energy. Their way of learning magic is the most difficult and complicated; it takes more effort and concentration than any other form, and costs more development points. However, it is the most powerful type of magic a character can learn. Wizards learn spells from the Wizard Spell list.

As with all types of magic there is a price - in this case, the inability to wear armour while casting. Whenever a wizard casts a spell while wearing armour, there is a chance the spell will fail, or even backfire. The chance of failure is calculated by adding all armour check penalties that apply. If the check is failed by 50% or more the spell backfires rather than fails.

Spontaneous Magic

Spontaneous casters have more magic in their make up than most people, and this special ability shines through making them some of the most popular and charismatic people. It might be expressed in their voice, their actions or their music - but somehow it always manages to shine through in their personality. Spontaneous Magic is not as powerful as some types of magic, but it is the only form of power that does not rely on books, deities or philosophies to power it.

Spontaneous Magic comes naturally to its practitioners, but they still have to practice their techniques before they can cast spells effectively. While a Spontaneous Caster doesn't need to spend all their time in libraries or laboratories, they still have to follow the basic rules for progressing as a spell caster. DP costs are about comparable with Wizard caster development, although they have a more limited selection of spells to choose from.

Spontaneous Casters find that heavy armour interferes with their spell casting ability in the same way as it does for Adepts, so Spontaneous casters can wear Light Armour and Carry Light Shields in the same way that adepts can..

NOTE: In Classless, Spontaneous casters gain access to the bard spell list - they DO NOT have access to the traditional Wizard / Sorcerer lists.

Learning to Use Magic

These feats are documents according to the Feat Tree that you will build for your character as s/he learns to use magic. While that makes it easier to follow the development, it means that Feats, Small Feats and Great feats are mixed in together, rather than listed according to the number of DPs that you need to spend.

The Ways of Magic

These feats represent the study a caster puts in to understand how their brand of magic works. These feats do not let you cast any spells but they are the groundwork that will allow you to understand how the other parts of the feat tree work. However, learning the feats has the side affect of allowing you to use some types of magical item - so even some people who do not intend to pursue a career as a spell caster take the time to do this basic ground work.

Feat: Basic Caster (Spell List) – Cost 4DP

This is the first feat that all spell casters must learn before they can learn to cast any spells. This feat allows the character to have a basic understanding of how to cast spells from **one** spell list. If the character wants to cast spells from a different spell list they must take this feat again and then start over in their new field.

A Basic Caster has a limited understanding of magic use and can learn to cast a limited number of spells. A Basic Caster is capable of learning 0, 1st and 2nd Level spells from their chosen spell list, however they can only 'Learn' each Spell Level once. This restricts Basic Casters to a spell pyramid of 3xCantrips, 2xLevel-1 and 1xlevel-2 spells.

A Basic Caster may use magical scrolls, wands and other spell trigger items that contain 0th, 1st or 2nd level spells from their chosen spell list. Basic Casters cannot use spell trigger items that contain higher level spells automatically, however, they do have a chance to use them. Basic Casters are treated as if they had Use Magical Device 5 (+Caster Level) to use spell trigger items that contain higher level spells from their chosen spell list.

Each Spell List has different restrictions and prerequisites

Cleric
Prerequisite: Knowledge (Religion) 3 (see note 1)
Restriction: Can only use Simple Weapons

Druid
Prerequisite: Knowledge (Nature) 3 (see note 1)
Restriction: Can only wear 'Natural' Armour and use Wooden Shields.

Adept
Prerequisite: Knowledge (xxx) 3 (see notes 1&2)
Restriction: Can only wear Light Armour and use Light Shields

Arcane
Prerequisite: Spellcraft 3 (see note 1)
Restriction: Subject to Arcane Spell Failure Chance when wearing Armour

Spontaneous
Prerequisite: Spontaneous Caster Background (see note 3)
Restriction: Can only wear Light Armour and use Light Shields

Note 1 - This is the total skill bonus including ability and other bonuses.

Note 2 – Adepts from the Church of a Thousand Gods must study Knowledge (Religion), Adepts of The Order of the Way need to know Knowledge (Geography), while Adepts of The Ancestors must learn Knowledge Knowledge (History).

Note 3 – See the Background section in the Initial Character Creation section.

Many low level NPC casters and PCs who only wish to dabble in magic do not progress beyond Basic Caster.

Feat: Professional Caster (Spell List) – Cost 4dp

A Professional Caster has a good understanding of magic use and can learn to cast a large number of spells.

A Professional Caster is capable of learning all of the spells on their chosen spell list, and can only 'Learn' each Spell Level more that once. This allows professional Casters to a develop a spell pyramid that allows them to cast spells of the highest level available on their spell list

A Professional Caster may use magical scrolls, wands and other spell trigger items that contain any spell n their chosen spell list, whether they have learned it or not.

A Full Caster gains the ability to use magical items as described in the Using Items section on page 175 of the 3.0e DMG (or the appropriate page in the 3.5e DMG)

Each Spell List has different restrictions and prerequisites

Cleric
Prerequisite: Knowledge (Religion) 5 (see note 1)
Prerequisite: Basic Caster (Cleric)
Restriction: Can only use Simple Weapons

Druid
Prerequisite: Knowledge (Nature) 5 (see note 1)

Prerequisite: Basic Caster (Druid)
Restriction: Can only wear 'Natural' Armour and use Wooden Shields.

Adept
Prerequisite: Knowledge (xxx) 5 (see notes 1&2)
Prerequisite: Basic Caster (Adept)
Restriction: Can only wear Light Armour and use Light Shields

Arcane
Prerequisite: Spellcraft 5 (see note 1)
Prerequisite: Basic Caster (Arcane)
Restriction: Subject to Arcane Spell Failure Chance when wearing Armour

Spontaneous
Prerequisite: Spontaneous Caster Small Feat (see note 3)
Prerequisite: Basic Caster (Spontaneous)
Restriction: Can only wear Light Armour and use Light Shields

Note 1 - This is the total skill bonus including ability and all other bonuses.

Note 2 – Adepts from the Church of a Thousand Gods must study Knowledge (Religion), Adepts of The Order of the Way need to know Knowledge (Geography), while Adepts of The Ancestors must learn Knowledge Knowledge (History).

Note 3 – See the Background Traits section in the Initial Character Creation section.

No serious spell caster would think of starting an adventuring life without the Professional Caster feat.

Understanding Spell Levels

Once the character understands how their chosen type of magic works, then the serious work can start. There are a number of different ways to categorise spells, but Spell Level groups spells together according to the power of the spell. Spells with the least powerful effects are classed as cantrips (or 0 level spells) while the other spells are grouped together according to the power of their effect to give spells of levels 1-9. Each Spell Level must be studied individually, and even then the student will only gain a limited understanding of that spell level – just enough understanding to learn to cast three spells. However (assuming they are a Professional Caster) they will be able to learn the same level more than once, and gain the ability to learn another three spells. This is important to professional casters as they will have to relearn the lower spell levels many times as they can progress to the highest level spells. (see the section on the Spell Casting Pyramid)

Feat: Understand Spell Level (Spell List) - Cost 4DP

You understand how the spells at this level work Once you have learned this feat, you may learn a limited number of spells at this level from a designated Spell List. If you have access to more than one spell list, you must choose which spell list this feat applies to when you take it. It cannot be changed later.

You must also specify which Spell Level you wish to Understand, but you must learn to understand spell levels in order. You must *Understand Spell Level 0* before you can *Understand Spell Level 1* and you must *Understand Spell Level 1* before you can *Understand Spell Level 2* – and so on.

This feat may be taken once per level. Each time you take this feat you understand magic better and your Potential Caster Level increases by one. However see the Caster Level section for full details.

Divine Casters (Cleric, Druid or Adept)
Effect: May learn *Cast Spell* three times at the level specified.
Prerequisite: Basic Caster (Cleric, Druid or Adept)

Arcane Casters
Effect: May learn *Cast Spell* three times and *Transcribe Spell* six times at the level specified.
Prerequisite: Basic Caster (Arcane)

Spontaneous Casters
Effect: May learn *Cast Spell* three times and learn *Learn Spell* twice at the level specified.
Prerequisite: Basic Caster (Spontaneous)

Great Feat: Understand Extra Spell Level (Spell List) - Cost 8DP

This great feat allows you to "Understand Spell Level" a second spell level at a given level. It is primarily intended to give access to level one spells at character level 1 although, if you have spare development points, it could be used to get extra castings later in your career. It works in exactly the same way as Understand Spell level, except you can take it more than once per level.

Divine Casters (Cleric, Druid or Adept)
Effect: May learn *Cast Spell* three times at the level specified.
Prerequisite: Basic Caster (Cleric, Druid or Adept)

Arcane Casters
Effect: May learn *Cast Spell* three times and *Transcribe Spell* six times at the level specified.
Perequisite: Basic Caster (Arcane)

Spontaneous Casters
Effect: May learn *Cast Spell* three times and learn *Learn Spell* twice at the level specified.
Prerequisite: Basic Caster (Spontaneous)

Gathering Spells to Cast

Once you understand how a spell level works, you can start collecting spells to cast. These are the spells that Arcane casters keep in their spell books, ***Spontaneous*** casters keep in their heads, and Divine Casters know through ritual. This part of the Spell casting Feat Tree is very different for each type of caster.

Divine Casters – Divine casters do not have to collect their spells, they learn the rituals and liturgy associated with each of their spells automatically as they learn to Understand the Spell Level. They have access to all the spells listed for every spell level they have learned.

Arcane Casters - Must transcribe spells into their spell book. They don't get these automatically, they must physically find a copy of the spell and copy it into their own spell book. However, once it has been copied into their personal spell book, they will have access to that spell for the rest of their career (unless they lose the spell book!).

Small Feat: Transcribe Spell – (cost 2dp)

Effect: Transcribe one specified Spell into your spell book.
Prerequisite: Basic Caster (Arcane); Understand Spell Level, Spare Transcription Slot at that level
Note: There is no Spell Pyramid requirement for transcribing spells - so long as you have a slot available at the appropriate level you can transcribe the spell.

Spontaneous Casters – Must learn spells thoroughly before they can cast them. Unlike Divine casters who have their prayers to fall back on, and divine casters who have they spell books to read – Spontaneous Casters must be able to remember all aspects of the spell they wish to cast. Consequently it is harder to learn spells and they do not have as many spells to choose from.

Feat: Learn Spell – (cost 4dp)

Effect: You commit one specified spell to memory.
Prerequisite: Basic Caster (Spontaneous); Understand Spell Level, Spare Learning Slot at that level

Note: There is no Spell Pyramid requirement for learning spells - so long as you have a slot available at the appropriate level you can learn the spell.

Casting Spells

Now you have studied the basics of your spell list, understood how a spell level works and collected one (or more) spells – you are ready to start casting. Each time you take this small feat, you must specify which level spell you want to be able to cast; you can only cast spells from your selected spell list, at levels that you understand. While you may learn this small feat as many times as you like there are restrictions. You must have a spare casting slot, of the correct level, available and you must abide by the Spell Casting Pyramid rules.

Small Feat: Cast Spell – (cost 2dp)

Effect: Once per day, you may cast a spell, of the correct, level that you have prepared or learned.
Prerequisite: Basic Caster (Any); Spare Casting Slot at that level; Spell Casting Pyramid rules.

The Magic Rules

In most D20 systems the number of spells a character can cast, their caster level and even the way they get bonuses are determined by the caster's Class lever – rather than their Character Level. In Classless, we don't have levels, so we have had to formulate rules that will manage these issues. They don't produce exactly the same outcomes as the D20 rules - but they keep magic use to comparable levels.

Spell Casting Pyramid.

In Most D20 games the number of spells a character can cast is fixed according to Caster Class level. In Classless you can choose your own speed of development. However, to try and keep Classless characters compatible with other D20 games, we have introduced the Spell Casting Pyramid as a way of managing magical progression. You are still free to go as fast, or as slow, as you like - just so long as you follow the Spell Casting Pyramid rules.

You must maintain a Spell Casting Pyramid where you have more spell casting slots available at lower levels than you do at higher levels. Note: In the *Good* example the caster must have Learned Spell Levels 0 and 1 twice, or else they would be restricted to casting a maximum of three spells at those levels (Which would not maintain the Pyramid).

Good		Bad		Bad	
Spell Level	Castings	Spell Level	Castings	Spell Level	Castings
0	5	0	3	0	1
1	4	1	3	1	2
2	3	2	2	2	2
3	2	3	2	3	3
4	1	4	1	4	3

Caster Level

Many spells become more effective the better you are at casting magic and this is controlled by Caster Level. In a traditional class based game, this is equal to the number of levels that you have in the relevant magic using class. In Classless we don't have class levels so we have to calculate this differently. Your Caster Level in Classless reflects three things: How much effort you have put into to magic; How long you have been using spells; and your aptitude.

Potential Caster Level, represents the best you will ever be able to cast spells, given your aptitude and the learning you have done so far. It is calculated by adding the number of times you have learned the Feat "Learn Spell Level" to your Primary Caster Ability Bonus. Primary Caster ability is Wis for Divine casters, Int for Arcane casters and Cha for Spontaneous casters.

However, that is the best you will manage (with the learning you have) it doesn't take account of the amount of time you have been using magic. Consequently, your Caster Level can never exceed your character level.

Example: Jack studies at the local chapel and learns to cast spells from the Adept spell list. He is well suited to his studies (Wis:12 = +1) and he studies hard to learn "Learn Spell Level-0" and "Learn Spell Level-1" - So he has a Potential Caster Level of three. However, when Jack goes out adventuring as a Level One character - his *Actual Caster Level* is still CL-1. If he continues adventuring, but decides he wants to concentrate on combat skills, his actual caster level will increase slowly to CL-3 as he gains levels. However, it can never progress beyond CL-3 until he learns another Spell level (Either spell level 0 again or spell level 2)

Bonus Spells

The ability that governs bonus spells depends on what type of spell caster your character is: Intelligence for Arcane Casters; Wisdom for Divine Casters; Charisma for Spontaneous casters. Bonus spells become available as soon as your characters Understands the appropriate spell level.

In Classless, each bonus spell becomes a free 'Cast Spell' small feat of the appropriate level. Bonus spells count towards the three spells you can learn when you 'Learn a Spell level' and count towards your Spell Casting Pyramid.

To save you looking back to the beginning, we have included the bonus spell table here as well.

Score	Modifier	Bonus Spells (by Spell Level)									
		0th	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	-5	Can't cast spells tied to this ability									
2-3	-4	Can't cast spells tied to this ability									
4-5	-3	Can't cast spells tied to this ability									
6-7	-2	Can't cast spells tied to this ability									
8-9	-1	Can't cast spells tied to this ability									
10-11	0	1	—	—	—	—	—	—	—	—	—
12-13	+1	1	1	—	—	—	—	—	—	—	—
14-15	+2	1	1	1	—	—	—	—	—	—	—
16-17	+3	1	1	1	1	—	—	—	—	—	—
18-19	+4	2	1	1	1	1	—	—	—	—	—
20-21	+5	2	2	1	1	1	1	—	—	—	—

| 22-23 | +6 | 2 | 2 | 2 | 1 | 1 | 1 | 1 | — | — | — |
| etc. . . | | | | | | | | | | | |

Example Feat Trees for spell casters.

Basic Divine Caster

Main Requirement	Pre reqs (DP)	Cost	/lvl	Notes
Basic Caster	Know (xxx) 3 (3)	7		Level 1
Understand L0 spells		4		Level 1
Cast Spell L0		2		Level 1
Cast Spell L0		2		Level 1
Cast Spell L0		2	15	Level 1
Understand L1 spells		4		Level 2
Cast Spell L1		2		Level 2
Cast Spell L1		2	8	Level 2
Understand L2 spells		4		Level 3
Cast Spell L2		2	6	Level 3
Total			29	

Spell Casting = 3xCantrip, 2xL1, 1xL2

Basic Arcane Caster

Main Requirement	up to L2 spells			
	Pre reqs (DP)	Cost	/lvl	Notes
Basic Caster	SpellCraft 3 (3)	7		Level 1
Understand L0 spells		4		Level 1
Transcribe Spell L0		2		Level 1
Transcribe Spell L0		2		Level 1
Transcribe Spell L0		2		Level 1
Transcribe Spell L0		2		Level 1
Cast Spell L0		2		Level 1
Cast Spell L0		2		Level 1
Cast Spell L0		2	25	Level 1
Understand L1 spells		4		Level 2
Transcribe Spell L1		2		Level 2
Transcribe Spell L1		2		Level 2
Transcribe Spell L1		2		Level 2
Cast Spell L1		2		Level 2
Cast Spell L1		2	14	Level 2
Understand L2 spells		4		Level 3
Transcribe Spell L2		2		Level 3
Transcribe Spell L2		2		Level 3
Cast Spell L2		2	10	Level 3
			49	

Spell Book = 4xCantrip, 3xL1 and 2xL2

Spell Casting = 3xCantrip, 2xL1 and 1xL2

Basic Spontaneous Caster

| Main Requirement | up to L2 spells | Cost | /lvl | Notes |
	Pre reqs (DP)			
Basic caster (4)	Background	4		Level 1
Understand L0 spells		4		Level 1
Learn L0		4		Level 1
Learn L0		4		Level 1
Cast Spell L0		2		Level 1
Cast Spell L0		2		Level 1
Cast Spell L0		2	25	Level 1
Understand L1 spells		4		Level 2
Learn L1		4		Level 2
Cast Spell L1		2		Level 2
Cast Spell L1		2	12	Level 2
Understand L2 spells		4		Level 3
Learn L2		2		Level 3
Cast Spell L2		2	8	Level 3
			42	

Learned Spells = 2xCantrip, 1xL1 and 1xL2

Spell Casting = 3xCantrip, 2xL1, 1xL2

Professional Arcane Caster L1

A professional caster might want to spend more points to get better spells earlier in their career. It takes a lot of DP - but it is the nearest equivalent to a traditional magic user. In this example the character has 1st level spells at first level. Similar Feat Trees can be created for Divine and Spontaneous casters who want to progress more quickly. Note that the character has 45dp to spend this level (plus any bonus points).

Main Requirement	At first level Pre reqs (DP)	Cost	/lvl	Notes
Basic Caster	Spellcraft 3 (3)	7		Level 1
Understand L0 spells		4		
Transcribe Spell L0		2		
Transcribe Spell L0		2		
Transcribe Spell L0		2		
Transcribe Spell L0		2		
Cast Spell L0		2		
Cast Spell L0		2		
Cast Spell L0		2		
Understand Extra Spell Level (1)		8		Accelerated learning
Transcribe Spell L1		2		
Transcribe Spell L1		2		
Cast Spell L1		2	39	
Total			39	

Spell Book = 4xCantrip; 2xL1

Spell Casting = 3xCantrip; 1xL1

This is shown as costing 39dp – however high intelligence and an appropriate back-story could reduce that to 32dp – which would leave 13+dp for developing other aspects of the character.

Professional Arcane Caster L2

As the Professional Arcane Caster develop into second level they learn more spells and prepare for the future. Note that the character has 30dp to spend this level (plus any bonus points).

Main Requirement	At second level Pre reqs (DP)	Cost	/lvl	Notes
Prior Learning			39	Level 1
Transcribe Spell L1		2		Level 2
Transcribe Spell L1		2		
Cast Spell L1		2		Maintain Spell Pyramid
Understand L2 spells		4		
Transcribe Spell L2		2		
Transcribe Spell L2		2		
Cast Spell L2		2		
Professional Caster	Spellcraft 5 (2)	6	22	Prepares for future learning
Total			61	

Spell Book = 4xCantrip; 4xL1 ; 2xL2

Spell Casting = 3xCantrip; 2xL1 ; 1xL2

Note that the caster has maintained their spell pyramid, and then prepared for the next stage of their development by taking the professional caster feat.

The 61dp cost could be reduced to 52dp for an intelligent caster with a decent back-story. This leaves a total of 23dp (or more) to develop other aspects of the character.

Professional Arcane Caster L3

As the Professional Arcane Caster develop gets to third level progress starts to slow as the number of Development Points gain at each new level tail off. Note that the character has 15dp to spend this level (plus any bonus points).

Main Requirement	Pre reqs (DP)	Cost	/lvl	Notes
Prior Learning			39	Level 1
Prior Learning			22	Level 2
Understand L0 spells		4		Allows 3 extra cantrips
Cast Spell L0		2		Level 3
Cast Spell L1		2		
Cast Spell L2		2	10	
Total			71	

Spell Book = 4xCantrip; 4xL1; 2xL2

Spell Casting = 4xCantrip; 3xL1; 2xL2

The character is setting up the spell pyramid that will allow them to learn 3rd level spells at the next level (L4). However, by learning new spell levels this quickly the character is not adding new spells to their book, so they only have a limited number of spells to choose from. Nor are they leaving themselves a lot of points to develop other areas, apart from their magic.

Professional Arcane Caster L4

At fourth level, an Arcane caster using this feat tree would be able to cast 3rd level spells. However, that will be at the expense of other developments. A slower advancement, that more closely mirrors traditional spell casting development might give a more rounded character.

Main Requirement	Pre reqs (DP)	Cost	/lvl	Notes
Prior Learning			39	Level 1
Prior Learning			22	Level 2
Prior learning		4	10	Level 3
Understand L3 spells		4		
Transcribe Spell L3		2		
Cast Spell L3		2	8	
Total			79	

Spell Book = 4xCantrip; 4xL1; 2xL2; 1xL3

How Do I Build?

Basics

There are a few things that you should bear In mind when you create and progress your character

1. You need to make the expensive 'purchases' at the start of your career. Although you can take any skills and feats you like – to buy into a feat-chain can be expensive. If you suddenly choose to take up magic at level 6, it **will** take you a long time to progress – unless you have saved DP into your development pool. The flexibility of the classless systems does away with the 'quick win' of dipping into a class for a level or two of multi-classing.

2. You need to think about feats you want to take each level. For Example, specialist melee fighters probably need to improve their BAB and HP every single round if they want to stay competitive. Spell Casters need to budget for extra spell slots every level.

3. Look at your weapons choices carefully. The Classless Weapons Tables includes a new category called Basic Weapons. Anyone can learn to use those weapons for free. Magic users might never need to spend any DP on weapon skills every again ….

A traditional D&D Rogue

Traditionally rogues are nimble in combat, they rely on their speed and dexterity in both attack and defence. They understand traps and lock and are stealthy. A skill set that can work for all sorts of nefarious characters, scouts or spies.

There are three traditional sets of class skills that support the Rogue. Evasive Skills, Trap Skills and Sneak Attack. In Classless these are organised into a series of Feat Chains, where you have to start with the first one and work through them progressively meeting all the prerequisites. Some of these rely on dexterity and nimbleness; therefore using these feats is restricted to characters who are nimble, and able to move freely.

Characters who want to take these skills must have a Dexterity of at least 12 (although some feats require a higher Dex) and the character must be wearing Light or No Armours. If the character's dex drops below the minimum, or they are wearing the wrong sort of armour, the ability just doesn't function.

Evasive Feats

Min Dex 13 (because of that is the existing minimum for Dodge)

1. Dodge - Feat
2. Uncanny Dodge - Feat
3. Improved Uncanny Dodge - Feat
4. Evasion - Feat

Trap Feats

There are no restrictions on Trap related feats.

1. Trap Finding – Great Feat
2. Trap Sense – Recurring Feat

Sneak Attack Feats

Attacking with precision needs knowledge - but you also need to use your weapon precisely and with accuracy, and that is not something you can do in heavy armour. Min Dex 12 (because that is the minimum score for an ability bonus)

1. Sneak Attack +1d3   - Great Feat
2. Improved Sneak Attack – Recurring Feat

Charlatan – 36 D-pts

You never got much of a formal apprenticeship; instead you hung around with some questionable characters. If it wasn't for a bit of good luck you would probably be behind bars by now.

- Small Feat: Save Well – Reflex +1
- Feat: Toughness - HP +3
- Feat: Skill Focus: Stealth +3
- Feat: Skill Focus: Bluff +3
- Feat: Skill Focus: Pick Pockets +3
- Feat: Skill Focus: Disable Device +3
- Feat: Skill Focus: Appraise +3
- Feat: Skill Focus: Climb +3
- Skill: Stealth +1
- Skill: Bluff +1
- Skill: Pick Pockets +1
- Skill: Disable Device +1
- Skill: Appraise +1
- Skill: Climb +1

A Traditional Wizard.

The first level development path for a dedicated arcane caster (Which is closest to a traditional Wizard) might well be :-

Apprentice

Feat: Skill Focus: Knowledge Spellcraft) +3

Skill: Knowledge (Spellcraft) +1

Small Feat: Save Well – Will +1

This assumes that the student has int 12 (or more) and gains a bonus to Spell Craft OR has spent the their 'child hood' point to help achieve Spell Craft-5

Senior Apprentice

Great Feat: Understand Arcane Spells

Feat: Learn 0-Level spells (Arcane)

Small Feat: Transcribe 0-level spell

(Small Feat: Transcribe 0-level spell)

(Small Feat: Transcribe 0-level spell)

(Small Feat: Transcribe 0-level spell)

(Small Feat: Transcribe 0-level spell)

(Small Feat: Transcribe 0-level spell)

Small Feat: Cast 0-level spell

(Small Feat: Cast 0-level spell)

(Small Feat: Cast 0-level spell)

You don't need to learn everything in this section to cast spells. However, learning all of these will get you closest to the profile of a traditional Magic User / Wizard.

Junior Wizard

Feat: Learn Extra Arcane Spell Level (*)

Feat: Learn 1-Level spells (Arcane)

Small Feat: Transcribe 1-level spell
Small Feat: Cast 1-level spell

Special
Feat: Scribe Scrolls
Great Feat: Summon Familiar

Clerics

For less than 60 dp you can, more or less, duplicate a traditional D&D cleric, although it still needs Turn Undead sorted out.

Acolyte
Feat: Skill Focus: Knowledge (Religion) +3
Skill: Knowledge (Religion) +1
Small Feat: Save Well – Will +1

Junior Chaplain
Great Feat: Understand Divine Spells (Cleric)
Feat: Learn 0-Level spells (Cleric)
Small Feat: Cast 0-level spell
Small Feat: Cast 0-level spell
Small Feat: Cast 0-level spell

Senior Chaplain
Feat: Learn Extra Divine Spell Level (*)
Feat: Learn 1-Level spells (Cleric)
Small Feat: Cast 1-level spell

Military Skills
Bludgeoning Weapons
Light Armour
Medium Armour
Shields

Adept – 33 D-pts

You trained at the House of the Small Gods and learned the secrets of the Stone Idol – now you know how to cast spells.
- o   Small Feat: Save Well – Will +1
- o   Great Feat: Understand Divine Spells (Adept)
- o   Feat: Learn 0-Level spells
- o   Feat: Cast 0-level spell
- o   Feat: Cast 0-level spell
- o   Feat: Cast 0-level spell
- o   Feat: Skill Focus: Knowledge (Religion) +3
- o   Skill: Knowledge (Religion) +1

An introductory level divine caster – with enough points left over to turn the character into a reasonable sneak or fighter.

Fighters

Militia Man – 11 D-pts

Whoever was in charge of your apprenticeship encouraged you to be socially responsible and join the local militia.
- o Feat: Light Armour
- o Feat: Simple Weapons
- o Small Feat: Light Shield
- o Skill: Profession (Soldier) +1

Soldier – 39 D-pts

You trained to join the army, but after your initial service decided to go on your own
- o Feat: Fighting- BAB+1
- o Small Feat: Save Well – Fort +1
- o Feat: Toughness - HP +3
- o Feat: Extra Tough – HP+2
- o Feat: Light Armour
- o Feat: Medium Armour
- o Feat: Shields
- o Feat: Simple Weapons
- o Feat: Martial weapons
- o Feat: Skill Focus: Profession (Soldier) +3
- o Skill: Profession(Soldier) +1

Notes:

Building NPCs

Everything is based around the number of "Points" used to create the character. At first level, Player Characters (15pt build) get 4x15 development point to build their character. At second level they get 2x15 development points, after that they get 1x15 development points

Treat commoners/workers/peasant NPCs as 5 point characters. They get 4x5 DP at first level, 2x5 dp at second level and 5dp per level after that. That allows you to treat 'off the cuff' NPC commoners as +0 bonus on all skills etc.. They are also restricted to Level 5 advancement.

Local or National Leader NPCs become 10 point characters with 40(4x10), 20(2x10) and 10(1x10) dp at first, second and subsequent levels. They are restricted to level 10.

NPCs that you want as competition for the party, use 15 point builds for. However, you probably ought to restrict them to level 15 - leaving higher levels for PCs alone.

FULL INDEX

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