

2 Characters

In **Tales of the Iron League**, each creature in the world of Uroth has a unique identity that becomes important when the players interact with it. Its description may include statistics that describe how it acts (or reacts) in combat, details of its personality, or important information that it might reveal should there be a negotiation. If that creature figures in your campaign, the **game moderator (GM)** or another player will step into its shoes and breathe life into it so that other denizens of the world can interact with it.

Sometimes that creature will be a hostile and unintelligent monster, but other beings may have complex personalities, including unique desires, abilities, motivations, and ideas. In this game we call such beings **characters**.

Characters can be divided into two groups:

- Characters controlled by the GM are called **non-player characters**, or **NPCs**. The GM prepares the notes and information needed to describe each NPC. Players learn details of that information over time as they interact with the NPC.
- Characters controlled by the rest of the players are called **player characters**, or **PCs**. Each player usually controls a single player character, which serves as their physical manifestation in this imaginative world of interactive roleplay. The PCs work together to explore the world presented by the GM, confront challenges, encounter risks, and seek out adventure and glory.

Each player needs a character to use in the game. In a convention setting, PCs are often generated in advance by the GM and handed out to the other players. The players then familiarize themselves with their assigned character and the game begins.

In a more informal setting, like a group of friends gathered around a dining room table, players may prefer to make their own characters. When a player creates a PC, they get to decide what sort of character to play, their strengths and weaknesses, and what amazing and adventurous abilities they contribute to the group.

This chapter describes the types of characters you can create in **Tales of the Iron League**, what each type can do, and how to go about building your own PC.

Creating a Character: An Overview

To get started you will need a pencil and paper, a **character sheet**, a set of **polyhedral dice**, and a little bit of spare time. You can create most characters in less than a half-hour, and with a little practice it can go more quickly than that. Character sheets for each class are included at the end of this chapter.

Use this checklist to create your character. Each step is described in further detail later in this chapter.

1. Select a **character class** based on the type of character you want to create and get a copy of the appropriate character sheet.
2. Decide on a name for your character. Write both your name and the character's name on the sheet.
3. Write down your character's level and experience points. Most characters start at level 1 and have no starting experience. If you are unsure, ask your GM.
4. Generate your character's **ability scores** and write them down.
5. Choose your character's **subclass** (if any) and write it down, along with any associated skills and special abilities.
6. Assign your character's **languages** and their fluency with each one.
7. Determine your character's **hit points** and write them on the character sheet.
8. Determine your character's **surges** and write them on the character sheet.
9. Allocate your character's **custom points** and add the new information to the character sheet.

10. Determine your character's starting money and equipment. Use their money to buy additional equipment, if desired.
11. If the character is a **Magic-user** or **Elf**, choose the spells in the character's spellbook. Write down spell attack bonuses.
12. Write down your character's **defenses**.
13. Write down your character's weapon attack information, including combat attack bonus and relevant attack information for each weapon.
14. Write down your character's **alignment, movement rate, initiative, fatigue limit, and recovery**.
15. Think about what your character looks like and acts like. It may be helpful to draw a picture or make notes to yourself.
16. Get ready to play!

Choosing a Class

The first and most important decision to make is which of the seven base character classes to choose, because this decision determines what your character can and cannot do. Start by thinking about what kind of character would be fun for you to play.

Do you want your character to slay horrible monsters with a sword, or hold a whole band of bandits at bay with their skill at arms? Will they learn the secrets of arcane magic, and cast potent spells to blast foes from afar, plunge a brightly lit room into darkness, or create illusions to dupe the unwary? Maybe you'd like them to slip unnoticed into a busy monastery, creep past guards into a treasure chamber, locate and disable lethal traps protecting a jeweled scepter, and sneak back out again with their ill-gotten gains. Or do you have something else in mind?

There are detailed descriptions of each class later in this chapter. For now, you should think about the following:

- **Clerics** are humans whose faith in a deity allows them to perform miracles of a divine nature.
- **Dwarves** are short and sturdy humanoids who fight as comfortably in pitch darkness underground as they do in bright daylight.
- **Elves** are humanoids of an ancient and magical culture. They can both fight with weapons and wield the powerful arcane spells of wizards.
- **Fighters** are humans who are the best wielders of weapons and slayers of monsters. They can absorb the most punishment and still fight on.
- **Halflings** are small and surefooted humanoids who are stealthy and nimble, but they can also be hardy warriors when the need arises.
- **Magic-users** are humans who specialize in casting mighty magical spells of offense, defense, and general utility.
- **Thieves** are very sneaky humans who get by using wits, skill, and the occasional surprise dagger in the back.

Each class has its own character sheet at the end of this chapter, which already contains some class-specific information. Make as many copies as you need. For the rest of the character creation process, you will write down additional information to refer to as you play.

Ability Scores

Characters in **Tales of the Iron League** have various attributes and characteristics. These attributes are built upon a foundation of six fundamental numbers called **ability scores**. You must generate these scores for your character, because all the things they can do, including their strengths and weaknesses, are shaped by these foundational scores.

The six ability scores are **Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma**. Each score's value is a number from 3 to 18. Lower numbers represent lesser ability or reduced performance, and higher numbers represent above-average ability.

An average person's ability scores are generated by rolling three 6-sided dice (3d6) and adding the resulting numbers together. A typical sample of ordinary peoples' scores would form a bell curve: very few people have a 3, very few people have an 18, and most are piled up around the average scores of 10 or 11 in the middle.

Of course, adventurers are generally not average people, and their scores tend to be higher. The different methods for generating starting ability scores for player characters are described below.

There are two ways that ability scores influence a character's success or failure at performing tasks:

- **Ability scores:** Sometimes the ability score itself serves as the target number. In this case, a lower roll is always better than a higher one.
- **Ability modifiers:** Sometimes an ability score only marginally influences success or failure. In this case, scores provide bonuses or penalties to a die roll or other statistic according to the table below.

IMPORTANT: Either the ability score *or* the modifier applies to any given action. Use one or the other, but *never* both. The rules will clearly indicate which one applies.

Ability Score	Ability Modifier
24 or higher	+6
21-23	+5
19-20	+4
18	+3
16-17	+2
13-15	+1
9-12	No modifier
6-8	-1
4-5	-2
3	-3
2 or lower	-4

Note: This table includes ability scores outside the typical range of 3 to 18. There are exceptional circumstances in which scores can be higher or lower than is ordinarily possible, but those circumstances generally do not arise until well after character generation. Character ability scores can never be permanently raised higher than 20, although items and effects may temporarily increase scores beyond that point.

Strength

Strength is a measure of physical might. It is an abstract measurement of the many ways that the body can exert itself against obstacles in the physical world. A character with a high Strength can lift heavy weights above their head, swing a sword or thrust a spear with great force, or leap across wide chasms.

Having a high Strength does not guarantee that they will master combat, because skill and training are also important, but characters who want to excel at hand-to-hand melee combat will find having a better-than-average Strength very useful.

You decide why your character has the scores they have. Do they have a Strength of 15 because they stand a head taller than everybody else around them, and have shoulder muscles developed over years of carrying a water-bearer's yoke? Do they have a Strength of 7 because they sustained an injury in childhood that made their legs very weak? An important part of character creation is using your imagination to create a story that helps explain who your character is.

The Strength score is used to determine success for Strength-based skills, as described in Chapter 3, and to determine how much gear your character can carry without becoming overloaded, which is described in Chapter 5. Additionally, the Strength modifier affects the following:

- The **Toughness** defense – a strong character is more robust.
- The chance to hit with a melee weapon – a strong character can strike with greater accuracy.
- The damage inflicted when a melee weapon attack hits its target – a strong character inflicts punishing blows.

Dexterity

Dexterity combines the effects of hand-eye coordination and agility. A character with high Dexterity might be described as spry, nimble, or speedy. A character with low Dexterity might be called clumsy, awkward, or possibly shaky.

Characters that rely upon their quickness and physical grace benefit most from high Dexterity, particularly Thieves and Halflings. However, anyone who routinely enters melee combat will be grateful for the agility to duck a blow, and characters who might throw a spear would benefit from having a keen eye.

A character may have high Dexterity from years of juggling daggers at a circus, or from training as a dancer or acrobat. A character may suffer from low Dexterity because their sedentary life has left them inexperienced with bodily control, or because a long illness has made their hands unsteady. It is up to you to decide why your character is the way they are.

The Dexterity score is used to determine success for Dexterity-based skills, as described in Chapter 3. Additionally, the Dexterity modifier affects the following:

- The **Dodge** defense – a nimble character can get out of the way easier. It also modifies a character's **Armor Class** defense – sometimes the most effective armor is avoiding the blow.
- The chance to hit with a missile weapon – a character with an archer's eye can hit the mark more reliably.
- The **initiative** bonus, which is described in Chapter 7. A character with quick reactions can act before slower characters.

Constitution

A character's Constitution score represents their hardiness, endurance, and intestinal fortitude. A character with a high Constitution may not be the strongest person, but they can stand up to a lot of punishment. They can continue plodding through the deep desert with the merciless sun beating down. They can drain the fourth tankard of grog in a drinking competition and woozily reach for the fifth. After being knocked to the ground in a bar fight, they can rub their jaw and then pick themselves back up again.

All adventurers will face dangers that challenge their toughness and physical courage. Although Dwarves are famous for their stony resolve and endurance, all members of the Iron League can benefit from a good Constitution score.

The Constitution score determines a character's ability to stand up to **trauma** without falling unconscious (see Chapter 7). Additionally, the Constitution modifier affects the following:

- The **Toughness** defense – a character with stout Constitution can shrug off pain and sickness.
- The number of **hit points (hp)** a character receives at each level, including the first – a character with plenty of endurance can soldier on under even extreme physical punishment.
- The **fatigue limit** – a hardy character can continue adventuring or fighting for a long time without tiring.
- **Recovery** – a hale and hearty character can shrug off the ongoing harm caused by poison, disease, and other **conditions**.

IMPORTANT: If a change to a character's Constitution score affects their hit points, it retroactively applies to all previous levels. For instance, a 5th-level character whose Constitution increases from 12 to 13 gains a +1 Constitution modifier, so they immediately add 5 to their maximum hp.

Intelligence

Intelligence encompasses the many ways to think about a person being smart. It comprises memory and recall, creativity, analytical quickness and power, and the ability to think outside the box.

A character with a high Intelligence might be an educated scholar who has read every book in the library or a street-smart urchin who has learned to survive by their wits in the most dangerous slums in town. A character with a low Intelligence might be an unsophisticated farmer who has never been given the opportunity to better their mind or a boorish aristocrat who has always let their family's money do the thinking for them.

Magic-users in particular benefit from a high Intelligence because practicing Arcane magic requires great mental vigor and agility. Likewise, Elves and Thieves do their jobs best when their minds are sharp.

The Intelligence score is used to determine success for Intelligence-based skills, as described in Chapter 3. Additionally, the Intelligence modifier affects the following:

- The **Poise** defense – a character with sharp mental acuity can find ways to throw off the negative effects of psychological influence.
- The number of 1st level spells a Magic-user or Elf receives in their starting spellbook.
- The number of additional 1st level spells a Magic-user or Elf can cast every day.
- The **spell attack bonus** for Arcane spellcasters, including Magic-users and Elves.
- The degree of starting proficiency in languages. A positive modifier gives the character an increased understanding of languages beyond their native tongue; for each positive bonus, choose one new starting language at the smattering level of proficiency. A negative modifier imposes a cap on the character's understanding of their known languages. A -1 penalty limits the character to working proficiency with the language, a -2 penalty limits them to halting proficiency, and a -3 penalty leaves them with no more than a smattering. See Chapter 3 for language rules.

Wisdom

Wisdom determines a character's powers of perception and perspicacity, discernment, and empathy. Characters with low Wisdom may show poor judgment or simply be oblivious to what goes on around them because they focus only on the things that interest them. Those with high Wisdom may be shrewd judges of character or detectives with an amazing ability to collect subtle clues from the background.

Clerics in particular benefit from a high Wisdom score because it enhances their ability to cast Divine spells. Those who search for hidden mechanisms or track a monster across an open field may also want a higher Wisdom.

The Wisdom score is used to determine success for Wisdom-based skills, as described in Chapter 3. Additionally, the Wisdom modifier affects the following:

- The **Dodge** defense – a character with their head on a swivel can see danger coming and get out of the way.
- The number of additional 1st level spells a Cleric can cast every day.
- The **spell attack bonus** for Divine spellcasters, including Clerics.

Charisma

Charisma represents a character's force of personality and willpower, as well as their ability to appeal to others. A highly charismatic character may be persuasive or domineering; they may show strong leadership qualities, or they may be a gifted performer. A character with a low Charisma score may be obnoxious or have a very bland

personality, they may be a meek pushover who is constantly bullied by others, or they may be an annoying oaf who is outcast by society.

The characters who benefit most from a high Charisma include those who want to talk their way out of problematic situations, whether by intimidation, trickery, or diplomacy. Force of will is also an important factor in using a holy symbol to employ the Turn Undead skill; see Chapter 3.

The Charisma score is used to determine success for Charisma-based skills, as described in Chapter 3. Additionally, the Charisma modifier affects the following:

- The **Poise** defense – a character with a strong force of personality can throw off attempts to suborn their free will.
- The **morale** checks made by hirelings under the character’s command; see Chapter 7.

IMPORTANT: A character’s Charisma score is not an indicator of how physically attractive they are, and it has no bearing on their appearance. You can create a character that looks exactly the way you imagine them.

Generating Ability Scores

To generate a character’s starting ability scores, you must decide: do you want to customize your character with the exact strengths and weaknesses you have in mind, or are you willing to accept some degree of randomness? There are two methods of generating ability scores: **point buy** and **rolled scores**.

Point buy allows you to precisely specify your character’s ability scores, but rolling dice will, on average, produce higher scores.

Point Buy Method

In the point buy method, starting from a slightly above average score of 11 in each attribute you have six points to allocate to ability scores. You can buy additional points by lowering one or more ability scores to raise your character’s score in another.

Each ability score has the following cost:

Score	Point Cost
18	10
17	8
16	7
15	5
14	4
13	3
12	1
11	0
10	-1
9	-2
8	-3
7	-4
6	-5
5	-6
4	-7
3	-8

You may select any six scores provided their total cost doesn’t exceed six points. You can then arrange these scores in any order you like on your character sheet. If you have any points left over, you may use up to three of them to buy additional starting hit points (see later) on a one-for-one basis.

Each of these three arrays of six ability scores adds up to six points; if you're short on time, you can choose one of them:

- 18, 11, 10, 10, 10, 10
- 16, 13, 12, 11, 9, 8
- 15, 13, 12, 12, 12, 6

Rolled Scores Method

It's possible to have very good or very bad luck when rolling ability scores. Accepting the possibility of lower outcomes is part of the risk of using a random determination method, but very low scores can make it less fun to play a character.

To roll ability scores randomly, follow these steps:

- Roll four 6-sided dice (4d6) and ignore the lowest of the four dice. Add together the remaining three and write the sum down on a scratch sheet of paper. Do this a total of six times, so that you have six numbers ranging from 3 to 18.
- If the sum of your six ability scores doesn't add up to 61 or higher, you have the option to roll a new set of six scores. You must reroll all six numbers.
- Reorder these six numbers any way you choose to determine your character's ability scores.

Tabulating Your Ability Scores

Once you have generated your ability scores, record them on your character sheet in the **Base** field associated with that attribute. The **+ Or –** and **Damage** fields are associated with temporary bonuses or penalties to that ability score and injuries that may affect that ability score, respectively; leave these fields blank for now. The **Current** ability score field should be the same as the Base field. Write in the ability score modifier associated with the score.

Character Classes

This section describes how to establish your character's attributes and features. Later chapters go into more detail on how these parameters are used.

Members of the Iron League fall into one of seven basic classes. Classes are a bit like professions; they dictate your character's primary area of expertise, and provide a framework of skills, abilities, strengths, and weaknesses upon which the character is built. Within each class, however, there are choices that must be made to further specialize the character; not all members of a given class are the same.

Members of four of the classes are human. The human species is the most common of the intelligent peoples living on the world of Uroth. Human adventurers are divided into four classes: Fighters, Clerics, Magic-users, and Thieves. However, other civilized species share the world with human beings, and three of these – Elves, Dwarves and Halflings – can become adventurers within the Iron League. Their species is also their class, although there are variations in these classes as well.

Each class and its associated features is detailed below. The character's class features are already listed on the character sheet. Write down the character's subclass and subclass abilities (if any), and their holy orders if you are playing a Cleric or Paladin.

Clerics

Clerics are devotees of a religious belief who take **holy orders**. Dedicated to a single deity, they use their faith to fuel miraculous feats: Clerics can cast magical spells of a Divine nature. However, Clerics also receive substantial training in the art of combat, and they serve their deity's will on Uroth through the projection of both spiritual and physical force. Clerics adventure for the glory of their faith as well as for any personal reasons you may invent.

All Clerics must choose a deity from the thousands that exist in the world of Uroth. Some of the most influential deities are mentioned in Chapter 10, but you should feel free to invent your own. All deities are patrons of something or another, but that patronage has no effect on the Cleric's statistics (although it may have an important impact on roleplay). A deity generally has a name and a descriptor, such as Yuiwe the Singing Tree. Clerics adopt their deity's descriptor as part of their name, so a Cleric of Yuiwe might be called Gelligar of the Singing Tree.

There are major and minor deities. Minor deities are typically aligned to the ethos of **good**, which tends to advocate for the elevation of all and the exclusion of none, or the ethos of **evil**, which advocates for the elevation of self at the expense of the other. Major deities are usually above choosing one ethos or another, but they are served by divine intermediaries who intervene with matters on Uroth, and these servants are always aligned just as the minor deities are – major deities may be served by both good and evil forces.

All Clerics must choose whether they stand on the side of good or evil, and they acquire a corresponding alignment to which they must adhere. Clerics who act inconsistently with their alignment may suffer consequences, such as the withholding of spellcasting abilities. They may need to use an *atonement* spell to return to the good graces of their faith.

Clerics of good alignment use the Angelic language for their rituals and Divine magic. Clerics of evil alignment use either the Daemonic or the Diabolical languages. These rules assume that Cleric PCs are aligned with good. Evil Clerics exist, and the GM may create some as enemies for the adventurers to do battle against, but rules for creating such characters will be reserved for a future supplement.

The most important ability score for a Cleric is Wisdom. Clerics must have a minimum Wisdom score of 9. Wisdom determines bonuses to a Cleric's spellcasting and is also important for turning creatures with the *undead* primary trait. Charisma and Strength may also be important – force of personality and the might to swing a weapon effectively are useful things for Clerics.

The statistics of a starting Cleric, plus their character advancement at higher levels, are found in the table below.

Table 2-1: TOTIL Cleric Class

Level	Hit Points	Combat Attack Bonus	Spell Attack Bonus	Dodge Defense	Toughness Defense	Poise Defense	Spell Points per Level						Surges	XP Needed
							1	2	3	4	5	6		
1	6	+1	+0	6	10	12	1						2	
2	6 + 1d6	+1	+1	6	10	13	2						3	100
3	6 + 2d6	+2	+1	7	11	13	2	1					4	200
4	6 + 3d6	+2	+2	7	11	14	3	2					5	300
5	6 + 4d6	+3	+2	8	12	15	3	2	1				6	500
6	6 + 5d6	+4	+3	8	12	15	3	3	2				7	800
7	6 + 6d6	+4	+3	9	13	16	4	3	2	1			8	1300
8	6 + 7d6	+5	+4	9	13	17	4	3	3	2			9	2100
9	6 + 8d6	+5	+4	10	14	17	4	4	3	2	1		10	3400
10	6 + 9d6	+6	+5	10	14	18	5	4	3	3	2		11	5500
11	6 + 10d6	+7	+5	11	15	19	5	4	4	3	2	1	12	8900
12	6 + 11d6	+7	+6	11	15	19	5	5	4	3	3	2	13	14400

Cleric Abilities

Clerics can wield any *standard* weapon that is permitted by their holy orders. Most Clerics can wear all armor types up to AC 15, as well as shields and light helms, and Holy Warrior Clerics can use any armor. See Chapter 5 for more information on equipment.

Clerics can cast Divine spells (see Chapter 4). Each day at the time prescribed by the Cleric's faith (dawn is typical, but not universal), Clerics pray to their deity for spells. Assuming they are in the good graces of their deity, and if they have received at least eight hours of continuous rest, they are granted the number of spells listed in the table above, plus an additional number of 1st level spells equal to their Wisdom modifier. For example, a 4th-level Cleric with a Wisdom modifier of +2 can cast five 1st level spells and two 2nd level spells per day. When a spell is cast, that spell point is lost for the day, though they may use another slot to cast the same spell again. Once all their spell points have been expended, they cannot cast spells until their next opportunity to pray for spells. They may not regain spells more than once a day.

Clerics can use magic items that have the *cleric* property and Divine scrolls provided they can fluently read the language in which the scroll is written. Clerics may also use all magic versions of armor and weapons their holy orders permit them to use.

All Cleric characters start with skill proficiency in **Turn Undead 1** and **Healing 1**, as well as language proficiency in Common and one of the following languages: Angelic, Daemonic, or Diabolical. See Chapter 3 for more information.

Clerics receive a certain number of surges, as listed in the table above. Once per round, as part of their turn, a Cleric may expend a surge to generate one of the following effects:

- Regain 1d6+level hp (or 3+level instead of rolling). This is a standard action.
- Grant a +4 to one defense of one creature within 30' for ten minutes. This is a standard action.
- Reroll one of their own spell attacks. This is a free action.
- Power a special ability, if any (including any special abilities associated with their subclass or Holy Orders).
- If they are at or below 0 hp and dying, on their turn they may expend a surge to stabilize their condition. The effect is identical to the casting of the *call from beyond* spell (see Chapter 4). This is a free action.

Every Cleric character must swear to a set of vows called **Holy Orders** – see later in this section. There are several options available for Holy Orders; each one has a set of advantages and disadvantages. Selecting a Cleric's Holy Orders is one way of customizing the character.

Another way is to choose whether to create the character as a member of one of the Cleric subclasses. There are three subclasses available under the Cleric umbrella; each one has a unique set of capabilities. A Cleric may be built as one of these subclasses, or they may be built as an unspecialized Cleric. Such a character doesn't have any of the subclass abilities below, but instead they receive two bonus surges and one Tier 1 **special ability** – see later in this chapter.

The three Cleric subclasses are listed below.

Cleric Subclasses

Holy Warrior

These Clerics are battle-priests; they receive additional training in the use of arms and armor so that they might defend their faith from its enemies or spread the word of their deity from the battlefield. Holy Warriors receive the following benefits:

- Proficiency in all armor types, including heavy helms. Holy Warriors roll on the Fighter table for starting armor instead of the Cleric table.

- Proficiency in one *martial* weapon of their choice. Holy Warriors begin play with that weapon, in addition to the starting equipment described later in this chapter. They may use this weapon even if their holy orders might otherwise forbid its use.
- In addition to having all the uses for surges listed above for Clerics, these characters may also use their surges as specified for Fighters.
- At 5th level, they gain the ability to quickly cast combat-related spells on themselves. Once per round, as a free action, a Holy Warrior can use a free action to cast a spell with a range of self. Normally this requires a standard action – see Chapter 7.

Healer

These Clerics devote themselves to the healing arts, gaining special powers to cure the sick and speed the recovery from battle wounds. Healers receive the following benefits:

- They gain access to all the Tier 1 special abilities in the Lay on Hands category.
- At 5th level, they gain access to all the Tier 2 special abilities in the Lay on Hands category.

Exorcist

These Clerics take a special interest in the eternal war between the living and the forces of unlife, and they use their deity's strength as a weapon against these foes. Exorcists receive the following benefits:

- They gain access to all the Tier 1 special abilities in the Casting Out category.
- At 5th level, they gain access to all the Tier 2 special abilities in the Casting Out category.

Dwarves

Dwarves believe that their species was created by the deities, and that dwarves also created the deities, in a beautiful paradox of creation. They toiled for aeons in the factory vault of **Skirkendal** at the center of Uroth, making the deities, who somehow willed them into being before they were formed, until all the deities departed.

Then the dwarves left Skirkendal, seeking new places to live by exploring the maze of underground passages that radiated out from their now-lost ancestral home. The **Crag Dwarves** eventually found their way to the surface of the world and built sturdy homes in the mountains and valleys. The **Deep Dwarves** never left the underworld; they instead delved mighty fastnesses far below the reach of the sun. Living in private and isolated communities both above and under the ground, the **Spirit Dwarves** absorbed a piece of divinity and carry it with them as a legacy of their first purpose in the universe.

Dwarves are shorter than humans, usually standing no taller than four feet high, but they are very broad in the shoulders and have dense musculature, so the average dwarf weighs as much as an average human. All adult dwarves have beards, regardless of gender, although dwarf beard styles run the gamut from bushy and bristly to braided and carefully groomed.

Dwarvish communities tend to be insular, and dwarves have a cultural inclination towards being surly and suspicious – although counterexamples abound. Dwarves can live up to four hundred years of age. They have an ancestral distrust of elves that goes back as far as dwarvish lore recalls, although no outright hostilities currently exist. In contrast, dwarves and goblins are engaged in an open and long-standing war and encounters between the two usually result in combat.

One of the most important ability scores for a Dwarf is Constitution; so sturdy a species are they that they have a minimum Constitution score of 9. Constitution determines bonuses to a Dwarf's hit points and Toughness defense. Ability scores of secondary importance are Strength and Wisdom.

The statistics of a starting Dwarf, plus their character advancement at higher levels, are found in the table below.

Table 2-2: TOTIL Dwarf Class

Level	Hit Points	Combat Attack Bonus	Dodge Defense	Toughness Defense	Poise Defense	Surges	XP Needed
1	8	+1	10	12	10	2	
2	8+ 1d8	+2	10	13	10	3	100
3	8+ 2d8	+2	11	13	11	4	200
4	8+ 3d8	+3	11	14	11	5	300
5	8+ 4d8	+4	12	15	12	6	500
6	8+ 5d8	+4	12	15	12	7	800
7	8+ 6d8	+5	13	16	13	8	1300
8	8+ 7d8	+6	13	17	13	9	2100
9	8+ 8d8	+6	14	17	14	10	3400
10	8+ 9d8	+7	14	18	14	11	5500
11	8+ 10d8	+8	15	19	15	12	8900
12	8+ 11d8	+9	15	19	15	13	14400

Dwarf Abilities

Dwarves can use all *standard* weapons. They can use all armor types up to Armor Class 15. They can use shields and wear light and heavy helms. See Chapter 5 for more information on equipment.

All dwarves have an ability called **infravision**: their eyes can see in the dark. When there is no light or low light, dwarvish infravision allows them to see up to sixty feet away. Infravision is a monochrome sense that works by picking out small variations in surface temperature.

Seen under infravision, the details of a warm-blooded creature are just as distinct as they would be with normal vision; however, the outlines of a cold cavern wall are indistinct and writing on a page cannot be read at all. High heat interferes with infravision; a lit torch within the dwarf's field of view disrupts their ability to see in the dark. Because of these deficiencies, communities of dwarves commonly use artificial light sources to see at night and in darkness.

Dwarves enjoy robust good health. Their recovery bonus increases by +2 in addition to their Constitution modifier.

Dwarves can only use magic items that have the *dwarf* property. However, they may use all magic versions of armor and weapons with which they are proficient.

All Dwarves start with skill proficiency in **Hearing 1** and **Stonecraft 1**, and language proficiency in Common and Dwarvish. See Chapter 3 for more information.

Dwarves receive a certain number of surges, as listed in the table above. Once per round, as part of their turn, a Dwarf may expend a surge to generate one of the following effects:

- Regain 1d8+level hp (or 4+level instead of rolling). This is a standard action.
- Gain a +2 bonus to all defenses for ten minutes. This is a standard action.
- Reroll one of their own attack rolls. This is a free action.
- Power a special ability, if any (including any special abilities associated with their subclass or Holy Orders).
- If they are at or below 0 hp and dying, on their turn they may expend a surge to stabilize their condition. The effect is identical to the casting of the *call from beyond* spell (see Chapter 4). This is a free action.

A Dwarf may be customized by building the character as a member of one of the Dwarf subclasses. There are three subclasses available under the Dwarf umbrella; each one has a unique set of capabilities. A Dwarf may be built as

one of these subclasses, or they may be built as an unspecialized Dwarf. Such a character doesn't have any of the subclass abilities below, but instead they receive two bonus surges and one Tier 1 special ability – see later in this chapter.

The three Dwarf subclasses are listed below.

Dwarf Subclasses

Crag Dwarf

At the end of the long Dwarvish migration from Skirkendal (**Aghen-khaz**, or **The Endless Climb**), many refugees emerged from the cave known as the **Bellows of Uroth** and settled in the surrounding mountains. These dwarves call themselves Crag Dwarves and are proud of their new lives in the highlands. Their skin is ruddy, and their hair and beards range from dishwater blonde to dark brown, often with reddish highlights. Crag Dwarves wear kilts and heavy hobnailed boots, and thick woolen cloaks to keep them out of the wind and rain.

Crag Dwarves receive the following benefits:

- They can use weapons with the *crag dwarf* property one-handed, while all other classes and subclasses must use them with two hands; see Chapter 5.
- They have proficiency in the language of Giants, who are their close neighbors.
- They gain access to all the Tier 1 special abilities in the Rage category.
- At 5th level, they gain access to all the Tier 2 special abilities in the Rage category.

Deep Dwarf

The dwarves as a single people reached the surface of the world during Aghen-khaz, but upon smelling surface air at the Bellows of Uroth, they fractured. Some chose to emerge and live on the surface of Uroth, but others felt that dwarves were meant to live underground. They also harbored a deep resentment towards the various species of goblin who harassed them during their migration from Skirkendal.

Led by **Khaven Deepsmith**, half of the dwarves turned around and made war on the goblins, driving them from their cave-lairs and building mighty fortresses in their place. The descendants of these dwarves are now called Deep Dwarves. They have pale skin and deep black hair and beards, fading to iron grey in old age, and they tend to wear coveralls and helmet-lamps.

Deep Dwarves receive the following benefits:

- They can use weapons with the *deep dwarf* property one-handed, while all other classes and subclasses must use them with two hands; see Chapter 5.
- They begin with skill proficiency in **Mechanisms 1**; see Chapter 3.
- They begin with language proficiency in Undercommon.
- They may spend a surge as a free action to re-roll a skill check.
- At 5th level, they may spend a surge as a standard action to grant themselves *gestalt senses* as described in Chapter 8. This lasts for ten minutes.

Spirit Dwarf

There has always been a subset of the dwarvish people who, during their time in Skirkendal, absorbed some portion of the divine essence that went into the creation of the deities. These souls were changed by the experience, and they formed their own communities within the body of the dwarvish people; they became **Shun-kar**, the Spirit Dwarves.

Populations of Shun-kar remained with both the Crag Dwarves and Deep Dwarves after the schism, dwelling close to their kin but remaining isolated. They worked to keep all dwarves united and allied even after they had gone their separate ways. Spirit Dwarves have hair and beards in a variety of colors, but they always have a stripe of pure white down the middle. Their eyes tend to be a very pale blue.

All Spirit Dwarves must choose a set of Holy Orders. Additionally, Spirit Dwarves receive the following benefits:

- They can use weapons with the *spirit dwarf* property one-handed, while all other classes and subclasses must use them with two hands; see Chapter 5.
- They can use magic items with the *cleric* property – see Chapter 9.
- They may grant a +4 bonus to another creature’s skill check; that creature may hold that bonus and expend it on any skill check roll in the next ten minutes of game time, but they must declare their intention to use the bonus before rolling. This is a standard action.
- At 5th level, they gain the Tier 2 special ability of *divine magic*. See later in this section.

Elves

Elves claim to be the first sentient species on Uroth. In their mythology, they are the children of the world in a literal sense: **Esseanlye the World-Tree** grew **Varya First-King** and **Melistar First-Queen** as fruits, and they in turn are the ancestors of every elf born since. Elves are similar in appearance to humans, but they are slighter of build and tend to be a bit shorter, with large eyes and pointed ears.

Elves are a highly magical species, and every elf can learn to work some Arcane magic. They are also warriors, the inventors of swords and swordcraft, and they learn the arts of combat at an early age. Elves may live up to one thousand years of age, although the physical effects of aging are subtle – non-elves have difficulty distinguishing a venerable elf from a young adult.

Thousands of years before humans appeared on Uroth, elvish lore tells of the coming of the **Great Blight**, in which a visitation of a terrifying disease from beyond the stars caused the slaughter of most of the living things on Uroth. Most elves were killed right away, and only those who quickly hid were able to survive.

This calamity fragmented the elvish species into three parts: The **Majestic Elves**, who used their command of magic to build hidden cities in pocket dimensions at right angles to reality; the **Sylvan Elves**, who fled into the deepest portions of the old forests where the Great Blight could not touch them; and the **Shadow Elves**, who retreated into caves below the surface of Uroth, there to melt into the safety of underground spaces.

All three subclasses of elves are marked by their reclusiveness and isolationism; although the Great Blight is long gone (if it ever truly existed), elves have long memories, and in their own way they fear that growing too open and too careless will expose them to extinction if the ancient curse returns. Elves are especially cool towards dwarves, whose initial encounters did little to foster trust, but towards orcs they are downright hostile and may require little incentive to engage in battle.

As both mages and warriors, Elves place equal weight on mental and physical abilities; both Strength and Intelligence ability scores are important for Elf characters for this reason, and no Elf may have a score lower than 9 in either of these abilities. Dexterity is also important for elves, especially Sylvan Elves, who are famous throughout Uroth as skilled archers.

The statistics of a starting Elf, plus their character advancement at higher levels, are found in the table below.

Table 2-3: TOTIL Elf Class

Spell Points per Level

Level	Hit Points	Combat Attack Bonus	Spell Attack Bonus	Dodge Defense	Toughness Defense	Poise Defense	1	2	3	4	5	6	Surges	XP Needed
1	6	+1	+0	10	6	12	1						2	
2	6 + 1d6	+2	+1	10	6	13	2						3	100
3	6 + 2d6	+2	+1	11	7	13	2	1					4	200
4	6 + 3d6	+3	+2	11	7	14	2	2					5	300
5	6 + 4d6	+4	+2	12	8	15	2	2	1				6	500
6	6 + 5d6	+4	+3	12	8	15	2	2	2				7	800
7	6 + 6d6	+5	+3	13	9	16	3	2	2	1			8	1300
8	6 + 7d6	+6	+4	13	9	17	3	3	2	2			9	2100
9	6 + 8d6	+6	+4	14	10	17	3	3	3	2	1		10	3400
10	6 + 9d6	+7	+5	14	10	18	3	3	3	3	2		11	5500
11	6 + 10d6	+8	+5	15	11	19	4	3	3	3	2	1	12	8900
12	6 + 11d6	+9	+6	15	11	19	4	4	3	3	3	2	13	14400

Elf Abilities

Elves can use all *standard* weapons. They can use all armor types up to Armor Class 15, shields, and light and heavy helms. Refer to Chapter 5 for more information on equipment.

All elves have an ability called infravision: their eyes can see in the dark. When there is no light or low light, elvish infravision allows them to see up to sixty feet away. Infravision is a monochrome sense that works by picking out small variations in surface temperature.

Seen under infravision, the details of a warm-blooded creature are just as distinct as they would be with normal vision; however, the outlines of a cold cavern wall are washed out and indistinct and writing on a page cannot be read at all. High heat interferes with infravision; a lit torch within the elf's field of view disrupts their ability to see in the dark. Because of these deficiencies, communities of elves commonly use artificial light sources to see at night and in darkness.

Elves can cast Arcane spells. Once each day, after at least eight hours of continuous rest, an Elf may study their spellbook for one hour and prepare to cast spells. Elves receive the number of spells listed in the table above, plus an additional number of 1st level spells equal to their Intelligence modifier. The spells Elves can cast are limited to those written in their spellbook, so Elves are constantly looking for new spells to add to their magical tome. See Chapter 4 for spell details.

When a spell is cast, that spell point is lost for the day, though they may use another point to cast the same spell again. Once all their spell points have been expended, they cannot cast spells until their next opportunity to study spellbooks. They may not regain spells more than once a day.

Elves can use Arcane scrolls and magic items that have the *elf* property. Elves may also use all magic versions of armor and weapons with which they are proficient.

All Elf characters start with skill proficiency in **Seeing** 1, and language proficiency in Common, Elvish, and Magic. See Chapter 3 for more information.

Elves receive a certain number of surges, as listed in the table above. Once per round, as part of their turn, an Elf may expend a surge to generate one of the following effects:

- Regain 1d6+level hp (or 3+level instead of rolling). This is a standard action.
- Reroll an attack roll of which they were the target. This is a free action.

- Reroll one of their own combat or spell attack rolls. This is a free action.
- Power a special ability, if any (including any special abilities associated with their subclass).
- If they are at or below 0 hp and dying, on their turn they may expend a surge to stabilize their condition. The effect is identical to the casting of a *call from beyond* spell (see Chapter 4). This is a free action.

An Elf may be customized by building the character as a member of one of the Elf subclasses. There are three subclasses available under the Elf umbrella; each one has a unique set of capabilities. An Elf may be built as one of these subclasses, or they may be built as an unspecialized Elf. Such a character doesn't have any of the subclass abilities below, but instead they receive two bonus surges and one Tier 1 special ability – see later in this chapter.

The three Elf subclasses are listed below.

Elf Subclasses

Majestic Elves

The faculty of several elvish schools of magic escaped the Great Blight by hastily constructing gateways to other dimensions and fleeing through them. These elves constructed residences on the other side, and these grew into cities that are still occupied today. Majestic Elves jealously guard the secrets to finding and passing through the gates that lead to their hidden enclaves.

Their skin has an unmistakable reflective quality; young Majestic Elves have a bright mirror luster, while their elders acquire a silvery matte finish. The eyes of a Majestic Elf are very pale blue, yellow, or amber, and they favor silken kimonos and embroidered robes that match their eye color.

Majestic Elves receive the following benefits:

- Proficiency with weapons that have the *majestic elf* property.
- They gain access to all the Tier 1 special abilities in the Spirit Calling category.
- At 5th level, they gain access to all the Tier 2 special abilities in the Spirit Calling category.

Sylvan Elves:

Elves have always had a special affection for the woodlands, particularly given their creation myth. This affinity for wild places served some of the elves well during the coming of the Great Blight; they retreated into the deepest and thickest of the forests, and there they found hiding places that no affliction could reach. Sylvan Elves are still unquestioned masters of old-growth forests, and they largely ignore the national boundaries dictated by humans and other species when such borders intersect the woods that they call home.

Sylvan Elves are slighter and shorter than Majestic Elves, and both their eyes and skin naturally feature mottled patterns of contrasting browns and greens that gives them natural camouflage in woodland settings. Sylvan Elves tend to wear leggings and shirts, with long cloaks that seem to blend into the bark and foliage of trees.

Sylvan Elves receive the following benefits:

- Proficiency with weapons that have the *sylvan elf* property.
- Skill proficiency in **Stealth** 1 and **Woodcraft** 1; see Chapter 3.
- Language proficiency in Fey.
- As a standard action, they may spend a surge to allow them to *speak with plants* or *speak with animals*, with effects identical to casting the associated spells in Chapter 4. This lasts for ten minutes.
- At 5th level, as a movement action they may spend a surge to transport themselves via trees. Provided they know where two mature trees of the same type are located, and these trees are within 1 mile of each other, the Elf may step into one tree and out the other just as if they had used a *dimension door* spell. They may transport themselves, their inventories, and 50 additional pounds per level.

Shadow Elves

Many elves fled from the surface of Uroth during the Great Blight, seeking shelter in the warrens of caves and tunnels that underlay the sunlit lands. Life there was dangerous, full of wicked monsters and nameless evils, and many of the refugees perished. However, small pockets survived and thrived, though many had to change their physical and psychological makeup to forge a successful subterranean existence.

Shadow Elves became partially translucent; even an elf child can see bright light through their hands when they cover their eyes, but by the time they reach infirmity, the flesh and hair of a Shadow Elf is as transparent as the substance of a jellyfish. Many Shadow Elves also became cynical and amoral, perhaps because of the hardships of their existence, although others retained their essential decency.

Shadow Elves receive the following benefits:

- Proficiency with weapons that have the *shadow elf* property.
- Skill proficiency in **Stealth** 1 and **Stonecraft** 1; see Chapter 3.
- Proficiency in **two-weapon fighting**; see Chapter 3.
- Language proficiency in Undercommon.
- As a standard action, they may spend a surge to become *invisible*, with effects identical to casting the associated spell in Chapter 4. This lasts for ten minutes.
- At 5th level, they may spend a surge as a standard action to grant themselves *gestalt senses* as described in Chapter 8. This lasts for ten minutes.

Shadow Elves incur the following penalty:

- When in very bright light, such as direct sunlight or the *continual light* spell, Shadow Elves suffer a -1 penalty to attacks and to defenses.

Fighters

Fighters are professionally trained warriors. Ordinary soldiers and militiamen serve in the armies of Uroth, often with little in the way of formal education in martial arts, but members of the class of Fighters are different. A master of weapons and combat has trained them, often from a very early age, to excel in the effective and deadly use of all sorts of implements of war. There are multiple paths to becoming a Fighter – training to be a gladiator in the fighting-pits of **Helior**; volunteering for one of the mercenary companies in the west; or simply learning as an apprentice or squire at the feet of an accomplished warrior.

All classes have some ability to fight in melee or use missile weapons, but Fighters are the most proficient. When you need stolen property recovered, you call for a Thief; when some mystical riddle threatens via supernatural means, you summon a Magic-user – but when your life is in danger, and you want protection from hostiles all around, it is the services of a Fighter that you need.

Fighter characters are human, and that species is widespread and diverse across Uroth, so these characters can vary greatly in appearance and physical build. A Fighter can be a great hulking behemoth who towers above those around them, or they can be small and viper quick. Some Fighters affect the dress of nobles or merchants, preferring the finer things in life, while others dress in the rain-stained uniform of a military officer, or ragged furs, or few garments at all.

The most important ability score for a Fighter is Strength. Strength determines how accurately and how forcefully a character attacks with melee weapons. No Fighter can be deficient in this area, so a character must have a minimum Strength score of 9 to be a Fighter. Also valuable for Fighters are Dexterity and Constitution – both attributes that bolster the ability to stand toe-to-toe with an enemy.

The statistics of a starting Fighter, plus their character advancement at higher levels, are found in the table below.

Table 2-4: TOTIL Fighter Class

Level	Hit Points	Combat Attack Bonus	Dodge Defense	Toughness Defense	Poise Defense	Surges	XP Needed
1	8	+1	10	12	10	2	
2	8 + 1d8	+2	10	13	10	3	100
3	8 + 2d8	+3	11	13	11	4	200
4	8 + 3d8	+4	11	14	11	5	300
5	8 + 4d8	+5	12	15	12	6	500
6	8 + 5d8	+6	12	15	12	7	800
7	8 + 8d8	+7	13	16	13	8	1300
8	8 + 7d8	+8	13	17	13	9	2100
9	8 + 8d8	+9	14	17	14	10	3400
10	8 + 9d8	+10	14	18	14	11	5500
11	8 + 10d8	+11	15	19	15	12	8900
12	8 + 11d8	+12	15	19	15	13	14400

Fighter Abilities

Fighters can use all weapons and armor types, including shields. They can use light and heavy helms. Fighters have the additional benefit of training in how to move quickly around the field of battle unhampered by armor's bulk. All armor lists a base movement rate that decreases with the armor's weight and bulk, but the movement rate of a Fighter character is the same as their unarmored movement rate, regardless of which type of armor they wear. See Chapter 5 for more information on equipment.

Fighters can only use magic items that have the *fighter* property. Fighters may also use all magic versions of armor and weapons.

All Fighter characters start with skill proficiency in **Feats of Might 1** and language proficiency in Common. See Chapter 3 for more information.

Fighters receive a certain number of surges, as listed in the table above. Once per round, as part of their turn, a Fighter may expend a surge to generate one of the following effects:

- Regain 1d8+level hp (or 4+level instead of rolling). This is a standard action.
- Reroll one of their own weapon damage rolls. This is a free action.
- Make a second melee or missile attack as part of a standard action.
- Power a special ability, if any (including any special abilities associated with their subclass or Holy Orders).
- If they are at or below 0 hp and dying, on their turn they may expend a surge to stabilize their condition. The effect is identical to the casting of a *call from beyond* spell (see Chapter 4). This is a free action.

A Fighter may be customized by building the character as a member of one of the Fighter subclasses. There are three subclasses available under the Fighter umbrella; each one has a unique set of capabilities. A Fighter may be built as one of these subclasses, or they may be built as an unspecialized Fighter. Such a character doesn't have any of the subclass abilities below, but instead they receive two bonus surges and one Tier 1 special ability – see later in this chapter.

The three Fighter subclasses are listed below.

Fighter Subclasses

Berserker

Fighters rely on their skill at arms to win battles, but Berserkers tap into something more primal to give them an edge. Some cultures of Uroth, particularly those removed from the populous and civilized cities, have a tradition of warriors who harness their anger to fuel remarkable feats in combat.

Berserkers receive the following benefits:

- They gain access to all the Tier 1 special abilities in the Rage category.
- At 5th level, they gain access to all the Tier 2 special abilities in the Rage category.

Ranger

Danger stalks the wild places of Uroth, far from the reach of civilization, and Rangers are Fighters who not only welcome that danger but seek it out. Rangers have unique skills for surviving in the wilderness and tracking their enemies. Some Rangers serve as scouts for armies; others are bounty hunters, and still others mete out justice in places where the rule of law means little.

Rangers receive the following benefits:

- Proficiency in **two-weapon fighting**; see Chapter 3.
- Skill proficiency in **Stealth 1** and **Woodcraft 1**; see Chapter 3.
- As a free action, they may spend a surge to reroll a skill check.
- At 5th level, they gain the Tier 1 special ability of Animal Companion: *guardian*. See later in this chapter.

Paladin

Some Fighters choose to take up weapons in defense of a holy cause. The Paladin is a holy warrior who stands on the front lines of that faith's battles against its foes, so like Clerics, all Paladins must select a deity. They automatically must adhere to the *nobility* set of Holy Orders.

These rules assume that Paladin PCs are aligned with good. Evil Paladins exist, and the GM may create some as enemies for the adventurers to do battle against, but rules for creating such characters are beyond the scope of this document.

Paladins receive the following benefits:

- Skill proficiency in **Turn Undead 1**; see Chapter 3.
- They gain access to all the Tier 1 special abilities in the Lay on Hands category.
- At 5th level, they gain access to all the Tier 2 special abilities in the Lay on Hands category.

Halflings

Halflings are a small species of humanoid who commonly inhabit communities in the same regions favored by humans. They only stand about three feet tall and rarely weigh more than 40 pounds. They tend to have curly hair and large feet, and they are unfond of wearing shoes. Halflings are very similar in shape to half-scale humans, although they tend to be fleshy and love to eat prodigiously.

There is as much variation among halfling communities with respect to skin tone, hair and eye color, and other characteristic features as there is among humans. These features tend to bear a similarity to those of the nearby human communities – if the local humans tend to have brown skin, for instance, the local halflings do as well.

Interestingly, if a halfling is transplanted from one part of Uroth to another and lives close to a new and homogeneous community of humans, they slowly begin to take on the secondary physical characteristics of that community. Within a year they closely match the average skin tone, hair type and eye color, although their other features remain unchanged.

Halflings don't have any kind of origin mythology. As far back as their lore and institutional memory remembers, halflings and humans have always lived close to each other. This relationship has not always been complementary, and at times halflings have been exploited; in some of the lands of Uroth, they are still subjugated and enslaved. Consequently, halflings have become survivors; they are small and quiet, and excellent at avoiding trouble when required. Yet they are also fierce warriors, often besting much larger combatants with their unexpected ferocity. Halflings live a little longer than humans – up to 150 years.

Halflings have a wiry strength and sure-footed grace, so no Halfling character may have ability scores in Strength or Dexterity lower than a 9. Other ability scores are also important; famously tough, Halflings often have better than average scores in Constitution, and those who plan to be scouting around would benefit from having a high Wisdom score.

The statistics of a starting Halfling, plus their character advancement at higher levels, are found in the table below.

Table 2-5: TOTIL Halfling Class

Level	Hit Points	Combat Attack Bonus	Dodge Defense	Toughness Defense	Poise Defense	Surges	XP Needed
1	6	+1	12	12	10	2	
2	6+ 1d6	+2	13	13	10	3	100
3	6 + 2d6	+2	13	13	11	4	200
4	6 + 3d6	+3	14	14	11	5	300
5	6 + 4d6	+4	15	15	12	6	500
6	6 + 5d6	+4	15	15	12	7	800
7	6 + 6d6	+5	16	16	13	8	1300
8	6 + 7d6	+6	17	17	13	9	2100
9	6 + 8d6	+6	17	17	14	10	3400
10	6 + 9d6	+7	18	18	14	11	5500
11	6 + 10d6	+8	19	19	15	12	8900
12	6 + 11d6	+9	19	19	15	13	14400

Halfling Abilities

Halflings can use all *standard* weapons that do not have the *long* property. They can use all armor types up to Armor Class 15, as well as shields and light and heavy helms. Refer to Chapter 5 for more information on equipment.

Halflings are unusually small and fast. They receive a bonus of +1 to their Armor Class (see Chapter 5), which stacks with any bonus they may have for high Dexterity. Additionally, they have a bonus of +1 to initiative in addition to their Dexterity modifier.

Halflings can only use magic items that have the *halfling* property. However, they may use all magic versions of armor and weapons with which they are proficient.

All Halfling characters start with skill proficiency in **Stealth 1**, **Feats of Agility 1**, and **Shenanigans 1**, and language proficiency in Common. Refer to Chapter 3 for more information.

Halflings receive a certain number of surges, as listed in the table above. Once per round, as part of their turn, a Halfling may expend a surge to generate one of the following effects:

- Regain 1d6+level hp (or 3+level instead of rolling). This is a standard action.

- Once per round, make one additional missile attack as part of a standard action.
- Reroll one of their own melee attacks. This is a free action.
- Power a special ability, if any (including any special abilities associated with their subclass).
- If they are at or below 0 hp and dying, on their turn they may expend a surge to stabilize their condition. The effect is identical to the casting of a *call from beyond* spell (see Chapter 4). This is a free action.

A Halfling may be customized by building the character as a member of one of the Halfling subclasses. There are three subclasses available under the Halfling umbrella; each one has a unique set of capabilities. A Halfling may be built as one of these subclasses, or they may be built as an unspecialized Halfling. Such a character doesn't have any of the subclass abilities below, but instead they receive two bonus surges and one Tier 1 special ability – see later in this chapter.

The three Halfling subclasses are listed below.

Halfling Subclasses

City Halfling

Some Halflings live in communities within human settlements, creating entire city quarters with scaled-down houses and narrow alleyways. Halflings are famed for their skill as artisans and professionals, and their services are much in demand in human lands, although not all humans trust halflings completely, and many have prejudicial views. City Halflings are adapted to the urban environment and can be very helpful when adventuring in settled areas.

City Halflings receive the following benefits:

- When using missile weapons with the *city halfling* property, they may make one additional missile attack as part of a standard action; others may only use them once per round. This ability stacks with their surge missile ability, which can be spent to allow three attacks in one round.
- Skill proficiency in **Streetcraft 1** and the **Profession** of your choice; see Chapter 3.
- As a free action, they may spend a surge to reroll a skill check.
- At 5th level, as a free action they may spend a surge to roll a 1 on a skill check.

Country Halfling

Most halflings dwell in agrarian communities, usually building their own villages and farming collectives. In less civilized areas of Uroth, they may share a walled human settlement for protection. Halflings who are farmers or herdsmen learn how to live off the land and make what they need.

Country Halflings receive the following benefits:

- When using missile weapons with the *country halfling* property, they may make one additional missile attack as part of a standard action; others may only use them once per round. This ability stacks with their surge missile ability, which can be spent to allow three attacks in one round.
- Skill proficiency in **Woodcraft 1** and **Build 1**; see Chapter 3.
- As a standard action, they may spend a surge to become *invisible*, with effects identical to casting the associated spell in Chapter 4. This lasts for ten minutes.
- At 5th level, they may spend a surge as a standard action remove any condition affecting them. Refer to Chapter 7.

Wild Halfling

A population of halflings occupies the **Greenbriar**, a section of the **Lowdarr Plains** that has become overrun by a thorny continuous hedge of iron-hard tangled pricker-bushes. This fire-resistant obstacle is riddled with narrow passages through the greenery that only the Wild Halflings can navigate. These feral humanoids have shaggy hair and wear mostly rags, reduced as they are to a vagabond existence owing to orcish incursions.

They are effective warriors, in part because of their incredible skill with long spears which they can somehow maneuver through the Greenbriar, but also in large measure because their explosive tempers are the stuff of legend.

Wild Halflings receive the following benefits:

- Proficiency in weapons with the *wild halfling* property. When using those weapons, they are not subject to any penalties associated with the *reach* or *long* properties.
- They gain access to all the Tier 1 special abilities in the Rage category.
- At 5th level, they gain access to all the Tier 2 special abilities in the Rage category.

Magic-users

Arcane magic, otherwise known as **wizardry**, was originally practiced on Uroth by the elves. The late-coming dwarves had no interest and no aptitude for such arts, but humans, when they finally appeared millennia ago, were a different matter. Humans showed great aptitude for Arcane studies, and though elves were loath to admit it, humans soon developed a greater mastery for the mystic arts than their elvish teachers could claim.

Humans who learn the magic arts pour all their concentration and effort into this enterprise. Most have only rudimentary skill with weapons, preferring to study books that may further their knowledge of Uroth and the Arcane energies that suffuse it. These Magic-users represent an important class of adventurer: those who specialize in the casting of magical Arcane spells.

Such characters may have learned their magic in one of the competing magical academies of **Bordilar**. They might have served as an apprentice to some noteworthy mage. It is even possible for a Magic-user to be self-taught, although dangers abound when the inexperienced dabble in wizardry without protection.

Magic-users hail from every human culture of Uroth, so there is great variety in their appearance. They wear no armor, because the free flow of Arcane energy through their bodies is essential, but they may wear all sorts of lightweight garments – loose and flowing robes are part of some magical traditions, but wizardry knows no dress code.

A Magic-user must have an agile mind, one capable of mastering the complicated formulae and intricate rituals of Arcane magic. Accordingly, their most important ability score is Intelligence, and a high score grants a Magic-user both greater effectiveness with their spells and a wider variety of magic at their disposal. No Magic-user may have an Intelligence score lower than 9. Magic-users also benefit from good scores in Dexterity and Constitution, as their poor Armor Class and low number of hit points makes them fragile, vulnerable targets.

The statistics of a starting Magic-user, plus their character advancement at higher levels, are found in the table below.

Table 2-6: TOTIL Magic-user Class

Spell Points per Level

Level	Hit Points	Combat Attack Bonus	Spell Attack Bonus	Dodge Defense	Toughness Defense	Poise Defense	1	2	3	4	5	6	Surges	XP Needed
1	4	+0	+1	10	6	12	3						2	
2	4 + 1d4	+1	+2	10	6	13	4						3	100
3	4 + 2d4	+1	+2	11	7	13	5	3					4	200
4	4 + 3d4	+2	+3	11	7	14	6	4					5	300
5	4 + 4d4	+2	+4	12	8	15	7	5	3				6	500
6	4 + 5d4	+3	+5	12	8	15	7	6	4				7	800
7	4 + 6d4	+3	+5	13	9	16	7	7	5	3			8	1300
8	4 + 7d4	+4	+6	13	9	17	8	7	6	4			9	2100
9	4 + 8d4	+4	+7	14	10	17	8	7	7	5	3		10	3400
10	4 + 9d4	+5	+8	14	10	18	8	8	7	6	4		11	5500
11	4 + 10d4	+5	+8	15	11	19	9	8	7	7	5	3	12	8900
12	4 + 11d4	+6	+9	15	11	19	9	8	8	7	6	4	13	14400

Magic-user Abilities

Magic-users are extremely limited with respect to weapons and armor. They only begin play with proficiency in weapons with the *cheap* property. They can wear light helms but have no proficiency in any other type of armor or shield. Even if they accepted the non-proficiency penalty for wearing such items, it would be impossible for them to cast spells while armored. Refer to Chapter 5 for more information on equipment.

Magic-users can cast Arcane spells. Once each day, after at least eight hours of continuous rest, a Magic-user may study their spellbook for one hour and prepare to cast spells. Magic-users receive the number of spells listed in the table above, plus an additional number of 1st level spells equal to their Intelligence modifier. The spells Magic-users can cast are limited to those written in their spellbook, so Magic-users are constantly looking for new spells to add to their magical tome. See Chapter 4 for spell details.

When a spell is cast, that spell point is lost for the day, though they may use another point to cast the same spell again. Once all their spell points have been expended, they cannot cast spells until their next opportunity to study spellbooks. They may not regain spells more than once a day.

Magic-users can use Arcane scrolls and magic items that have the *magic-user* property. They may also use all magic versions of weapons they are permitted to use.

All Magic-user characters start with skill proficiency in **Knowledge 1**, with language proficiency in Common and Magic. See Chapter 3 for more information.

Magic-users receive a certain number of surges, as listed in the table above. Once per round, as part of their turn, a Magic-user may expend a surge to generate one of the following effects:

- Regain 1d4+level hp (or 2+level instead of rolling). This is a standard action.
- Grant a +4 bonus to another creature's skill check; that creature may hold that bonus and expend it on any skill check roll in the next ten minutes of game time, but they must declare their intention to use the bonus before rolling. This is a standard action.
- Reroll one of their own spell attack rolls. This is a free action.
- Power a special ability, if any (including any special abilities associated with their subclass).
- If they are at or below 0 hp and dying, on their turn they may expend a surge to stabilize their condition. The effect is identical to the casting of a *call from beyond* spell (see Chapter 4). This is a free action.

A Magic-user may be customized by building the character as a member of one of the Magic-user subclasses. There are three subclasses available under the Magic-user umbrella; each one has a unique set of capabilities. A Magic-

user may be built as one of these subclasses, or they may be built as an unspecialized Magic-user. Such a character doesn't have any of the subclass abilities below, but instead they receive two bonus surges and one Tier 1 special ability – see later in this chapter.

The three Magic-user subclasses are listed below.

Magic-user Subclasses

Conjurer

Some Magic-users specialize in the use of Thaumaturgic magic, a form of wizardry associated with summoning creatures and objects. They also have a usual Magic-user's spellcasting ability. Conjurers receive the following benefits:

- They gain access to all the Tier 1 special abilities in the Thaumaturgy category.
- At 5th level, they gain access to all the Tier 2 special abilities in the Thaumaturgy category.

Sorcerer

Arcane magic is usually expressed in spells, which are cast at different levels of power. A different magical tradition takes the form of **sorcery** – four schools of magic that create relatively minor but flexible magical effects. Sorcerers also have a usual Magic-user's spellcasting ability. Sorcerers receive the following benefits:

- They may choose two of the four schools listed in the Sorcery category.
- At 3rd level, they gain access to a third school listed in the Sorcery category.
- At 5th level, they gain access to the last school listed in the Sorcery category.

Diviner

Still other Magic-users specialize in communing with the unseen ectoplasmic world. These Diviners reach out to contact the formless spirits permeating the universe to receive guidance and learn secrets. Diviners receive the following benefits:

- They gain access to all the Tier 1 special abilities in the Spirit Calling category.
- At 5th level, they gain access to all the Tier 2 special abilities in the Spirit Calling category.

Thieves

Thieves make their living by their wits and skill, generally outside the bounds of the law. They are often criminals but can still fight on the side of good and justice; Robin Hood and Aladdin are two examples of such ethical rogues.

As every human culture on Uroth has its seamier side, Thieves can come in all shapes and sizes. A Thief could pose as a dapper noble by day and steal the jewels of the well-to-do by night; they could be a stealthy cutpurse who haunts the docks looking for drunken sailors to roll; or they might be an adventurous treasure-finder, climbing down a rope into an old tomb to recover loot sealed away for many centuries.

Thieves usually need to travel light, and they are very limited in the kinds of armor they can employ, but otherwise a Thief wears what they need to while executing a caper. Thieves are not great warriors and are at a disadvantage fighting toe-to-toe with skillful combatants, but they are masters of the sneak attack and can be very useful in an ambush.

Thieves rely greatly on skills related to agility and steadiness of hand. The most important ability score for a Thief is Dexterity, and no Thief may have a Dexterity score below a 9. Other useful ability scores are Intelligence and Wisdom, as these attributes determine how perceptive a Thief is and how well they can puzzle out problems.

The statistics of a starting Thief, plus their character advancement at higher levels, are found in the table below.

Table 2-7: TOTIL Thief Class

Level	Hit Points	Combat Attack Bonus	Dodge Defense	Toughness Defense	Poise Defense	Surges	XP Needed
1	4	+1	12	10	6	2	
2	4+ 1d4	+1	13	10	6	3	100
3	4 + 2d4	+2	13	11	7	4	200
4	4 + 3d4	+2	14	11	7	5	300
5	4 + 4d4	+3	15	12	8	6	500
6	4 + 5d4	+4	15	12	8	7	800
7	4 + 6d4	+4	16	13	9	8	1300
8	4 + 7d4	+5	17	13	9	9	2100
9	4 + 8d4	+5	17	14	10	10	3400
10	4 + 9d4	+6	18	14	10	11	5500
11	4 + 10d4	+7	19	15	11	12	8900
12	4 + 11d4	+7	19	15	11	13	14400

Thief Abilities

Thieves can wield all *standard* weapons. They begin play with proficiency in all armor types up to Armor Class 11, as well as light helms, but they are not proficient in the use of shields. See Chapter 5 for more information on equipment.

Thieves can use any magic item that has the *thief* property. They can also use their Deceive skill to attempt to activate magic items that are restricted to other classes. This includes scrolls of all types, although they must be fluent in the language in which the scroll is written. See Chapter 3 for more information on this ability. Thieves may use all magic versions of armor and weapons they are permitted to use.

Thieves are masters of the art of the sneak attack. All characters gain a bonus of +2 for attack rolls made against targets that are unaware of the threat that they pose. This bonus is increased to +4 for Thief characters. Additionally, note the benefits associated with the *backstab* character special abilities referenced below.

All Thief characters start with skill proficiency in **Stealth 1**, **Seeing 1**, **Hearing 1**, **Feats of Agility 1**, **Mechanisms 1**, **Shenanigans 1**, and **Deceive 1**. They also start with language proficiency in Common and Thieves' Cant. See Chapter 3 for more information.

Thieves receive a certain number of surges, as listed in the table above. Once per round, as part of their turn, a Thief may expend a surge to generate one of the following effects:

- Regain 1d4+level hp (or 2+level instead of rolling). This is a standard action.
- Reroll one of their own skill checks. This is a free action.
- Power a special ability, if any (including any special abilities associated with their subclass).
- If they are at or below 0 hp and dying, on their turn they may expend a surge to stabilize their condition. The effect is identical to the casting of a *call from beyond* spell (see Chapter 4). This is a free action.
- They gain access to all the Tier 1 special abilities in the Backstab category.
- At 5th level, they gain access to all the Tier 2 special abilities in the Backstab category.

A Thief may be customized by building the character as a member of one of the Thief subclasses. There are three subclasses available under the Thief umbrella; each one has a unique set of capabilities. A Thief may be built as one of these subclasses, or they may be built as an unspecialized Thief. Such a character doesn't have any of the

subclass abilities below, but instead they receive two bonus surges and one Tier 1 special ability – see later in this chapter.

The three Thief subclasses are listed below.

Thief Subclasses

Goon

These Thieves have specialized to be on the strong-arm side of crime. Goons are not the equals of Fighters in a fair fight, but they are excellent at bullying the weak, particularly with a menacing weapon for effect. Goons receive the following benefits:

- They begin play with proficiency in all armor types up to Armor Class 15.
- They start with proficiency in one *martial* weapon of their choice. They begin play with that weapon, in addition to the starting equipment described later in this chapter.
- They begin with skill proficiency in **Streetcraft 1** and **Intimidate 1**.
- In addition to having all the uses for surges listed above for Thieves, these characters may also use their surges as specified for Fighters.
- At 5th level, they may leverage their superior intimidation skills to scare their enemies into submission. On their turn, as a free action they may spend a surge. This forces an immediate **morale check** for the opposing side or sides (see Chapter 7).

Sniper

These Thieves specialize in attacking accurately from afar. Snipers may choose to lay ambushes that allow them to take advantage of a missile weapon's range, or they may seek out targets of opportunity from the edges of a larger fight. Snipers receive the following benefits:

- They may treat all targets within the **long range** of their missile weapons as being at **medium range**. If they use a standard action to aim a shot in the round before making an attack, they may treat all targets within the long or medium range of their missile weapons as being at **short range** for both to-hit modifiers and **Backstab** capability. Refer to Chapter 5 for missile weapon ranges.
- They may spend a surge to make a second missile attack as part of a standard action.
- At 5th level, they may threaten an entire battlefield with withering missile fire. During an opponent's action, if that opponent takes an action that would generate an Attack of Opportunity from a creature in melee range, the character may choose to spend a surge as an interrupt to generate an Attack of Opportunity using their readied missile weapon. This ability may only be used once per round.

Trickster

Some Thieves incorporate a hint of magic in their methods, using parlor tricks to bolster their skills. Perhaps a trickster lifted a magical tome and learned a few things from it, or they were a failed apprentice to a wizard before turning to a different line of work. Tricksters receive the following benefits:

- They may choose one of the four schools listed in the Sorcery category.
- They may reroll an attack roll of which they were the target. This is a free action.
- At 5th level, they gain the Tier 2 special ability of *arcane magic*. See later in this section.

Holy Orders

Characters sometimes feel deep reverence for a deity and choose to commit themselves to a life of worship. The first step to doing so is making a sort of contract with the divine known as taking **Holy Orders**. The character makes vows to constrain their behavior in certain ways – ways that will materially affect how they live their life but will bring them closer to their chosen deity in spirit. In return, they are granted certain abilities – a sign of divine favor.

All Clerics and Paladins must take Holy Orders, but any character may choose to accept them. Taking Holy Orders is a prerequisite for being able to cast Divine spells, but it does not in and of itself grant spellcasting ability.

Taking Holy Orders is a serious matter, and not one to be taken lightly. Once these vows have been sworn, they affect the character's behavior permanently, and only at great cost may they be set aside. If a character violates any of their sworn holy orders for any reason, their deity will take offense. The expression of this divine displeasure is subject to the judgment of the GM, but generally should be consistent with the severity of the violation.

At a minimum, the deity will deny the character any divine abilities until they seek out a higher-level Cleric and ask to make atonement. Deviating seriously from the intent of the holy orders may result in a curse upon the rash character – a curse that can only be lifted by performing a significant quest as commanded by the deity's intermediaries on Uroth. The GM may wish to select a suitable curse from the list in Chapter 7. In the case of extreme and protracted violation of Holy Orders, the deity will permanently revoke the character's status within that compact. In addition to losing any benefits received by taking Holy Orders, the character immediately loses one of their level's HD from their Maximum hp, and if this results in the death of the offender, then so be it.

A character may take Holy Orders upon creation, but they may also choose to take them later in life. Holy Orders may be taken whenever a character gains a level. As a prerequisite, the character must choose a deity to worship, and they may not change which deity they worship from that point forward. A character may choose to set aside their Holy Orders voluntarily, but this accrues the same penalties as if the deity stripped them of that status. Once a character loses or sets aside a set of Holy Orders, they may never take them again – not even for another deity.

There are three different sets of Holy Orders described in these rules. Each one represents a different path to enlightenment. A character chooses one (and only one; a character cannot have multiple sets of Holy Orders) of these options and writes it on their character sheet. A character who takes Holy Orders immediately gains the good alignment. The choices for Holy Orders are described below:

Vow of Poverty

These characters swear an oath to abandon the pursuit of worldly possessions and money, keeping only what they need and giving the rest away. Those who have taken the Vow of Poverty are very limited in what they can keep or carry for personal use. They may own no more than what they can carry on their person, and the total value of their goods may never exceed 500 gold pieces (discounting any special value for magic items or those granted by their order). They must donate any coinage above 10 gold pieces to the needy or an appropriate charity. They also gain a special ability: *enlightened strike (pauper's grace)*. See the section on character special abilities below.

Bloodless

These characters belong to a faith for which the shedding of blood is taboo, and the existence of untreated injury is an affront to all that is holy. Characters who adhere to the Bloodless holy orders may only employ *blunt* weapons, although they may have proficiency in other weapon types. They are also obliged to heal the injured. They may kill enemies of their faith, and the shedding of lifeblood is excusable, but they must give succor to any enemies injured and captured. They must help all who need doctoring, even animals, and even if personal resources are consumed. They also gain a special ability: *enlightened strike (circumvent defense)*. See the section on character special abilities below.

Nobility

These holy orders require the character to adhere to a code of conduct like that of the chivalric knights of legend. Those who have sworn an oath of Nobility must speak only the truth, even if this will lead to harm. They must champion the cause of justice, defending the weak from the strong, giving help to the poor, and bringing the rule of law into places where chaos holds sway. They also gain a special ability: *sacrificial defense (interposition)*. See the section on character special abilities below.

Note: These holy orders are relevant for good-aligned characters, but some of them may not make sense for evil characters. The GM should feel free to invent appropriate holy orders for villains; a future rules supplement will provide suggestions.

Character Special Abilities

Characters have the use of special abilities that enhance the amazing things they can do. Some of these special abilities are associated with their class, and they are automatically added to the character sheet. Others become available when a character gains experience points and higher levels; custom points may be used to buy them during the character advancement process. See Chapter 6 for more information.

Special abilities are divided into two tiers. Tier 1 abilities cost 6 custom points to buy during character advancement, meaning a beginning character will only have the special abilities they are automatically granted during creation, or any granted by taking Holy Orders. Characters of any level may have access to these special abilities. Tier 2 abilities cost 10 custom points to buy during character advancement. They are only available to characters that have gained 5th level.

Special abilities are also broken into categories, described below, with multiple special abilities falling under each category. When a character buys a special ability using custom points, only one of the listings under that category is bought. However, some classes have access to every special ability within a category.

Animal Companion

There are three separate special abilities under this category. A character may only have one of the special abilities in this category; if a character has a *familiar*, for example, they may not later acquire a *steed*.

An animal companion is a creature with the animal trait that is the character's special friend. The character and the companion have an emotional bond that joins them together for the rest of their lives. Companions have unusual longevity and will live as long as the character does, barring injury or disease. If an animal companion dies, the shock is devastating to the character as well; they immediately lose one of their hit dice in maximum hit points, a trauma that may prove lethal to the character as well. A new animal companion may only be summoned a month after the first one perishes.

Animal companions regard their character friends as their best friends in the world. They will fight for them if asked to do so, even to the death, and they will never fail a morale check if running away means abandoning the character. However, the player does not control the animal companion; they are non-player characters, and the GM controls their actions. The player may state what they ask their companion to do, but it is up to the GM to interpret those commands through the filter of an unusually intelligent animal's mind and decide what actually happens.

The three Animal Companion special abilities are listed below.

Familiar

This is a Tier 1 special ability. The character calls a single small animal to serve them faithfully. The familiar can understand the character's speech, and its own vocalizations are also understood by the character. It will typically take the form of one of the following animals: cat, dog, owl, raven, rat, bat, or weasel, but the GM may accept alternative suggestions. The animal is unusually large and intelligent and has the following attributes:

- **Hit Dice:** 1
- **Defenses:** 12
- **Hit Points:** 3
- **Attack Bonus:** +0
- **Attack Damage:** 1d2 hp

If the character concentrates, and the familiar is within 1 mile, the character can share perceptive senses with the familiar, seeing what they see and feeling what they feel. No other standard actions may be taken while this is occurring, and the sensory bond does not persist while the character is sleeping or unconscious.

Familiars are small animals and are fragile when they are away from the character they serve, but the familiar receives some protection when it is close to the character. Whenever the familiar is within 10' of the character, and the familiar is the target of an attack, the character can choose to become the target of that attack instead. If the character is also a target of the same attack (perhaps the attack affects all creatures within an area), they are not attacked multiple times, and the familiar is still not targeted.

Guardian

This is a Tier 1 special ability. The character has a special friend with the *animal* trait that accompanies them on their adventures. Many different types of animals are possible, such as: dog, cougar, pig, eagle, sea lion, or kangaroo, but the GM may accept any reasonable suggestion. The guardian can understand the character's speech, and its own vocalizations are also understood by the character.

Guardians have HD equal to $\frac{1}{4}$ of the level of the character, rounded up. Their statistics are built by using the rules found in Chapter 8 for creatures with the *animal* trait. The GM and the player should agree upon the attributes of the guardian.

The guardian and the character do not share the same sensory bond as familiars and characters do. They also do not receive the same protections that familiars do when they are close to their character friend.

Steed

This is a Tier 2 special ability. The character has an unusually intelligent mount with the *animal* trait. The classic steed is a horse, but any animal capable of carrying the weight of the character is an acceptable alternative; possibilities include an ox, giant eagle, dolphin, rhinoceros, or anything else the player reasonably proposes. The steed can understand the character's speech, and its own vocalizations are also understood by the character.

Steads have HD equal to $\frac{1}{2}$ of the level of the character, rounded up. Their statistics are built by using the rules found in Chapter 8 for creatures with the *animal* trait. The GM and the player should agree upon the attributes of the guardian.

In addition to fighting alongside their character friend, a steed is most effective when the character is riding it. The character gets to use the steed's movement rate, including using the steed's full movement rate in a round, and the character can still take a standard action as long as the steed does not. No skill check is required to ride the steed, and no penalty to attack rolls or skill checks is made while the character is riding. Steeds are only as capable as ordinary animals at negotiating an adventuring environment, however, so ladders and balance beams may prove to be obstacles.

The steed and the character do not share the same sensory bond as familiars and characters do. They also do not receive the same protections that familiars do when they are close to their character friend.

Arcane Magic

There is only one special ability in this category, and it is Tier 2. The character gains the ability to cast Arcane spells. This special ability cannot be taken by any character whose class already grants them Arcane spellcasting; however, this special ability can be taken by characters who have Divine spellcasting ability.

The character gains the ability to cast Arcane spells using spellbooks and spell components just as Magic-users and Elves do. However, their caster level is 4 lower than their character level, e.g. a 5th level Ranger who has learned to use Arcane magic casts spells as effectively as a 1st level Magic-user. Their spell attack bonus is equal to half their character level rounded down, so that same 5th level Ranger would have a +2 spell attack bonus modified by their Intelligence score. The number of spells the character can cast is tabulated below:

Table 2-8
TOTIL ARCANE SPELLCASTING

Spells per Level				
Level	1	2	3	4
5	1			
6	2			
7	2	1		
8	2	2		
9	2	2	1	
10	2	2	2	
11	3	2	2	1
12	3	3	2	2

Having this special ability does not imply the ability to use magic items as Magic-users or Elves do. Spellcasters with this special ability do not have a Magic-user's limitations regarding armor when casting spells. However, all other spellcasting limitations such as having a free hand and the ability to speak freely still apply.

Backstab

This category has three special abilities under it, and a character may have more than one of them. However, since only one surge can be spent in a single turn of combat, only one of these special abilities will apply to any given attack. All Thief characters automatically gain these special abilities.

Backstabbing is the art of making the most of a sneaky attack. These special abilities can only be used when the target of the attack is unaware of the threat that the attacker poses – either they are not aware of the attacker's presence, or they are unaware that the attacker is armed and hostile. Furthermore, a Backstab attack requires proximity; an attack that involves one of these special abilities must either be a melee attack or a missile attack within short range. Backstabbing abilities may be used in conjunction with an unarmed attack or an attack using improvised weapons (see Chapter 7), but it may never be used in conjunction with a spell attack.

The three Backstab special abilities are listed below.

Killing Blow

This is a Tier 1 special ability. The character has refined the art of making surprise attacks especially deadly. The character makes an attack on a target, and if the attack hits, the character may choose to spend a surge as a free action. The successful attack becomes a **critical hit** (see Chapter 7).

Cold-Cock

This is a Tier 1 special ability. The character is skilled at using surprise attacks to concuss an unaware opponent, possibly knocking them unconscious. The character makes an attack on a target, and if the attack hits, the character may choose to spend a surge as a free action. The damage for the successful attack is converted from hit point damage to **trauma** damage (see Chapter 7).

Tricky Maneuver

This is a Tier 2 special ability. The character is proficient at using a well-placed surprise blow to place an opponent at a disadvantage. The character makes an attack on a target, and if the attack hits, the character may choose to spend a surge as a free action. The attack becomes a **called shot** of the player's choosing (see Chapter 7).

Casting Out

This category has three special abilities under it, and a character may have more than one of them. A character must have taken Holy Orders if they wish to use any of these special abilities.

The character is exceptionally gifted at using their faith in their deity to discomfort or destroy the forces of the *undead*. To use any of these special abilities, the character cannot be hidden, and their holy symbol must be exposed to view.

The three Casting Out special abilities are listed below.

Divine Chastisement

This is a Tier 1 special ability. The character's Turn Undead skill checks become especially effective. The character attempts a Turn Undead check against one or more *undead* creatures. If the initial Charisma check achieves at least a minimal success, the character may choose to spend a surge as a free action. The die roll of the Charisma check is retroactively converted to a one for the purposes of determining the number of **Hit Dice (HD)** affected. Furthermore, when rolling the Wisdom check to determine the effects of the turning, the character may add their level as a bonus to the number of successes. Refer to Chapter 3 for rules for the Turn Undead skill.

Radiance of Prana

This is a Tier 1 special ability. The character may use their holy symbol to make light that *undead* creatures find especially unpleasant. As a standard action, the character holds their holy symbol overhead and chants a prayer to their deity; a surge is expended. For ten minutes, the holy symbol sheds an intense light with a radius of 30/60/90 (see Chapter 6 for rules regarding illumination). Within the 30' radius of bright light, all *undead* creatures experience great discomfort and make attack rolls at a -2 penalty. Unintelligent *undead* creatures outside this radius will not willingly enter it, although those who begin inside the bright light, or those forced into it by the character's movement, are not compelled to leave. The *radiance of prana* may influence intelligent *undead* creatures to leave at the GM's discretion.

Mirabilia

This is a Tier 2 special ability. So great is the character's faith that they may animate their holy symbol to repel *undead* creatures automatically. As a standard action, the character holds their holy symbol in front of them and chants a prayer to their deity; a surge is expended. For ten minutes, the holy symbol levitates next to the character, never more than 5' away. During that time, as a free action the holy symbol may perform a Turn Undead skill check, using the character's attributes, in the direction of the character's choosing. The character may take any other actions during this time, including using another holy symbol to make Turn Undead checks or to cast spells. The floating holy symbol is no easier to target with called shots than an object held by the character. The floating holy symbol is still subject to botches (see Chapter 3), although injury will not result to the character.

Divine Magic

There is only one special ability in this category, and it is Tier 2. The character gains the ability to cast Divine spells. This special ability cannot be taken by any character whose class already grants them Divine spellcasting; however, this special ability can be taken by characters who have Arcane spellcasting ability. As a prerequisite, any character who wishes to use this special ability must accept one set of Holy Orders.

The character gains the ability to cast Divine spells using holy symbols just as Clerics do. However, their caster level is 4 lower than their character level, e.g. a 5th level Berserker who has learned to use Divine magic casts spells as effectively as a 1st level Cleric. Their spell attack bonus is equal to half their character level rounded down, so that same 5th level Berserker would have a +2 spell attack bonus modified by their Wisdom score. The number of spells the character can cast is tabulated below:

Table 2-9
TOTIL DIVINE SPELLCASTING

Spells per Level				
Level	1	2	3	4
5	1			
6	2			
7	2	1		
8	2	2		
9	2	2	1	
10	2	2	2	
11	3	2	2	1
12	3	3	2	2

Having this special ability does not imply the ability to use magic items as Clerics do. Spellcasters with this special ability do not gain bonus 1st level spells for high Wisdom. The basic limitations of spellcasting for all characters such as having a free hand and the ability to speak freely apply.

Enlightened Strike

This category has four special abilities under it, and a character may have more than one of them. Some of these special abilities are automatically conferred when a character takes Holy Orders.

The character can use their exceptional insight to deliver particularly damaging attacks under the right circumstances. These attacks require intimate observation of, and interaction with, the target creature – these special abilities can only be used in conjunction with melee attacks.

The four Enlightened Strike special abilities are listed below.

Smite

This is a Tier 1 special ability. The character must have an alignment, either good or evil. The character has learned to inflict especially damaging attacks against creatures with the opposite alignment. The character makes a melee attack against a target, and if the attack hits, the character may choose to spend a surge as a free action. If the target has an alignment that is opposite of the character, the attack deals +4 hp bonus damage. Note that the character does not need to know if the target has the correct alignment to use this special ability, but if the target has the wrong alignment, no bonus damage occurs, and the surge is spent anyway. The character will know that no *smite* damage has been inflicted, making this special ability one means of determining a creature's alignment.

Circumvent Defense

This is a Tier 1 special ability. The character gains the ability to enter a trance-like state wherein a creature's supernatural defenses against physical damage can be perceived and bypassed. As a standard action, the character holds a weapon in their hand and concentrates for a round; a surge is expended. For the next ten minutes, any attack made using that weapon ignores all *damage resistance* special abilities, including those providing protection against attacks that are not *magic, silver, or faerie iron*. See Chapter 8 for rules regarding *damage resistance*.

Pauper's Grace

This is a Tier 1 special ability. The character has learned to make the most from humble weapons and can use them to inflict significant damage. To use this special ability, the character must be wielding a weapon with the *cheap* trait. The character makes a melee attack against a target, and if the attack hits, the character may choose to spend a surge as a free action. All damage performed by that one weapon is doubled. This includes bonus damage from strength, enchantments, or any other source.

Banish

This is a Tier 2 special ability. To use this special ability, the character must be on the Prime Material Plane; see Chapter 10. The character can sense the magical tethers that hold a summoned creature from the Outer Planes to Uroth, and they can attack these bonds with weapons. The character makes a melee attack against a target with the *extraplanar* trait. The target must have been summoned; this special ability is ineffective against those that have passed through a Gate (see Chapter 10); the target must also have no more HD than the character has levels. If the attack hits, the character may choose to spend a surge as a free action. In addition to inflicting damage, the character immediately makes a second attack roll on the same target, using the same modifiers as used for the attack roll, but this attack is against the target's Poise defense. The effect of a success on this second attack roll is identical to that of a *dismissal* spell (see Chapter 4).

Lay on Hands

This category has three special abilities under it, and a character may have one or more of them. As these powers derive from a character's connection with a deity, these special abilities all require a character to take Holy Orders. These abilities are automatically conferred upon some classes such as Healers or Paladins.

The character has a particular affinity for living creatures and the energies that sustain them, and they excel at channeling spiritual energy to improve a living creature's health. These special abilities only affect living creatures; they have no effect on creatures with the *undead* or *construct* traits.

The three Lay on Hands special abilities are listed below.

Circle of Recovery

This is a Tier 1 special ability. Given enough time, the character can distribute a little healing to all the members of the party. The character sits in a circle with as many of the character's allies as can approach within 10'; the character designates who is an ally and who is not. The character chants for ten minutes, which must be uninterrupted. At the end of the ten minutes, the character may elect to spend a surge. The character and all allies are healed for 1d4 hp plus one hp for each of the target's levels.

Hand of Succor

This is a Tier 1 special ability. The character can minister to creatures suffering from various debilitating maladies, and by channeling their spiritual energy they can speed along a cure. The character touches a creature that is suffering from an ongoing **condition** (see Chapter 7). As a standard action, the character chants for a round and may choose to spend a surge. The creature is granted an immediate **recovery** roll. This recovery roll counts towards the reduction of the recovery threshold.

Burst of Energy

This is a Tier 2 special ability. The character can channel their deity's energy directly towards restoring the energies of tired creatures. As a standard action, the character chants for a round and may choose to spend a surge. All creatures within 30' erase all points of **fatigue**.

Rage

This category has three special abilities under it, and a character may have one or more of them. These abilities are automatically conferred upon some classes such as Wild Halflings or Berserkers.

The source of energy for these special abilities is the anger the character harbors – an anger that may be buried deep down in their hearts, or which may lie close to the surface. The character can transform that anger into various effects that assist them in combat.

The three Rage special abilities are listed below.

Furious Strength

This is a Tier 1 special ability. The character can use their anger to temporarily grant themselves great strength. As a standard action, the character mutters for one round, and then the character may choose to spend a surge. For ten minutes, the character gains a +3 bonus to their Strength ability score. After the *furious strength* ends, the character cannot use this special ability again for at least one hour.

Vengeful Frenzy

This is a Tier 1 special ability. The character directs their anger towards those who attempt to hurt them, allowing them to strike back at foes. As a standard action, the character mutters for one round, and then the character may choose to spend a surge. For ten minutes, whenever they are successfully struck in combat by a melee attack, they may (as an immediate free action but not an **interrupt**) immediately counterattack their attacker with a readied melee weapon. They must be within melee range of their attacker, and they may not incorporate any movement or basic actions into their counterattack. However, they may make multiple counterattacks per round if they are struck multiple times. After the *vengeful frenzy* ends, the character cannot use this special ability again for at least one hour.

Wrathful Celerity

This is a Tier 2 special ability. The character's berserk fury makes them move quickly in combat. As a standard action, the character mutters for one round, and then the character may choose to spend a surge. For a number of rounds equal to their level, the character gains the *hasted* condition (see Chapter 7). After the *wrathful celerity* ends, the character cannot use this special ability again for at least one hour.

Sacrificial Defense

This category has three special abilities under it, and a character may have one or more of them.

Some individuals have such a strong inclination to protect others that they can perform seemingly impossible tasks. The power source for these special abilities is altruism and a fear of the harm that may come to those the character cares about.

The three Sacrificial Defense special abilities are listed below.

Interposition

This is a Tier 1 special ability. The character puts themselves in harm's way when an ally is attacked. The ally must be within 30' and easily reached by the character's movement; one cannot use *interposition* to protect an ally on the other side of a chasm, for instance. The character must be aware of the nature of the attack on the ally; surprise strikes cannot be defended against. When the attack is made, before the attack is resolved, the character may choose to spend a surge. As a free action, the character is moved adjacent to the ally and becomes the target of the attack; the attack is then resolved as normal. Note that since this expenditure of a surge does not occur on the character's turn, it is not subject to the limitation of using one surge per turn.

Fight Me

This is a Tier 1 special ability. The character can make themselves the focus of opponents' aggression so that the lives of their allies will be spared. On their turn, as a free action, the character may choose to spend a surge. For a number of rounds equal to the character's level, any enemy combatants within visual range must succeed at an Intelligence check to see any creature other than the character as a viable target. The Intelligence check must succeed by an amount equal to the character's level, or the enemy will only see the character as the object of their

aggression and will act accordingly. An exception to this is enemies that are already in melee combat range with other opponents; these creatures will not attack the character if this would expose them to **Attacks of Opportunity** (see Chapter 7).

Martyr's Gambit

This is a Tier 2 special ability. The character's sympathy for an ally is so strong that they can draw maladies from their friends and take them on to themselves. On the character's turn, as a standard action, the character touches an ally suffering from an ongoing condition. The character expends a surge, and the condition is removed from the ally. The condition is placed on the character instead, and if the condition is a disease or a poison, onset effects immediately accrue. The recovery threshold for the character's condition is reset to its initial level, regardless of how long the ally had been suffering. See Chapter 7 for rules regarding conditions.

Sorcery

This category has four special abilities under it, and a character may have more than one of them. Some of these abilities are automatically conferred upon some classes such as Sorcerers or Tricksters.

Sorcery is a form of Arcane magic that does not rely on the structure of spellcasting. Instead, those who practice sorcery can continuously generate minor magical effects. Sorcery has four schools of practice, and each school represents a separate special ability. No surges must be expended to use sorcery, but the magnitude of the effects that can be generated by sorcery never rise to the level of what can be done with even a 1st level Arcane spell. In general, sorcery will never have a range greater than 30', inflict more than 1d3 hp damage, create permanent objects or effects, or duplicate the effect of any spell found in Chapter 4. Any use of sorcery requires a standard action, except for maintaining existing effects which is a free action.

The four schools of Sorcery are listed below.

Mind Over Matter

The character can move small objects with their mind, wielding objects of up to 5 pounds within 30' as if they have a maximum Strength of 5, but with their full Dexterity ability score; therefore, a character using this form of Sorcery can attempt to pick a lock from a distance. Mind Over Matter can be used to hurl small objects as a missile attack, with a range of 10/20/30 and no non-proficiency penalty for improvised weapons, and damage of 1d3 hp.

Fire Magic

The character can start or quench small fires at a 30' distance. They can propel a burning ember as a missile attack, with a range of 10/20/30 and no non-proficiency penalty for improvised weapons, and damage of 1d3 hp fire.

Water Magic

The character can create a jet of water, shooting one gallon per round from their fingertips. They can create a small rainstorm within a 30' radius, or they can dry out a wet surface. They can form up to 10 gallons of water within 30' into solid shapes that will hold their form as long as the character remains in range.

Phantasms

The character can create wispy illusions within a 30' radius; these do not appear to be solid. They can also create faint sounds. The Deceive skill applies if the phantasms are intended to replicate an actual object or effect. They can also create floating luminescent globes that shed a dim light within 10' and can be directed up to 30' away as long as the character remains in range.

Spirit Calling

This category has three special abilities under it, and a character may have more than one of them. Some of these abilities are automatically conferred upon some character classes such as Majestic Elves or Diviners.

Certain characters can perceive the spirits that inhabit most corners of the universe, and which remain largely hidden from others. These characters may also have a rapport with these simple spirits, communicating with them and sometimes commanding their assistance. Inhabitants of the spirit realm are neither good nor evil.

The three Spirit Calling special abilities are listed below.

Halo of Spirits

This is a Tier 1 special ability. The character can communicate with the myriad spirits that permeate the real world, asking for them to share what fragmentary information they have learned about the immediate area. As a standard action, the character whispers to the spirits, and a surge is spent. For ten minutes the spirits whisper back to the character, giving them a +2 bonus to all perception-related skill checks and all Knowledge checks. This bonus also applies to Intuition checks used to discern the properties of an item.

Guide My Hand

This is a Tier 1 special ability. The character can summon forth a swarm of small spirits to steady their arm and sharpen their sight in combat. As a standard action, the character whispers to the spirits, and a surge is spent. For ten minutes the spirits subtly influence the character's movements to give them an effective +2 bonus to all attack rolls.

Distracting Host

This is a Tier 2 special ability. The character enlists a small army of spirits to bedevil an opponent, and they manifest in ghostly fashion to tug at the target's sleeves, babble confusingly, get in their way, and generally make nuisances of themselves. As a standard action, the character whispers to the spirits, points out one target that they can see, and a surge is spent. For ten minutes the spirits swarm that creature, causing them to take a -2 penalty to attack rolls and skill checks. Particularly superstitious creatures may find this spiritual attention truly terrifying.

Thaumaturgy

This category has three special abilities under it, and a character may have more than one of them. However, a character cannot use more than one of these special abilities simultaneously; a *call swarm* ability cannot be used by a character during the same time that an *elemental servitor* has been summoned, for instance. These special abilities are automatically conferred upon some character classes such as Conjurers.

Thaumaturgy is a form of Arcane magic that does not require the structure of spellcasting. Instead, the practitioner expends surges to summon forth various effects, seemingly from thin air.

The three special abilities of Thaumaturgy are listed below.

Call Swarm

This is a Tier 1 special ability. The character summons forth one or more *swarm* monsters described in Chapter 8. The number of 2HD monsters that the character can summon is equal to their level divided by 4, rounded up; therefore, a 4th level character could summon one 2HD *swarm*, but a 5th level character could summon two. As a standard action, the character chants Arcane phrases, a surge is spent, and then the *swarms* are placed by the character within 60'. The *swarms* may immediately act, obeying the verbal instructions of the character. They will act independently to attack but are not intelligent and can only follow any other instructions if the character spends a standard action to direct them. The *swarms* remain for no longer than 10 minutes but will not move more than 60' away from the character. These are magical effects that can be dispelled.

Elemental Servitor

This is a Tier 1 special ability. The character brings forth a creature from one of the four Elemental Planes. The character may summon an *elemental* with hit dice equal to their level divided by 2, rounded up; therefore, a 4th level character could summon a 2HD *elemental*, but a 5th level character could summon a 3HD *elemental*. The servitor's statistics are built by using the rules found in Chapter 8 for creatures with the *elemental* trait. The GM

and the player should agree upon the attributes of the servitor. As a standard action, the character chants Arcane phrases, a surge is spent, and then the servitor is placed by the character within 60'. The servitor may immediately act, obeying the verbal instructions of the character. They will act independently to attack, but they are only as intelligent as the attributes they are given, and it is up to the GM to determine how complex of instructions they can follow. The *elemental* remains for no longer than 10 minutes but will not move more than 60' away from the character. The servitor is not a magical effect that can be dispelled, but it may be affected by spells such as *dismissal* that affect summoned creatures.

Hey Presto

This is a Tier 2 special ability. The character can instantly summon forth their possessions which are not on their person. On their turn, the character snaps their fingers, and they may choose to spend a surge. As a free action, one of the objects listed on their inventory in the Items Not Stored on Person box is instantly transferred to their physical location. At their discretion, the object may appear in a worn or wielded state provided the character has the hands or body space to receive it. The object may also appear within 5' of the character. This ability works across any distance, even across planes of existence, but it does not work in reverse – a character may not cause objects in their possession to disappear.

Additional Character Generation Details

Starting Languages

A character's starting languages are listed above for each character class. If a character has a high Intelligence, they may add one or more languages listed in Chapter 3, and learn a quantity of steps of additional language proficiency equal to their Intelligence modifier. This means that a character with a 17 Intelligence, or a +2 modifier, might choose to learn the Orcish language with a halting proficiency, or the Goblin tongue with a halting proficiency, or a smattering of both languages.

If a character has a low Intelligence score, they will not know any languages other than the starting languages listed for their character class. Additionally, while most starting languages are known with fluent proficiency, the character's Intelligence penalty indicates the number of steps that each starting language is downgraded. A Cleric with an Intelligence of 8, for instance, with a modifier of -1, would only know Common and their deity's language at the working step. A Dwarf with an Intelligence of 3, and a modifier of -3, would know Common and Dwarvish at only the smattering step, and would only be able to grunt a few words in each language!

Write down all your starting languages in the Languages section, and then write in the level of skill, which should be the same for each native tongue, but which may vary in proficiency for languages gained by having high Intelligence.

Hit Points

Creatures in the world of **Tales of the Iron League** put themselves in harm's way with great regularity. Monsters are frequently stabbed, blasted, or burned, all while trying to stab/blast/burn the PCs in return. Characters fall into hidden pit traps. Incautious adventurers slip into a river and are swept down a waterfall. Sometimes things explode. Dangerous, potentially deadly things happen to characters all the time.

This game tracks a character's ability to withstand punishment by using **hit points** (hp). A character's hit points are an abstract measure of how healthy they are. Hardy characters have many hit points, while more fragile characters have fewer.

When a character is fully healthy, they have all their hit points, or their **maximum hp**. When they are injured, they temporarily lose some hit points. Eventually magical or mundane means of healing can restore them to their full hit point total. Until then, the injured character must limp along with reduced hit points – their **current hp** – and other injuries might reduce that pool of points even further. If a character or monster is reduced to zero or negative hit points, they are dying, and only the most powerful magic can bring them back.

In the real world, injuries can be debilitating. A person who has been severely injured may suffer from a significant reduction in their capability. Characters in the world of **Tales of the Iron League** are made of sterner stuff than realistic people. Even if a character has been punched, stabbed, burned, frozen, abraded, and dropped from a great height until they are down to their last hit point, they suffer no penalties when rolling checks for the actions they take while wounded. The only penalty for being low on hit points is that your character is very near death, and for all practical purposes, death is permanent. (Trauma is a different and debilitating sort of damage, but that is dealt with elsewhere in these rules.)

When creating a starting character, the table for each class lists its starting hit points. Those hit points can be modified by a high or low Constitution score, leftover ability score generation points, a Conjurer having a familiar, or any of several other sources of bonuses.

Write your character's starting hit points on your character sheet, taking these various factors into account. At the start of the game, a character's maximum and current hp are the same. The + Or – field is for temporary bonuses or penalties that may affect hp; leave this blank for now. During play, keep track of changes to current hp, but never erase the maximum hp figure – assuming death is not in the cards, the character will eventually heal back up to that number. A few exceptions exist where maximum hp may be reduced, and those are described elsewhere in these rules. Rules for healing are described in Chapter 7.

Surges

Surges represent something your character can do by exerting a little extra effort. Starting characters have a limited number of surges available to them, but their surges can spell the difference between life and death. There are multiple possible uses for a surge, and the player gets to choose which use is employed when the surge is spent. Some surges do the same thing for every character, such as healing a little damage, while some surges are different from class to class, and some surges are spent to power special abilities associated with the character's subclass. All surge uses are described on the character sheet.

Starting characters have two surges to use. Characters who do not have a subclass gain two additional surges. Write down your number of surges in the **max surges** field and write the same number down in the **current surges** field. As you use surges, you will erase one from the current surges field. However, do not erase the number in the max surges field; when your character has a chance to sleep, they will regain surges up to their max surges number. See Chapter 6 for more information on resting.

Custom Points

At first level, each character receives three **custom points**, which are spent to select additional benefits. Custom points can be spent as follows during character generation:

Points	Benefit
3	Add one to your total number of surges.
2	Learn a new skill at proficiency level 1.
2	Obtain one new weapon proficiency.
2	Obtain proficiency with a shield or heavy helm.
2	Obtain proficiency with one higher Armor Class than you can currently use.
1	Increase your proficiency with a known language by one step.
1	Learn one new language at the smattering level of proficiency.
1	Permanently increase your maximum hit points by 1.

You can also bank one or more custom points to use later. During gameplay, you can spend a banked custom point to require that any die rolled at the table, by you or anybody else including the GM, be rerolled. You must declare this immediately after the die roll's result is seen, and the results of the new die roll are final.

Alternatively, you can save banked custom points to spend at your next level advancement.

Each time your character receives enough experience points over the course of adventuring to advance in level, they get an additional three custom points to spend. See Chapter 6 for more information on character advancement and the other options for spending custom points that are available at higher levels.

You cannot advance a language beyond the maximum level of proficiency allowed by your character's Intelligence. Make modifications to your character sheet for surges, skills, proficiencies, languages, hit points, or banked custom points.

Starting Money and Coins

Chapter 5 describes the types of coins used in the world of Uroth and their exchange rates. Starting characters do not begin with great wealth in coinage – if they had a lot of money, many members of the Iron League might not adventure at all! However, each character has a few coins in their purse.

Roll 1d10 once for the number of copper pieces (cp) in the character's possession, once for the number of silver pieces (sp), and once more for the number of gold pieces (gp). Write these starting coins down on your character's Inventory sheet in the Zero Space Items box.

Starting Equipment

Every member of the Iron League begins with some equipment that will help them survive – not necessarily every object they want or would find useful, and not necessarily every weapon or tool that they are skilled at using, but enough to get them started. If they want more and better equipment, they will need to earn money through adventuring to buy it.

Starting characters receive some fixed equipment, which is listed below, and some random equipment. To determine the random equipment, you will roll one or more dice according to each random equipment table. On one table of your choice, you may choose the result you want; for the others, the dice randomly determine what your character receives.

A character may only easily carry a quantity of **body spaces** of Inventory equal to their Strength ability score. In the Body Spaces section of your Unencumbered Inventory, draw an X through the numbered spaces with a value higher than the character's Strength ability score. Those spaces may never be used. (See encumbrance rules, Chapter 5.)

Your character receives the following fixed equipment; write it on the Inventory page as directed below:

Fixed Equipment	Location
Backpack	Place a check mark next to the Backpack section to indicate that those spaces are usable.
Belt	Place a check mark next to the Belt section to indicate that those spaces are usable.
Preserved rations (1 bundle)	Write 'preserved rations' on one line of the Backpack section, with two small boxes next to it.
Waterskin	Write 'waterskin' on one line of your Unencumbered Inventory, with two small boxes next to it.
Iron League Journal	This is a very small book; write it in the Zero Space Items section.
Iron League Medallion	This piece of jewelry is very small; write it in the Zero Space Items section.
Spellbook (Elves & Magic-users only)	This is a two-space item; write 'spellbook' on two spaces of your Unencumbered Inventory.
Spell components (Elves & Magic-users only)	Write 'spell components' in the Zero Space Items section, with six small boxes next to it.
Holy symbol (Clerics & Paladins only)	This is a small item; write it in the Zero Space Items section.
Thieves' tools (Thieves only)	This is a small item; write it in the Zero Space Items section.
Martial weapon (Holy Warrior or Goon only)	Write your chosen weapon into the appropriate number of spaces in your Unencumbered Inventory.

For random equipment, make the following die rolls:

Primary melee weapon: roll 1d20 and consult the following table:

Table 2-10: TOTIL Starting Primary Melee Weapon

What kind of weapon proficiency does your character class have?					
1d20	Standard and Martial Weapons	Standard Weapons	Standard Weapons, but not Long	Cheap Weapons	Blunt Weapons
1	Axe, Battle	Axe, Battle	Axe, Hand	Club	Club
2	Axe, Hand	Axe, Hand	Axe, Hand	Club	Club
3	Flail, Heavy	Axe, Hand	Axe, Hand	Club	Flail, Heavy
4	Flail, Light	Flail, Heavy	Flail, Light	Club	Flail, Heavy
5	Hammer, War	Flail, Light	Flail, Light	Club	Flail, Heavy
6	Mace	Flail, Light	Flail, Light	Dagger	Flail, Light
7	Morningstar	Hammer, War	Mace	Dagger	Flail, Light
8	Pick, Heavy	Mace	Mace	Dagger	Flail, Light
9	Polearm	Mace	Mace	Dagger	Hammer, Light
10	Spear, Long	Morningstar	Spear, Short	Dagger	Hammer, Light
11	Spear, Short	Pick, Heavy	Spear, Short	Hatchet	Hammer, War
12	Sword, Great	Polearm	Spear, Short	Hatchet	Hammer, War
13	Sword, Long	Spear, Long	Spear, Short	Hatchet	Hammer, War
14	Sword, Rapier	Spear, Short	Sword, Short	Hatchet	Mace
15	Sword, Short	Spear, Short	Sword, Short	Staff	Mace
16	player's choice	Sword, Short	Sword, Short	Staff	Mace
17	player's choice	Sword, Short	Sword, Short	Staff	Staff
18	player's choice	player's choice	player's choice	Staff	Staff
19	player's choice	player's choice	player's choice	Staff	player's choice
20	player's choice	player's choice	player's choice	player's choice	player's choice

Player's Choice allows the selection of any weapon listed in Chapter 5. Owning a weapon does not imply that the character has proficiency in its use!

Secondary melee weapon: roll 1d20 and consult the following table:

Table 2-11: TOTIL Starting Secondary Melee Weapon

What kind of weapon proficiency does your character class have?				
1d20	Martial and Standard Weapons	Standard Weapons	Cheap Weapons	Blunt Weapons
1	Dagger	Dagger	Dagger	none
2	Dagger	Dagger	Dagger	none
3	Dagger	Dagger	Dagger	none
4	Dagger	Dagger	Dagger	none
5	Dagger	Dagger	Dagger	none
6	Dagger	Dagger	Dagger	none
7	Dagger	Dagger	Hatchet	none
8	Dagger	Hammer, Light	Hatchet	none
9	Hammer, Light	Hammer, Light	Hatchet	none
10	Hammer, Light	Hammer, Light	Hatchet	none
11	Hammer, Light	Hatchet	none	none
12	Hammer, Light	Hatchet	none	none
13	Hatchet	Hatchet	none	none
14	Hatchet	Pick, Light	none	none
15	Hatchet	Pick, Light	none	none
16	Hatchet	Pick, Light	none	none
17	Pick, Light	none	none	none
18	Pick, Light	none	none	none
19	Pick, Light	none	none	none
20	Pick, Light	none	none	none

Missile weapon: roll 1d20 and consult the following table:

Table 2-12: TOTIL Starting Missile Weapon

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What kind of weapon proficiency does your character class have?					
1d20	Martial and Standard Weapons	Standard Weapons	Standard Weapons that are not Long	Cheap Weapons	Blunt Weapons
1	Axe, Hand (2)	Axe, Hand (2)	Axe, Hand (2)	Dagger (3)	Sling
2	Axe, Hand (2)	Axe, Hand (2)	Axe, Hand (2)	Dagger (3)	Sling
3	Bow, Long	Bow, Short	Bow, Short	Dagger (3)	Sling
4	Bow, Short	Crossbow, Heavy	Bow, Short	Dagger (3)	Sling
5	Crossbow, Heavy	Crossbow, Light	Crossbow, Light	Dagger (3)	Sling
6	Crossbow, Light	Dagger (3)	Dagger (3)	Dagger (3)	Sling
7	Dagger (3)	Dagger (3)	Dagger (3)	Dagger (3)	Sling
8	Dagger (3)	Darts	Darts	Dagger (3)	Sling
9	Darts	Darts	Darts	Dagger (3)	Sling
10	Darts	Hatchet (2)	Hatchet (2)	Darts	Sling
11	Hatchet (2)	Hatchet (2)	Hatchet (2)	Darts	Sling
12	Javelins	Javelins	Javelins	Darts	Sling
13	Javelins	Javelins	Javelins	Hatchet (2)	Sling
14	Sling	Sling	Sling	Hatchet (2)	Sling
15	Sling	Sling	Sling	Hatchet (2)	Sling
16	Short Spear	Short Spear	Short Spear	Sling	Sling
17	player's choice	Short Spear	Short Spear	Sling	none
18	player's choice	player's choice	player's choice	Sling	none
19	player's choice	player's choice	player's choice	player's choice	none
20	player's choice	player's choice	player's choice	player's choice	none

Player's Choice allows the selection of any weapon listed in Chapter 5. Owning a weapon does not imply that the character has proficiency in its use! Each type of bow comes with one quiver full of arrows. Each type of crossbow comes with one case full of bolts. Each sling comes with one pouch full of stones. Darts and javelins come in a quiver that contains a full bundle.

Armor: roll 1d20 and consult the following table:

Table 2-13: TOTIL Starting Armor

What kind of armor proficiency does your character class have?				
1d20	All armor and shields	AC 15 armor and shields	AC 11 armor	No armor
1	Studded Armor	Padded Armor	None	None
2	Studded Armor, Light Helm	Padded Armor, Light Helm	Light Helm	None
3	Studded Armor and Shield	Padded Armor and Shield	Padded Armor	None
4	Studded Armor and Shield, Light Helm	Leather Armor	Padded Armor	None
5	Scale Mail	Leather Armor, Light Helm	Padded Armor	None
6	Scale Mail, Light Helm	Leather Armor and Shield	Padded Armor	None
7	Scale Mail and Shield	Studded Armor	Padded Armor	None
8	Scale Mail and Shield, Light Helm	Studded Armor, Light Helm	Padded Armor	None
9	Chain Mail	Studded Armor and Shield	Padded Armor and Light Helm	None
10	Chain Mail, Light Helm	Scale Mail	Padded Armor and Light Helm	None
11	Chain Mail and Shield	Scale Mail	Leather Armor	None
12	Chain Mail and Shield, Light Helm	Scale Mail, Light Helm	Leather Armor	None
13	Splint Mail	Scale Mail and Shield	Leather Armor	None
14	Splint Mail, Light Helm	Chain Mail	Leather Armor	None
15	Splint Mail and Shield	Chain Mail, Light Helm	Leather Armor	None
16	Splint Mail and Shield, Light Helm	Chain Mail and Shield	Leather Armor	None
17	Banded Mail	Splint Mail	Leather Armor	None
18	Banded Mail, Light Helm	Splint Mail and Light Helm	Leather Armor	Light Helm
19	Banded Mail and Shield	Banded Mail	Leather Armor and Light Helm	Light Helm
20	Banded Mail and Shield, Light Helm	Banded Mail and Light Helm	Leather Armor and Light Helm	Light Helm

Miscellaneous gear: roll 1d20 and consult the following table. Do this twice for each character.

Table 2-14: TOTIL Starting Miscellaneous Gear

	Each character gets two rolls on this table
1d20	Equipment
1	(3) large sacks, (2) small sacks, (1) ball of twine
2	(1) 50' rope (hemp), (1) grappling hook
3	(1) 50' rope (silk), (1) bundle of iron spikes, (1) tinker's hammer
4	(1) vial of garlic concentrate, (1) bundle of wooden stakes, (1) vial of wolfsbane serum
5	(1) flint and steel, (1) bundle of torches
6	(1) flint and steel, (1) lantern, (3) flasks of oil
7	(1) climbing gloves, (1) crampons
8	(1) thieves' tools
9	(1) holy symbol
10	(1) shovel, (1) miner's pick
11	(1) sledge hammer, (1) crowbar
12	(1) vial of holy water
13	(1) cylindrical case - paper, (1) vial of ink, (1) quill, (1) bundle of chalk
14	(1) set of manacles, (1) 10' chain, (1) padlock and key
15	(1) bedroll, (1) blanket, (1) small tent
16	(1) 50' rope (hemp), (1) block and tackle
17	(1) potion of treat wounds
18	(1) flint and steel, (1) bundle of candles, (2) flasks of oil
19	(1) sack of marbles, (1) sack of caltrops
20	(1) wooden pole, (1) heavy gloves, (1) tongs

If a character rolls the same miscellaneous equipment twice, reroll until there are no duplicates.

Once you have determined your random equipment, write it in your character's Inventory. If it is a weapon or other piece of equipment that the character plans on keeping ready, allocate **hands** to it by placing a 1 or a 2 in the Hands column. If it is armor or a garment or tool that can be donned like clothing, write 'worn' (or 'w' for short) in the Hands column. See Chapter 5 for more information on equipment and encumbrance.

Once random equipment determinations have been made, you may use some of your character's starting money to make additional purchases. Equipment costs are provided in Chapter 5. Similarly, if there is a piece of starting equipment that you really don't want, and would prefer to have money instead, you can sell it back to the store at half the listed price. Your character can then keep the money or use it to buy other equipment.

Starting Spells

Skip this section if your character is a Dwarf, Fighter, Halfling, or Thief.

Clerics

Clerics, Elves, and Magic-users cast spells, but Clerics do not need a spellbook because they have access to all the spells listed as Divine in Chapter 4. Write down the number of 1st level spells that your Cleric can cast, which is 1 plus their Wisdom modifier, in the Spells per Level field. Write down your caster level, which is the same as your class level, in the Divine field of the Caster Level Section. Draw a dark line through the Arcane field of the Caster Level Section – this character won't need that. Fill in your Spell Attack Bonus from the Cleric class table and fill in the Wisdom Modifier from the ability scores. Line through the Intelligence modifier – this character won't use it.

For each spell in the 1st level list, write down the spell's attack bonus, if applicable – many spells don't require any kind of attack roll to function. The spell attack bonus is equal to the sum of your spell attack bonus and your Wisdom modifier, with a +2 bonus if the spell's range is touch.

Elves and Magic-users

Elves begin play with a spellbook that contains some of the 1st level Arcane spells listed in Chapter 4. Unlike Clerics, Arcane casters can only cast the spells in their spellbook; the other spells listed in Chapter 4 are unavailable to them until such time that they are able to acquire their formulas and write them into their spellbook.

Elves begin play with 3 spells plus their Intelligence modifier, so an Elf with an 18 Intelligence would start with 6 spells. The player may choose one of the 1st level spells listed in Chapter 4; the rest must be randomly determined. Roll 1d20 to determine each spell, rerolling duplicates. Write down the spells in the spellbook, using one line for each spell. For each spell in the spellbook, write down the spell's attack bonus, if applicable – many spells don't require any kind of attack roll to function. The spell attack bonus is equal to the sum of your spell attack bonus and your Intelligence modifier, with a +2 bonus if the spell's range is touch.

Write down the number of 1st level spells that your Elf can cast, which is 1 plus their Intelligence modifier, in the Spells per Level field. Write down your caster level, which is the same as your class level, in the Arcane field of the Caster Level Section. Draw a dark line through the Divine field of the Caster Level Section – this character won't need that. Fill in your Spell Attack Bonus from the Elf class table and fill in the Intelligence Modifier from the ability scores. Line through the Wisdom modifier – this character won't use it.

Magic-users

Magic-users begin play with a spellbook that contains some of the 1st level Arcane spells listed in Chapter 4. Unlike Clerics, Arcane casters can only cast the spells in their spellbook; the other spells listed in Chapter 4 are unavailable to them until such time that they are able to find their formulae and write them into their spellbook.

Magic-users begin play with 3 spells plus their Intelligence modifier, so a Magic-user with an 18 Intelligence would start with 6 spells. The player may choose one of the 1st level spells listed in Chapter 4; the rest must be randomly determined. Roll 1d20 to determine each spell, rerolling duplicates. Write down the spells in the spellbook, using one line for each spell. For each spell in the spellbook, write down the spell's attack bonus, if applicable – many spells don't require any kind of attack roll to function. The spell attack bonus is equal to the sum of your spell attack bonus and your Intelligence modifier, with a +2 bonus if the spell's range is touch.

Write down the number of 1st level spells that your Magic-user can cast, which is 3 plus their Intelligence modifier, in the Spells per Level field. Write down your caster level, which is the same as your class level, in the Arcane field of the Caster Level Section. Draw a dark line through the Divine field of the Caster Level Section – this character won't need that. Fill in your Spell Attack Bonus from the Magic-user class table and fill in the Intelligence Modifier from the ability scores. Line through the Wisdom modifier – this character won't use it.

Defenses

There is a chance that any given hazard may negatively affect a character. If an orc swings an axe at them, the blow might connect, or it might not. That chance varies from character to character; a well-armored and nimble character is likely to avoid an attack, while a vulnerable Magic-user is much more exposed unless their spells can protect them.

Defenses are statistics that describe how likely it is that your character will be seriously affected by something dangerous. A high number is good for any defense score, because that number is what must be rolled on 1d20 to successfully attack that character.

There are four types of defenses:

- The character's **Armor Class**, or **AC** for short, determines how hard it is to attack them successfully with weapons.
- The **Dodge** defense is a measure of how easily the character can perceive incoming threats and get out of the way, such as by ducking under a giant bladed pendulum or diving for cover just as a trapped box explodes.
- The **Toughness** defense accounts for the character's ability to shrug off debilitating effects, such as by fighting off an insidious poison that threatens to paralyze them or avoiding severe frostbite when exposed to the elements on a mountainside.
- The **Poise** defense is a metric for the character's mental fortitude, which may allow them to avoid cracking under sadistic interrogation, or to resist the enchantments of a witch who is trying to put them to sleep.

A character's base Armor Class is determined by the type of armor and shield they are using. Chapter 5 lists these AC statistics. The effective AC is the base AC plus the character's Dexterity modifier and any other applicable bonuses. Halflings receive an additional bonus of +1 to AC. Record the AC defense in the Base field and the Current field; leave the + Or – field blank.

A character's base Dodge defense is listed in the table for their character class. Their effective Dodge defense is their base Dodge defense plus both their Dexterity and Wisdom modifiers. For example, a character with a Dexterity of 8 and a Wisdom of 13 would have a net change of zero from their base class defense. Record the character's Dodge defense in the Base field and the Current field; leave the + Or – field blank.

A character's base Toughness defense is listed in the table for their character class. Their effective Toughness defense is their base Toughness defense plus both their Strength and Constitution modifiers. Record the character's Toughness defense in the Base field and the Current field; leave the + Or – field blank.

A character's base Poise defense is listed in the table for their character class. Their effective Poise defense is their base Poise defense plus both their Intelligence and Charisma modifiers. Record the character's Poise defense in the Base field and the Current field; leave the + Or – field blank.

Weapon Attack Table

The character's combat attack bonus is already written on the relevant character sheet on the Melee and Missile Attacks page. The bonus to attack for each weapon is equal to the character's combat attack bonus plus their Strength modifier for melee weapons or their Dexterity modifier for missile weapons. Some weapons can be both melee and missile; write such weapons down once on the melee table with melee statistics, and once on the missile table with missile statistics.

Weapon damage and range are listed in Chapter 5; write these down here. For melee weapons only, add the character's Strength modifier to weapon damage.

During play, each time a character makes a weapon attack, the player will roll 1d20 and add the weapon's to-hit bonus; the result is the AC defense that a blow can hit. There may be additional bonuses or penalties related to range or other situational modifiers; the rules for this are in Chapter 7.

Final Adjustments to Character Sheets

There are only a few more numbers to write down.

Alignment

For all classes except Clerics and Paladins, leave this blank. For Clerics and Paladins, write **good** into this field.

Movement

For all classes except Fighters, base movement rates for full moves and partial moves are determined by the type of armor equipped; this is listed in Chapter 5. Fighters always have a movement rate of 120' and 60' respectively,

and this is written down on the Fighter character sheet already. For other characters, record their movement rates. The significance of movement rates is described in Chapter 7.

Initiative

All characters have an initiative bonus equal to their Dexterity modifier; additionally, Halfling characters gain an additional +1 bonus. Record the character's initiative bonus. Rules for initiative are found in Chapter 7.

Trauma Limit and Trauma

Trauma is a debilitating type of injury that can severely hamper a character's effectiveness or even leave them unconscious. Trauma is described in more detail in Chapter 7. Each character has a trauma limit, which represents the amount of trauma damage they can sustain before they are knocked out. This is equal to a character's Constitution score; write that into this field. Leave the trauma field blank; the player will add points to this if their character sustains any trauma damage.

Recovery

All characters have a recovery roll bonus equal to their Constitution modifier; additionally, Dwarf characters gain an additional +2 bonus. Record the character's recovery bonus. Rules for recovery from various harmful conditions are found in Chapter 7.

Fatigue Limit

All characters have a fatigue limit equal to 4 plus their Constitution modifier. Record the character's fatigue limit, but leave the section marked fatigue blank. Rules for fatigue are found in Chapter 6.

The character should now be complete! Once the GM approves all the details, it is time to begin role-playing!

Character Sheets

Player Name

Character Name

Class

Subclass

Holy Orders/Deity

Level

Experience

Custom Points

Alignment

Strength

Base	<input type="text"/>
+ Or -	<input type="text"/>
Damage	<input type="text"/>
Current	<input type="text"/>
Modifier	<input type="text"/>

Dexterity

Base	<input type="text"/>
+ Or -	<input type="text"/>
Damage	<input type="text"/>
Current	<input type="text"/>
Modifier	<input type="text"/>

Constitution

Base	<input type="text"/>
+ Or -	<input type="text"/>
Damage	<input type="text"/>
Current	<input type="text"/>
Modifier	<input type="text"/>

Intelligence

Base	<input type="text"/>
+ Or -	<input type="text"/>
Damage	<input type="text"/>
Current	<input type="text"/>
Modifier	<input type="text"/>

Wisdom

Base	<input type="text"/>
+ Or -	<input type="text"/>
Damage	<input type="text"/>
Current	<input type="text"/>
Modifier	<input type="text"/>

Charisma

Base	<input type="text"/>
+ Or -	<input type="text"/>
Damage	<input type="text"/>
Current	<input type="text"/>
Modifier	<input type="text"/>

AC

Base	<input type="text"/>
+ Or -	<input type="text"/>
Current	<input type="text"/>

Dodge

Base	<input type="text"/>
+ Or -	<input type="text"/>
Current	<input type="text"/>

Toughness

Base	<input type="text"/>
+ Or -	<input type="text"/>
Current	<input type="text"/>

Poise

Base	<input type="text"/>
+ Or -	<input type="text"/>
Current	<input type="text"/>

Hit Points

Maximum	<input type="text"/>
+ Or -	<input type="text"/>
Current	<input type="text"/>

Surges

Max	<input type="text"/>
Current	<input type="text"/>

Movement

Full	<input type="text"/>
Partial	<input type="text"/>

Recovery

Modifier	<input type="text"/>
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Initiative

Modifier	<input type="text"/>
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Trauma

Limit	<input type="text"/>
Points	<input type="text"/>

Fatigue

Limit	<input type="text"/>
Points	<input type="text"/>

Proficiencies

<input type="text"/>
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Tales of the



Iron League

Conditions

<input type="text"/>
<input type="text"/>
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Skills

Name	Level
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
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Languages

Name	Level
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
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Special Abilities

Class Abilities

More Abilities

Holy Orders

--

Hirelings

Familiar or
Companion

--

Disabilities

Character Notes:

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Inventory

Backpack Spaces

Backpack?

Spaces	Items	Hands
1		
2		
3		
4		
5		

Belt Spaces

Belt?

Spaces	Items	Hands
1		
2		
3		
4		
5		

Zero Space Items

Items Not Stored on Person

Unencumbered Body Spaces

Spaces	Items	Hands
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
17		
18		
19		
20		

Encumbered Body Spaces

Spaces	Items	Hands
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		