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INTRODUCTION

The Legacy of Heroes is a new Fantasy Role Playing Game with one singular focus: Imagination. The Legacy of Heroes aims to provide you, as either a player or a GM, all the tools you need to bring the myriad characters and stories you love from books, movies, video games, and your own mind, to life on the sheet before you. Our game doesn't focus on flashy new mechanics and tricks. The simple fact is the most powerful mechanic of all is already present at most RPG tables: the players and the GM.

We believe that the formula is Player's Imagination + GMs Story = Fun. The real goal of the RPG should be to either facilitate that fun or stay out of the way of it. We know that it is impossible to give you every rule or define every situation, so we give you, the players and the GM, the tools you need to create your own milieu and your own game elements. In short, you create your own fun.

The Legacy of Heroes is based on the OGL and cross-breeds that with the best inspirations from 40 years of RPG gaming to create an exciting system that is both familiar and new at the same time. You will still see your old friends of Race and Class, but new elements such as Heroic Arcs, Heroic Talents and more have been added to the mix, to add more customization and imagination to your character. We have sought to eliminate pointless barriers and unnecessary restrictions between game elements, allowing you to realize your character in an uncompromising way.

The Legacy of Heroes offers a deep and involved system to design your characters, giving you new and exciting facets to build, customize and bring your ideas to life. The system takes many simple elements and combines them into a complex tapestry. At every point of character design we offer you choices and options that can both facilitate and spur your imagination, always seeking to deliver a role-playing experience like never before. The advancements we have made in the casting of spells offer more flexibility and choice than any other OGL game on the market. Don't worry; it's not just spell casters that get to have fun in The Legacy of Heroes. We have also changed the entire dynamic of playing a character that survives based on steel and skill to create a gameplay experience that is engaging, dynamic and at all times fun.

If you are looking for a game that allows you to make rich and multi-dimensional characters like never before, then The Legacy of Heroes is for you. Flip through these pages, see what we have to offer. We hope you love it as much as we do.

Vincent Venturella
-Lead Designer

CHAPTER 1: CHARACTER CREATION

INTRODUCTION

This chapter will walk you through the various steps necessary to create a character in The Legacy of Heroes. If you have played fantasy role-playing games previously, many of these steps may be familiar to you. This chapter contains only the overview and you will always want to reference the listed chapter for full details on completing that individual step of character creation.

STEP 1: GENERATE ABILITY SCORES

The first step to creating your character for The Legacy of Heroes is to generate your ability scores. You may use either of the two methods outlined below, or alternatively, any system of ability score generation prescribed by your GM.

ASSIGN ARRAY

You may use any of the ability score arrays below. These may be placed in any order on your character sheet.

18,16,14,12,10,8
16,16,16,12,10,10
16,16,14,14,10, 10

ROLL DICE

If you choose this option, roll 4d6, dropping the lowest die rolled. Total the remaining three dice and record the result. Repeat this process five more times for a total of six recorded scores. Assign each of these scores to a single ability (Strength, Constitution, Dexterity, Intelligence, Wisdom or Charisma).

STEP 2: CHOOSE RACE

Next, you will choose your race. This player's guide lists eleven available races, but your GM may have additional racial choices available unique to their milieu.

Each race gains a group of bonuses under racial traits. All members of a race gain these bonuses. In addition, each race gains 10 (or 12 in the case of half-elf) ability points they may spend on any of the basic racial abilities. These ability points must be spent completely at level 1 and you may not save any of these points beyond character creation.

At every level beyond 1, you will gain 1 additional ability point. You may save these points over levels and these may be spent on either optional abilities or advanced abilities assuming that all prerequisites are met.

Note that certain races (such as half-celestial) are marked as Bloodlines. These may not be taken as your base race and must be purchased using your ability points. Full details on Bloodlines can be found in Chapter 3: Races.

STEP 3: CHOOSE CLASS

Now that you have your race, your next step is to choose your class. Your class represents "what you do." Are you a strong fighter, deadly with a blade, or an enigmatic sorcerer whose blood is magic? There are eleven classes in The Legacy of Heroes although your GM may have additional options available.

All classes gain a set of abilities at level one, each of which is covered in brief below, see Chapter 4: Classes for complete details.

BUILD

Most classes have some sort of build available. For example, fighters choose a fighting style, clerics choose a focus and wizards choose a specialization. This choice will grant your character certain abilities unique to your build at level 1 and will have additional options you may choose from as you level.

STANCES

Classes such as fighters and rogues will gain stances. These represent a basic fighting technique or series of moves. Choose the number of stances indicated by your class from Chapter 7: Stances. Each build in your class will have a stance associated with your build, for example, if you are a Marauder Fighter, there is a Marauder's Assault stance that aligns well with the general fighting style of that character. You are not required to make this choice, but it is highly recommended, especially for newer players. As you advance in level, you gain upgrades from your class that will improve the functionality of your stances.

SET-UPS

Some classes such as fighters and paladins receive set-ups. Set-ups are move actions that represent basic tricks used by a trained warrior during combat. Choose a number of set-ups as directed by your class from Chapter 8: Set-Ups. Set-Ups also have secondary uses during Skill Engagements. Each of these abilities may be used once during any skill engagement. Like stances, Set-Ups have alignment with certain fighting styles, our Marauder above would most likely want to take Marauder's Rampage. Once again, this choice is not required, but recommended.

SKILL ACTIONS

Very talented characters such as fighters, rogues and rangers gain an additional action type known as a skill action. Choose a number of skill actions as directed by your class from Chapter 6: Skills. Skill actions rely on making skill checks at the Hard DC before attacking with weapons, so it is a good idea to assign your skill trainings and accrue specializations in skills that your skill actions utilize.

SPELLS

If you are a character such as a wizard or a cleric, you gain spells. Your class will direct you on your number of spells known (or in your spellbook if you are a learned caster). You will then choose the appropriate number of spells from Chapter 9: Magic & Spells. You may gain a number of Upgrades known as Arcane Masteries (for arcane characters such as wizards) or Divine Mysteries (for divine characters such as clerics). These upgrades are applied to the spell and from that point on when you use the spell in a daily capacity; it will have those upgrades applied. Your class will have the full description on your spells.

OTHER FEATURES

Your class may gain other abilities unique to members of that class, such as your Heroic Moment uses. In this case, the class entry will supply all necessary rules for that class feature. Record the 2 uses for your Heroic Moment granted by your class and any other unique abilities.

STEP 4: HEROIC ARC

Next, you will choose a heroic arc for your character. This represents your character's current narrative. In very base terms, this is probably how your character thinks of themselves on a daily basis and how they see themselves in the world they inhabit. Choose a single heroic arc from Chapter 5: Heroic Arcs. Choosing a heroic arcs grants a set of Heroic Arc Statistics. These are applied each time you select the heroic arc. You will also be granted a set of Universal Features that are common among all members of that heroic arc. These are gained only the first time you select that heroic arc. At levels 8 and 16, you will choose a second and third heroic arc respectively. These may be the same or a new Heroic Arc. You also gain additional heroic arc upgrades as you level as indicated by the character advancement table in Chapter 2: Character Basics. Each time you receive such an upgrade, you will choose an upgrade from those available in your current heroic arc (i.e. the last heroic arc choice made at level 1, 8 or 16).

STEP 5: ASSIGN SKILLS

The next step is to assign skills to your character. There are two types of skills, encounter and narrative skills. Encounter skills represent broad aggregations of abilities and are meant to be used during combat and other tense situations. Narrative skills are your character's hobbies, interests and pastimes that are pursued "off-camera."

At level 1 all characters receive 12 encounter skill trainings and 10 narrative skill trainings. You may assign these trainings to any skill you like as long as you do not exceed your maximum trainings. Your maximum number of trainings in any single skill is a combination of the highest ability modifier for the ability related to that skill plus the

number of times you have specialized in that skill. Your race, class and Heroic Arc may add to both your trainings and your specializations. The skills are fully listed and described in Chapter 6: Skills.

STEP 6: CHOOSE EQUIPMENT

No hero goes into the wilderness unarmed. Your next step is to purchase equipment. All characters receive a single weapon of their choice that they are proficient in. If a character has armor proficiencies, then they also receive a single set of armor and/or shield that they are proficient in as well.

In addition to this basic equipment, each hero receives a set of standard clothing and 50 gp to spend as they see fit on additional weapons, armor or gear. Your character may not purchase magic items at level 1, but may purchase any mundane gear in Chapter 11: Equipment.

STEP 7: TOTAL COMBAT NUMBERS

The next step is for you to total all combat numbers for your character. Each of those is discussed briefly below.

- **Hit Points:** Your race, class and heroic arc will all add to your hit points. Total the contribution from these three sources plus any miscellaneous abilities you have purchased and add that to a base of 10. This is your total hit points at level 1.
- **Defenses:** Total each of your defenses (AC, Fortitude and Will). Your race, class and heroic arc may add to these numbers. Total this contribution, adding your level and add that to a base of 10. These are your total defense scores.
- **Heroic Reserves:** Each character begins play at level 1 with 10 Heroic Reserves.
- **Reserve Healing Value:** You may receive a contribution to your Reserve Healing Value from your race, class or heroic arc. You also add the higher of your Constitution or Wisdom modifier to your Reserve Healing Value. Total this contribution and add it to 10% of your total hit points. This is your Reserve Healing Value.
- **Initiative:** Your initiative is the higher of your Dexterity or Intelligence modifier added to your character level.
- **Attack Bonus:** Your attack bonus with any attack you are proficient in is your proficiency bonus of +4 added to your character level. So most 1st level characters will have an attack bonus of +5. Certain game elements such as your race, class or heroic arc may give you circumstantial bonuses to attack rolls with specific attacks or types of attacks.
- **Damage:** Weapon attacks deal damage as per the weapon die listed in Chapter 10: Equipment added to the higher of your Strength or Dexterity modifier. Certain game elements such as your race, class or heroic arc may give you

circumstantial bonuses to damage rolls with specific attacks or types of attacks.

STEP 8: CHARACTER DETAILS
Your final step is to turn the collection of numbers you have assembled into a character. Hopefully, you already had a clear idea of the character you were creating when you were moving through this process. During this step, add your character's name, height, weight and other cosmetic features. You should also define your character's back story and try to determine what has led them to this point in their life? What has led them to be an adventurer?

Once this is complete, your character is ready to begin building his own heroic legacy!

ADVANCING BEYOND LEVEL 1
If your adventurer is successful, then they will eventually gain levels. Every time your character earns enough experience to gain a level, you can follow the process below to advance your character to the next level of experience. Your race, class and heroic arc may all provide you with decision points at each level and we will cover each in turn below.

STEP 1: CHARACTER BASICS
Your first step should be to refer to the Character Advancement chart in Chapter 2. This table lists the general benefits that all characters gain as they advance in level. For example at level 2, all characters gain a +1 bonus to a single ability score of their choice. Record all bonuses listed on the table.

STEP 2: RACE
At every level beyond 1, your character earns 1 ability point to purchase racial upgrades. These upgrades may be selected from Optional or Advanced abilities as long as all other prerequisites are met and points may be saved up over levels to purchase more costly abilities.

STEP 3: CLASS
Your class has the largest effect on your character each time you level. Each part of the class's effect on your level is described below.
- **Hit Points:** At each level beyond 1, your character gains a random number of hit points. This number is listed in your class in Chapter 4.
- **Build:** Your class will indicate when you are granted an upgrade to your build. At any such level, you may choose a single upgrade from those available to your build as long as you meet the prerequisites.
- **Stances and Spells:** Stances and spells can both be upgraded with optional abilities that alter the way the base stance or spell functions. At the levels indicated by your class, you will be able to select upgrade(s) for your stances or spells. Once those upgrades are applied, that stance or spell now functions in the enhanced way for the remainder of your character's career (unless that option is retrained).
- **Other Features:** As you level, your class may grant you additional unique features. These can be anything from additional elements you already have, for example another set-up, to a completely new feature, such as followers. Your class will define the full rules for these unique features.

STEP 4: HEROIC ARC
At the levels listed on the Character Advancement table in Chapter 2, your character gains upgrades from your heroic arc. You may select any upgrade currently available as per your last theme choice. For example, if you chose Occult Slayer at level 1 for your first theme and then chose Assassin at level 8 for your second heroic arc, when you receive an upgrade choice at level 10, that upgrade choice would have to be drawn from Assassin.

STEP 5: SKILLS
At each level after 1st, your character receives a single encounter skill training and a single narrative skill training. Just as with your initial skill trainings, you may assign this skill training to any skill you like, as long as you do not exceed your maximum trainings for that skill.

In addition to this, all of your skills add your character level to the total bonus, so you will need to increase the total bonus of all of your encounter and narrative skills by 1 for each level gained.

STEP 6: UPDATE COMBAT NUMBERS
The following combat numbers are all affected by level. At each level after 1st, all of these values increase by 1.
- **Defenses**
- **Initiative**
- **Attack Bonus**

In addition, when you reach level 11, whenever you make weapon attacks, your weapon deals twice the normal amount of weapon dice in damage. So for example, if you weapon normally deals 1d8, at level 11, it deals 2d8. If it normally deals 2d4, at level 11, it now deals 4d4.

STEP 7: HEROIC TALENTS
Beginning at level 3, and then again at levels 7, 11, 15 and 19, your character gains a heroic talent. These represent unique talents or abilities your character has learned or manifested during their time adventuring. These talents represent abilities over and above those possessed by the

common man and mark your characters as true heroes. Chapter 10: Heroic Talents has your information on heroic talents.

At each level you gain a heroic talent, you may choose any heroic talent for which you meet the prerequisites (if any). Note, you can not choose 2 heroic talents from the same category over the course of your career. The only exception to this is your legendary talent, which is gained at 19. Most legendary talents require a specific heroic talent as a prerequisite and may be from the same category as a previously chosen talent.

STEP 8: RETRAINING

Beginning at level 2 and again at each following level, you may choose to retrain a single game element you had previously selected with your GM's permission. For example, you may change a heroic talent if you decide that a previously selected talent no longer fits your character. Any game element (such as a stance, set-up, spell known, etc) may be retrained with your GM's permission unless that game element expressly forbids retraining.

This option is to allow people to correct choices with their characters that they are not pleased with in play that may have looked good on paper. Frequent abuse of retraining or attempting to game the system in any way should not be permitted and your GM may forbid you from retraining any game element at any time.

CHAPTER 2: CHARACTER BASICS

ABILITY SCORES

One of the first steps in generating a character is to generate your ability scores. Your ability scores represent the physical and mental capacities of your character. These abilities are a snapshot of your character's basic innate talent and aptitude. They are a guidepost, but they are not your total character. The most important part to remember when you are framing your ability scores is that they are an abstraction. They do not completely define the speed, intelligence or insightfulness of your character. From this abstraction, you will build the totality of your character.

Table 2.1: Ability Scores

Ability Score	Bonus
1	-3
2-5	-2
6-9	-1
10	0
11-14	+1
15-18	+2
19-22	+3
23-26	+4
27-30	+5
Each 4	Add'l +1

Strength (Str)

Strength is a measure of your physical prowess and power. This ability score represents your ability to lift weight and your overall muscle mass. Strength is used in the items below.

- **Encounter Skills:** Strength contributes to Athleticism, Delving and Endurance
- **Narrative Skills:** Strength contributes to Animal Handling, Blacksmithing, Charioteering and Riding.
- **Attacks:** Strength is one of two scores that can add to the damage rolls of weapon attacks.
- **Defenses:** Strength is one of two scores that contribute to your Fortitude defense.

Constitution (Con)

Constitution is a measure of your physical toughness and endurance. It is both your long term bodily health and your ability to withstand and heal physical damage and illness. Constitution is used in the items below.

- **Encounter Skills:** Constitution contributes to Athleticism, Delving and Endurance
- **Narrative Skills:** Constitution contributes to Blacksmithing, Foraging, Mining, and Singing.
- **Defenses:** Constitution is one of two scores that can contribute to your Fortitude defense.

- **Hit Points:** Your Reserve Healing Value increases by an amount equal to the higher of your Constitution modifier or Wisdom modifier.

Dexterity (Dex)

Dexterity is a measure of your physical speed and reactions. It represents both your manual dexterity and your greater nimbleness. Dexterity is used in the items below.

- **Encounter Skills:** Dexterity contributes to Athleticism, Heal, Stealth and Thievery
- **Narrative Skills:** Dexterity contributes to Alchemy, Bowyer/Fletcher, Carpentry, Charioteering, Dancing, Fishing, Herbalism, Hunting, Juggling, Leatherworking, Perform (Instrument), Pottery, Riding, Seafaring and Tailoring
- **Attacks:** Dexterity is one of two ability scores that can add to the damage rolls of weapon attacks.
- **Defenses:** Dexterity is one of two scores that can contribute to your Armor Class.
- **Initiative:** Dexterity is one of two scores that can add to your initiative modifier.

Intelligence (Int)

Intelligence represents your IQ and your overall knowledge base. Intelligence is your ability to study, internalize and utilize data. Intelligence is used in the items below.

- **Encounter Skills:** Intelligence contributes to Arcana, Delving, Heal, History, Nature, Perception, Religion, and Streetwise.
- **Narrative Skills:** Intelligence contributes to Alchemy, Ancient History, Astrology, Bower/Fletcher, Brewing, Carpentry, Disguise, Engineering, Farming, Forgery, Gambling, Gem Cutting, Navigation and Stonemasonry.
- **Defenses:** Intelligence is one of two scores that can contribute to your Armor Class.
- **Initiative:** Intelligence is one of two scores that can add to your initiative modifier.

Wisdom (Wis)

Wisdom is a measure of your understanding and judgment. It represents both your ability to synthesize knowledge and see the larger picture. Wisdom also represents the insightfulness of your character when facing deception and your will to fight on. Wisdom is used in the items below.

- **Encounter Skills:** Wisdom contributes to History, Interaction, Intuition, Nature, Perception and Religion.
- **Narrative Skills:** Wisdom contributes to Ancient History, Animal Handling, Artistry, Astrology, Brewing, Engineering, Farming, Fishing, Foraging, Gem Cutting, Herbalism, Hunting, Leatherworking,

Mining, Navigation, Pottery, Seafaring, Stonemasonry and Tailoring.

- **Defenses:** Wisdom is one of two scores that can contribute to your Will defense.
- **Hit Points:** Your Reserve Healing Value increases by an amount equal to the higher of your Constitution modifier or Wisdom modifier.
- **Spell Control:** When using spells that affect an area, you may choose to ignore a number of targets equal to the higher of your Wisdom or Charisma modifier. See the Magic chapter for full details.

Charisma (Cha)

Charisma is a measure of your magnetism. It represents your ability not only to communicate clearly, but also to empathize (or fake such empathy) with those around you. This ability score governs your force of personality and your ability to successfully interact with those around you. Charisma is used in the items below.

- **Encounter Skills:** Charisma contributes to Arcana, Interaction, Intuition Stealth, Streetwise and Thievery.
- **Narrative Skills:** Charisma contributes to Artistry, Dancing, Disguise, Forgery, Gambling, Juggling, Perform (Instrument) and Singing.
- **Defenses:** Charisma is one of two scores that can contribute to your Will defense.
- **Spell Control:** When using spells that affect an area, you may choose to ignore a number of targets equal to the higher of your Wisdom or Charisma modifier. See the Magic chapter for full details.

HEROIC RESERVES

What is it that makes a hero? What is it that separates the hero from the common man, from the world and everyone in it? In short, it is their destiny. Heroes are a special breed; they have a strange mix of toughness, tenacity and sheer luck. Somehow, despite the overwhelming odds arrayed against them, they manage to come out the other side victorious. Most of the time, the princess is saved, the dragon is defeated and the magic ring is recovered.

How do the heroes win time and again? The exact reason is probably a factor of the particular story being told, but for purposes of the general game, the heroes win because they have a certain luck, a certain will and a certain destiny to overcome any challenge. This manifests in the form of Heroic Reserves. Heroic Reserves are the character's ability to dig deep, to fight on, and to achieve the impossible because they must.

Each character starts the game with 10 Heroic Reserves. These Heroic Reserves are expended to regain hit points in various ways and continue fighting. Various game elements (such a cleric's *cure*

wounds spell) will allow a character to spend a Heroic Reserve to regain hit points. When a character does this, he or she regains hit points equal to their Reserve Healing Value. All of your spent Heroic Reserves are restored when you take a Long Rest.

RESERVE HEALING VALUE

The character's Heroic Reserves have a base equal to 10% of the character's total hit point value, rounded down. So if a character had 30 hit points, then his heroic reserve base is 3 hit points. As that hit point total changes, so too does the character's Reserve Healing Value. Temporary hit points do not in any way affect the Reserve Healing Value of a character, as those are not part of your actual hit point total. The base 10% number of your Reserve Healing Value is modified by various other choices you will make such as your race, class and heroic arc. Once all of these components are added together, you will have your actual Reserve Healing Total.

CHARACTER ADVANCEMENT

As your character gains levels, additional benefits are accrued. The following table details the benefits your character gains throughout the game.

Table 2.2: Character Advancement

Level	Experience	Ability Scores	Skill Trainings	Heroic Talents	Heroic Reserves	Heroic Arc
1	0		12/10*		10	Heroic Arc Choice
2	1000	+1	1/1		11	
3	2000		1/1	1		Heroic Arc Upgrade
4	3000	+1	1/1		12	
5	4000		1/1			Heroic Arc Upgrade
6	5000	+2 (Race)	1/1		13	
7	6000		1/1	2		Heroic Arc Upgrade
8	7000	+1	1/1		14	Heroic Arc Choice
9	8000		1/1			
10	9000	+1	1/1		15	Heroic Arc Upgrade
11	10,000		1/1	3		
12	11,000	+1	1/1		16	Heroic Arc Upgrade
13	12,000		1/1			
14	13,000	+2 (Race)	1/1		17	Heroic Arc Upgrade
15	14,000		1/1	4		
16	15,000	+1	1/1		18	Heroic Arc Choice
17	16,000		1/1			Heroic Arc Upgrade
18	17,000	+1	1/1		19	
19	18,000		1/1	5**		Heroic Arc Upgrade
20	19,000	+1	1/1		20	
21+	20,000	Etc…	Etc…	Etc…	Etc…	Etc…

* Encounter skill trainings/Narrative skill trainings

**The Heroic Talent gained at this level is a Legendary Talent. See Heroic Talents for full details.

Experience

Your characters earn experience for overcoming challenges in your narrative. When your character achieves the total amount of experience listed at each level on the chart, your character gains a new level of experience and all associated benefits. For example, when your character has achieved 2,000 XP total, your character is now level 3.

Ability Scores

At all levels with a +1, you gain a +1 bonus to a single ability score of your choice. This bonus is permanent and may not be retrained or changed in any way. At level 6 and 14, characters receive a +2 bonus to an ability score. This must be an ability score that is listed as under Racial Traits as one of your initial choices of ability scores to increase by +2.

Skill Trainings

All characters receive 12 encounter skill trainings and 10 narrative skill trainings at level 1. Characters also receive 1 encounter skill training and 1 narrative skill training at every level after that. See the Skills chapter for full details on skill trainings.

Heroic Talents

Characters receive a Heroic Talent at levels 3, 7, 11, 15 and 19. The last Heroic Talent is a Legendary Talent and may be drawn from either the Legendary Talent or Heroic Talent list. See the Heroic Talent chapter for full details.

Heroic Reserves

All characters begin play with 10 Heroic Reserves. As they level and come closer to their destiny, their power as a hero increases. At every even numbered level, characters gain an additional Heroic Reserve.

Heroic Arcs

See the Heroic Arcs chapter for full details on how to gain and apply heroic arcs.

HIT POINTS

All characters begin play with 10 hit points. This is the rough amount possessed by most sentient humanoid creatures in the world; it represents a basic amount of durability, willpower and morale. Heroes however are a tougher breed than the average peasant or goblin, and the hero's race, class, heroic arc and other game elements may add to their hit point total.

LANGUAGES

The world is full of divergent creatures that speak a vast number of different languages. Though magic can sometimes be used to bridge this gap, more commonly, the solution is a more mundane one of simply learning and using the language of the creatures you are attempting to entreat with. Diplomacy, trade and a host of other activities are nearly impossible if the two parties do not share a language.

Languages are divided into two broad categories, mundane and supernatural. Mundane languages are those languages developed by the mortal creatures of the world. They are common and shared amongst vast members of a geographic region or race. These are very much akin to our real world languages that have developed and much like those real world examples, there are also dialects, accents and other such small idiosyncrasies. For game purposes however, if you can speak the language of a creature, then you can communicate effectively with the creature.

Supernatural languages are those born of either magic or the immortal beings of the universe. These are the languages of the gods and their angels, of secret lore and of powerful demon lords. Unlike their mundane counterparts, these languages often consist of words of power and simply speaking them can often have a potent effect on those listening. The potent supernatural nature of these languages means they are also much less susceptible to language drift and so tend to be consistent across all speakers.

Table 2.3 Languages

Language	Speakers
Mundane Languages	
Common	Humans, the civilized races
Draconic	Dragons, Kobolds, Lizardmen
Dwarven	Dwarves
Elven	Elves
Giant	Giants, Ogres, Trolls
Gnomish	Gnomes
Goblin	Goblinoids, Bugbears
Gnollish	Gnolls
Orcish	Orcs
Sylvan	Dryads, Fey, Nymphs
Undercommon	Drow, Kuo-Toa, Troglodytes, subterranean races
Supernatural Languages	
Aquan	Water based creature
Auran	Air based creatures
Celestial	Gods, Angels, Good Immortals
Druidic	Druids
Ignan	Fire based creatures
Infernal	Demons, Devils, Evil Outsiders
Terran	Earth based creatures

The table above lists mundane and supernatural languages and the common speakers of those languages. The GM may have additional language choices native to the milieu you are playing (for example dialects or languages spoken by a new race or members of a particular kingdom).

Anytime you gain a skill training, instead of spending that on a skill, you may gain a new mundane language.

ALIGNMENTS

Alignment represents your character's general moral outlook and the way he or she perceives her place in the world. Alignment has very little mechanical impact and is not meant to be a slavish code your character follows. Instead it is an aggregate of the general principles your character will follow when faced with challenges. Situations may demand your character act against these principles and that is okay. Alignments are not doctrine and may be violated. They are meant to be a guideline to direct you as you make your way through the narrative and are faced with countless perilous situations. If you choose a particular alignment for your character, but over time find that, in fact, your character believes and acts in a much different way than you initially conceived, you should feel free to update your alignment to match your evolving world view. Many heroes of literature and myth may begin their tale with a particular alignment but by the end of the story, when the lessons are learned (or not), have come to be a much different person. There is no reason that your character should not be able to experience the same narrative transition.

There are five alignments in the game, each of which is detailed below. The examples given of how the character will tend to act are again, only guidelines, and characters may at times violate these general suggestions.

LAWFUL GOOD

This character values both the law and goodness. The character will seek to help, protect and save the innocent whenever possible. The character respects the stability that a lawful society brings, but is not a slave to it.

A Lawful Good character will tend to…
- Never kill an innocent being if it can be avoided
- Follow and respect local laws and customs
- Care for those in need
- Give of themselves to the less fortunate when possible
- Be concerned with their impact on their community and the world

CHAOTIC GOOD

This character values goodness but finds the law to be too constricting. The character will seek to help, protect and save the innocent whenever possible. The character might respect law, and probably won't go out of their way to disrupt it unless the laws are egregious or unfair, but they basically believe the laws do not apply to them or are unnecessary as long as they act in a basically good way.

A Chaotic Good character will tend to…
- Never kill an innocent being if it can be avoided
- Follow local laws and customs only if it suits them
- Fight against unjust or egregious laws
- Care for those in need
- Give of themselves to the less fortunate when possible
- Be concerned with their impact on their community and the world with an eye toward the greater good

NEUTRAL

This character is not concerned with alignment, with good or evil or the nature of law or chaos. This does not denote an intellectual laziness, but rather this person is often a pragmatist and sees that the world is full of grey areas. Holding to one particular ethos only serves to restrict one from doing what needs to be done. In conversation, this person might call their beliefs unaligned, as they do not side with any particular philosophy or moral code.

A Neutral character will tend to…
- Kill an innocent person only if it serves a greater purpose
- Follow local laws and customs only if it suits them
- Leave an area with unjust or egregious laws
- Care for those in need if suits a greater purpose or their own desires
- Be concerned with their impact on their community only if it impacts them directly

LAWFUL EVIL

This character values the law, but has no concern for goodness or ethics. The character does not openly seek wanton destruction, but will gladly kill or commit other ethical violations if it serves their purpose. The character respects the stability that a lawful society brings, but is not a slave to it.

A Lawful Evil character will tend to…
- Kill an innocent being if it serves their purposes
- Follow and respect local laws and customs
- Ignore those in need
- Enforce laws, even if they are egregious or unjust
- Be concerned primarily with their own interests without concern for the community unless their actions would violate laws and destabilize

CHAOTIC EVIL

This character values very little indeed. The character may commit acts of wanton destruction, but is not necessarily a mustachioed villain killing and burning everything in sight (though some more extreme cases may be). The character is concerned primarily with themselves and nothing else, ethics, morality and all of that is simply a bag of bricks weighing you down.

A Chaotic Evil character will tend to…
- Kill an innocent being for fun, profit or any other reason that suits them
- Disregard local laws and customs
- Ignore those in need
- Punish, abuse or exploit those in need
- Be concerned only with their own ends regardless of the community

CHAPTER 3: RACES

Construct   Dwarf   Elf   Gnome   Half-Elf   Halfling

INTRODUCTION

The section that follows introduces the races available to choose for your character. These races represent the most common races of the world and those that would traditionally be encountered but in no way is this list meant to represent all of the races that may be available in your particular story or world. Your GM has been given full instructions on the creation of new and additional content and many more races besides those offered here may be available.

RACE BASICS

Every race listed in this book has certain common features, each of which are defined below.

GENERAL DESCRIPTION & FEATURES

These features, such as average age, height, weight and such, describe very broad aspects of the race. These are of course all averages and particular members of the race may diverge quite radically from the norm, just as in the real world where humans often exist far outside of the "averages" described.

This section also lists the terrain or area of the world the race is often found in (if any) as well as their general demeanor, pastimes, and traditional enemies. Basically, that which motivates the race, both good and bad may be found here. Finally, this section will contain some advice on why members of this race would become an adventurer, which is obviously very relevant to you as the reader since you are trying to build an adventurer. This section offers helpful advice and springboards for you to consider as to why your character has made the unusual choice to attempt to kill monsters and save princesses for a living as opposed to being a farmer or a blacksmith.

RACIAL TRAITS

This section actually contains two groups of information about the race. The first section is the few universal traits possessed by all members of your race. In other words, this section has those traits that no matter when or where a member of that race is from, they share it. For example, all dwarves are sturdy and tough, and so the Durable feature is one of their universal racial traits.