

Character Classes and Races in Domaria

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New Character Classes

Bounty Hunter

The bounty hunter is a specialist in tracking down and capturing fugitives from the law. Part rogue, part ranger, the bounty hunter is as attuned to the alleys and shadows of the streets as the ranger is to the wilds. Most bounty hunters tend to be lawful in alignment, seeking to bring fugitives and anarchists to justice. There are a few, however, who are neutral or even chaotic, serving whoever pays the most and just as easily being bought off by those they seek to bring in as those who hire them to hunt criminals. For this reason, and the fact that they often succeed where the local law enforcement does not, these freebooters are often looked upon with disdain and sometimes outright contempt by legitimate legal authorities.

Even still, the services of bounty hunters are in great demand, for the lawless are few and rarely bound by the restrictions that hamper legitimate authority. Thus, someone who is able to work for the law, but outside it, is often the only solution. In the end, if you want someone found, nobody has the skills to help like a bounty hunter. Just make sure you're okay with the prey being delivered dead or alive.

Abilities

Adversary: At sixth level, the bounty hunter has become famous (or infamous) enough to have drawn the ire of a specific organization whose members or affiliates he has plagued once too often. However, this can work to the bounty hunter's advantage, as he becomes intimately familiar with the signs, tactics, and operations of this organization. When combating or dealing with members of this organization, the bounty hunter gains a +2 bonus to hit and to AC in combat. Further, all attribute checks related to dealings with this organization are made at a +2 bonus. This includes all bounty hunter class abilities. The organization should be specific, but need not be world-spanning or infamous. For example, a bounty hunter could have "the thieves' guild in the small town of lakeview," just as easily as he has "the black wizards of the International Shadow Guild." Castle Keepers should monitor this choice to ensure that the Adversary is appropriate to both the character and the campaign.

Climb (Dexterity): This ability allows a bounty hunter to climb up, down, or across a slope, wall, steep incline (even a ceiling with handholds) or



unusually angled natural or man-made slope or incline that others might find it difficult or impossible to climb. When doing so, the bounty hunter moves at one half the character's normal speed. A failed check means the bounty hunter makes no progress this round. A check that fails by 5 or more means that the character falls and takes full falling damage. Nothing can be carried in the hands while climbing. Unlike a rogue, the bounty hunter must make climb checks even when climbing typical natural slopes and man-made inclines.

Combat Marauder: Bounty Hunters possess an extraordinary ability to combat their most common foes, humanoids and criminals, due to intense training and study of the enemy's fighting techniques. When fighting humanoids, rogues, or assassins, a bounty hunter inflicts extra damage. This damage bonus is +1 at first level, with an additional +1 gained at every level beyond first. For example, a fifth level bounty hunter would inflict an additional 5hp of damage for each successful hit against humanoids, rogues, or assassins.

Delay/Neutralize Poison (Wisdom): Bounty hunters often pursue prey that does not wish to be captured, sometimes to the point of committing suicide rather than being brought in for questioning. For this reason, bounty hunters find it useful to have a working and thorough knowledge of toxins and how to slow or stop their effects. Unlike rangers, bounty hunters undergo years of study and training to learn the signs, symptoms, and makeup of poisons used the world over, and so may actually have knowledge of a poison he has never seen before.

Using this ability requires two Wisdom checks. The first check lets the bounty hunter divine what kind of poison has been used. The CC of this check can increase depending on how rare or foreign the substance in question is, at the discretion of the CK. The second check is to actually delay or neutralize the toxin. The bounty hunter can, on a successful delay poison roll, temporarily halt the effect of poisons. This ability allows the bounty hunter to stop the poison from working for one hour per level of the bounty hunter. It does not cure any damage the poison has already caused. The process takes one round, and the bounty hunter must have an appropriate first-aid kit and the proper herbs and medicines to succeed at the attempt, which can be made only once per individual.

If the delay poison roll exceeds the total needed for success by 6 or more, the bounty hunter has successfully neutralized the poison. The afflicted creature suffers no additional damage or effect from the poison, and any temporary effects end, but damage or effects that have already occurred are not reversed.

Dexterous Fighting: In order to combat their deadliest foes, rogues and assassins, bounty hunters have developed a technique of “finesse fighting” that allows them to fend off some of the more deadly attacks by the criminals they hunt. When using knives, daggers, hand axes, cat-o-nine-tails, spiked gauntlets, light hammers, sickles, short swords, rapiers, or similar one-handed, light melee weapons, bounty hunters may substitute their dexterity bonus for their strength bonus when determining if a to hit roll in combat is successful. The bounty hunter’s strength still determines the character’s bonus to damage, however.

Face in the Crowd (Charisma): Through quick changes of clothing and posture, the bounty hunter can disguise or impersonate to blend into a crowd. This disguise is not nearly as complete as that of an assassin or an illusionist; it is used to throw off a tail,

stalk prey without being noticed, or other similar effects. Impersonating specific individuals is not possible with this ability, though affecting a change in gender, race, or even social class is possible. This effort requires 1d4 rounds to complete and can include an apparent change of height or weight no more than one-tenth the original (generally through standing straighter or on tip-toes, or slouching). The Castle Keeper makes the character’s check secretly so that the character is not sure if it is successful. The following modifiers are applied to a disguise check when appropriate.

Sex difference	-2
Race difference	-2
Age difference	-2 per 10 years
Social class difference (higher)	-2 to -10 (CK’s discretion)
Social class difference (lower)	+2 (it’s easier to be a pauper than a prince)

Success indicates a disguise good enough to fool normal observers, though those actively looking for such a disguise are entitled to an opposed Intelligence check to spot the bounty hunter. As such, this ability is generally used to remain discreet and inconspicuous, rather than for any sort of actual impersonation.

Hide (Dexterity): bounty hunters can conceal themselves extremely well in urban environments. With a successful dexterity check, bounty hunters can conceal themselves so well as to be unnoticeable by most passers-by. They cannot move and hide at the same time.

Bounty hunters cannot hide themselves if being observed, even casually, before the attempt is made. If the observer is momentarily distracted, he can attempt to use this ability. While the observer looks away, the bounty hunter can attempt to get to a hiding place of some kind. The attribute check, however, is at a -10 penalty because the bounty hunter has mere seconds to find a suitable hiding spot.

Move Silently (Dexterity): The bounty hunter is able to move silently in urban areas with a successful dexterity check. The bounty hunter can move up to one-half the character’s normal speed at no penalty. At more than one-half and up to the character’s full speed, the character suffers a -5 penalty. It’s practically impossible (-20 penalty) to move silently while running or charging. Bounty hunters may attempt to use this ability in wilderness environs, but at a -10 penalty.

Urban Tracking (Wisdom): The bounty hunter can track down the location of missing persons or wanted individuals within a given community, or trail a mark through a city. A successful urban tracking check allows the bounty hunter to pick up a trail and follow it for one hour through a combination of physical evidence and asking the right questions of the right people. The CC of this check generally depends upon the size of the community in which the bounty hunter is searching, and its disposition towards the missing or wanted individual.

The size of the community in which the bounty hunter seeks the prey also determines the number of checks required to track down his quarry. A small village or thorp requires 1-2 checks. A small or large town requires 1d4+1 checks before the bounty hunter reaches the end of his search. A small or large city increases the number of checks required to 2d4, and a metropolis requires 2d6 checks. Even then, “coming to the end of his search,” does not necessarily mean that the bounty hunter has captured his prey. It could possibly mean that the prey has fled to another community, though following a lead to its logical conclusion will always yield the most likely community to which the prey has fled, thus initiating a new round of checks when the bounty hunter reaches the new area.

Condition	CC modifier
Small village or thorp	+0
Small or large town	+2
Small or large city	+4
Metropolis	+6
Per three creatures in group sought	-1

Per 24 hours prey has been missing	+1
Prey laying low	+4
Community friendly towards prey or prey’s race, class, or affiliation	+3
Community hostile towards prey or prey’s race, class, or affiliation	-2

At sixth level, the bounty hunter becomes adept enough at his tracking abilities that each check requires only a half hour’s time, and at twelfth level, each check requires only fifteen minutes.

Prime Attribute: Dexterity

Alignment: Any

Hit Dice: d8

Weapons: Any

Armor: Leather, leather coat, studded leather, hide, padded, chain shirt

Abilities: Adversary, climb, combat marauder, delay/neutralize poison, dexterous fighting, face in the crowd, hide, move silently, urban tracking

Level	HD	BtH	EPP
1	d8	+0	0
2	d8	+1	2251
3	d8	+2	4501
4	d8	+3	9001
5	d8	+4	18001
6	d8	+5	40001
7	d8	+6	75001
8	d8	+7	150001
9	d8	+8	250001
10	d8	+9	500001
11	+3	+10	725001
12	+3	+11	950001

Druidic Avenger

In the world of Domaria, nature has been savaged by the Scourge, and many druids no longer live in peace and harmony with the land as they once did. Rather, they have become a far more martial force, taking a proactive stance against those who would intrude upon their realms. Many Twilight Elves are of this mindset and become druidic avengers.

The druidic avenger channels her inner fury to wreak vengeance upon those who injure the natural world. This comes at a price, however, since the druids have given up some of her own sensitivity to nature. Unlike standard druids, for example, Druidic

Avengers never automatically succeed on a Nature Lore check.

Abilities

Bonus Languages: Druids have a secret language used for communicating with one another. They are forbidden from teaching this language to any but another druid. Additionally, if a druid has a high enough Intelligence to learn an additional language, the following languages are available: aquan, auran, elf, fey, giant, gnome, sylvan, terran, goblin, or orc. Druids find it useful to learn the languages of enemies of the forest as well as allies.



Combat Marauder: Druidic Avengers gain the combat marauder class ability, as Rangers (*Player's Handbook*, p. 11)

Conceal (Dexterity): Druidic avengers gain the conceal class ability, as Rangers (*Player's Handbook*, p. 11)

Fast Movement: A druidic avenger's base land speed is faster than the norm for her race by 10 feet.

Nature Lore (Wisdom): Druids are connected to the forces of nature. They mystically coexist with their environment, gradually becoming a larger part of it. This imparts a specialized knowledge of the wilds to them. A druid can identify plants and animals with perfect accuracy. To use this ability, the druid must succeed at a wisdom check.

This identification allows the druid to determine the species of plant or animal and the special qualities or abilities of the species. The druid can also determine whether water is safe to drink or dangerous, and find shelter and food in the wild. Gathering enough food for 2-8 people for 1-2 days, requires 5-8 hours of hunting and gathering. This time doubles for a larger group of up to 16 people. Druids can only forage for a total of 12 hours per day.

Resist Elements: At 2nd level, druidic avengers gain a +2 bonus to saving throws against fire, earth, air, cold, and lightning attacks. This bonus increases to +3 at 6th level, and +4 at 12th level.

Spells: Druids cast divine spells. The spells available and spells per day are as listed in the *Player's Handbook* for standard druids and clerics, except that druidic avengers gain one less spell per day of each level than do standard druids, and do not gain bonus spells for high attributes.

Totem Shape: At 6th level, druids gain the spell-like ability to assume the shape of a small or medium-size animal and back again once per day. This ability operates like Polymorph Self. Upon attaining this ability, a druid must choose a totem shape. The selection is permanent, and cannot be changed. Each time a druid uses this ability, he regains 1d4 hit points.

At 7th and 8th levels, the druidic avenger gains a new totem shape. Each shape can be assumed once per day. At 12th level, the druidic avenger gains the ability to take the shape of a large version of one of the previously chosen totem forms. This large form can be assumed once per day and the druid can decide between the three forms each time the ability is used. When assuming the large version of a totem form, the druid heals 5d8 hit points.

Level	HD	BtH	EPP
1	d8	+0	0
2	d8	+1	2251
3	d8	+2	5001
4	d8	+3	9001
5	d8	+4	18001
6	d8	+5	35001
7	d8	+6	70001
8	d8	+7	140001
9	d8	+8	300001
10	d8	+9	425001
11	+3	+10	650001
12	+3	+11	900001

Prime Attribute: Wisdom

Hit Dice: d8

Alignment: Any

Weapons: Club, dagger, dart, hand axe, hammer, scimitar, sling, sickle, spear, sword, staff.

Armor: Padded, Leather, Hide, or Studded Leather

Special: bonus languages, combat marauder, concealment, fast movement, nature lore, resist elements, spells, totem shape

Duelist

A swashbuckling fighter, a man whose wit is as quick as the flash of his razor-sharp blade, the duelist is somewhere between a rogue and a fighter. Concentrating mostly on dexterity, the Duelist is a master of the Florentine style of fighting, which is the use of two blades simultaneously. Beyond that, the Duelist is able to use his own sharp wit as a weapon. They have a talent for getting their comrades into trouble with their sharp tongue and reckless nature, but are often just as good at getting their friends out of trouble.

Typically, the duelist wields a rapier and long parrying dagger called a *poniard* (in game terms, a short sword). But there have been instances in fiction and history of duelists using long swords and short swords, paired small axes, paired short swords, even sets of daisho (matched katana and wakizashi).

Abilities

Combat Expertise: The duelist is an expert at fighting defensively. Beginning at sixth level, he may choose to suffer a penalty of up to his BtH bonus to his attack rolls, and gain an equal bonus to his AC.

Taunt (Cha): The duelist can use his razor wit and words to enrage an enemy. At first level, through jibes and insults, the duelist can cause enemies to focus their attacks upon him, ignoring all other potential threats. To accomplish this, the duelist insults his foe and makes a Charisma check, opposed by his victim's Wisdom save. If the duelist wins, the enemy must attack the duelist exclusively for a number of rounds equal to the Duelist's BtH bonus. Using this ability requires an action.

At first level, this ability can be used against one foe.

At fourth level, the ability can be used against two enemies, or against one, and inflict a penalty of -2 to hit against a single enemy attacking the duelist.

At eighth level, the ability can be used against four enemies, or against up to two enemies inflicting a penalty of -3 to hit the duelist against each.



At twelfth level, the ability can be used against up to eight enemies, or against up to four, inflicting a "to hit" penalty of -4 against each.

Tumbling (Dex): At ninth level, the Duelist can use acrobatic maneuvers to confuse his enemies and make him harder to hit. By suffering a -4 penalty to all his attacks in a given round, the Duelist can replace his standard AC with a Dexterity check (armor and two weapon bonuses still apply). For example, Leon the Swift decides to suffer -4 to his attack roll for a round and makes a Dexterity check. The result of the check comes up 18; adding his +3 bonus for studded leather armor and his +1 for Two Weapon Fighting (see below), his AC becomes 22 for that round.

Furthermore, the Duelist can use this ability to reduce the damage from falls. By making a Dexterity check with a CC equal to 1 per 10 feet of falling distance, the Duelist suffers only half damage from a fall.

Two Weapon Defense: At third level, the Duelist, when fighting with two weapons, gains a +1 to AC due to his improving ability to coordinate the weapons in a defensive manner. This bonus

increases to +2 at seventh level, +3 at tenth level, and increases by +1 for every three levels thereafter.

Two Weapon Fighting: At first level, the duelist gains an improved ability to fight with two weapons. This ability reduces the penalties for fighting with two weapons (PHB, page. 119) by two each, allowing the Duelist to fight at penalties of -1/-3. Dexterity bonus can also offset these penalties, but does not result in bonuses (penalties can only be reduced to zero). In order to use this ability, the Duelist must be wearing padded, leather, studded leather, or no armor at all. Any other armor negates the ability. Also, the weapon in the duelist's off-hand must be light and both weapons must be able to be wielded one-handed.

At eleventh level, the Duelist gains an additional (third) attack with his off-hand weapon, albeit at a -5 penalty.

Prime Attribute: Dexterity

Hit Dice: d6

Alignment: Any

Weapons: One-handed melee weapons, light crossbows

Armor: Padded, leather, hide, or studded leather armor.

Special: Combat Expertise, Taunt, Tumbling, Two-Weapon Defense, Two-Weapon Fighting

Level	Hd	BtH	EPP
1	d6	0	0
2	d6	+1	1501
3	d6	+1	3001
4	d6	+1	6001
5	d6	+1	12,001
6	d6	+2	24,001
7	d6	+2	48,001
8	d6	+2	96,001
9	d6	+3	192,001
10	d6	+3	288,001
11	+2	+3	480,001
12	+2	+4	768,001
+1	+2	*+1/3	+500,000

*Continue BtH progression

Psionicist

Not all mystical power arises from the gods or from the arcane energies that permeate the lands. Some men and women have the ability to call upon special inner reserves of strength and ability, reserves that manifest as a power commonly known as *psionics*.

With a colorful assortment of psychic abilities at his disposal, the psychic leads the way in matters of the occult, but this power comes with an exacting toll. Mainstream magicians, both arcane and divine, distance themselves from the psionicist, as they fear and mistrust a type of power they neither have nor can understand. Many psionicists revel in this image, using it to reinforce their own mystique, while others seek to break down these barriers and gain acceptance amongst mainstream society. It is difficult, however; few are likely to trust someone who can read your feelings or thoughts, or even control the same.

Because of the fear and mistrust associated with their abilities, and because of the more focused nature of their power, psychic adventurers must learn certain combat skills to survive in the wilds and dungeons of the world. Thus, they gain better weapons than other magic-using classes, and higher hit dice and a better BtH progression than do wizards.



Abilities

Meditation (Wis): Psychics can, with a successful Wisdom check, enter a trancelike state that cleanses the mind and rests the body. Entering this trance requires 1d12 minutes, and the trance can be maintained by a number of hours equal to the character's level plus her wisdom bonus. One hour of uninterrupted meditation is as good as two hours of sleep. Also, while meditating, the character does not feel the effects of hunger, thirst, or discomfort, though he still suffers any damage resulting from these conditions. While meditating, the character's natural rate of healing doubles.

Mental Resistance: At level five, psychics gain an extraordinary mental and emotional resilience. All saving throws based on Intelligence, Wisdom, and Charisma gain a +2 bonus. At level eight, this bonus increases to +3, and at level twelve, to +4. Beyond level twelve it increases by +1 per four levels of experience.

Psionic Powers: At levels one, three, five, and seven, the character may choose one new psychic power from the "basic" list. Beginning at level nine, the character may choose new powers from either the "basic," or "advanced" powers lists. Advanced powers have prerequisites that must be met before they can be chosen. After Level 12, psionists may continue to select new powers at every odd level. Descriptions of psionic powers can be found in a different file.

Psychic Senses (Wis): Psychic senses are also known as "sixth sense" and "ESP." They represent the psychic's ability to perceive the world around him in ways different than others. He can sense a few seconds into the future, thereby detecting potential dangers before they happen, can feel the presence of other psychically or magically active people, can sense taint in a place where atrocities

have been committed, etc. In practice, this ability functions much like a magic user's various "Detect" spells, though not as specific. Rather than knowing an item is magic, or that a person has malicious intent, for example, the CK might inform the psychic that she has an odd feeling about this place, person, or thing. Psychic Senses can also lead a character to discover clues or important items; with a successful Wisdom Check, this ability functions exactly like an Elf's ability to spot secret or hidden doors, but grants a +2 bonus on any active search or perception-related task attempted by the psychic. Lastly, a psychic character always gets to make a Wisdom check to avoid surprise.

Level	HD	BtH	EPP
1	d6	+0	0
2	d6	+1	2251
3	d6	+1	5001
4	d6	+2	9001
5	d6	+2	18001
6	d6	+3	35001
7	d6	+3	70001
8	d6	+4	140001
9	d6	+4	300001
10	d6	+5	425001
11	+3	+5	650001
12	+3	+6	900001
13+	+3	*	+250,000

* Continue BtH Progression

Prime Attribute: Wisdom

Hit Dice: d6

Alignment: Any

Weapons: club, dagger, dart, hand axe, hammer, scimitar, short bow, sling, sickle, spear, sword, staff.

Armor: Cloth, padded, leather, Cuir Bouille, studded leather, chain shirt

Special: Meditation, Psionic Powers, Psychic Senses

Tavern Brawler

A Monk Variant

Tavern brawlers are those rough-and-tumble men and women who love to mix it up in bar fights. They eventually become so adept at fisticuffs and hand-to-hand fighting that they naturally develop many of the monk's fighting abilities, though stylized somewhat differently. While a monk may rely upon lightning-fast, graceful movements, the tavern brawler is all about "grab them, slam them down, and don't let them get back up." Many tavern brawlers work as bouncers in local bars, and even hold wrestling matches for the

entertainment of the locals, in small towns and villages throughout the world.

The tavern brawler uses the monk advancement table and gets all monk abilities, except as follows:

Down and Dirty: The Tavern Brawler likes to get in close, grab and pin. Thus, at level two he starts to become quite adept at the process. At level 2, the tavern brawler gains a +1 on all attempts to initiate or break free from a grapple, as well as all opposed strength and



dexterity checks. This bonus improves to +2 at level 5, to +3 at level 8, and to +4 at level 11.

Choke Hold: Starting at level six, the tavern brawler can place a choke hold on an opponent, rendering them unconscious. If the character is able to grapple the opponent and maintain the hold for at least one round, the opponent must make a Constitution Save each round after the first (assuming he is unable to break free) at a CL equal to the brawler's grapple check. Failure means the opponent is rendered unconscious for 1d4 rounds. This unconsciousness is normal, though deep, and the opponent can be roused by vigorous

efforts (if an ally spends an entire round shaking, slapping or otherwise stimulating the unconscious character, allow a base Constitution Save to awaken) or taking damage.

Death Choke: At level 12, the Tavern Brawler gains the most fearsome ability in his repertoire. If he succeeds in performing a successful choke hold on an opponent (rendering his victim unconscious), the tavern brawler can attempt to quite literally choke the life from his victim. Starting on the third round after the victim falls unconscious, and for each additional round that the tavern brawler maintains the hold after that, the victim must make an additional Constitution save with a CC equal to $\frac{1}{2}$ the tavern brawler's level or die from suffocation or a broken neck. Each Constitution save after the first suffers a cumulative -1 penalty.

In exchange for these new abilities, the Tavern Brawler loses the standard Monk abilities of **Stunning Attack**, **Still Mind**, and **Quivering Palm**.

Revised Grappling House Rule

Rather than making an attack against an AC 15 plus modifiers, the grapple check is an opposed check between the attacker's Strength and the victim's Strength or Dexterity (the victim may choose which attribute to use to resist the grapple). When making a grappling check, if the attacker's prime attribute is Strength, he gains an automatic +6 to the check. When resisting a grapple, if the defender has Strength or Dexterity as a Prime, he gains an automatic +6 to the check when using the Prime attribute.

Revised Disarm House Rule

Monks and variants are added to the list of classes allowed to perform the Disarm combat maneuver.

Totem Warrior

A barbarian variant

In the less-civilized lands of the world, nomadic tribes of warriors roam free over the plains and through the forests. In such tribes, each warrior dedicates himself to a different totem creature, such as the bear or the jaguar. The choice of a totem must be taken at 1st level, and cannot be changed later except under extreme circumstances, and always at the discretion of the CK.

As a totem warrior, the barbarian loses one or more of the standard barbarian class features. In place of these abilities, the barbarian gains class features determined by his totem. All totems do not necessarily grant abilities at the same levels, nor do they all grant the same number of abilities. These class features are extraordinary abilities unless otherwise indicated. In

addition, the Prime Attribute for totem warriors varies based on totem, rather than all having the standard Barbarian Prime of Constitution. In all cases, these variants use the Hit Die, BtH, and EPP progression of standard barbarians.

The list of totems discussed here is by no means exhaustive. If you prefer to use other totems, you can either substitute the totem name for that of a similar creature (such as changing the Lion Totem to the Tiger Totem) or create a new set of totem abilities, using the information here as a guide.

Ape Totem Class Features

A barbarian dedicated to the ape totem does not gain the standard Combat Sense, Primal Force, and Primal Will barbarian class features, and instead gains the following abilities.

Prime Attribute: Strength

Brachiation: At 1st level, an ape-totem warrior gains a climb speed equal to one-half his base land speed (round down to the nearest 5-foot interval). For instance, a human, elf, half-elf, or half-orc ape-totem warrior has a climb speed of 15 feet, while a dwarf, gnome, or halfling ape-totem warrior has a climb speed of 10 feet. At fifth level, the Totem Warrior's climb speed equals his base land speed.

Intimidation: With a successful Will Attribute Check, an ape-totem warrior may attempt to use his presence to weaken an opponent's resolve in combat. This check is resisted by the opponent's Will check. If the Ape Totem Warrior wins, the target takes a -2 morale-based penalty on attack rolls, ability checks, and saving throws for one round. The Totem Warrior can intimidate only an opponent that he threatens in melee combat and that can see him. At fourth level, the Barbarian gains a +2 bonus on Intimidate checks. At eighth level, this bonus increases to +3, and at twelfth level the bonus increases to +4

Primal Attack: A 3rd level ape-totem warrior may voluntarily take a penalty on his attack rolls up to his maximum BtH bonus, and add this same amount as a bonus to damage. Thus, at third level the Totem Warrior may choose to take up to -2 to hit and apply it as a +2 to damage. A seventh-level Totem Warrior, by comparison, could take up to -6 to hit and apply it as +6 to damage. Or he could take a -4 and gain a +4, or a -2 to gain +2, etc.

Bear Totem Class Features

A barbarian dedicated to the bear totem does not gain the standard Combat Sense, Primal Force, and Primal Will barbarian class features, and instead gains the following abilities.

Prime Attribute: Constitution

Bear Hug: A bear-totem warrior gains +2 to all attempts to grapple an opponent, or maintain a pre-existing grapple. This bonus increases to +3 at level four, to +4 at level eight, and to +5 at level 12. So long as the bear-totem warrior has an opponent grappled, he may automatically deal 1d6 damage, plus his strength bonus, each round as he squeezes the opponent.



Bear's Fortitude: A bear-totem warrior gains +1 to all Constitution-based Saving Throws to resist disease, poison, and fatigue. This bonus increases to +2 at level four, to +3 at level eight, and to +4 at level twelve.

Fast Healing: Bear is a healing totem as well as a warrior, and as such, beginning at 5th level, a bear-totem warrior's body heals faster than normal. Each day, the bear-totem warrior heals 1d4+1 hit points per level as long as rest or sleep is possible. The bear-totem warrior requires at least 12 hours of undisturbed rest or sleep for this ability to function. At level 12, the Bear Totem can impart this ability to others, but if he does so, he loses its benefits so long as another enjoys them.

Boar Totem Class Features

A barbarian dedicated to the boar totem does not gain the standard Combat Sense, Primal Might, and Primal Force barbarian class features, and instead gains the following abilities.

Prime Attribute: Strength

Diehard: A boar-totem warrior's Primal Might increases as the warrior does. At level eight, the boar-totem warrior may continue to fight up to -8 hit points.

At level twelve, he may continue to fight up to -10 hit points or to a negative total equal to his constitution score, whichever is greater. However, once he reaches this level of damage, he dies immediately and automatically.

Extended Fury: At 4th level and higher, a boar-totem warrior's Primal Fury lasts for 2 rounds longer than normal.

Tenacious Will: Beginning at 8th level, a boar-totem warrior's damage reduction is 1 point higher than the normal value for the standard Primal Will Barbarian ability. Thus, at 8th level, a boar-totem warrior's damage reduction is 2, and it rises by 1 point every four levels thereafter.

Dragon Totem Class Features

A barbarian dedicated to the dragon totem does not gain the standard Primal Force, Primal Fury, or Primal Might class abilities, and instead gains the following abilities.

Prime Attribute: Wisdom

Eyes of the Dragon: A dragon-totem warrior gains Twilight Vision, even if his race does not normally have this ability. If he already has Twilight Vision or better, his vision increases by one step (from Twilight to Dark, from Dark to Deep). At Sixth level the totem warrior's vision increases by one step if possible, and at twelfth level again increases one step, if possible. Regardless, by twelfth level, all dragon-totem warriors possess Deepvision.

Draconic Force: The dragon-totem warrior's Primal Force ability bonuses are 1 point higher than for a normal barbarian.

Frightful Presence: This special quality makes a creature's very presence unsettling to foes. It takes effect automatically when the totem warrior performs some sort of dramatic action (such as charging, attacking, or snarling). Opponents within range who witness the action may become frightened, and must flee if possible. If fleeing is not possible, the opponent suffers -2 to all actions while in the presence of the totem warrior. This ability functions with a range of 30 feet, and the duration is equal to 1d6 rounds, plus the totem warrior's barbarian class levels. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Wisdom check (CC = $\frac{1}{2}$ the totem warrior's level). An opponent that succeeds on the saving throw is immune to that same totem warrior's frightful presence for 24 hours.



Eagle Totem Class Features

A barbarian dedicated to the eagle totem does not gain the standard Primal Force and Primal Might barbarian class features, and instead gains the following abilities.

Prime Attribute: Dexterity

Eyes of the Eagle: An eagle-totem warrior's keen vision grants him dusk vision if he does not already have it, and a +2 bonus on all attribute checks related to sight. This bonus increases to +3 at fourth level, to +4 at eighth level, and +5 at twelfth level.

Grace of the Eagle: An eagle-totem warrior gains +1 to initiative and to all Dexterity-based saves. This bonus increases to +2 at third level, +3 at sixth level, and +4 at tenth level.



Horse Totem Class Features

A barbarian dedicated to the horse totem does not gain the standard Primal Force, Primal Fury, and Primal Will barbarian class features, and instead gains the following abilities.

Prime Attribute: Constitution

Speed of the Horse: A horse-totem warrior's base speed increases by 10ft.

Natural Horseman (Dexterity): A horse-totem warrior has a natural affinity with horses and may perform Horsemanship abilities equal to those of the Knight class, but only when riding bareback (no saddle).

Endurance: A horse-totem warrior gains an additional +1 to all Constitution-based attribute checks. This bonus increases to +2 at third level, +3 at sixth level, and +4 at tenth level.

Jaguar Totem Class Features

A barbarian dedicated to the jaguar totem does not gain the standard fast movement, uncanny dodge, and improved uncanny dodge barbarian class features, and instead gains the following abilities.

Speed of the Jaguar: At 1st level, a jaguar-totem warrior's base speed increases by 10ft.

Stealth of the Jaguar: At 2nd-level, the jaguar-totem warrior gains the ability to Hide and Move Silently, as a Rogue of the same level.

Lightning Strike: At 3rd-level, the jaguar-totem warrior gains a +2 bonus on damage rolls whenever he charges. This bonus increases to +3 at seventh level, and +4 at eleventh level.

Lion Totem Class Features

A barbarian dedicated to the lion totem represents the "standard" barbarian and gains the standard barbarian class features.

Serpent Totem Class Features

A barbarian dedicated to the serpent totem does not gain the standard Primal Force, Primal Might, or Primal Will barbarian class features, and instead gains the following abilities.

Prime Attribute: Dexterity

Poison Affinity: A serpent-totem warrior gains a +2 bonus on Constitution saves against poison. This bonus increases to +3 at level 4, +4 at level eight, and +5 at level 12.

Stealth of the Serpent: At 2nd-level a serpent-totem warrior gains the ability to Hide and Move Silently as a Rogue.

Serpent Strike: At 4th level, a serpent-totem warrior gains an additional +4 to Initiative rolls, and +2 to strike and damage on the first attack of any battle, provided that he has initiative over his opponent and is using a light, bladed weapon such as a knife, dagger, poniard, or short sword. This bonus to strike and damage increases to +3 at eighth level, and +4 at twelfth level.

Wolf Totem Class Features

A barbarian dedicated to the wolf totem does not gain the standard Primal Fury and Primal Will barbarian class features, and instead gains the following abilities.

Prime Attribute: Strength

Track (Wisdom): The wolf-totem warrior gains the Track ability, as a Ranger.

Pack Tactics: At fourth level, the wolf-totem warrior gains an additional attack per round whenever he and an ally are fighting a single opponent together. The wolf-totem warrior gains an additional attack in these situations every four levels after fourth. So, at 8th level, the totem warrior is allowed a total of three attacks, and at twelfth, four attacks.

Races of Domaria

In addition to the standard races from the *Player's Handbook*, the following new races are available in Domaria.



Dir draug

The Dir draug are a canine race, standing anywhere from four to seven feet in height, and with fur in shades of black, red, silver, or brown. Like more common canines, the Dir draug have a pack mentality and thrive on the hunt, if not necessarily the kill. They are fiercely loyal to their pack, be it the pack they grew up with, or an adopted “pack” of friends, and casting out a Dir draug from a social group is a sure way to destroy the creature’s self-esteem. Their society resembles the society of wolves, a tribal hunter-gatherer structure, led by the Alpha male who is advised by a council of mostly female advisors. The Alpha reigns until overthrown by another male in trial by combat. Rumors persist of “enlightened” tribes of Dir draug who have thrown off their primitive ways in favor of more democratic means of governance, in which even female members of the race can rise to leadership positions, but these rumors are as yet unconfirmed.

Racial Traits and Abilities

Enhanced Senses: Dir draug have exceedingly good hearing. They gain a +2 bonus to all checks involving this sense.

Great Fortitude: Dir draug are hardy creatures, and gain a +2 to all constitution-related saving throws. This bonus stacks with any class abilities.

Twilight vision: a dir draug can see exceedingly well even in torchlight, candle light, moonlight, and other areas of low illumination. They retain the ability to distinguish color and detail under these circumstances.
+1 natural armor bonus.

Languages: Dir draug, Draconic, Elven, Goblin, Orc, Tradespeak.

Size: Medium

Movement: 30 feet.

Typical Classes: Barbarian, Bounty Hunter, Druidic Avenger, Ranger

Attribute Modifiers: Constitution +1, Wisdom –1

Druidic Avenger Modifier: +2 Nature Lore, +1 Resist Elements (Stacks with standard bonuses)

Ranger Modifier: +2 Track, +2 Survival.

Elves, Desert (Eru’el)

When the Scourge swept over the world, the Celbeneru Mountains sprang up, destroying the forests of the area and creating a vast, arid bowl region known as the Celbeneru Desert. A kingdom of elves that lived in these forests were cut off from the rest of the world and nearly perished in the disaster; however, the creation of the desert also spared them from the Tainted energies that created the Morellon. Those elves that survived the creation of the desert region adapted to the changes in their environment, and now, 1000 years later, they are the Eru’el.

While Eru’el are mostly found in the Celbeneru Desert, some of a more adventurous bent have left the deserts and crossed the oceans to explore the lands of the north and seek out their more common cousins. Many of these find the moist, temperate climates to be ill-suited to their tastes and seek out other arid climates to explore. Thus, while the majority of the race remains in Celbeneru, there are small tribes of desert elves roaming the sands of Khem as well.

In the desert, elves follow nomadic lifestyles. They herd horses, cattle, and goats across the sands, sleeping during the day and working or traveling at night. Their wandering takes them many places and puts them in contact with many cultures. As a result, they are welcome everywhere for the news and



exotic trade goods they carry. Eru'el tend to have darkly tanned skin, black or brown hair, and brown, or black eyes. They stand roughly 6.5 feet in height and weigh around 200 pounds.

Racial Traits and Abilities

Eru'El have all the racial traits of standard Elves, except as follows:

Heat Endurance: Eru'el gain a +4 racial bonus on Constitution Saves made to resist the effects of non-magical heat.

Dowsing (Wisdom): By making a Wisdom check, an Eru'el can sense the distance and location of a supply of water. CC for this check is equal to 5 per mile of distance from the water supply the Eru'el is. There is no guarantee that the water will be unpolluted and drinkable when found. Outside of a desert environment, the Eru'el suffers a -4 circumstance penalty to this check due to the fact that there is more water in the air in areas with higher precipitation.

Horsemanship: Desert elves are saddleborn, having an innate attachment to the mounts of the desert, these being horses and camels. Thus, they gain Horsemanship, identical to the Knight class ability, except as follows. For purposes of Horsemanship checks, Eru'el always treat their Dexterity as though it were a favored attribute, even if it was not. However, they do not add their class level to this check unless they have levels in the Knight class.

No Secret Doors: Eru'el do not gain the standard elf ability to notice secret and hidden compartments.

Languages: Elven, Draconic, Gnomish, Goblin, Orc, Sylvan, Trade Tongue

Size: Medium

Movement: 30 feet

Typical Classes: Barbarian, Fighter, Ranger (Desert terrain)

Attribute Modifiers: -1 Strength, +1 Constitution. These replace the standard Elf modifiers.

Barbarian Modifiers: +2 to Primal Force rolls (stacks with normal bonuses)

Ranger Modifiers: +2 racial bonus on Handle Animal checks (see PHB Addendum PDF), +1 to Combat Marauder bonuses (stacks with normal bonuses), does not gain Scale ability.



Elves, Twilight (Morellon)

Legend has it a group of elves were responsible for the magical Scourge that reshaped the world over 1000 years ago. Due to this great sin, these elves have become a shadow of the noble faerie race they once were, the Morellon. They are now feared and known far and wide as assassins and necromancers (a largely undeserved reputation). They are now possessed of bluish or purplish skin, pale green eyes, and blue-black hair. They still are of the same height and stature as their desert-dwelling cousins, however, standing 6.5 feet in height and weighing around 200 pounds. Though good Morellon exist, most now tend towards chaos and neutrality in their outlook. They are xenophobic by nature and most stay secluded in their forest kingdom. Still, they have no particular enmity towards other races, and maintain slightly strained trade relations with the human kingdom of Lightwolfe.

Racial Traits and Abilities

Morellon gain all the standard Elf abilities except as follows:

Additional Spell Resistance: In addition to the elven immunity to sleep spells, Morellon gain a +1 racial saving throw bonus against illusion spells or effects. This bonus stacks with any class abilities that impart similar bonuses. In exchange, Morellon lose the standard elven +1 to resist charm spells.

Animosity (Dwarves): Due to the ancient grudge that resulted in their cursing, Morellon consider dwarves to be disloyal and untrustworthy partners in war or trade. As a result, Morellon suffer a -2 penalty to charisma checks when dealing with dwarves to whom they are not closely associated.

Illusion Mastery: Morellon are masters at illusions. As such, all illusion spells cast by a Morellon inflict a -1 penalty to saving throws against these illusions. In addition, should a Morellon need to overcome spell resistance with an illusion spell, he gains +2 to his roll against the spell resistance.

Languages: Elven, Draconic, Gnoll, Gnome, Goblin, Orc, Sylvan, Tradespeak.

Size: Medium

Movement: 30 feet

Typical Classes: Druidic Avenger, Cleric, or Illusionist

Attribute Bonuses: +1 Dexterity, +1 Wisdom, -1 Constitution, -1 Charisma. These bonuses replace the standard elf bonuses.

Illusionist Bonus: +1 Sharp Senses, +2 disguise

Cleric Bonus: +2 Turn or Control Undead, may always use elven weapons per the Weapon Training elf racial ability.



Gnomes

Legend has it that the Gnomes were the only race that had no part in the events leading up to the Scourge that took place so long ago. Thus, as a blessing and a curse, the gods have deemed them the keepers of all the lore and knowledge that has been lost. The day will come, they believe that this knowledge will again be needed, and on that day the Gnomes will come forth and share the fruits of that wisdom with the world. Until then, Gnomes suffer a terrible curse: any Gnome that tries to share forbidden knowledge with any non-Gnome immediately turns to stone and can never be turned back to flesh except by deific intervention. Gnomes always know when a bit of knowledge they have is forbidden (the GM should always inform Gnome characters when they have access to forbidden knowledge). Gnomes generally despise goblins, which legend holds were once an offshoot of the gnomish line that became Tainted due to some past sin. Gnomes stand 3 to 3-1/2 feet tall and weigh 40 to 45 pounds. Their skin color ranges from dark tan to woody brown, their hair is fair, and their eyes can be any shade of blue. Gnome males prefer short, carefully trimmed beards. Gnomes generally wear leather or earth tones, though they decorate their clothes with intricate stitching or fine jewelry. Gnomes reach adulthood at about age 40, and they live about 350 years, though some can live almost 500 years.

Gnomes in Domaria share all the standard gnome racial traits, but gain an addition bonus if they take levels in the **Bard** character class.

Bard Bonus: +2 to all Legend Lore checks.

Goblins

Legend has it that goblins were once gnomes, who turned to darkness and in so doing, became tainted and corrupted. Thus, these creatures that were once respected and adored by the other races became sniveling, feral creatures who sulk in the shadows and beg for coins in slums. Still, there are those goblins who have sought to return to a civilized way of life, and heroes among the race are not unheard of. Many an adventuring party has considered themselves lucky to have one of these natural rogues along during delves into unknown ruins. A goblin stands 3 to 3-1/2 feet tall and weigh 40 to 45 pounds. Its eyes are usually dull and glazed, varying in color from red to yellow. A goblin's skin color ranges from yellow through any shade of orange to a deep red; usually all members of a single tribe are about the same color. Goblins wear clothing of dark leather, tending toward drab, soiled-looking colors.

Racial Traits and Abilities



Darkvision: As nocturnal creatures, goblins can see in absolute darkness out to 60 feet. Darkvision produces images that are in shades of gray, but otherwise is like normal sight. Bright lights such as lantern or other light sources spoil darkvision. A creature requires one turn to shift from “normal” vision to darkvision, and vice-versa.

Enhanced Senses: Goblins have sharp eyes and ears. They gain a +2 racial bonus on all attribute checks related to vision or listening.

Hide (Dexterity): Goblins are practiced at avoiding the prying eyes of others. A successful check hides the goblin in most settings, making him or her almost invisible. If a goblin decides to move while attempting to remain concealed, he can still hide, but suffers a penalty to his check. If moving up to one-half normal movement rate, the goblin suffers a -5 to the check. If moving one-half to full movement rate the goblin suffers a -10 to this check. If the goblin is being observed, even casually, he cannot hide. If observers are momentarily distracted, however, the goblin can attempt to hide, but at a -10 penalty because he must do so quickly.

Scrapper: As small creatures, goblins have learned to adapt to scrounging and living in the shadows. They gain an additional +1 bonus to Armor Class, and +1 bonus on attack rolls, against characters of medium size or larger.

Languages: Goblin, Draconic, Elven, Giant, Gnome, Orc, Tradespeak

Size: Small

Movement: 20 feet

Attribute Bonuses: -1 Strength, +2 Dexterity, -1 Constitution, -1 Charisma.

Typical Class: Assassin, Bounty Hunter, Rogue

Bounty Hunter Bonuses: +2 climb, face in the crowd, urban tracking

Rogue Bonuses: +2 climb, traps, move silently.

ORCS

Orcs were once the bane of the civilized races; barbaric creatures who lived in caves and swarmed from their hideaways to sack villages, rape and plunder. Since the Scourge, however, this has changed. While Orcs are still crass and generally unpleasant creatures, they have recognized the value of cohabitation with other races, and in the Coastland Collective, a number of civilized orcish settlements have popped up, which engage in trade relations with the human settlements thereabouts. Most inhabitants of these civilized orc villages are orc paragons, and their services as mercenaries and soldiers are in high demand. An orc's hair usually is black. It has lupine ears and reddish eyes. Orcs prefer wearing vivid colors that many humans would consider unpleasant, such as blood red, mustard yellow, yellow-green, and deep purple. Their equipment is dirty and unkempt. An adult male orc is a little over 6 feet tall and weighs about 210 pounds. Females are slightly smaller.

Racial Traits and Abilities

Darkvision: Orcs can see in absolute darkness out to 60 feet. Darkvision produces images that are in shades of gray, but otherwise is like normal sight. Bright lights such as lantern or other light sources spoil darkvision. A creature requires one turn to shift from “normal” vision to darkvision, and vice-versa.

Orcish Toughness: Orc characters gain +3 hit points at first level, and gain a +2 to all constitution-related saving throws. In addition, Orc characters gain Constitution or Strength (choose one) as a bonus Prime Attribute, giving them a total of three Primes.

Light Sensitivity: Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell, suffering a -2 to all actions so long as they remain in the lit area.

Languages: Orc, Dwarven, Giant, Gnome, Goblin, Tradespeak, Undercommon.

Size: Medium



Movement: 30 feet

Attribute Bonuses: +1 Strength, +1 Constitution, -1 Intelligence, -1 Wisdom, -2 Charisma.

Typical Classes: Barbarian, Bounty Hunter, Fighter

Bounty Hunter Bonuses: +2 climb, urban tracking

Fighter Bonuses: +1 Weapon Specialization



Rawdîr

Rawdîr are a feline race that ranges from 4 feet (1.2m) to 7 feet (2.1m) in height and are covered with thick fur, which appears in an infinite variety of patterns and color combinations, made up from many of the same colors as human hair. Rawdîr fur ranges from short to long, and some males sport manes of soft hair. Rawdîr society is hedonistic and sensual; the Rawdîr love art, music, and games of love. They consider themselves an enlightened species, and many come to feel that they are superior to all other races in this respect.

Racial Traits and Abilities:

Seduction (Charisma): Rawdîr are an extremely sensual and attractive race. Thus, they can make a charisma roll to attempt to seduce or convince another creature to do something they want. This is not a magical effect, and thus the creature will never do something against its nature, but will behave as though charmed by the Rawdîr. Unwilling targets of this ability resist with a Wisdom check (assume difference of success to compare results).

Natural Weapons: At level two, Rawdîr characters gain access to their race's natural weapons, acquiring a claw attack dealing 1d6 damage.

Twilight Vision: A Rawdîr has exceptional vision and can see up to a mile in starlight, moonlight, torchlight, and similar conditions of poor illumination. She retains the ability to distinguish color and detail under these conditions.

Languages: Elven, Rawdîr, Dirdraug, Tradespeak

Size: Medium

Movement: 30 feet

Attribute Bonuses: +1 Dexterity, +1 Charisma, -1 Strength, -1 Wisdom

Typical Classes: Assassin, Bard, Monk, Rogue

Assassin/Rogue Bonuses: +2 climb, hide and move silently

Monk Bonuses: +1 mind over body, +1 unarmored defense, using claws with unarmed attack adds +2 to damage starting at second level.

Saurian

Saurians are an amphibious reptilian race said to be descended from the dragons of old. They are warlike and violent, but loyal allies to those who gain their trust. Saurians are looked upon with disdain by many of the civilized races, as they have in the past swept over the known world like a tempest, seeking to carve out a vast empire for the lizard men. A Saurian's entire life tends to be devoted to their war god Chango, though more recently it is rumored that an offshoot sect of Saurians worshipping the Archon Adoneus begins to grow and fester in the shadows, and that they will overrun the world in a night of shadow and fire. Saurians are usually 6 to 7 feet tall with green, gray, or brown scales. Their tail is used for balance and is 3 to 4 feet long. A Saurian can weigh from 200 to 250 pounds.

Racial Traits and Abilities

Balance (Dexterity): Saurians have impeccable balance and can walk on precarious surfaces. A successful check lets the Saurian move at half its speed along the surface for 1 round. Moving faster, up to the saurian's full speed, imposes a -5 penalty to the check. A failure by 4 or less means you can't move for 1 round. A failure by 5 or more means you fall. The CC for this check is equal to 2 per 2 inches below ten inches wide the surface being walked along is. Thus, a six-

inch surface, which is four inches shy of ten, would have a CC of 4. In addition, obstructions or conditions increase the difficulty as well, by two for an inclined surface, a surface with light obstructions or a lightly slippery surface, or by five for heavy obstructions or a severely slippery surface.



If attacked while balancing, the Saurian can't easily move to avoid a blow, and thus loses his Dexterity bonus to AC (if any). At fifth level, this penalty goes away, and the Saurian maintains his Dexterity bonus to AC while balancing. If the character takes damage while balancing, he or she must make another Balance check against the same DC to remain standing.

Hold breath: A Saurian can hold its breath for a number of rounds equal to four times its Constitution score before it risks drowning. This is an extraordinary ability.

Leap (Strength): Saurians are renowned for their ability to leap great distances from a standing position. Using their tails to boost their leap, they can make a Strength check to jump farther than one might expect. The CC of this check depends upon the distance of the long jump. For a long jump, the CC is equal to 5 per five feet of distance over ten. Thus, a fifteen-foot long jump has a CC of 5. Distance moved by jumping is counted against the saurian's normal maximum movement in a round. If the saurian succeeds on a Jump check, he or she lands on their feet (when appropriate). At the midpoint of the jump, the saurian attains a vertical height equal to one-quarter of the horizontal distance. If the character fails the check by less than 5, he or she doesn't clear the distance, but you make a Dexterity save to grab the far edge of the gap, ending movement grasping the far edge. If that leaves the character dangling over a chasm or gap, getting up requires a Climb check.

A high jump is a vertical leap made to reach a ledge high above or to grasp something overhead. In this case, the CC is equal to the distance to be cleared. If the character jumps up to grab something, a successful check indicates that he or she reaches the desired height. Climbing up requires a successful Climb check. If the Jump check fails, the character does not reach the height, and lands on his or her feet in the same spot from which he or she jumped.

If the character intentionally jumps down from a height, he takes less damage than if he just fell. The CC to jump down from a height is 5. If the check succeeds, falling damage is determined as if the drop was 10 fewer feet than its actual distance.

Languages: Draconic, Aquan, Goblin, Gnoll, Orc, Tradespeak

Size: Medium

Movement: 30 feet

Attribute Bonuses: +1 Strength, +1 Constitution, +1 Dexterity, -1 Intelligence, -1 Wisdom, -1 Charisma.

Typical Classes: Fighter, Monk, Ranger, Rogue

Monk Bonuses: +1 unarmed defense, unarmed attack: at ninth level, saurians gain a third unarmed attack (tail swipe) dealing 1d4 damage. All other unarmed attack restrictions apply as standard.

Ranger Bonuses: +1 favored enemy bonuses, +1 survival, +1 scale

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