

Dungeons and Dragons (d20) :: Standard Races

Race	(favoured class)	STR	DEX	CON	INT	WIS	CHA	Languages	Racial Characteristics
Human	(first class taken)							Common	Additional starting feat +1 Skill points each level (and +4 starting skills)
Dwarf	(fighter)			+2			-2	Dwarven Common	Base Move 20'/rnd Base move does not reduce even if heavily laden Darkvision 60' Stonecunning (+2 search:stone, a search check is generated when within 10' of a trap or secret door) +4 When resisting bull rush +4 Dodge:Giant Races (Giants, Trolls, Ogres, etc) +2 Saves versus Poisons and Spells +2 Craft:Stone & Metal +2 Appraise:Stones & Gems +1 To Hit Bugbears, Goblins, Hobgoblins & Orcs Exotic Weapon proficiency(Dwarven Waraxe) Exotic Weapon proficiency(Dwarven Ugrosh)
Elf	(wizard)		+2	-2				Elven Common	Low-light vision (At night can see 2x human range) Immunity to any effect which causes sleep
Grey Elf	(wizard)	-2	+2	-2	+2	-1			+2 Saves versus Enchantments +2 Listen, Search & Spot
Wild Elf	(sorceror)		+2	+2	-2	-1			A search check is generated when within 5' of a concealed door
Wood Elf	(ranger)	+2	+2	-2	-2		-2		Weapon proficiency(Longsword) & (Rapier) Weapon proficiency(Longbow) & (Shortbow)
Gnome	(bard)	-2		+2				Gnome Common	Small (Base move 20', ¾ carry capacity, +1 AC) Low-light vision (At night can see 2x human range) +4 Dodge:Giant Races (Giants, Trolls, Ogres, etc) +2 Saves versus Illusions (+1 if created by a Gnome) +2 Listen, Craft:Alchemy +1 To Hit Kobolds +1 To Hit Bugbears, Goblins, Hobgoblins & Orcs Once/day speak with a burrowing mammal for 1 min If Charisma 10+, once/day may cast each of these spells (Dancing Lights, Ghost Sand, Prestidigitation) as lvl 1
Forest Gnomes: (Pass Without Trace - Innate, +1 To Hit Reptilian humanoid, +4 Hide (+8 in wooded areas))									
Half-Elf	(first class taken)							Elven Common	Low-light vision (At night can see 2x human range) Immunity to any effect which causes sleep +2 Diplomacy & Gather Information +1 Listen, Search & Spot May use items restricted to Elves only Considered an Elf for effects which target Elves
Halfling	(rogue)	-2	+2					Halfling Common	Small (Base move 20', ¾ carry capacity, +1 AC) +2 Saves versus Fear and fear based effects +2 Listen, Climb, Jump & Move Silently +1 To Hit with Slings & Throwing Weapons +1 All Saves
Simian (or Half-Orc)	(barbarian)	+2			-2		-2	Simian (or Orc) Common	Darkvision 60' May use items restricted to Orcs only Considered an Orc for effects which target Orcs (An unfortunate genetic quirk for the Ape people)



Dungeons and Dragons (d20) :: Evil Races

Race (favoured class)	STR	DEX	CON	INT	WIS	CHA	Languages	Racial Characteristics
Bugbear (rogue)	+4	+2	+2			-2	Goblin Common	Darkvision 60' +4 Move Silently Very Tough Hide (+3 AC)
Doppelganger (rogue)					+2			Uncanny Dodge(+4 AC:No Armour) +4 Bluff & Disguise Immunity to any effect which causes sleep Immunity to all charm effects Unlimited Detect Thoughts (As 18 th level sorceror) Alter-self (As 18 th level sorceror, Indefinite duration) Claws (d6+1 dmg)
Drow Male (wizard)		+2	-2	+2		-2	Drow	Darkvision 120' Light Blindness (abrupt exposure to bright lights, blinds for 1 rnd and causes -1 penanlty to attack rolls, skill checks and saves while operating in bright light)
Drow Female (cleric of lolth)		+2	-2	+2		+2	Drow	Immunity to any effect which causes sleep Spell Resistance 11+Level +2 Saves versus Enchantments +2 Saves versus Spells and Spell-like abilities +2 Listen, Search & Spot A search check is generated when within 5' of a concealed door If Charisma 10+, once/day may cast each of these spells (Dancing Lights, Darkness, Faerie Fire) as lvl 1
Gnoll (ranger)	+4		+2	-2		-2	Gnoll	Darkvision 60' Tough Hide(+1 AC)
Goblin (rogue)	-2	+2				-2	Goblin	Small (Base move 20', ¾ carry capacity, +1 AC) Darkvision 60' +4 Move Silently +6 Ride:Worg Feat(Mounted Combat:Worg) If Intelligence 12+, speaks common
Hobgoblin (fighter)		+2	+2				Goblin Common	Darkvision 60' -2 all Will Saves
Kobold (sorceror)	-5	+2					Draconic	Small (Base move 20', ¾ carry capacity, +1 AC) Darkvision 60' Light Sensitivity(-1 penalty to attack rolls in bright sunlight) Tough Hide(+1 AC) +2 Craft:Trapmaking, Profession:Mining, Search
Lizardfolk (druid)	+2		+2	-2			Draconic	Natural Armour(+5 AC) 2x Claws (d4+1), Bite (d4) - but can use weapons too 3 Natural Weapons (allows multi-attack feat -MM) Large Tail(+4 Jump, Swim & Balance)
Orc (barbarian)	+4			-2		-2	Orc	Darkvision 60' Light Sensitivity(-1 penalty to attack rolls in bright sunlight)
Svirfneblin (bard)	-2		+2				Gnome Common	Small (Base move 20', ¾ carry capacity, +1 AC) Darkvision 120' +4 Dodge:All Creatures Spell Resistance 11+Level +2 Listen, Craft:Alchemy +1 To Hit Kobolds +1 To Hit Bugbears, Goblins, Hobgoblins & Orcs Once/day speak with a burrowing mammal for 1 min If Charisma 10+, once/day may cast each of these spells (Blindness, Blur, Change Self) as lvl 1 Stonecunning (+2 search:stone, a search check is generated when within 10' of a trap or secret door) Depth Sense (as Direction Sense, but for Depth) Non-Detection (as the spell but is continuous) +2 All Saves +2 Hide (+4 if underground and there is no light)

Dungeons and Dragons (d20) :: Evil Races

Kua-Toa

(rogue)

-2

+2

-4

Kua-Toa

Amphibious
Slippery(+15 escape artist)
Keen Sight(can see invisible, ethereal and astral beings)
Adhesive(if an attack is unsuccessful, attacker must pass a Reflex DC14 save to or they or their weapon sticks)
Immune to illusions, poison and paralysis(eg. hold spell)
Electricity Resistance 30
Light Blindness (abrupt exposure to bright lights, blinds for 1 rnd and causes -1 penanlty to attack rolls, skill checks and saves while operating in bright light)
Movement 20', Swimming movement 50'
Natural armour (+6 AC)
Lightning bolt(2 or more clerics can throw a bolt of lightning (d6 x clerics dmg, sv for ½) every d4 rnds)

Dungeons and Dragons (d20) :: NPC Classes

The Adept

Used For : Generic Priests and Tribal shamans for Orcs, Goblins, Gnolls, etc

Skills per level : 2 + Intelligence bonus

Hit Dice : d6

Spell saves : 10 + Spell Level + Wisdom Bonus

Starting Gear : 2d4 x 10 GP

Proficiencies : All simple weapons, No armour

Saves					
Level	Base Attack	Fort	Ref	Will	Special
1	+0	+0	+0	+2	Summon Familiar
2	+1	+0	+0	+3	
3	+1	+1	+1	+3	
4	+2	+1	+1	+4	
5	+2	+1	+1	+4	
6	+3	+2	+2	+5	
7	+3	+2	+2	+5	
8	+4	+2	+2	+6	
9	+4	+3	+3	+6	
10	+5	+3	+3	+7	
11	+5	+3	+3	+7	
12	+6/+1	+4	+4	+8	
13	+6/+1	+4	+4	+8	
14	+7/+2	+4	+4	+9	
15	+7/+2	+5	+5	+9	
16	+8/+3	+5	+5	+10	
17	+8/+3	+5	+5	+10	
18	+9/+4	+6	+6	+11	
19	+9/+4	+6	+6	+11	
20	+10/+5	+6	+6	+12	

Adept Spells per Day					
Level 0	Level 1	Level 2	Level 3	Level 4	Level 5
3	1	-	-	-	-
3	1	-	-	-	-
3	2	-	-	-	-
3	2	0	-	-	-
3	2	1	-	-	-
3	2	1	-	-	-
3	3	2	-	-	-
3	3	2	0	-	-
3	3	2	1	-	-
3	3	3	2	-	-
3	3	3	2	0	-
3	3	3	2	1	-
3	3	3	3	2	-
3	3	3	3	2	0
3	3	3	3	2	1
3	3	3	3	2	1
3	3	3	3	3	2
3	3	3	3	3	2

The Aristocrat

Used For : Nobles, courtiers and other wealthy and important people

Skills per level : 4 + Intelligence bonus

Hit Dice : d8

Starting Gear : 6d8 x 10 GP

Proficiencies : All simple and martial weapons, all armour and shields

Saves					
Level	Base Attack	Fort	Ref	Will	Special
1	+0	+0	+0	+2	
2	+1	+0	+0	+3	
3	+2	+1	+1	+3	
4	+3	+1	+1	+4	
5	+3	+1	+1	+4	
6	+4	+2	+2	+5	
7	+5	+2	+2	+5	
8	+6/+1	+2	+2	+6	
9	+6/+1	+3	+3	+6	
10	+7/+2	+3	+3	+7	
11	+8/+3	+3	+3	+7	
12	+9/+4	+4	+4	+8	
13	+9/+4	+4	+4	+8	
14	+10/+5	+4	+4	+9	
15	+11/+6/+1	+5	+5	+9	
16	+12/+7/+2	+5	+5	+10	
17	+12/+7/+2	+5	+5	+10	
18	+13/+8/+3	+6	+6	+11	
19	+14/+9/+4	+6	+6	+11	
20	+15/+10/+5	+6	+6	+12	

The Commoner

Used For : Farmers, Barmen, Shopkeepers, Drivers

Skills per level : 2 + Intelligence bonus

Hit Dice : d4

Starting Gear : 5d4 GP

Proficiencies : A single simple weapon, No armour

Saves					
Level	Base Attack	Fort	Ref	Will	Special
1	+0	+0	+0	+0	
2	+1	+0	+0	+0	
3	+1	+1	+1	+1	
4	+2	+1	+1	+1	
5	+2	+1	+1	+1	
6	+3	+2	+2	+2	
7	+3	+2	+2	+2	
8	+4	+2	+2	+2	
9	+4	+3	+3	+3	
10	+5	+3	+3	+3	
11	+5	+3	+3	+3	
12	+6/+1	+4	+4	+4	
13	+6/+1	+4	+4	+4	
14	+7/+2	+4	+4	+4	
15	+7/+2	+5	+5	+5	
16	+8/+3	+5	+5	+5	
17	+8/+3	+5	+5	+5	
18	+9/+4	+6	+6	+6	
19	+9/+4	+6	+6	+6	
20	+10/+5	+6	+6	+6	

Dungeons and Dragons (d20) :: NPC Classes

The Expert

Used For : Craftsmen, Artisans, Professionals, etc
 Skills per level : 6 + Intelligence bonus
 Hit Dice : d6
 Starting Gear : 3d4 x 10 GP
 Proficiencies : All simple weapons, Light armour

Saves					
Level	Base Attack	Fort	Ref	Will	Special
1	+0	+0	+0	+2	
2	+1	+0	+0	+3	
3	+2	+1	+1	+3	
4	+3	+1	+1	+4	
5	+3	+1	+1	+4	
6	+4	+2	+2	+5	
7	+5	+2	+2	+5	
8	+6/+1	+2	+2	+6	
9	+6/+1	+3	+3	+6	
10	+7/+2	+3	+3	+7	
11	+8/+3	+3	+3	+7	
12	+9/+4	+4	+4	+8	
13	+9/+4	+4	+4	+8	
14	+10/+5	+4	+4	+9	
15	+11/+6/+1	+5	+5	+9	
16	+12/+7/+2	+5	+5	+10	
17	+12/+7/+2	+5	+5	+10	
18	+13/+8/+3	+6	+6	+11	
19	+14/+9/+4	+6	+6	+11	
20	+15/+10/+5	+6	+6	+12	

The Warrior

Used For : Soldiers, Guards, Thugs, Orcs, Goblins, Gnolls, Kobolds, etc
 Skills per level : 2 + Intelligence bonus
 Hit Dice : d8
 Starting Gear : 3d4 x 10 GP
 Proficiencies : All simple and martial weapons, all armour and shields

Saves					
Level	Base Attack	Fort	Ref	Will	Special
1	+1	+2	+0	+0	
2	+2	+3	+0	+0	
3	+3	+3	+1	+1	
4	+4	+4	+1	+1	
5	+5	+4	+1	+1	
6	+6/+1	+5	+2	+2	
7	+7/+2	+5	+2	+2	
8	+8/+3	+6	+2	+2	
9	+9/+4	+6	+3	+3	
10	+10/+5	+7	+3	+3	
11	+11/+6/+1	+7	+3	+3	
12	+12/+7/+2	+8	+4	+4	
13	+13/+8/+3	+8	+4	+4	
14	+14/+9/+4	+9	+4	+4	
15	+15/+10/+5	+9	+5	+5	
16	+16/+11/+6/+1	+10	+5	+5	
17	+17/+12/+7/+2	+10	+5	+5	
18	+18/+13/+8/+3	+11	+6	+6	
19	+19/+14/+9/+4	+11	+6	+6	
20	+20/+15/+10/+5	+12	+6	+6	

Not in 3.5 Edition		Use Untrained ?	Armour Check		Adept	Aristocrat	Commoner	Expert	Warrior
×	Alchemy			Int	×				
	Appraise	■		Int		×			
	Balance	■	*	Dex					
	Bluff	■		Cha		×			
	Climb	■	*	Str			×		×
	Concentration	■		Con	×				
	Craft	■		Int	×		×		
	Decipher Script			Int					
	Diplomacy	■		Cha		×			
	Disable Device			Int					
	Disguise	■		Cha		×			
	Escape Artist	■	*	Dex					
	Forgery	■		Int		×			
	Gather Information	■		Cha		×			
	Handle Animal			Cha	×	×	×		×
	Heal	■		Wis					
	Hide	■	*	Dex	×				
×	Innuendo	■		Cha		×			
	Intimidate	■		Cha		×			×
	Jump	■	*	Str			×		×
	Knowledge			Int	×	×			
	Listen	■		Wis		×	×		
	Move Silently	■	*	Dex					
	Open Lock			Dex					
	Perform			Cha		×			
	Profession			Wis	×		×		
	Read Lips			Wis		×			
	Ride	■		Dex		×	×		×
×	Scry (Ex.)			Int	×				
	Search	■		Int					
	Sense Motive	■		Wis		×			
	Sleight of Hand		*	Dex					
×	Speak Language			Int		×			
	Spellcraft			Int	×				
	Spot	■		Wis		×	×		
×	Survival	■		Wis	×	×			
	Swim	■	*2	Str		×	×		×
	Tumble		*	Dex					
	Use Magic Device			Cha					
	Use rope	■		Dex			×		

Any 10

Dungeons and Dragons (d20) :: Standard Classes

Levelling up

Level	Experience	Max Skills	Cross Class	Special
1	0	4	2	Feat, Skill Points x4, Max Hits
2	1,000	5	2 1/2	
3	3,000	6	3	Feat
4	6,000	7	3 1/2	+1 to any ability (stat)
5	10,000	8	4	
6	15,000	9	4 1/2	Feat
7	21,000	10	5	
8	28,000	11	5 1/2	+1 to any ability
9	36,000	12	6	Feat
10	45,000	13	6 1/2	
11	55,000	14	7	
12	66,000	15	7 1/2	Feat, +1 to any ability
13	78,000	16	8	
14	91,000	17	8 1/2	
15	105,000	18	9	Feat
16	120,000	19	9 1/2	+1 to any ability
17	136,000	20	10	
18	153,000	21	10 1/2	Feat
19	171,000	22	11	
20	190,000	23	11 1/2	+1 to any ability



The Cleric

d8 : Hit Dice
 2 + Intelligence bonus : Skills per level
 5d4 x 10 GP (min 125) : Starting Gear
 All Simple Weapons : Proficiencies
 All Armours
 Buckler, Light Shield, Heavy Shield

Additional Bonus Languages: Celestial(G), Abyssal(CE) and Infernal(LE)
 Turn/ Rebuke Undead (decided in the same way as Spontaneous Casting -Clerics of LN WeeJas always rebuke, Clerics of St.Cuthbert and non-evil clerics of Obad-Hai always Turn): 3+Cha x per day
 If a cleric has 5 ranks in Knowledge:Religion, gain +2 Turn/Rebuking Aura (Non-neutral clerics show up on Detect Evil/Good - see spell)
 If clerics Domain is War: Weapon Focus: Deities favoured weapon
 If this weapon is of the Martial group then gain the proficiency too
 Alignment must be within 1 step of deities, Neutral only if deity is

Saves					
Level	Base Attack	Fort	Ref	Will	Cleric Special
0	+0	+1(1)	+0(0)	+1(1)	Turn or Rebuke Undead
1	+0	+1(2)	+0(0)	+1(2)	
2	+1	+1(3)	+0(0)	+1(3)	
3	+2	+0(3)	+1(1)	+0(3)	
4	+3	+1(4)	+0(1)	+1(4)	
5	+3	+0(4)	+0(1)	+0(4)	
6	+4	+1(5)	+1(2)	+1(5)	
7	+5	+0(5)	+0(2)	+0(5)	
8	+6/+1	+1(6)	+0(2)	+1(6)	
9	+6/+1	+0(6)	+1(3)	+0(6)	
10	+7/+2	+1(7)	+0(3)	+1(7)	
11	+8/+3	+0(7)	+0(3)	+0(7)	
12	+9/+4	+1(8)	+1(4)	+1(8)	
13	+9/+4	+0(8)	+0(4)	+0(8)	
14	+10/+5	+1(9)	+0(4)	+1(9)	
15	+11/+6/+1	+0(9)	+1(5)	+0(9)	
16	+12/+7/+2	+1(10)	+0(5)	+1(10)	
17	+12/+7/+2	+0(10)	+0(5)	+0(10)	
18	+13/+8/+3	+1(11)	+1(6)	+1(11)	
19	+14/+9/+4	+0(11)	+0(6)	+0(11)	
20	+15/+10/+5	+1(12)	+0(6)	+1(12)	

The Barbarian

Hit Dice : d12
 Skills per level : 4 + Intelligence bonus
 Starting Gear : 4d4 x 10 GP (min 100)
 Proficiencies : All Simple Weapons
 All Martial Weapons
 Light Armour
 Medium Armour
 Buckler
 Light Shield
 Heavy Shield



May not be Lawful !

Saves					
Level	Base Attack	Fort	Ref	Will	Barbarian Special
0	+0	+1(1)	+0(0)	+0(0)	Fast Movement, Illiteracy, Rage 1/day
1	+1	+1(2)	+0(0)	+0(0)	
2	+2	+1(3)	+0(0)	+0(0)	Uncanny Dodge
3	+3	+0(3)	+1(1)	+1(1)	Trap Sense +1
4	+4	+1(4)	+0(1)	+0(1)	Rage 2/day
5	+5	+0(4)	+0(1)	+0(1)	Improved Uncanny Dodge
6	+6/+1	+1(5)	+1(2)	+1(2)	Trap Sense +2
7	+7/+2	+0(5)	+0(2)	+0(2)	Damage Reduction 1/-
8	+8/+3	+1(6)	+0(2)	+0(2)	Rage 3/day
9	+9/+4	+0(6)	+1(3)	+1(3)	Trap Sense +3
10	+10/+5	+1(7)	+0(3)	+0(3)	Damage Reduction 2/-
11	+11/+6/+1	+0(7)	+0(3)	+0(3)	Greater Rage
12	+12/+7/+2	+1(8)	+1(4)	+1(4)	Rage 4/day, Trap Sense +4
13	+13/+8/+3	+0(8)	+0(4)	+0(4)	Damage Reduction 3/-
14	+14/+9/+4	+1(9)	+0(4)	+0(4)	Indomitable Will
15	+15/+10/+5	+0(9)	+1(5)	+1(5)	Trap Sense +5
16	+16/+11/+6	+1(10)	+0(5)	+0(5)	Damage Reduction 4/-, Rage 5/day
17	+17/+12/+7	+0(10)	+0(5)	+0(5)	Tireless Rage
18	+18/+13/+8	+1(11)	+1(6)	+1(6)	Trap Sense +6
19	+19/+14/+9	+0(11)	+0(6)	+0(6)	Damage Reduction 5/-
20	+20/+15/+10	+1(12)	+0(6)	+0(6)	Mighty Rage, Rage 6/day

The Bard



d6 : Hit Dice
 6 + Intelligence bonus : Skills per level
 4d4 x 10 GP (min 100) : Starting Gear
 All Simple Weapons : Proficiencies
 Longsword, Shortsword & Rapier
 Shortbow, Sap & Whip
 Light Armour
 Buckler
 Light Shield
 Heavy Shield

May not be Lawful !

			Saves		
Level	Base Attack	Fort	Ref	Will	Bard Special
0	+0	+0(0)	+1(1)	+1(1)	Bardic Music, Bardic Knowledge, Counter song, Fascinate, Inspire Courage +1
1	+0	+0(0)	+1(2)	+1(2)	
2	+1	+0(0)	+1(3)	+1(3)	
3	+2	+1(1)	+0(3)	+0(3)	Inspire Competence
4	+3	+0(1)	+1(4)	+1(4)	
5	+3	+0(1)	+0(4)	+0(4)	
6	+4	+1(2)	+1(5)	+1(5)	May <i>replace</i> one known spell with another Suggestion
7	+5	+0(2)	+0(5)	+0(5)	
8	+6/+1	+0(2)	+1(6)	+1(6)	Inspire Courage +2, <i>replace</i>
9	+6/+1	+1(3)	+0(6)	+0(6)	Inspire Greatness
10	+7/+2	+0(3)	+1(7)	+1(7)	
11	+8/+3	+0(3)	+0(7)	+0(7)	<i>replace</i>
12	+9/+4	+1(4)	+1(8)	+1(8)	Song of Freedom
13	+9/+4	+0(4)	+0(8)	+0(8)	
14	+10/+5	+0(4)	+1(9)	+1(9)	Inspire Courage +3, <i>replace</i>
15	+11/+6/+1	+1(5)	+0(9)	+0(9)	Inspire Heroics
16	+12/+7/+2	+0(5)	+1(10)	+1(10)	
17	+12/+7/+2	+0(5)	+0(10)	+0(10)	<i>replace</i>
18	+13/+8/+3	+1(6)	+1(11)	+1(11)	Mass Suggestion
19	+14/+9/+4	+0(6)	+0(11)	+0(11)	
20	+15/+10/+5	+0(6)	+1(12)	+1(12)	Inspire Courage +4, <i>replace</i>



The Druid

Dungeons and Dragons (d20) :: Standard Classes

d8 : Hit Dice
 4 + Intelligence bonus : Skills per level
 2d4 x 10 GP (min 50) : Starting Gear
 Club, Dagger & Dart : Proficiencies
 Quarterstaff, Scimitar, Scickle & Sling
 Shortspear & Spear
 Light & Medium Armour
 Buckler, Light Shield, Heavy Shield

Additional Bonus Language: Sylvan.

Level	Base Attack	Saves			Druid Special
		Fort	Ref	Will	
0	+0	+1(1)	+0(0)	+1(1)	Language Druidic
1	+0	+1(2)	+0(0)	+1(2)	An. Comp, N.Sense, Wld Emp
2	+1	+1(3)	+0(0)	+1(3)	Woodland Stride
3	+2	+0(3)	+1(1)	+0(3)	Trackless Step
4	+3	+1(4)	+0(1)	+1(4)	Resist Nature's Lure
5	+3	+0(4)	+0(1)	+0(4)	Wild Shape 1/day
6	+4	+1(5)	+1(2)	+1(5)	Wild Shape 2/day
7	+5	+0(5)	+0(2)	+0(5)	Wild Shape 3/day
8	+6/+1	+1(6)	+0(2)	+1(6)	Wild Shape:Large
9	+6/+1	+0(6)	+1(3)	+0(6)	Venom Immunity
10	+7/+2	+1(7)	+0(3)	+1(7)	Wild Shape 4/day
11	+8/+3	+0(7)	+0(3)	+0(7)	Wild Shape:Tiny
12	+9/+4	+1(8)	+1(4)	+1(8)	Wild Shape:Plant
13	+9/+4	+0(8)	+0(4)	+0(8)	A Thousand Faces
14	+10/+5	+1(9)	+0(4)	+1(9)	Wild Shape 5/day
15	+11/+6/+1	+0(9)	+1(5)	+0(9)	Timeless Body, Wild Shape:Huge
16	+12/+7/+2	+1(10)	+0(5)	+1(10)	Wild Shape:Elemental 1/day
17	+12/+7/+2	+0(10)	+0(5)	+0(10)	
18	+13/+8/+3	+1(11)	+1(6)	+1(11)	WS 6/day, WS:Elemental 2/day
19	+14/+9/+4	+0(11)	+0(6)	+0(11)	
20	+15/+10/+5	+1(12)	+0(6)	+1(12)	WS:E 3/day, WS:Huge Elemental

An. Comp, N.Sense, Wld Emp = Animal Companion, Nature Sense, Wild Empathy

The Monk

d8 : Hit Dice
 4 + Intelligence bonus : Skills per level
 5d4 GP (min 12½) : Starting Gear
 Axe, Club & Dagger : Proficiencies
 Crossbows, Javelin, Quarterstaff & Sling
 Kama, Nunchaku, Sai, Shuriken & Siangham
 If armour is worn then the AC bonus, fast move, and flurry of blows abilities can not be used

Level	Base Attack	Saves			Monk Special
		Fort	Ref	Will	
0	+0	+1(1)	+0(0)	+1(1)	Flurry of Blows, fist d6 dmg
1	+0	+1(2)	+0(0)	+1(2)	Imp.Unarmed Strike, Choice1
2	+1	+1(3)	+0(0)	+1(3)	Evasion, Choice2
3	+2	+0(3)	+1(1)	+0(3)	Still Mind, +10' move
4	+3	+1(4)	+0(1)	+1(4)	Ki Strike(M), Slow Fall 20ft, fist d8
5	+3	+0(4)	+0(1)	+0(4)	Purity of Body, +1 AC
6	+4	+1(5)	+1(2)	+1(5)	Choice3, Fall 30ft, +20' mv
7	+5	+0(5)	+0(2)	+0(5)	Wholeness of Body
8	+6/+1	+1(6)	+0(2)	+1(6)	Fall 40ft, fist d10
9	+6/+1	+0(6)	+1(3)	+0(6)	Improved Evasion, +30' mv
10	+7/+2	+1(7)	+0(3)	+1(7)	Ki Strike(L), Fall 50ft, +2 AC
11	+8/+3	+0(7)	+0(3)	+0(7)	Diamond Body, Greater Flurry
12	+9/+4	+1(8)	+1(4)	+1(8)	Abundant Step, Fall 60ft, +40' mv, fist 2d6 dmg
13	+9/+4	+0(8)	+0(4)	+0(8)	Diamond Soul
14	+10/+5	+1(9)	+0(4)	+1(9)	Fall 70ft
15	+11/+6/+1	+0(9)	+1(5)	+0(9)	Quivering Palm, +3 AC, +50' mv
16	+12/+7/+2	+1(10)	+0(5)	+1(10)	Ki Strike(A), Fall 80ft, fist 2d8
17	+12/+7/+2	+0(10)	+0(5)	+0(10)	Timeless Body, Tongue of SM
18	+13/+8/+3	+1(11)	+1(6)	+1(11)	Fall 90ft, +80' mv
19	+14/+9/+4	+0(11)	+0(6)	+0(11)	Empty Body
20	+15/+10/+5	+1(12)	+0(6)	+1(12)	Perfect Self, Slow Fall Any, +4 AC, fist 2d10 dmg



The Fighter

d10 : Hit Dice
 2 + Intelligence bonus : Skills per level
 6d4 x 10 GP (min 150) : Starting Gear
 All Simple Weapons : Proficiencies
 All Martial Weapons
 All Armour
 All Shields



Level	Base Attack	Saves			Fighter Special
		Fort	Ref	Will	
0	+0	+1(1)	+0(0)	+0(0)	Any Combat Oriented Feat
1	+1	+1(2)	+0(0)	+0(0)	
2	+2	+1(3)	+0(0)	+0(0)	Any Combat Oriented Feat
3	+3	+0(3)	+1(1)	+1(1)	
4	+4	+1(4)	+0(1)	+0(1)	Any Combat Oriented Feat
5	+5	+0(4)	+0(1)	+0(1)	
6	+6/+1	+1(5)	+1(2)	+1(2)	Any Combat Oriented Feat
7	+7/+2	+0(5)	+0(2)	+0(2)	
8	+8/+3	+1(6)	+0(2)	+0(2)	Any Combat Oriented Feat
9	+9/+4	+0(6)	+1(3)	+1(3)	
10	+10/+5	+1(7)	+0(3)	+0(3)	Any Combat Oriented Feat
11	+11/+6/+1	+0(7)	+0(3)	+0(3)	
12	+12/+7/+2	+1(8)	+1(4)	+1(4)	Any Combat Oriented Feat
13	+13/+8/+3	+0(8)	+0(4)	+0(4)	
14	+14/+9/+4	+1(9)	+0(4)	+0(4)	Any Combat Oriented Feat
15	+15/+10/+5	+0(9)	+1(5)	+1(5)	
16	+16/+11/+6/+1	+1(10)	+0(5)	+0(5)	Any Combat Oriented Feat
17	+17/+12/+7/+2	+0(10)	+0(5)	+0(5)	
18	+18/+13/+8/+3	+1(11)	+1(6)	+1(6)	Any Combat Oriented Feat
19	+19/+14/+9/+4	+0(11)	+0(6)	+0(6)	
20	+20/+15/+10/+5	+1(12)	+0(6)	+0(6)	Any Combat Oriented Feat

The Paladin

d10 : Hit Dice
 2 + Intelligence bonus : Skills per level
 6d4 x 10 GP (min 150) : Starting Gear
 All Simple Weapons : Proficiencies
 All Martial Weapons
 All Armour
 Buckler, Light Shield and Heavy Shield



Must be Lawful Good
 Followers of all gods, Heironeus(valor) or Pelor(sun).
 Unlikely to be an elf, gnome or halfling or any savage race

Level	Base Attack	Saves			Paladin Special
		Fort	Ref	Will	
0	+0	+1(1)	+0(0)	+0(0)	Aura of Good, Detect Evil
1	+1	+1(2)	+0(0)	+0(0)	Smite Evil (x1/day)
2	+2	+1(3)	+0(0)	+0(0)	Divine Grace, Lay on Hands
3	+3	+0(3)	+1(1)	+1(1)	Aura of Courage, Divine Health
4	+4	+1(4)	+0(1)	+0(1)	Turn Undead
5	+5	+0(4)	+0(1)	+0(1)	Smite Evil (x2/day), Mount(p45)
6	+6/+1	+1(5)	+1(2)	+1(2)	Remove Disease (x1/wk)
7	+7/+2	+0(5)	+0(2)	+0(2)	
8	+8/+3	+1(6)	+0(2)	+0(2)	Mount(p45)
9	+9/+4	+0(6)	+1(3)	+1(3)	Remove Disease (x2/wk)
10	+10/+5	+1(7)	+0(3)	+0(3)	Smite Evil (x3/day)
11	+11/+6/+1	+0(7)	+0(3)	+0(3)	Mount(p45)
12	+12/+7/+2	+1(8)	+1(4)	+1(4)	Remove Disease (x3/wk)
13	+13/+8/+3	+0(8)	+0(4)	+0(4)	
14	+14/+9/+4	+1(9)	+0(4)	+0(4)	
15	+15/+10/+5	+0(9)	+1(5)	+1(5)	Remove Disease (x4/wk)
16	+16/+11/+6/+1	+1(10)	+0(5)	+0(5)	Smite Evil (x4/day), Mount(p45)
17	+17/+12/+7/+2	+0(10)	+0(5)	+0(5)	
18	+18/+13/+8/+3	+1(11)	+1(6)	+1(6)	Remove Disease (x5/wk)
19	+19/+14/+9/+4	+0(11)	+0(6)	+0(6)	
20	+20/+15/+10/+5	+1(12)	+0(6)	+0(6)	Smite Evil (x5/day)

The Ranger



Dungeons and Dragons (d20) :: Standard Classes

d8 : Hit Dice
6 + Intelligence bonus : Skills per level
6d4 x 10 GP (min 150) : Starting Gear
All Simple Weapons : Proficiencies
Light Armour
Buckler, Light Shield and Heavy Shield

Level	Base Attack	Fort	Ref	Will	Ranger Special
0	+0	+1(1)	+1(1)	+0(0)	Track, Wild Empathy
1	+1	+1(2)	+1(2)	+0(0)	Favoured Enemy
2	+2	+1(3)	+1(3)	+0(0)	Combat Style
3	+3	+0(3)	+0(3)	+1(1)	Endurance
4	+4	+1(4)	+1(4)	+0(1)	Animal Companion
5	+5	+0(4)	+0(4)	+0(1)	2 nd Favoured Enemy and a +2 inc
6	+6/+1	+1(5)	+1(5)	+1(2)	Imp. Combat Style
7	+7/+2	+0(5)	+0(5)	+0(2)	Woodland Stride
8	+8/+3	+1(6)	+1(6)	+0(2)	Swift Tracker
9	+9/+4	+0(6)	+0(6)	+1(3)	Evasion
10	+10/+5	+1(7)	+1(7)	+0(3)	3 rd Favoured Enemy and a +2 inc
11	+11/+6/+1	+0(7)	+0(7)	+0(3)	Combat Style Mastery
12	+12/+7/+2	+1(8)	+1(8)	+1(4)	
13	+13/+8/+3	+0(8)	+0(8)	+0(4)	Camouflage
14	+14/+9/+4	+1(9)	+1(9)	+0(4)	
15	+15/+10/+5	+0(9)	+0(9)	+1(5)	4 th Favoured Enemy and a +2 inc
16	+16/+11/+6/+1	+1(10)	+1(10)	+0(5)	
17	+17/+12/+7/+2	+0(10)	+0(10)	+0(5)	Hide in Plain Sight
18	+18/+13/+8/+3	+1(11)	+1(11)	+1(6)	
19	+19/+14/+9/+4	+0(11)	+0(11)	+0(6)	
20	+20/+15/+10/+5	+1(12)	+1(12)	+0(6)	5 th Favoured Enemy and a +2 inc

The Sorcerer



d4 : Hit Dice
2 + Intelligence bonus : Skills per level
3d4 x 10 GP (min 75) : Starting Gear
All Simple Weapons : Proficiencies

Level	Base Attack	Fort	Ref	Will	Sorcerer Special
0	+0	+0(0)	+0(0)	+1(1)	Summon Familiar
1	+0	+0(0)	+0(0)	+1(2)	
2	+1	+0(0)	+0(0)	+1(3)	
3	+1	+1(1)	+1(1)	+0(3)	
4	+2	+0(1)	+0(1)	+1(4)	Replace Known Spell
5	+2	+0(1)	+0(1)	+0(4)	
6	+3	+1(2)	+1(2)	+1(5)	Replace Known Spell
7	+3	+0(2)	+0(2)	+0(5)	
8	+4	+0(2)	+0(2)	+1(6)	Replace Known Spell
9	+4	+1(3)	+1(3)	+0(6)	
10	+5	+0(3)	+0(3)	+1(7)	Replace Known Spell
11	+5	+0(3)	+0(3)	+0(7)	
12	+6/+1	+1(4)	+1(4)	+1(8)	Replace Known Spell
13	+6/+1	+0(4)	+0(4)	+0(8)	
14	+7/+2	+0(4)	+0(4)	+1(9)	Replace Known Spell
15	+7/+2	+1(5)	+1(5)	+0(9)	
16	+8/+3	+0(5)	+0(5)	+1(10)	Replace Known Spell
17	+8/+3	+0(5)	+0(5)	+0(10)	
18	+9/+4	+1(6)	+1(6)	+1(11)	Replace Known Spell
19	+9/+4	+0(6)	+0(6)	+0(11)	
20	+10/+5	+0(6)	+0(6)	+1(12)	Replace Known Spell

The Rogue



d6 : Hit Dice
8 + Intelligence bonus : Skills per level
5d4 x 10 GP (min 125) : Starting Gear
All Simple Weapons : Proficiencies
Hand Crossbow & Shortbow
Shortsword & Rapier
Light Armour

Level	Base Attack	Fort	Ref	Will	Rogue Special
0	+0	+0(0)	+1(1)	+0(0)	Trapfinding
1	+0	+0(0)	+1(2)	+0(0)	Sneak Attack +d6
2	+1	+0(0)	+1(3)	+0(0)	Evasion
3	+2	+1(1)	+0(3)	+1(1)	Sneak Attack +2d6, Trap Sense +1
4	+3	+0(1)	+1(4)	+0(1)	Uncanny Dodge
5	+3	+0(1)	+0(4)	+0(1)	Sneak Attack +3d6
6	+4	+1(2)	+1(5)	+1(2)	Trap Sense +2
7	+5	+0(2)	+0(5)	+0(2)	Sneak Attack +4d6
8	+6/+1	+0(2)	+1(6)	+0(2)	Imp. Uncanny Dodge
9	+6/+1	+1(3)	+0(6)	+1(3)	Sneak Attack +5d6, Trap Sense +3
10	+7/+2	+0(3)	+1(7)	+0(3)	Special Ability or Bonus Feat
11	+8/+3	+0(3)	+0(7)	+0(3)	Sneak Attack +6d6
12	+9/+4	+1(4)	+1(8)	+1(4)	Trap Sense +4
13	+9/+4	+0(4)	+0(8)	+0(4)	Sneak Attack +7d6, Spec Ability
14	+10/+5	+0(4)	+1(9)	+0(4)	
15	+11/+6/+1	+1(5)	+0(9)	+1(5)	Sneak Attack +8d6, Trap Sense +5
16	+12/+7/+2	+0(5)	+1(10)	+0(5)	Special Ability or Bonus Feat
17	+12/+7/+2	+0(5)	+0(10)	+0(5)	Sneak Attack +9d6
18	+13/+8/+3	+1(6)	+1(11)	+1(6)	Trap Sense +6
19	+14/+9/+4	+0(6)	+0(11)	+0(6)	Sneak Attack +10d6, Spec Ability
20	+15/+10/+5	+0(6)	+1(12)	+0(6)	

The Wizard



d4 : Hit Dice
2 + Intelligence bonus : Skills per level
5d4 x 10 GP (min 125) : Starting Gear
Club, Dagger & Quarterstaff : Proficiencies
Crossbows
Additional Bonus Language: Draconic

Level	Base Attack	Fort	Ref	Will	Wizard Special
0	+0	+0(0)	+0(0)	+1(1)	Summon Familiar
1	+0	+0(0)	+0(0)	+1(2)	Scribe Scroll
2	+1	+0(0)	+0(0)	+1(3)	
3	+1	+1(1)	+1(1)	+0(3)	
4	+2	+0(1)	+0(1)	+1(4)	
5	+2	+0(1)	+0(1)	+0(4)	Any Magic Oriented Feat
6	+3	+1(2)	+1(2)	+1(5)	
7	+3	+0(2)	+0(2)	+0(5)	
8	+4	+0(2)	+0(2)	+1(6)	
9	+4	+1(3)	+1(3)	+0(6)	
10	+5	+0(3)	+0(3)	+1(7)	Any Magic Oriented Feat
11	+5	+0(3)	+0(3)	+0(7)	
12	+6/+1	+1(4)	+1(4)	+1(8)	
13	+6/+1	+0(4)	+0(4)	+0(8)	
14	+7/+2	+0(4)	+0(4)	+1(9)	
15	+7/+2	+1(5)	+1(5)	+0(9)	Any Magic Oriented Feat
16	+8/+3	+0(5)	+0(5)	+1(10)	
17	+8/+3	+0(5)	+0(5)	+0(10)	
18	+9/+4	+1(6)	+1(6)	+1(11)	
19	+9/+4	+0(6)	+0(6)	+0(11)	
20	+10/+5	+0(6)	+0(6)	+1(12)	Any Magic Oriented Feat

Dungeons and Dragons (d20) :: Standard Class Spells

Spellcasters: Each class has a stat to which magic is ascribed, the maximum spell level the caster can cast is 10 – this stat, ie. Cha 11 for a bard

Arcane Caster's and Armour

Any spell which has a somatic component incurs a spell failure chance if any armour is worn or shield is carried, or if hands are bound
The metamagic feat 'still spell' ignores this spell failure roll, though the spells must be cast at a spell level higher than normal to do so
Bards can wear light armour and ignore spell failure chances without this feat, but if they carry shields or wear heavier armour they would need it

Bards gain bonus spells from **Charisma**, bards can cast spells spontaneously without the need to prepare them in advance

Bards are arcane spellcasters. All bard spells have an additional verbal component, this may be instrumental music, singing or a poem

Bard Spells per Day										
Level	Level 0	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
0	1	-	-	-	-	-	-	-	-	-
1	2	0	-	-	-	-	-	-	-	-
2	3	1	-	-	-	-	-	-	-	-
3	3	2	0	-	-	-	-	-	-	-
4	3	3	1	-	-	-	-	-	-	-
5	3	3	2	-	-	-	-	-	-	-
6	3	3	2	0	-	-	-	-	-	-
7	3	3	3	1	-	-	-	-	-	-
8	3	3	3	2	-	-	-	-	-	-
9	3	3	3	2	0	-	-	-	-	-
10	3	3	3	3	1	-	-	-	-	-
11	3	3	3	3	2	-	-	-	-	-
12	3	3	3	3	2	0	-	-	-	-
13	3	3	3	3	3	1	-	-	-	-
14	4	3	3	3	3	2	-	-	-	-
15	4	4	3	3	3	2	0	-	-	-
16	4	4	4	3	3	3	1	-	-	-
17	4	4	4	4	3	3	3	-	-	-
18	4	4	4	4	4	3	3	-	-	-
19	4	4	4	4	4	4	3	-	-	-
20	4	4	4	4	4	4	4	-	-	-

Bard Spells Known										
Level	Level 0	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
0	3	-	-	-	-	-	-	-	-	-
1	4	2	-	-	-	-	-	-	-	-
2	5	3	-	-	-	-	-	-	-	-
3	6	3	2	-	-	-	-	-	-	-
4	6	4	3	-	-	-	-	-	-	-
5	6	4	3	-	-	-	-	-	-	-
6	6	4	4	2	-	-	-	-	-	-
7	6	4	4	3	-	-	-	-	-	-
8	6	4	4	3	-	-	-	-	-	-
9	6	4	4	4	2	-	-	-	-	-
10	6	4	4	4	3	-	-	-	-	-
11	6	4	4	4	3	-	-	-	-	-
12	6	4	4	4	4	2	-	-	-	-
13	6	4	4	4	4	3	-	-	-	-
14	6	4	4	4	4	3	-	-	-	-
15	6	4	4	4	4	4	2	-	-	-
16	6	5	4	4	4	4	3	-	-	-
17	6	5	5	4	4	4	3	-	-	-
18	6	5	5	5	4	4	4	-	-	-
19	6	5	5	5	5	4	4	-	-	-
20	6	5	5	5	5	5	4	-	-	-

Clerics gain bonus spells from **Wisdom**, clerics must prepare spells in advance, by praying for an hour once per day (spells refresh then)

Clerics are divine spellcasters. Clerics gain an additional spell of each level chosen from one of that cleric's 2 domains (from deities list)

Clerics know all cleric spells, except those of opposing alignments (Good opposes Evil and Chaos opposes Lawful)

Spontaneous Casting (Good clerics or clerics of good deities may transplant any spell with a healing spell of the same or lower level, at any time)

Evil clerics or clerics of evil deities instead transplant spells with an inflict spell of the same or lower level. If neither, choose at character creation

If a cleric violates their deities code of conduct they lose all spells and class features, until they atone (see the spell atonement)

Cleric Spells per Day										
Level	Level 0	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
0	2	1	-	-	-	-	-	-	-	-
1	3	1	-	-	-	-	-	-	-	-
2	4	2	-	-	-	-	-	-	-	-
3	4	2	1	-	-	-	-	-	-	-
4	5	3	2	-	-	-	-	-	-	-
5	5	3	2	1	-	-	-	-	-	-
6	5	3	3	2	-	-	-	-	-	-
7	6	4	3	2	1	-	-	-	-	-
8	6	4	3	3	2	-	-	-	-	-
9	6	4	4	3	2	1	-	-	-	-
10	6	4	4	3	3	2	-	-	-	-
11	6	5	4	4	3	2	1	-	-	-
12	6	5	4	4	3	3	2	-	-	-
13	6	5	5	4	4	3	2	1	-	-
14	6	5	5	4	4	3	3	2	-	-
15	6	5	5	5	4	4	3	2	1	-
16	6	5	5	5	4	4	3	3	2	-
17	6	5	5	5	5	4	4	3	2	1
18	6	5	5	5	5	4	4	3	3	2
19	6	5	5	5	5	5	4	4	3	3
20	6	5	5	5	5	5	4	4	4	4

Druid Spells per Day										
Level	Level 0	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
0	2	1	-	-	-	-	-	-	-	-
1	3	1	-	-	-	-	-	-	-	-
2	4	2	-	-	-	-	-	-	-	-
3	4	2	1	-	-	-	-	-	-	-
4	5	3	2	-	-	-	-	-	-	-
5	5	3	2	1	-	-	-	-	-	-
6	5	3	3	2	-	-	-	-	-	-
7	6	4	3	2	1	-	-	-	-	-
8	6	4	3	3	2	-	-	-	-	-
9	6	4	4	3	2	1	-	-	-	-
10	6	4	4	3	3	2	-	-	-	-
11	6	5	4	4	3	2	1	-	-	-
12	6	5	4	4	3	3	2	-	-	-
13	6	5	5	4	4	3	2	1	-	-
14	6	5	5	4	4	3	3	2	-	-
15	6	5	5	5	4	4	3	2	1	-
16	6	5	5	5	4	4	3	3	2	-
17	6	5	5	5	5	4	4	3	2	1
18	6	5	5	5	5	4	4	3	3	2
19	6	5	5	5	5	5	4	4	3	3
20	6	5	5	5	5	5	4	4	4	4

Druids gain bonus spells from **Wisdom**, druids must prepare spells in advance, by meditating for an hour once per day

Druids are divine spellcasters, although their magic actually comes from nature itself. Druids commonly worship Nature Deities however

If a druid dons metallic armour this violates their pact with nature and suppresses all spells and class features, until 24hrs after it's removed

A Druid can be only either Neutral Good, Lawful Neutral, True Neutral, Chaotic Neutral or Neutral Evil. Anything also violates their pact

Druids know all druid spells, except those of opposing alignments (Good opposes Evil and Chaos opposes Lawful)

Spontaneous Casting (Druids may transplant any spell with a summoning spell of the same or lower level, at any time)

Dungeons and Dragons (d20) :: Standard Class Spells

Paladins gain bonus spells from **Wisdom**, paladins must prepare spells in advance, by meditating for an hour once per day

Paladins are divine spellcasters. The Paladins 'Caster Level' is always considered to be half their actual level

The Paladins code of conduct: Lawful Good, must not knowingly commit an evil act, must respect legitimate authority, act with honour (no lying, cheating, using poison, etc), must help those in need (provided they will not use that help for evil or chaotic ends), must punish those who harm or threaten innocents. Flagrant disregard for this code results in a loss of all Paladin Special Feats and All Spells, and no increase in paladin level is allowed

Rangers gain bonus spells from **Wisdom**, rangers must prepare spells in advance, by meditating for an hour once per day

Rangers are divine spellcasters. The Rangers 'Caster Level' is always considered to be half their actual level

Paladin / Ranger Spells per Day										
Level	Level 0	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
0	-	-	-	-	-	-	-	-	-	-
1	-	-	-	-	-	-	-	-	-	-
2	-	-	-	-	-	-	-	-	-	-
3	-	-	-	-	-	-	-	-	-	-
4	-	0	-	-	-	-	-	-	-	-
5	-	0	-	-	-	-	-	-	-	-
6	-	1	-	-	-	-	-	-	-	-
7	-	1	-	-	-	-	-	-	-	-
8	-	1	0	-	-	-	-	-	-	-
9	-	1	0	-	-	-	-	-	-	-
10	-	1	1	-	-	-	-	-	-	-
11	-	1	1	0	-	-	-	-	-	-
12	-	1	1	1	-	-	-	-	-	-
13	-	1	1	1	-	-	-	-	-	-
14	-	2	1	1	0	-	-	-	-	-
15	-	2	1	1	1	-	-	-	-	-
16	-	2	2	1	1	-	-	-	-	-
17	-	2	2	2	1	-	-	-	-	-
18	-	3	2	2	1	-	-	-	-	-
19	-	3	3	3	2	-	-	-	-	-
20	-	3	3	3	3	-	-	-	-	-

Wizard Spells per Day										
Level	Level 0	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
0	1	-	-	-	-	-	-	-	-	-
1	3	1	-	-	-	-	-	-	-	-
2	4	2	-	-	-	-	-	-	-	-
3	4	2	1	-	-	-	-	-	-	-
4	4	3	2	-	-	-	-	-	-	-
5	4	3	2	1	-	-	-	-	-	-
6	4	3	3	2	-	-	-	-	-	-
7	4	4	3	2	1	-	-	-	-	-
8	4	4	3	3	2	-	-	-	-	-
9	4	4	4	3	2	1	-	-	-	-
10	4	4	4	3	3	2	-	-	-	-
11	4	4	4	4	3	2	1	-	-	-
12	4	4	4	4	3	3	2	-	-	-
13	4	4	4	4	4	3	2	1	-	-
14	4	4	4	4	4	3	3	2	-	-
15	4	4	4	4	4	4	3	2	1	-
16	4	4	4	4	4	4	3	3	2	-
17	4	4	4	4	4	4	4	3	2	1
18	4	4	4	4	4	4	4	3	3	2
19	4	4	4	4	4	4	4	4	3	3
20	4	4	4	4	4	4	4	4	4	4

Wizards gain bonus spells from **Intelligence**. Wizards are arcane spellcasters. A wizard may learn spells only by copying them into a spellbook

Wizards must study for an hour every night and prepare which spells they will cast the following day

Spellbook: may contain any wizard or sorcerer spell, does not need to contain read magic as all wizards can prepare this from memory if desired

To begin with a spellbook contains all 0 level spells and 3x 1st level spells (except those from a restricted area if specialised) +INT bonus level 1 spells

Specialisation: A wizard can specialise in a school of magic, this allows them to cast one additional spell each day from that school, and grants +2 to all spellcraft rolls when scribing or learning spells from that school. To specialise in a single school means that two schools must be declared prohibited the selection of which two schools to prohibit is the players however schools closely linked to the primary can not become prohibited.

Specialisation is declared at level 1 only and can never be changed. See p57 phb

Sorcerers gain bonus spells from **Charisma**, sorcerers can cast spells spontaneously without the need to prepare them in advance

Sorcerers are arcane spellcasters. Sorcerers must study to learn any sorcerer or wizard spell, but can learn any spell contained in a scroll or spellbook

Sorcerers do not need to prepare spells by meditating or studying each day, the spells they know are innate and can be cast at any time

Sorcerers do not need to prepare spells by meditating or studying each day, the spells they know are innate and can be cast at any time

Sorcerer Spells per Day										
Level	Level 0	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
0	3	1	-	-	-	-	-	-	-	-
1	5	3	-	-	-	-	-	-	-	-
2	6	4	-	-	-	-	-	-	-	-
3	6	5	-	-	-	-	-	-	-	-
4	6	6	3	-	-	-	-	-	-	-
5	6	6	4	-	-	-	-	-	-	-
6	6	6	5	3	-	-	-	-	-	-
7	6	6	6	4	-	-	-	-	-	-
8	6	6	6	5	3	-	-	-	-	-
9	6	6	6	6	4	-	-	-	-	-
10	6	6	6	6	5	3	-	-	-	-
11	6	6	6	6	6	4	-	-	-	-
12	6	6	6	6	6	5	3	-	-	-
13	6	6	6	6	6	6	4	-	-	-
14	6	6	6	6	6	6	5	3	-	-
15	6	6	6	6	6	6	6	4	-	-
16	6	6	6	6	6	6	6	5	3	-
17	6	6	6	6	6	6	6	6	4	-
18	6	6	6	6	6	6	6	6	5	3
19	6	6	6	6	6	6	6	6	6	4
20	6	6	6	6	6	6	6	6	6	6

Sorcerer Spells Known										
Level	Level 0	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
0	3	1	-	-	-	-	-	-	-	-
1	4	2	-	-	-	-	-	-	-	-
2	5	2	-	-	-	-	-	-	-	-
3	5	3	-	-	-	-	-	-	-	-
4	6	3	1	-	-	-	-	-	-	-
5	6	4	2	-	-	-	-	-	-	-
6	7	4	2	1	-	-	-	-	-	-
7	7	5	3	2	-	-	-	-	-	-
8	8	5	3	2	1	-	-	-	-	-
9	8	5	4	3	2	-	-	-	-	-
10	6	5	4	3	2	1	-	-	-	-
11	6	5	5	4	3	2	-	-	-	-
12	6	5	5	4	3	2	1	-	-	-
13	6	5	5	4	4	3	2	-	-	-
14	6	5	5	4	4	3	2	1	-	-
15	6	5	5	4	4	4	3	2	-	-
16	6	5	5	4	4	4	3	2	1	-
17	6	5	5	4	4	4	3	3	2	-
18	6	5	5	4	4	4	3	3	2	1
19	6	5	5	4	4	4	3	3	3	2
20	6	5	5	4	4	4	3	3	3	3

Dungeons and Dragons (d20) :: Skills

Not in 3.5 Edition	3.5 Edition							4th Edition														
		Use Untrained ?	Armour Check		Adept	Aristocrat	Commoner	Expert	Warrior	Barbarian	Bard	Cleric	Druid	Fighter	Monk	Paladin	Ranger	Rogue	Sorcerer	Wizard		
	Appraise	■		Int		×		Any 10			×				×			×			Appraise	
	Balance	■	*	Dex							×					×			×			Balance
	Bluff	■		Cha		×					×	t							×	×		Bluff
	Climb	■	*	Str			×		×	×	×				×	×		×	×			Climb
	Concentration	■		Con	×						×	×	×			×	×	×		×	×	Concentration
	Craft	■		Int	×		×				×	×	×	×	×	×	×	×	×	×	×	Craft
	Decipher Script			Int							×								×		×	Decipher Script
	Diplomacy	■		Cha		×					×	×	×			×	×		×			Diplomacy
	Disable Device			Int															×			Disable Device
	Disguise	■		Cha		×					×	t							×			Disguise
	Escape Artist	■	*	Dex							×					×			×			Escape Artist
	Forgery	■		Int		×													×			Forgery
	Gather Information	■		Cha		×					×								×			Gather Information
	Handle Animal			Cha		×	×		×	×	×			×	×							Handle Animal
	Heal	■		Wis	×							×	×				×	×				Heal
	Hide	■	*	Dex							×	t				×		×	×			Hide
	Intimidate	■		Cha		×				×	×				×				×			Intimidate
	Jump	■	*	Str			×		×	×	×				×	×		×	×			Jump
	Knowledge:Arcana			Int	×	×						×	×							×	×	Knowledge:Arcana
	Knowledge:Architecture & Eng			Int	×	×						×	k								×	Knowledge:Architecture & Eng
	Knowledge:Dungeoneering			Int	×	×						×	k					×			×	Knowledge:Dungeoneering
	Knowledge:Geography			Int	×	×						×	k					×			×	Knowledge:Geography
	Knowledge:History			Int	×	×						×	×								×	Knowledge:History
	Knowledge:Local			Int	×	×						×	k						×		×	Knowledge:Local
	Knowledge:Nature			Int	×	×						×	nk	×				×			×	Knowledge:Nature
	Knowledge:Nobility & Royalty			Int	×	×						×	k				×				×	Knowledge:Nobility & Royalty
	Knowledge:Religion			Int	×	×						×	×			×	×				×	Knowledge:Religion
	Knowledge:The Planes			Int	×	×						×	×								×	Knowledge:The Planes
	Listen	■		Wis		×	×				×	×		×		×		×	×			Listen
	Move Silently	■	*	Dex								×				×		×	×			Move Silently
	Open Lock			Dex															×			Open Lock
	Perform			Cha		×						×				×		×				Perform
	Profession			Wis	×		×					×	×	×	×	×	×	×	×	×	×	Profession
	Ride	■		Dex		×	×		×	×	×			×	×		×	×				Ride
	Search	■		Int															×			Search
	Sense Motive	■		Wis		×						×				×	×		×			Sense Motive
	Sleight of Hand		*	Dex								×							×			Sleight of Hand
	Speak Language			none		×						×										Speak Language
	Spellcraft			Int	×							×	×	×						×	×	Spellcraft
	Spot	■		Wis		×	×							×		×		×	×			Spot
	Survival	■		Wis	×	×				×	v	×					×				Survival	
	Swim	■	*2	Str		×	×	×	×	×		×	×	×	×		×	×			Swim	
	Tumble		*	Dex							×				×						Tumble	
	Use Magic Device			Cha							×							×			Use Magic Device	
	Use rope	■		Dex			×										×	×			Use rope	
×	Alchemy			Int	×																Alchemy	
×	Innuendo	■		Cha			×														Innuendo	
×	Read Lips			Wis		×															Read Lips	
×	Scry (Ex.)			Int	×																Scry (Ex.)	

Dungeons and Dragons (d20) :: Bonus Languages & Default Religion

Human	Dwarf	Elf	Gnome	Half-Elf	Halfling	Simian / Half-Orc	Forest Gnome
none	Common Gnome Goblin Orc Terran Giant	none	none	none	none	none	Elf Sylvan Forest Animal
<i>Dwarven Runic Script was the basis of the written language for: Gnomish, Giant, Goblin, Orc and Terran</i> <i>Elven Script was the basis of the written language for: Sylvan, Aquan and Undercommon</i>							
Religion: none	Religion: none	Religion: none	Religion: none	Religion: none	Religion: none	Religion: none	Religion: none

Bugbear	Doppelganger	Drow	Gnoll	Goblin	Hobgoblin	Kobold	Kua-Toa
none	none	none	Goblin Orc	Common	none	none	Undercommon Aquan
Religion: Hruggek	Religion: none	Religion: Lolth	Religion: Yeenoghu	Religion: Malubiyet	Religion: Malubiyet	Religion: Kurtlunak	Religion: Blibdoolpoolp
Chaos		Chaos	(A Demon)	Chaos	Destruction	Evil	Destruction
Evil		Destruction	Clerics follow:	Evil	Evil	Law	Evil
Trickery		Evil	Erythnul (god	Trickery	Trickery	Luck	Water
War		Trickery	of slaughter)			Trickery	
Morningstar							

Lizardfolk	Orc	Svirfneblin
none	Goblin Giant	Terran Undercommon Drow Kua-Toa
Religion: Semuanya	Religion: Groomsh	Religion: none
Animal	Chaos	
Plant	Evil	
Water	Strength	
	War	