

ADVANCED D & D

Class Point System

INTRODUCTION:

An Alternative character class system for use with Player's Options Handbook. You MUST have this book to use this system.

- (1) Choose a class (Warrior, Rogue, Mage, or Cleric)
- (2) Roll BASE Points (2d4 +50, max of 15 left over can be used in Abilities)
- (3) Roll ABILITIES Points (3d4 +10, any remaining are lost)
- (4) Roll TRAIT Points (1d4 +10, any remaining are lost)
- (5) Roll SKILL Points (1d4 +10, max of 5 remain can be saved as Char. Pnts)
- (6) Begin with distributing your BASE POINTS, then ABILITY POINTS, followed by TRAITS and SKILLS POINTS.
- (7) WEAPONS, SPELL CASTING, and SKILLS can be advanced during character advancement from Character Points earned per level (3-5 pts a level)
- (8) Some selections increase your BASE Points.. ex: Level Advancement.
- (9) Using KITS from Player's Options is not required.

RACE:

BASE

Human	0	Elf	7	Halfling	5
Half-Elf	3	Dwarve	6	Gnome	6

Demi-Human point restrictions are compensated for in the Traits Table.

HIT DIE:

BASE

WARRIOR:

ROGUE:

LIMIT:

d8	0	d4	0	8 +1	1
d10	4	d6	4	8 +2	2
d12	8	d8	8	8 +3	3
				9 +1	5
				9 +2	6
				9 +3	7
				10 +1	9
				10 +2	10
				10 +3	11

MAGE:

CLERIC:

d4	0	d4	0
d6	4	d6	4
		d8	8

THACO:

BASE

1/4	0	To Hit Armor Class Zero.
1/3	2	Advancement is THACO points per level gained.
1/2	4	
2/3	6	
1/1	8	

LEVEL ADV:

BASE

WARRIOR:

ROGUE:

MAGE:

CLERIC:

2500 XP	+4	2000 XP	+4	2750 XP	+4	2000 XP	+4
2250 XP	0	1750 XP	0	2500 XP	0	1750 XP	0
2000 XP	4	1500 XP	4	2250 XP	4	1500 XP	4

Amount of XP needed to attain 2nd level.

XP are doubled to attain each additional level. EX: 1st 2250, 2nd 4500, 3rd 9000

MAGIC ITEMS:

BASE

Potions, oils, scrolls, rings rods, staves, and wands	1 each	Weapons	5
Miscellaneous magic items	5	Armor	5

ARMOR:

BASE

WARRIOR:

ROGUE:

MAGE:

CLERIC:

None	+12	None	+4	None	0	None	+12
AC 7 or up	+8	AC 7 or up	0	AC 7 or up	4	AC 7 or up	+8
AC 5 or up	+4	AC 5 or up	4			AC 5 or up	+4
AC 3 or up	0					AC 3 or up	0
Any	4	Shield	2			Any	4
Shield	2					Shield	2

Shield use is purchased in addition to Armor use.

Normal restrictions to armor use apply. EX: Thieving Skills & Spell Casting.

WEAPONS:

BASE

TYPE:

- 1 Knife, dagger, staff, darts, and sling
- 2 Hand crossbow, lasso, short bow, one-handed cutting and bludgeon weapons
- 3 Any

PROF POINT ADV:

ROLL d4 +2 for 1st

Weapon Types are cumulative. 1st level characters roll a d4 +2 for starting weapon slots. Characters can become proficient in weapons outside their selected weapon type, but at double the cost.

SAVING THROWS:

BASE

BASE:

ADJUSTMENTS: limit 2 each

ADV:

18	0	Paralyzation/Poison	1	1/4	1
17	3	Petrification/Polymorph	1	1/3	2
16	6	Rod/Staff/Wand	1	1/2	3
15	9	Breath Weapon	1		
14	12	Spells	1		

Saving Throw Advancement is the number of level of adv. needed to lower saving throws by one point.

SPELL CASTING:

BASE

MAGES & CLERICS: 20 for access to schools and 10 for spheres.

WARRIORS & ROGUES: 30 for access to schools and 20 for spheres.

2/3's Mana and cast 2 levels lower (begin at 3rd as 1st)

SPELLS: Minor 1-3 (levels) / Major 1-9 and Quest (levels)

SCHOOLS:

Abjuration	2/5	Divination	2/5	Invoc./Evoc.	2/5
Alchemy	2/5	Ench./Charm.	2/5	Necromancy	2/5
Alteration	2/5	Geometry	2/5	Shadow	2/5
Conj./Summ.	2/5	Illusion	2/5	Song	2/5

SPHERES:

SPHERES:		Elemental 4/9	Plant 2/5
		Air 1/3	Protection 2/5
All 1/3	Earth 1/3	Summoning 2/5
Animal 2/5	Fire 1/3	Sun 1/3
Astral 1/3	Water 1/3	Thought 2/5
Chaos 1/3	Guardian 1/3	Time 2/5
Charm 2/5	Healing 2/5	Travelers 1/3
Combat 2/5	Law 2/5	War 1/3
Creation 2/5	Necromantic 2/5	Wards 2/5
Divination 2/5	Numbers 2/5	Weather 1/3

ABILITIES: ROLL 3d4 +10

- A minimum of 5 points must be spent on General Abilities.
- Add +1 for each 3 point NON-CLASS Ability
- Add +2 for each 5 point NON-CLASS Ability
- Abilities listed WITHIN a KIT are available with no penalty.

GENERAL:

Alter Moods	3
Animal Friendship	5
Building	3
Climb	5
Defense Bonus	5
Followers	3/5
History	3
Increased Movement	3
Leadership	3
Rally Friends	3
Read Languages	3
Scroll Use	3/5
Secret Language	3
Sneak Attack	5
Speak with Animals	3
Speak with Plants	5
Special Enemy	3
Tracking Proficiency	3
Tunneling	3
Weapon Bonus	3

WARRIOR CLASS:

Circle of Power	3
Curative	5
Detect Noise	3
Detect Evil	5
Faithful Mount	3
Find/Remove Traps	5
Health	3
Move Silently	5
Supervisor	3
Two-Weapon Style	5
Weapon Specialization	5

CLERIC CLASS:

Bonus Spell	3
Casting Reduction	3
Detect Undead	5
Detect Evil	5
Expert Healer	3
Identify	3
Know Alignment	5
Move Silently	3
Pass Without Trace	3
Resist Energy Drain	3
Spell Duration Increase	5
Turn Undead	5

ROGUE CLASS:

Backstab	5
Bribe	3
Counter Music Effects	5
Detect Noise	3
Escaping Bonds	3
Evaluate Gems	3
Expert Haggling	5
Find/Remove Traps	3
Hide in Shadows	3
Move Silently	3
Open Locks	5
Pick Pockets	5
Sound Resistance	3

MAGE CLASS:

Automated Spells	3
Casting Reduction	3
Combat Bonus	5
Detect Magic	5
Learning Bonus	3
Intense Magic	3
No Components	5
Read Magic	3
Research Bonus	3
Spell Duration Increase	5
Spell Range Boost	3

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Class Point System

TRAITS : ROLL 1d4 +10

- Min. of 10 points must be spent on General Traits (5 for Humans & Halfelves).
- Max of 20 points can be spent on General Traits.
- Trait points can only be spent on a character's class and general. Race Trait points awarded to Demihumans can only be spent on a character's race and not on General.

GENERAL:

Allure4
Alertness6
Ambidexterity4
Animal Empathy4
Artistic Ability4
Climate Sense4
Detect Poison5
Double Jointed4
Empathy6
Fast Healer4
Glibness5
Impersonation6
Immunity to Poison5
Immunity to Disease4
Immunity to Cold5
Immunity to Heat5
Internal Compass5
Keen Eyesight5
Keen Hearing6
Keen Smell4
Keen Taste4
Keen Touch4
Less Sleep5
Light Sleeper5
Lucky6
Music/Singing5
Music/Instrument4
Obscure Knowledge4
Precise Memory4
Strength Percentile5
Constitution Bonus5
Detect Evil8
Detect Magic8
Detect Illusion7
Detect Noise5
Resistance to Cold5
Resistance to Heat5
Resistance to Sleep5
Resistance to Charm5
Resistance to Energy Drain5
Mana Bonus9

HUMANS: +0

Attack Bonus3
Balance Bonus5
Experience Bonus5
Health Bonus5
Hit Point Bonus5
Tough Hide5

HALF-ELVES: +5

May use the Elf and Human Tables.

DWARVES: +10

Better Balance5
Brewing3
Close to Earth3
Constitution Health5
Determine Stability3
Determine Age3
Dense Skin5
Improved Stamina5
Infravision5
Melee Combat5
Mining Detection5
More Muscles5
Saving Throw Bonus5
Stealth5

ELVES: +10

Aim Bonus5
Balance Bonus5
Companion5
Infravision5
Magic Identification5
Reason Bonus5
Secret Doors3
Spell Abilities9
Stealth5

GNOMES: +10

Melee Combat Bonus5
Engineering Bonus3
Forest Movement5
Freeze5
Hide5
Infravision5
Mining Detection5
Saving Throw Bonus3
Potion Identification3
Reason Bonus5
Stealth5

HALFLINGS: +8

Aim Bonus5
Balance Bonus3
Secret Doors3
Hide5
Health Bonus5
Infravision3
Mining Detection3
Reaction Bonus3
Saving Throw Bonus5

SKILLS : ROLL 1d4 +10

Add +1 for each NON-CLASS Skill

GENERAL:

Agriculture3
Animal Handling3
Animal Training4
Blacksmithing4
Boat Piloting2
Brewing3
Carpentry3
Cobbing3
Cooking3
Dancing2
Deep Diving2
Engineering4
Etiquette2
Fire-building2
Fishing3
Gaming2
Heraldry2
Leather Working3
Mining5
Modern Languages2
Musical Instrument2
Navigation3
Orienteering3
Painting2
Pottery3
Riding, Airborne4
Riding, Land2
Rope Use2
Sculpting2
Singing2
Seamanship3
Stonemasonry4
Swimming2
Tailoring3
Weather Knowledge2
Weaving3

CLERIC:

Ancient History3
Ancient Languages4
Astrology3
Healing4
Herbalism3
Local History2
Reading/Writing2
Religion2
Spellcraft3

WARRIOR:

Animal Lore3
Armorer5
Blind-Fighting4
Bowyer/Fletcher5
Charioteering4
Endurance2
Hunting2
Mountaineering4
Running2
Set Snare4
Survival3
Tracking4
Weaponsmithing5

ROGUE:

Ancient History3
Appraising2
Blind-Fighting4
Cryptography3
Disguise4
Forgery3
Gem Cutting3
Juggling3
Jumping2
Local History2
Reading Lips3
Set Snare3
Tightrope Walking3
Throwing2
Tumbling3
Ventriloquism4

MAGE:

Ancient History3
Ancient Languages4
Astrology3
Astronomy2
Cryptography3
Gem Cutting3
Herbalism3
Reading/Writing2
Religion2
Spellcraft3