

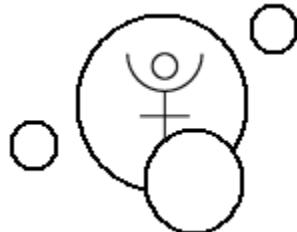
Advanced Player's Handbook

A Supplement to the v4.0 Player's Guide
of the

**Free Kingdom
of
Drakenfjord**

8 . 24 . 09

*In Memorium... Pluto
1915 - 2006
"And then there were eight"*



What's in here?

This is a supplement to the Drakenfjord v4.0 Player's Guide. It contains a variety of special rules and advice on how to get the most from the game. This is written for the player's benefit, although Reeves, Questmasters and Battlecrats should also be aware of this information and will find it useful.

Chapter 1 : Class / Persona Relations

Some players like to build a new persona for every class they play. Other players choose to keep the same persona regardless of what class they play. But for both types of players, there is something you need to remember:

CLASS AND PERSONA ARE NOT THE SAME THING!!!

Your Class is like your job. We modern people like to stereotype certain jobs (politicians are dishonest, doctors are rich, cops are power-mad, etc), but that would be deceiving. If Bob says he's an engineer, that calls to mind a certain image. But what kind of engineer? Electrical, structural, chemical, software, civil, military, environmental, etc? Each of them has a very different job, and very different ways of viewing a problem.

But the Persona is a whole other story. The persona is like the millions of little parts that make a person distinctive, an individual. Persona is more about philosophy and approach to life than anything else. For example;

- What kind of music do you like?
- Do you prefer Christmas or Halloween?

- What's your idea of the perfect vacation?
- Which is the better bottle: glass or plastic?

If the Class is what you Do, then your persona is what you Are. There are entire volumes written about personal development, and we won't go deeply into that here. It's enough to know that the differences between Class and Persona are very important

That having been said, there is a close link between Persona and Class. Your persona often determines how you will approach a situation, and the Class provides a means to deal with it. The two compliment each other, and a person can become extremely limited if he doesn't have a very clear idea about how to portray both.

It may be tempting to say, "Persona happens off the battlefield, and Class happens on it." But you would be dividing the two, limiting yourself and doing yourself and your fellow players a grave disservice. If done well, Class and Persona form a dynamic partnership that can improve both your battlefield performance and your role-playing performance.

Chapter 2 : Guildmasters

Being a Guildmaster (GM) can be a challenging experience. It is your duty to guide, encourage, and assist the players of certain Classes.

That sounds easy, doesn't it? Well, maybe it would be, except that there are people playing those Classes, and that's where things get a little squirrelly. Why? Because people often play classes based on their mood, and their attitude reflects in the way they play. So, of course, they are going to be playing classes that are (or can easily become) reflections of their own personalities.

There are some very odd people playing in the HFS, so be prepared.

Drakenfjord does not normally use a GM for every Class. Instead, similar Classes are "bundled" together under a single GM. These are as follows:

- GM of Myrmidons = Warrior, Bushi, Archer, and Monks.
- GM of Savages = Barbarians, Scouts, Pirates, and Assassins.
- GM of Mages = Wizards, Druids, Bards, and Healers.
- Knight Marshal = Paladins and Anti-Paladins.

All GM's have certain duties that must be kept in mind. It is the responsibility of the GM to ensure that players are portraying their class properly. Due to the wide variety of personas and personal interpretations of an archetype, this requires a lot of open thinking. No matter what, if someone asks a player what class he is, the answer should leave him thinking, "I should've known that," or "that was obvious". No matter what persona the player is using, the class should be reasonably clear.

The GM also serves as an instructor to those of his class in how they can play their class better. Keep the persona in mind, and don't forget that the class isn't just for use on the battlefield. Without the role-play aspect, players are nothing more than people in funny clothes playing foam tag. But the battlefield is also the most visible aspect of a player's class, and this should be reflected in his playing.

Finally, the GM also serves as a specialist advisor to the Monarch in matters of the rules regarding his class, how to incorporate the class into various projects and quests, and in determining who is qualified for Class Masterhoods.

As a symbol of his authority, the GM may wear an unadorned black chain for the duration of his term of office, the same type as the Class Masters.

Knight Marshal

The GM of Knights is actually the Knight Marshal, and has duties similar to other Class GM's, but his authority is much larger. Not only does he oversee the conduct and performance of Paladins and Anti-Paladins, he is also the highest officer of the Belted Circle and oversees the operation of the various Chivalric Orders (see the Bylaws and Kingdom Law for details).

But that does not mean his routine GM duties are any easier. It is true that Knights have been playing long enough to be very familiar with the rules and thus disputes are much less common and tend to take care of themselves. On the other hand, that familiarity means the disputes that do occur will not be as easy to resolve as saying "The rule says this and that's that." Veteran players have had years to find all the loopholes and gray areas, and arguments over them may take on all the depth and technical sophistication of a religious conclave or congressional committee meeting. Being Knight Marshal demands a depth of knowledge far in excess of your average GM, and the ability to sort through the problems quickly and decisively.

In addition to the black Master's chain, a Knight Marshal may also wear the spurs of a Captain since he is the head of the Chivalric Orders.

Guildmaster of Reeves

All of the GM's assist and answer to the Guildmaster of Reeves (GmR), who in turn answers directly to the Monarch. Since the GmR has many powers and duties, he is addressed in the Book of Reeves.

Perks, man! Perks!

So, being a Guildmaster suddenly doesn't sound so easy, does it? Well, if it were easy, everybody would be doing it.

Since Guildmasters have such weighty duties, it's only fair they get some bonuses with the job. These take the form of special Bonus Abilities. Note that these do not combine with Class Master bonus abilities. If a Guildmaster is also a Class Master, he must choose one or the other in each battlegame to use. Also, a Guildmaster can only use the bonus ability of the class he is playing at the time.

The Myrmidon Classes

GM of Archers = 1 extra life

GM of Bushi = 1 extra life

GM of Monks = Extend Sanctuary: may extend Sanctuary to another person by touch. The person may not have weapons in hand.

GM of Warriors = Rally: All warriors on GM's side gain one extra life (non-magical).

The Savage Classes

GM/Assassins = 1 Deathblade per game (short or dagger only)

GM/Barbarians = gain 1 additional Berserk

GM/Pirates = Rally: All Pirates on the GM's side gain one extra life (non-magical)

GM/Scouts = gain Armor-Piercing Arrow (as per the Archer ability)

The Mage Classes

All Mage GM's get 5 additional 1st-level spell points, regardless of class.

The Chivalric Classes

Paladin = +1 Resurrecting Touch per game.

Anti-Paladin = Doom becomes 1 per life.

Be aware that many of these are spells or spell-like effects. They must be activated normally, but do not count toward the number of enchantments carried or the number of spells active at the time.

Chapter 3 : Class Masters

To be a Master in one of the fighting classes, you must be nearly perfect in your portrayal of a class. On the surface, this demands some obvious points; you must know your class inside and out, you should be able to quote line and verse from the rules in matters pertaining to your class, and you should be able ramble at great length how your class interacts with the other classes in combat.

But there is more to it than that. A Class Master should be recognizable as that class the moment he steps onto the field or walks into court or passes someone on the way to the parking lot. Garb is an important part of this image, and reflects not only your class but also your own individual style of playing that class. Every master should visibly present his own tastes and style of play in his clothing, his behavior, and his actions. Needless to say, striking a balance between the common perception and the individual's persona can be a challenge. But that's why they call them Masters.

There is another part of being a Class Master. Just as the Guildmaster does, the Class Master must be able to instruct others in the proper playing of the class; the little tricks of the trade, how to react to certain threats, how to get around various obstacles (with and without fighting). In other words, Masterhood means not only have you mastered your class, but can help others do the same.

A Class Master may wear an unadorned black chain of the same sort Guildmasters wear as a symbol denoting his rank.

Ahem... What about those perks?

Obviously, Class Masterhood demands a high degree of skill, competence, and dedication. It could take years to achieve this status. So, it seems only fair that those years of work receive a tangible benefit. This takes the form of Bonus Abilities.

Of course, you cannot use these abilities if you are not playing that class at the time, and they do not combine with other classes or with any Guildmaster bonuses.

- Anti-Paladin: 1 Flameblade per game.
- Assassin: Camouflage 1/life (as Scout)
- Archer: Magical Projectile (1/life, not reusable).
- Barbarian: wear up to 3 points of armor.
- Bard: Additional Mimic spell
- Bushi: may use up to medium shield.
- Druid: 1 Barkskin on self with no penalty.
- Healer: Additional Awe spell
- Monk: Harden short or medium weapon (1/game).
- Paladin: 1 Rally per game
- Pirate: Entangle 1/life (as per Scout)
- Scout: gain both Stun and Flame Arrows.
- Warrior: May use a short bow or crossbow.
- Wizard: Additional Defend spell

Be aware that many of these are spells or spell-like effects. They must be activated normally, but do not count toward the number of enchantments carried or the number of spells active at the time.

Chapter 4 : the Professions

Once upon a time there were twelve player classes. At first they were fine but, after a few years, players got bored. They had played the classes they were interested in until they could develop no farther, and they had little interest in playing the others.

They needed something fresh. The Professions came into being. Few, at first, and they were well balanced and well thought. Then came others, not so well balanced or well thought, but still fun. Then came the cheese, and the people said, "Holy Crap! Enough is Enough!"

And so the Professions faded from use, gradually being relegated to the status of Monsters, played only with permissions and approvals, often mocked

and jeered until nobody really wanted to play them anymore.

But the problem remained, and the people were still bored.

The Professions were brought out of retirement, given a facelift, and made available to the masses. And thus this chapter was born.

Three examples of Professions are included here as examples. In each case, there is a specific reason for the profession to exist. Players are encouraged to consider this reasons before playing a Profession.

Special Restrictions

Professions may be played only with the permission of the Monarch and the Reeve.

Credits are applied to one of the standard classes. For example, Gladiator credits are applied to either the Warrior or Barbarian class.

The Professions cannot use Relics unless the Relic's description specifically states they can.

Guildmasters

The Professions do not have Guildmasters as such, but are covered by the existing Guildmasters. Only if there are a lot of people playing class would a Guildmaster position be needed.

Class Masterhoods

On the other hand, there should be no problem with having someone who plays a Profession very well to achieve Class Masterhood. The conditions and requirements are the same as the regular classes, and the job of overseeing them falls to the Guildmaster of an associated class.

Class Masters of the Professions gain certain benefits just as regular Class Masters. These are listed with the Profession descriptions.

Gladiator

Unlike Warriors, the Gladiator is not concerned with the greater victory or surviving the battle. His only concern is the entertainment of the crowd. His own life is meaningless compared to the "big show." He will not spend much time caring for his gear, since they are company property and there are specialists to handle routine maintenance, but he will not tolerate sub-standard equipment. Finally, a Gladiator is known by his personal style and flair, working endlessly to hone his showmanship to a high art. Battle isn't about the killing; it's all about the battle.

Parent Class: Warrior or Barbarian

Armor: Up to 2 points

Shields: Small

Weapons: All melee

Immunities: None

Lives: 5

Class Master Bonus: may use shortbow

Abilities & Traits:

1st Level – Exotic Weapon (T), Circus Armor

2nd Level – Drusus (1/life)

3rd Level – Battlenet (1/life), may now use thrown weapons

4th Level – Improve Shield (1/life), may now use medium shield

5th Level – Battlenet becomes (2/life), Berserk (1/game)

6th Level – Leatherskin (T)

Ability Descriptions

Drusus:

One weapon (short) is considered Improved (as per the Warrior ability), and must meet the same requirements.

Circus Armor:

The armor of Gladiators is designed to prevent a lingering death through multiple wounds, but does not protect much against lethal strikes. Therefore, Gladiators may wear armor equal to their level, but may not wear more than two points on their torso (excluding enchantments).

Exotic Weapon:

Gladiators are known for their unusual weapons. If a Gladiator has a weapon that is unusual (either through construction or type), it is eligible to carry an enchantment in addition to the Gladiator's normal allowance of one enchantment. This is up to the Reeve or Monarch to decide.

Berserk:

As per the Barbarian ability, but the Gladiator may choose to use it at the end of any single life during the game.

Improve Shield:

As per the Warrior ability.

Leatherskin:

As per the Warrior ability. This also allows up to 3 points on the torso.

Battlenet:

Functions in all ways like an Entangle effect (as per the Scout ability). Battlenets are reusable in that they can be recovered and used again, but cannot be used as long as the previous effect is still active. Flame effects used to free a victim will not damage or destroy a battlenet.

Thief

Many players realize quickly that the standard classes can be powerful in combat, but are less flexible in quests. Attempts to re-write those classes with special quest-only abilities have met with limited success and often create confusion. Therefore, some Professions have been developed to fill this need. The Thief is one example of them.

Parent Class: Assassin or Scout
Armor: Up to 1 point
Shields: None
Weapons: Dagger, short, thrown weapons
Lives: 4
Class Master Bonus: Teleport (1/game)

Abilities & Traits:

1st Level – Find Traps (1/life), Steal Object (1/life), Open Lock (1/game)
2nd Level – Trap (2/game), Disable Traps (1/life)
3rd Level – Find Traps becomes 1/life,
Camouflage (2/game)
4th Level – Pass Without Trace (2/game), Open Locks becomes 2/game
5th Level – May wear up to 2 points of armor,
Steal Object becomes 2/life
6th Level – Traps, Camouflage, Pass Without Trace, and Open Lock all become 1/life.

Ability Descriptions

Camouflage

As per the Scout ability.

Disable Traps

Repeat x10 “Disable Trap” and then touch the trap. A single trap or fixed enchantment is rendered nonfunctional.

Find Traps

The player can determine the presence of any traps. Repeat x 5 “Find Traps” and call for a Reeve to determine if there are any traps within 20- feet. Even magical traps (including fixed enchantments) are detected.

Open Lock

Incantation: repeat x5 “Open Locks.”
Range: Touch
Effect: May treat targeted lock as if was not there. Works on chests, doors, windows, and anything else that is locked. Limitation: This will not work on any traps attached to locks. This ability will set off the traps.

Pass Without Trace

As per the Assassin ability.

Steal Object

Incantation: Repeat x5 “I steal that (object).”
Range: 20 feet
Effect: The stolen object is removed from the bearer and placed either in Nirvana or at the Thief’s base. It cannot be used. It can only be replaced by getting a new item from a base. The object cannot be returned unless the Thief is killed and his body searched, or is convinced to return the object. Game Items may be stolen. Limitation: Natural weapons, garb, shields, armor, and enchantment/effect strips

cannot be stolen. The Thief cannot physically carry the stolen object, except to take it to a base or Nirvana (the Thief is out of play until he returns from this trip). Objects must be portable, so this will not work on trees, walls, and other fixed objects.

Trap

As per the Scout ability.

Velite

The development of the bow was somewhat late in the history of most lands. Until then, people were limited to throwing sharp pointy things at each other. These people faded into the background as archery became more developed.

In the here and now, many groups play in public parks that frown on having bows, much less shooting them at each other. Also... well, let's face facts. Some people really stink at archery.

Therefore, we fall back on the lessons taught by soldiers of times long past and use them as inspiration for a convenient way to get around local ordinances and a lack of hand-eye coordination.

Parent Class: Archer or Warrior

Armor: up to 3 points

Shields: None, initially

Weapons: Dagger, short, medium, javelins, thrown weapons.

Lives: 4

Class Master Bonus: gains Magical Projectile (1/life, not reusable).

Abilities & Traits:

1st Level – Stun Javelin (1/reusable) (T), Flame Javelin (1/reusable) (T), Repair Item (1/life)
2nd Level – Stun and Flame Javelins both become 2/reusable (T)
3rd Level – Total lives increase to 5 (T), Armor-Piercing Javelin (1/reusable)
4th Level – May use Small Shield (T), Armor-Piercing Javelin becomes 2/reusable
5th Level – Penetration Javelin (1/reusable)(T)
6th Level – Penetration Javelin becomes 2/reusable, Repair Item becomes 2/life

Ability Descriptions

(NOTE: If the Reeve allows, these abilities may be used with any thrown weapons, not just javelins)

Armor-Piercing Javelin

Declare loudly “Armor-Piercing Javelin” and tie a blue ribbon to the weapon. The javelin will destroy

all non-invulnerable armor on the location struck and will continue through to wound the target. It will only deal one point of damage to invulnerability. Must be thrown to get this effect.

Flame Javelin

Repeat x5 "flame javelin" and tie an orange ribbon tied to the javelin. A hit to a shield will destroy the shield unless its face is tapped to the ground five times within five seconds. A hit to a siege weapon by a flame javelin will do five points of damage to the siege weapon. Will deal damage to armor and people as normal. Has no effect on Iceball, Entangle, or any other magic unless specifically mentioned in the magic description. A flame javelin will remain lit for two minutes. Must be thrown to get this effect.

Penetration Javelin

Denote javelin with black ribbon. Behaves exactly like an Armor-piercing Javelin except that it

will also destroy a normal shield. It will not carry through to the arm underneath, however. Must be thrown to get this effect.

Repair Item

Touch damaged weapon and repeat x10 "Make this item whole again." Will repair a damaged or destroyed weapon. May only be used on one's own javelins or throwing weapons. Cannot be used to negate the affects of Heat Weapon, Shatter, or Cursed Weapon, or those destroyed by Sphere of Annihilation. Note: If an enchanted item is repaired, its enchantment stays intact.

Stun Javelin

Denote javelin with gray ribbon. Javelin behaves as a Subdual blow. Must be thrown to get this effect.

Chapter 5 : Non-Combat Mages

When it comes to fighting, players can be divided into two broad categories: those who often participate in combat and those who don't. Of course, these two can be broken into dozens of subtypes, but only one is of particular interest here: the players who love the field activities but (for various reasons) are not combatants.

Therefore, the following magic-using classes have been developed for on-field non-combatant use. They all operate under the same rules. They can be affected by verbal spells, verbal abilities, and fixed enchantments, but are immune to melee contact and projectiles of all types. All must be unarmed and unarmored, and cannot engage in melee or Projectile combat. All must wear an orange sash to denote them as non-combatants.

Each of these classes has restricted spell list. These spells are listed below. Refer to the Player's Guide for spell descriptions.

Alchemist (Wizard variant)

1st Level - Bladsharp, Cancel, Enchant Shield, Honor Duel, Stun Weapon, Talk to Dead
2nd Level - Circle of Protection, Forcewall, Harden, Liplock, Mend, Messenger, Pro/Flame
3rd Level - Ambidexterity, Anti-Magic, Dispel Magic, Extension, Protect, Pro/Projectiles
4th Level - Enchant Armor, Pro/Magic, Teleport
5th Level - Advancement, Flight, Lend, Reanimate, Vivify

6th Level - Defend, Expertise, Lich, Permanency, Stack, Transform

Herbalist (Healer variant)

1st Level - Bless, Cancel, Cure Poison, Heal, Lost, Melt, Mend, Stun Weapon, Talk to Dead
2nd Level - Banish, Cure Disease, Fast Heal, Heal Extend, Pro/Poison, Swords to Plowshares
3rd Level - Extension Fast Heal, Forcewall, Protect, Pro/Disease, Resurrect
4th Level - Circle of Protection, Freedom, Harden, Pacify, Pro/Control, Pro/Petrification
5th Level - Advancement, Extension, Pro/Death, Silence, Summon Dead, Warskill
6th Level - Desiccate, Dispel Magic, Expertise, Perdition, Pro/Magic, Regeneration, Safe Zone, Teleport, Vigor

Minstrel (Bard variant)

1st Level - Cancel, Presence, Pro/Control, Visit
2nd Level - Liplock, Pro/Subdual, Talk to Dead, Truth
3rd Level - Confidence, Extension, Safe Passage
4th Level - Honor Duel, Lore, Mimic (a non-combat class only)
5th Level - Advancement, Theater
6th Level - Dance, Expertise, Freedom, Voice (shaman spells only)

Shaman (Druid variant)

1st Level - Bladsharp, Cancel, Cure Poison, Heal, Rot

2nd Level - Barkskin, Cure Disease, Magical Projectile, Mend, Pro/Flame, Thornwall

3rd Level - Ambidexterity, Extension, Flames of Freedom, Pass Without Trace, Plant Door, Pro/Disease

4th Level - Commune, Cone of Quiet, Flamewall, Stoneskin, Stone to Flesh

5th Level - Advancement, Dispel Magic, Feeblemind, Pass Plant, Freedom, Vigor

6th Level - Expertise, Reincarnate

Chapter 6 : Dual-Classing

Dual-Classing allows an option for players who have reached their maximum level in favorite classes but still want to develop them further. However, Dual-Classing can be powerful, and players who abuse this may lose the ability to dual-class.

Dual-Classing combined two standard classes into a single new class. Both standard classes must be at 6th Level to be eligible. Armor, weapons, shields, and lives are as the better of the two classes.

The new class advances with a 50% greater credit requirement than standard classes, as follows:

Dual Class Advancement

1st Level = 1 - 18 credits

2nd Level = 19 - 36 credits

3rd Level = 37 - 54 credits

4th Level = 55 - 72 credits

5th Level = 73 - 90 credits

6th Level = 91 + credits

Special Limitations

There are certain limitations to the new class.

- 1.) All barbarian magic restrictions still apply.
- 2.) Monsters may never be dual class.
- 3.) "Enraged" people may never use other class abilities.
- 4.) Permission to play dual class must come from the Monarch, Prime Minister, and both Guildmasters involved. However, once permission is obtained, it is permanent unless the player's actions merit revocation.
- 5.) Non-combat classes (reeve, etc.) may never be played as part of dual class.
- 6.) As always, dual classes must always state what they are playing, if asked.
- 7.) All normal bow and magic restrictions apply.
- 8.) Relic restrictions apply to both classes.
- 9.) Two magic-using classes may never Dual-Class.
- 10.) Professions may Dual-Class only with the express permission of both the Monarch and the Reeve. This permission must be obtained each time.

Dual-classing players who are using a mage class have a wider range of weapons available to them, but these weapons must be paid for normally. The costs are as follows:

Weapon	Cost
Dagger	1 (1st is 0)
Javelin	1
Short (3 ft), Staff	2
Medium (4 ft), Spear, Hinged	3
Long (over 4 ft)	4
Polearm	5
Small Shield	3
Medium Shield	4
Large Shield	5
Shortbow, Crossbow	5
Longbow	6
Crossbow Pistol	2
* Thrown	1
** Armor	1/2 per point

* The cost of thrown weapons is for the ability to use them, not the cost per weapon.

** Dual Classing Healers get their armor for free up to their normal limit. For example, a 1st-Level Healer/Scout would get the Healer's 1 point for free and would have to pay for the Scout's second point. However, a 5th-Level Healer/Scout would get all three of the Healer's armor points for free.

Conflicts of Concept

Some classes are not easily Dual-Classes because their very concepts are in opposition to each other, such as Paladin/Anti-Paladin or Paladin/Assassin. However, if the player can come up with an extremely good reason why two classes could go together, they can be Dual-Classed.

Also bear in mind that each class has an international and interdimensional-flavor. A player's persona has a great deal to do with what combinations are possible, so they should be kept in mind. A typical Viking persona could easily be a Warrior/Bard, but would have a strong cultural bias against being a Monk/Healer.

Masterhoods

There are no Class Masterhoods available for Dual-Classes. No one can ever become a Master Archer/Assassin. However, performance in a Dual-Class role can contribute to a Masterhood of a single class.

However, if a player already holds a Masterhood in a given class, he can Dual-Class that class without

being 6th level. He does not receive his Masterhood bonus abilities while Dual-Classing. The Dual-Class can exceed the level of the standard class, and this has no effect on the standard class. For example, a 3rd-level Barbarian becomes a Master Barbarian. If he is also a 6th level Wizard, he can Dual-Class as a Barbarian/Wizard up to 6th level, but his Barbarian level does not rise if he does so.

Chapter 7 : Player Races

Many players wish to play a member of various races and also play their usual class at the same time. While any race can be assumed for persona purposes, players must normally choose between a class and playing a monster type. Because of the massive power imbalance that could occur, playing both at the same time is strongly discouraged.

That having been said, a self-disciplined player who has already proven himself capable of respecting game balance should not be penalized because of those who have not. Therefore, these rules have been developed to allow a limited form of Dual-Classing between a standard class and a specific example of the Monster Class.

There are some very stiff restrictions on using Monsters as Player Races.

- 1.) The player must have permission from the Monarch and GM or Reeves. This is considered permanent permission, although either officer may revoke it at any time.
- 2.) Permission may be temporarily withdrawn for game balance reasons. Also, the GmR may

place limits on available abilities to preserve balance.

- 3.) Only specifically approves Monsters can be used as Player Races. Monsters not on this list cannot be combined with a Standard Class. These Monsters include; Brownie, Catperson, Centaur, Dryad, Dwarf, Sylvan Elf, Deep Elf, Fairy, Goblin, Hill Giant, Lepus, Lizardman, Minotaur, Ogre, Orc, Satyr, Skirit, Ursunid, Vampire
- 4.) Certain combinations of Class and Monster may be disallowed if they make no sense (like a Minotaur Wizard).
- 5.) The player should always use garb appropriate to the Monster's concept, with leeway granted for the persona and Class.

Once these conditions have been met, a player using a Monster type as a Race may combine the 1st-level abilities of the monster with the Standard Class. A player cannot gain higher-level Monster abilities.

In Honored Memory...

On August 24, 2006, the planet Pluto endured an unprovoked and savage assault by the International Astronomical Union, resulting in its ostracism and re-titling as a "Trans-Neptunian Object". Fighting words, by any standards. But this insult did not go unchallenged and, in the months that followed, the title was withdrawn. But the eviction of Pluto from the planetary community remained enforced under the new name "Dwarf Planet", forever banished into the outer darkness of our solar system.

So, this supplement is released three years to the day of that tragedy, and is published as a memorial edition in honor of our lost celestial companion, always eccentric yet true in course. For who among us is not eccentric in our own unique ways?