

# Castle Zagyg: Class Options & Skills for Yggsburgh

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## NOTES ON DUAL-CLASS AND MULTI-CLASSING

It seems reasonable to this author that very able characters be allowed to operate in two distinct and not incompatible classes simultaneously. Thus, a fair number of the non-player characters encountered in this setting have dual class status and it would be unfair not to present the players with the same options. There are two options when a player decides his character should have more than one class. The first option is multi-classing. This allows a character to be made up of more than one class when initially created. The second option is dual-classing. Dual-classing allows a character to acquire another class later on in their career.

### MULTI-CLASSING

#### CHOOSING THE CLASSES

1. Any class can combine with any other class, barring alignment restrictions and as long as the selected classes are not of the same prime attribute (i.e. wizard/illusionist, fighter/ranger, etc. are prohibited).
2. Up to three classes can be chosen for humans and two for demi-humans.
3. The classes chosen must correspond to a prime attribute.
4. The Hit Dice for each class are rolled together and then averaged, rounding up fractions of .5 or more, dropping any below that.

#### ADVANCING LEVELS

1. All experience points are divided equally amongst the classes chosen for the character. For example, if a fighter/thief were to receive 250 experience points, 125 is applied to the fighter class and 125 to the thief class. All fractions are dropped.
2. A character progresses in one class as soon as he or she acquires enough experience points to do so. For example, if a cleric/wizard has 2,252 experience points in both the wizard and cleric class (they must always be equal), that character advances to 2<sup>nd</sup> level cleric while remaining a 1<sup>st</sup> level wizard.
3. When advancing a level, use the Hit Die type for the class one advanced in to determine the number of hit points gained. The sum is then divided by the number of character classes.

Using the cleric/wizard above, the player rolls a d8 for hit points and then divides the result by two, rounding up any fraction of .5 or greater and dropping any fractions less. When the character acquires 2,602 experience points in each class, a d4 is rolled and similarly divided. If a level is lost (drained, etc.), half of the average of one HD is lost in the process.

Once a class achieves 11<sup>th</sup> level, hit point accumulation is equal to standard class advancement, also divided in half. For example, an 10<sup>th</sup>/8<sup>th</sup> thief/fighter advances a level in thief and thus gains +1 hit points (as opposed to +2).

4. The total character level of a multi-class character equals the level of the highest class plus half the levels of the remaining classes. So a 4<sup>th</sup>/4<sup>th</sup> level thief/fighter is a 6th level character for purposes of saving throws.

#### RESTRICTIONS

1. Multi-classed characters use the best "to hit" bonus of their classes.
2. Multi-classed characters use the least restrictive weapons list for their classes.
3. Multi-classed characters use the most restrictive armor list of their classes.

4. Multi-classed characters can not combine abilities. For example, a fighter's *extra attack* indicates that the character can make an extra normal attack -- not that he or she can use that extra attack to *deflect missiles* as a monk, make a *back attack* as a thief, or *inspire* as a knight.
5. Starting gold is determined by rolling for each class individually, combining the results and dividing that by the number of classes the character has.

### DUAL-CLASSING

Dual-classing is similar to multi-classing only in that the character has several classes. The classes are acquired differently and progression is slightly different. In dual-classing, the player's character begins with one class, then decides to change careers (so to speak) and add a different class.

#### ACQUIRING CLASSES

1. The character must start with one class.
2. The character must progress at least one level in the starting class before adding an additional class to his character.
3. Barring alignment restrictions, any class can be added. Prime attributes do not restrict class choice (i.e. one can be a wizard/illusionist, assassin/thief, etc.). A character can have a maximum of three classes but before adding a new class, the character must progress at least one level in the previous class.
4. Before adding the class and its abilities, the character must undergo training. Before taking the new class, he or she must earn double the number of experience points required for the new class to reach 2<sup>nd</sup> level. Only after this number of experience points have been earned does the character acquire those class abilities.

Furthermore, the character must be working with another character or non-player character of the class to be added, and that trainer must be of at least 3<sup>rd</sup> level.

And finally, while in this period of training, they must obey all the restrictions of being dual-classed (see below). In this case, all abilities and checks associated with the new class are made at -5 and no magic can be used.

For example, a fighter decides to become a thief. After attaining 2<sup>nd</sup> level as a fighter, the character must gain 2501 experience points in cross-over training before adding 1<sup>st</sup> level thief to the character. Additionally, this 2501 experience points must be earned while the character is under the tutelage of a 3<sup>rd</sup> level or greater thief. During this training period, the character can use thief abilities (such as *pick pockets*) but does so at -5 to his or her check.

5. Once a level has been attained in the new class, the player may apportion experience points in any manner chosen by the Castle Keeper. Thus, level advancement may be uneven.
6. When advancing a level, use the Hit Die type for the class one advanced in to determine the number hit points gained. Using the fighter/thief above, the player rolls a d6 for hit points when adding the new class (thief).
7. The total character level is the sum of all the class levels. So a 4<sup>th</sup>/4<sup>th</sup> level thief/fighter is an 8th level character.

When the 11<sup>th</sup> character level is gained, hit point accumulation changes. At this point, hit point accumulation is equal to the advancement of the character's classes at 10<sup>th</sup> level and beyond. For example, a 5<sup>th</sup>/5<sup>th</sup> thief/fighter advances a level in thief and thus gains +2 hit points. If and when that character gains a level of fighter, he or she gains +4 hit points.



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## SECONDARY SKILLS

This section pertains to the acquisition and application of secondary skills for characters. Secondary skills are bundles of related abilities that can be possessed by non-player characters and/or player characters. These “skill bundles” represent a character’s ability to perform actions within the ability description with an expertise greater than those without the ability.

When applying this system the Castle Keeper should note the following: characters attempting to perform actions covered by a secondary skill that they do not possess can not perform as well as characters (or non-player characters) that do possess these skills. This allows secondary skills to have some meaning in the game.

To take a modern example, would it be reasonable for someone lacking the training in corporate tax law to correctly fill out the requisite tax forms for a small corporation, much less a large one? For example, the Suborning skill includes the ability to bribe. Consider two characters, Aldous and Bensley, attempting to bribe a local magistrate. Aldous has the Suborning skill and Bensley does not. Bribery is a charisma based skill. So both would make a charisma check to determine if they successfully bribe the officer of the law. Because Aldous has the Suborning skill, he is allowed to add a bonus to his charisma check. This roll, however, is modified by difficulty and other considerations the Castle Keeper may deem appropriate.

The following section describes what secondary skills are, how to acquire them, apply them in the game, and how to adjust rolls. Castle Keepers are encouraged to expand upon these skill sets to suit the campaign.

## WHAT ARE SECONDARY SKILLS?

Secondary Skills are really bundles of skills, abilities and capabilities that reflect or incorporate certain sets of social skills, intellectual abilities or physical capacities. For example, Bullying affects a character’s ability to grapple, intimidate, punch, and threaten opponents. As this example shows, secondary skills are broad sets of abilities that can be structured under one category. By possessing a secondary skill, a character or non-player character is better able to perform such abilities than those who do not possess them.

## ACQUIRING SECONDARY SKILLS

Secondary abilities are acquired by an expenditure of experience points (XP). The XP expended can not be used for class level advancement. The XP cost for skills depends upon the type and level of the skill. Also, skills can be improved upon. The first acquisition of an ability means the character has a Level One secondary skill. The second acquisition indicates the character has a Level Two skill. These levels can increase as high as the character desires, or as the Castle Keeper chooses to limit. Each skill level acquisition is considered separate for advancement purposes.

There are three classifications of abilities as pertains to cost: **GENERAL SKILL**, **PRIME SKILL** and **NON-PRIME SKILL**.

**GENERAL SKILL:** These abilities are open to all.

**PRIME SKILL:** These abilities are prime-specific and more easily learned by a character with that primary attribute.

**NON-PRIME SKILL:** This refers to the acquisition of skills that are prime-specific but of which the character does not have a primary attribute.

Each Skill classification has a base cost in experience points. Thereafter, the XP cost is cumulative as follows:

ABILITY CLASSIFICATION	COST IN EXPERIENCE POINTS
<b>PRIME SKILL</b>	3,000 + 3,000 per level added or new ability added.
<b>GENERAL</b>	5,000 + 5,000 per level added or new ability added.
<b>NON-PRIME SKILL</b>	8,000 + 8,000 per level added or new ability added.

**EXAMPLE:** A player character acquires one Prime Skill at the cost of 3,000 XPs. The second such ability (whether it be a new prime skill taken or the previous prime skill raised to level 2) will then cost 6,000 XPs. If a third such ability can be acquired (or if one of the previous two is raised a level), it will cost 9,000 XPs.

The same player then acquires a General Skill for 5,000 XPs, so another (whether it be a new general skill taken or the previous general skill raised to level 2) will cost 10,000 XPs.

Finally, he acquires a Non-Prime Skill at the cost of 8,000 XPs, and if another is acquired it will cost 16,000 XPs, and a third would cost 24,000.

The increases are meant to both reflect the difficulty of additional learning and to limit the player character's ability acquisitions to a reasonable level. Also note that Non-Prime Skills (and in some cases General Skills) are checked against a challenge base of 18 as opposed to 12 (for primes). Such measures prevent any character from being all-powerful.

Also, one can only advance one skill level at a time; i.e. one can not buy three levels in one fell swoop. For player characters, skill levels can only be gained after at least one character class level is attained. For example, a 3<sup>rd</sup> level character can purchase a secondary skill but can not purchase another skill or skill level until the 4<sup>th</sup> level of the character class is attained.

**NPC EXCEPTION:** In some cases a non-player character (NPC) that has no named class (fighter, cleric, thief, etc.), but does have a Secondary Skill, will acquire a randomly determined level of class ability. Thus an unclassed NPC with a prime ability of Ambush may be the equivalent of a thief class character of between 3<sup>rd</sup> and 6<sup>th</sup> level, the Castle Keeper determining how proficient the NPC is in that regard. For example, the Ambush proficient NPC might be able to *climb* and make saving throws as a thief of the determined level, but is unable to speak *Thieves' Cant* for lack of such training. Of course, a character of the thief class acquiring the Ambush ability would not gain any levels from such an addition, as this exception is solely for unclassed non-player characters.

## SECONDARY SKILL DESCRIPTIONS

The following is a list of secondary skills available for use in the Castle Zagyg campaign. We encourage the Castle Keeper and players to expand upon this list as necessary, modify it, or even split the secondary skills up into more discrete units.

### AMBUSH

(dexterity and wisdom; prime = dexterity)

This ability allows for concealment (objects or person), hiding (in general) and trap construction. The concealment and hiding work in the same manner as a thief's *hide* ability. The traps work in the same manner as a ranger's *traps* ability. This skill also confers a +2 to all surprise checks. If a thief takes this ability, they add an additional +2 to their *hide*, *open lock* and *traps* abilities.. If a ranger takes this ability, they gain an additional +2 to all *traps* checks.

As a prime ability, for NPCs only, this secondary skill confers a Thief class level of 3-6.

### ANIMAL TRAINING & HANDLING

(charisma — general)

This skill set refers to a knowledge and understanding of natural living creatures, as well as training applicable to domestic and wild animals of mammalian or avian sort. Training for guarding, hunting, riding, trick performance, etc. all apply. Handling applies to virtually all forms of avian and mammalian life.

By use of this ability a character is able to teach a domesticated animal a trick, such as fetching food or other item or standing watch for extended periods. Under normal circumstances any simple trick (as noted below) can be taught to an animal in a matter of weeks equal to one week per Hit Die of the animal. Complex tricks require the same amount of time but are expressed in months. All animals can learn a number of simple tricks equal to their Hit Dice, with a complex trick being considered equal to two simple ones. In most cases a check is not required to teach the animal the trick; should a character wish to speed the process, a check is made with a -10 penalty.

Wild animals can be domesticated with a successful check at a -10 penalty as well, but this takes a minimum of one week to as long as one year; depending on the Castle Keeper's ruling as to difficulty. Afterward, no further check need be made unless the trainer wishes to teach the animal a trick at an accelerated pace. Training an animal to serve another individual requires a period of one to four weeks, familiarization between the new controller and the animal, and a weekly check for success is made with a -3 penalty.

### ARTISTIC CAPACITY

(dexterity and wisdom — general)

This ability references a character's skill in one of the following select areas:

- **VISUAL ART** (painting, line-drawing, sculpture, jewelry making)
- **MUSICAL ART** (composition and arrangement, instrument performance and singing)
- **LITERARY ART** (prose and poetry authorship and recital).

This ability also assumes a scholastic and artistic knowledge of the chosen field, including identification and history. Skill checks for creating art (dexterity) or identifying art (wisdom) are made at a +2 bonus per level of skill, should the Castle Keeper require a check.

## **BULLYING**

**(strength and charisma; prime = strength)**

This skill set references one's ability to grapple, intimidate, punch, and threaten opponents.

This ability references all grappling, overbearing and pummeling attacks by giving the attacker a +2 "to hit" bonus per level of the skill. Furthermore, intimidation and threats can be used as non-violent methods of forcing an opponent to bend to one's will. The character or non-player character acted upon (threatened or intimidated) must make a charisma saving throw to be unaffected. This saving throw is adjusted by -2 per ability level of the one initiating the act. If the saving throw is not successful, the affected person will essentially do as requested, refuse to fight or back down from a demand.

As a prime ability, for NPCs only, this secondary skill confers a Fighter class level of 1-4.

## **BUSINESS**

**(intelligence and wisdom; prime = intelligence)**

This ability relates to one's performance in accounting, banking, commerce, finance, investing, and trading. It assures literacy and numeracy. As a practical matter, this ability allows a character to partake in and understand various business dealings, understand the complexities of taxing and licensing, and make better business deals for it. It also allows for the decipherment of contracts and an understanding of bookkeeping.

Castle Keepers must use their best judgement in the use and application of this ability due to its broad range. However, in general this allows for a character to have greater knowledge of business practices. As such, any character with this ability should be able to note when they are being offered a bad business deal, poor exchange rates, and they have an understanding of the complexities of tax laws -- to name a few.

When a character is presented with a situation in which a better business deal can be made, or that business laws might be broken, they should be allowed to make either an intelligence check or wisdom check (depending on the circumstance) to determine if they know how to better execute their actions. Further, when making transactions or trying to "hoodwink" others in business dealings, the recipient of the character's action should make a saving throw at -2 per skill level to determine if the acting character's proposals are accepted. In the latter case this could occur when one is trying to exchange gems or jewelry or other items at inflated or deflated prices.

## **CONSTRUCTION**

**(intelligence and strength — general)**

This ability refers to the capacity to build, do carpentry, engineering, build fortifications, masonry, mechanics. It assures basic literacy and full numeracy.

This ability allows the character to perform and understand the nature of basic construction. It allows the character to design, build and oversee construction projects, spot shoddy work and make basic repairs to buildings or fortifications. The Castle Keeper must use his or her best judgement in the use and application of this ability. For example, if a character were looking over the designs for a castle, house, or other structure, they might be able to note (with an intelligence check) whether or not the plans have a flaw. The character may be working on a project and well know how to assemble appropriate scaffolding, or, in another case, know how to build a complex doorway.

## **DETECTION**

**(intelligence: general)**

This skill set refers to the capacity to mentally note facts, including the power of observation and ratiocination. This ability includes detecting, examining, investigation, observing, searching, and watching, as well as researching and tracking down information. This is an ability similar to that possessed by sleuths of private and public sort.

## **ESCAPE ABILITY**

**(dexterity: prime)**

This ability allows for distraction, diversion, evasion, and sprinting during combat. Possession of this skill set confers a +2 to armor class if a successful dexterity attribute check is made. This modifier is in addition to all other modifiers that normally apply. This skill can not be used in conjunction with any other action, with the following exceptions: dodge, disengaging from combat, evade and the monk's *deflect missiles* ability. One can not make an attack or cast spells in the round this is used nor use any other class ability. Further, if disengaging from combat, a successful dexterity check indicates that a hasty withdrawal can be made without incurring the armor class penalty or the free swing from an opponent.

As a prime ability, for NPCs only, this secondary skill confers a Thief class level of 3-6.

## **ESOTERIC ABILITY**

**(intelligence: prime)**

This skill set references a character's knowledge of ancient history, arcana, artifacts, fables, lost lore, mysteries, occult and relics. It assures full literacy and numeracy. This skill gives one a range of knowledge in fields of study that others are not likely to know. It allows the character to make an intelligence check to determine whether they know (or at least know where to go to learn) about a particular subject or issue related to the above mentioned subjects. It also increases the character's chances of locating items of interest in antique shops, books in libraries, or other related activities. In cases in which a character may know of or about a subject, and specific knowledge is called for, an intelligence check should suffice to determine if the character knows it. As with all skills, the Castle Keeper needs to use his or her best judgement on when and how to apply this skill.

As a prime ability, for NPCs only, this secondary skill confers a Magic-User class level of 1-4.

## **FORGERY ABILITY**

**(dexterity: prime)**

This ability affects a character's ability to copy, counterfeit, draw duplicates and fake documents. This skill set is fairly restricted to acts of forgery, whether deeds of ownership, heraldic symbols, coinage, papers of heritage and even antique paperwork. When used, the character must make a successful dexterity check to adequately create a forged item. A failure indicates another attempt must be made (that is, if the character is even cognizant of the apparent failure!). For those on the receiving end of the forged item, they must make an intelligence check at -2 per level of the forger's secondary skill. If the check is successful, they note the forgery.

As a prime ability, for NPCs only, this secondary skill confers a Thief class level of 2-5.

## **MILITARY LEADERSHIP**

**(charisma and intelligence; prime = charisma)**

This ability allows for the control, direction, guidance, logistics,

management, organization, planning, strategy and tactics in warfare. It also affects the capacity to organize or circumvent problems that might result from the management of an army. This skill allows for the efficient planning and orchestration of the movement of large bodies of troops. For example, efficient logistics chains are more easily managed and supplies are made more available if one possesses this skill. Castle Keepers must use their best judgement in the practical application of this skill, as it will generally only come into play when the movement of large armies occurs. However, should a character be responsible for the provision of a party, it is likely that the possessor of this skill may note a deficiency. The Castle Keeper should inform the player of this, providing a successful wisdom check is made. Further, if a knight has this ability, his *inspire* ability is treated as two levels greater than the class level.

As a prime ability, for NPCs only, this secondary skill confers a Fighter class level of 2-5.

## JUDGMENT ABILITY

(intelligence and wisdom; prime = wisdom)

This ability allows for the detecting of deception, evaluating worth, learning, logic, sophistry, and assures literacy and numeracy. Judgement covers a wide range of capacities. It can be used to detect lies another is telling, to interpret the meaning of another's words as well as intent, desires and related emotions. Should a check be necessary, the person possessing this skill must make wisdom check at +2 per level of this skill to detect a lie, the accuracy of another statement, intent, etc. Further, judgement allows for the assessment of the accuracy of another's statements. This is done by making an intelligence check at +2 per level of ability. This is, of course, presuming the character possessing the skill can even know the accuracy of that statement. For example, should a non-player character make a false claim about a kingdom which the character knows nothing of, there is little chance he would know the statement was false. However, the character could make a wisdom check to determine if the non-player character were dissimulating.

As a prime ability, for NPCs only, this secondary skill confers a Cleric class level of 2-5.

## KNOWLEDGE SPECIALIST

(intelligence: prime)

The Knowledge Specialist has delved deeply into one topic and knows a lot about that topic through either study and/or experience. Knowledge Specialists can be used as sages or professors in the topic that they specialize in. When researching a question concerning their area of specialty, a Knowledge Specialist may make an intelligence check to know the answer to a question or know where to look for the answer.

The areas of specialization that can be used include:

- ARCHITECTURE (and construction)
- ENGINEERING (all forms)
- FAUNA (including biology)
- FLORA (including botany)
- HISTORY (local, regional, world, cultural & social)
- HISTORY (intelligent races, human & non-human)
- LITERATURE
- THEOLOGY

It is up to the Castle Keeper to allow more specific knowledge for more focused fields -- a Knowledge Specialist in Taxidermy will know a little bit about mammals (as well as most other animals), but a Knowledge Specialist in Mammals will know a lot about them and very little about preserving their hides.

## NAUTICAL ABILITY

(dexterity, constitution, intelligence: general)

This skill set affords the possessor superior knowledge of boating, ship command, diving, fishing (deep and fresh water), navigating, sailing, and swimming. It references a broad range of nautical skills. Should the situation ever arise in which knowledge of the sea, river or lake come to be needed, the character with this skill should minimally have an idea or answers to concerns or issues. Characters with this skill can swim better than others, navigate by the stars or sun, fish and supply food as a ranger, maneuver boats, and sail many a sea-going craft. All checks used that relate to this skill receive a +2 to the roll. Examples might include intelligence checks for navigating, constitution checks for deep sea diving, and dexterity checks for maintaining control of a rudder during a storm.

As a prime ability, for NPCs only, this secondary skill confers a Fighter class level of 3-6.

## SUBORNING ABILITY

(charisma and intelligence; prime = charisma)

This skill set relates to blackmail, bribery, convincing, diplomacy, ingratiation, influence and lying. This is a social skill that allows the character to more effectively carry out any of the above actions as he or she knows the specialized languages, body motions, traditions and cultures of those he or she is dealing with. For example, bribing a city official is a delicate task and requires not a small amount of tact. Blackmail may require some specific piece of intelligence -- or knowledge of how to acquire that information with which the character intends to bribe. In all cases the possessor of this skill is allowed to make a charisma or intelligence (as appropriate and determined by the Castle Keeper) to determine if one is successful at performing it. A failed check indicates the attempt at bribery failed or diplomacy failed. The character receives a +2 for each level of skill they possess.

As a prime ability, for NPCs only, this secondary skill confers a Thief class level of 3-6.

## SUNGKINESE MEDICINE

(wisdom: prime)

This ability references the character's knowledge of Sungkinese Medicine, an ancient art of the Far East that involves the application of herbs, tonics, meditation, acupressure, acupuncture, and energy flow breathing exercises. With the proper materials (herbs, tonics, acupuncture needles, fire cups, etc.), proper environment (peaceful, comfortable), and one hour of treatment administered and exercise regimen supervised, the practitioner of Sungkinese Medicine may make a wisdom check at +2 per level of the skill. If successful, the result is a calming and balancing of the body, mind and soul providing the recipient with a +2 constitution bonus for 24 hours. Failure indicates no such bonus. This technique may be used but once per week on a single subject.

Note that one possessing this skill must have studied under someone that is expert (level 3) in Sungkinese Medicine; or have been to the Far East where it is practiced, spent no less than three years there, and has thus learned the basics of the skill.

## SWINDLING ABILITY

(charisma and intelligence; prime = charisma)

This skill set refers to the capacity to cheat, deceive, fix (as in contests), fraud, gamble, odds (establishing) and promote events (thus assuring numeracy). This skill allows the character to perform many tasks related to swindling others out of their money, from cheating at cards, running pyramid schemes, fixing wrestling matches, and running the odds on dice games. Whenever a character employs this skill they receive a +2 to their checks per level of experience in the skill. For example, should a character with this skill attempt to cheat at cards, they make an intelligence check, and if they succeed, they have succeeded in cheating the opposing players. Of course, using the Judgement skill, another character can attempt to discover this deception by making a successful intelligence or wisdom check.

## THESPIANISM

(charisma: general)

This ability refers to acting, disguise (makeup), impersonation, mimicry, orating, performing, reciting, singing (assures literacy). This ability indicates a character's capacity to carry off performance acts to entertain a crowd or, at its most unusual circumstance, impersonate another. The ability works as the illusionist's *disguise* ability. It can also be used to entertain people. To determine the effectiveness of the performance, the character makes a charisma check at +2 per skill level, and if successful, the audience receives the acting well; if not, boo's and rotten tomatoes may follow. This check is adjusted by an audience (or an individual member's) expectations and knowledge. Should an illusionist or an assassin select this ability, he or she will receive an additional +2 to all *disguise* checks per level of this skill.

## WOODSMAN

(wisdom: prime)

This skill refers to boating (small), climbing, fishing, hunting, identification (fauna and flora), lumberjacking, survival, tracking and trapping. Acquisition of this ability replicates the *survival* and *track* abilities of a ranger. Should a ranger take this ability, he or she will receive an additional +2 to all *track* checks per level of this skill and an additional +2 to all die rolls for the *survival* ability.

As a prime ability, for NPCs only, this secondary skill confers a Ranger class level of 2-5.

## USING SECONDARY SKILLS

The use of secondary skills in a game will take a creative Castle Keeper. While some of the skills are straightforward, others are not; or they involve such general concepts as to make specific explanation on when and how to apply them in their myriad forms, meaningless. That said, some explanation must be given.

First, to resolve an issue that involves a secondary skill does not necessarily require a skill check. Oftentimes success is guaranteed, or the Castle Keeper knows what the outcome would or should be. In other cases the Castle Keeper might want to propel the story along some interesting path and allow for its success. Only in those cases in which a chance of failure looms large should a skill check be required. Or, that is, those involving combat. Once the Castle Keeper decides that a chance of failure is possible, then a check must be made.

To make the check, the character acting (such as doing research) simply rolls an appropriate attribute check and adds +2 per skill level of experience. So if a character has 3 levels of skill experience in

Thespianism, they are allowed a +6 to their roll. Also, this roll is adjusted by any appropriate attribute modifiers. It is important to note that the roll is not adjusted by the character's class level.

In some instances the use of a skill causes another to make a saving throw. In such cases the affected being (character, monster, etc.) makes a saving throw. The saving throw is modified by a -2 for each level of skill possessed by the acting character. This roll is further adjusted by any attribute modifiers. When a saving throw is called for, the defender's level or hit dice, as the case may be, do affect the roll.

Further, there are always circumstances that require some modification beyond those mentioned above. Unusual circumstances, the weather, and pure chance can come into play and affect the chances of success. Also, the difficulty of the situation can adjust the roll. The following is offered as a guideline for deciding such modifications.

MOST RUDIMENTARY	- 8
VERY EASY, SIMPLE	-6
OFTEN DONE, ROUTINE	-4
USUAL / KNOWN	-2
NORMAL DEMAND	0
SOMEWHAT UNUSUAL APPLICATION	+1
COMPLEX /COMPLICATED	+3
DEMANDING / DIFFICULT	+5
VERY DEMANDING	+7
EXTREMELY DIFFICULT	+9
NEARLY IMPOSSIBLE	+11

## AWARDING EXPERIENCE POINTS

The Castle Keeper is completely free to award Experience Points (XP) in whatever manner is desired. The following suggestions might be helpful in making campaign activity. Examples include:

1. For active participation in game sessions: 20 to 50 XPs per hour.
2. Normal XPs for each creature (monster) slain divided amongst participants engaged in the combat, division by effective fighter level, viz. fighters, rangers, barbarians, paladins and knights get 1 share per level; thieves, assassins, monks, and bards get 1 share per two levels; clerics and druids get 1 share per three levels; and wizards and illusionists get 1 share per four levels.
3. One-half normal XPs for each adversarial creature (monster) duped, captured, or driven away.
4. For all fighter-type characters (fighters, rangers, barbarians, knights, paladins), meaningful use of a weapon against an adversary: 10 XPs per character level of the fighter per battle.
5. For spell-caster characters, successful and meaningful use of a spell: 100 XPs per spell level, 25 per 0-level casting.
6. For ranger characters, successful and meaningful use of a listed function: 20 XPs per character level of the ranger.
7. For thief (or assassin) characters, successful and meaningful use of a listed function: 20 XPs per character level of the thief.
8. For monetary value of treasure gained, thieves get 1 XP for every 5 sp found and all others get 1 XP for every 1 gp found.