

FORGOTTEN REALMS

NEVERWINTER NIGHTS



INSTRUCTION MANUAL



TEEN
BLOOD
VIOLENCE
Game Experience May
Change During Online Play



DEVELOPED BY
BIOWARE
CORP



MacSoft
By Destineer



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BIOWARE
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Neverwinter Nights™



The *Dungeons & Dragons*® *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual* are the ultimate guides to D&D® and the *Neverwinter Nights*™ experience, while the *Forgotten Realms*® *Campaign Setting* provides key details about *Faerûn*, the setting for the *Neverwinter Nights* game. All of these titles are published by Wizards of the Coast, Inc., and are available at book and game stores everywhere. Learn more at www.wizards.com/dnd.

What's Included in this Manual



This manual is divided into four main sections. The first section covers everything you need to know to play *Neverwinter Nights*. It explains how to create characters, how to move around and explore the world, and how to adventure online with other player characters.

The second section, *Places and People*, describes the vibrant world of *Faerûn*, also called the *Forgotten Realms*. It describes areas from the civilized city of Neverwinter to the wild and untamed mountains of the Spine of the World. This background information is not essential to playing *Neverwinter Nights*, but may help you understand the world of the *Forgotten Realms*.

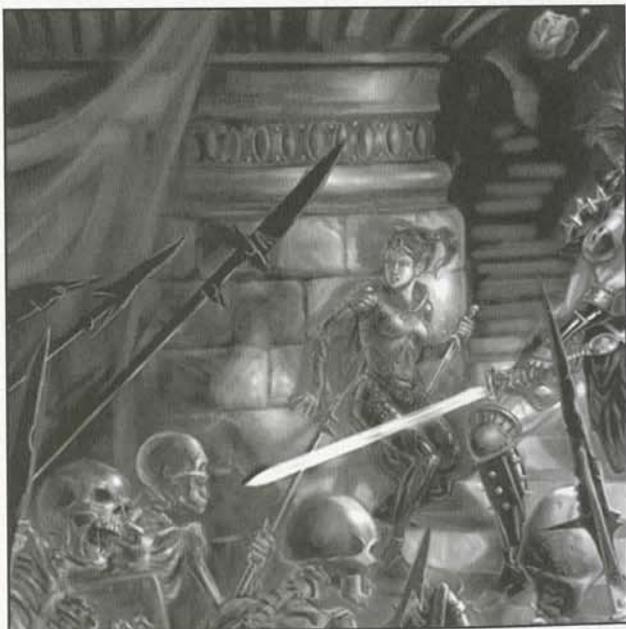
The third section, *Player's Handbook*, describes the *Dungeons & Dragons* rules as they are used in *Neverwinter Nights*. The information in this section is designed to help you understand the rules behind the game, and to maximize your character's interaction with the world during the course of adventuring.

The final section, *Your Own Adventures*, describes the *Neverwinter Nights* Dungeon Master client included with *Neverwinter Nights*. The Dungeon Master client can be used to DM your own multi-player games with complete control over the way the game is set up and run.

The Story So Far

As the game opens, the once-mighty city of Neverwinter is a hive of panic and terror. Thousands have died from a mysterious plague called the Wailing Death, and thousands more are infected. With the risk of an epidemic spreading across the face of *Faerûn*, the Lords of Neverwinter declared a quarantine and shut the gates to all travel, trapping sick and healthy alike inside the city walls.

Lady Aribeth de Tylmarande has issued a call to all adventurers within the city, asking them to keep order and help her find a cure. Promises of honor and riches have drawn many to Aribeth's side, but all for naught. The plague spreads with every passing day, and sweeps through the poorer quarters of the city like a flash fire. Many would-be heroes have fallen, and no cure is in sight.



The Game

Quickstart

How to Install and Start Playing

1. Close all open windows and applications on your Macintosh.
2. Insert the *Neverwinter Nights* CD-ROM into your computer's CD-ROM drive.
3. Double-click on the *Neverwinter Nights* CD-ROM icon to open the CD-ROM window.
4. Double-click the *Neverwinter Nights* Installer icon to start the installation program.
5. Follow the on-screen instructions to install *Neverwinter Nights*.
6. Please note that you will need to leave the *Neverwinter Nights* CD-ROM in the CD-ROM drive to play the game.
7. To play, locate the *Neverwinter Nights* folder that you just installed. Open the folder and double-click on the *Neverwinter Nights* icon.

System Specifications

Macintosh computer with 450MHz or faster processor
Mac OS X v10.2.6 or higher
256MB RAM
32MB graphic card

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Note: We may be closed on major holidays.

Before making your call, we ask that you be at your computer, have the following information available, and be ready to take notes:

- Macintosh Model
- Processor type and speed (such as G4/500)
- Operating System, including version number if possible (such as OS X v10.2.6)
- RAM (Memory)
- Video card data
- Any screen or error messages you've encountered (and where)

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Character Creation Basics

Before you can play *Neverwinter Nights*, you must create a character. If you are anxious to start playing you can select a ready-made character and start right away. If you are an experienced *Dungeons & Dragons* player you can generate your character from scratch.

When you are ready to play, click the "New" button and choose the prelude. This will load the prelude module and get it ready for play. If you want to start adventuring quickly, pick the "Play ready-made character" option. If you wish to have complete control over the generation process you can choose the other option and generate your character in detail. There is more detail on full character generation in later sections of this manual (see page 38).

SERVER AND LOCAL CHARACTERS

In *Neverwinter Nights* there are two types of player characters: Local Characters and Server Characters. Local characters are created and stored on your computer, and you are able to play with them whenever you desire and anywhere local characters are allowed. Server characters are created on the game server and stay there. To play a server character you must first connect to the server where the character was created. Server characters are secure and ensure a fairer playing field for multiplayer gaming. When you run a game you can set the options as to which characters are allowed, local or server characters.

In-Game Screens

The main *Neverwinter Nights* in-game screen is designed to interfere as little as possible with gameplay. The main screen serves as a frame, while the various panels you interact with (such as inventory and the character sheet pop-up), cover only half of the game area with a transparent panel.

In *Neverwinter Nights* your character is always in the center of the screen. You interact with the world using the mouse to move a cursor around the screen, and the left and right mouse buttons (single-button mouse users will Option-click rather than right-click) to execute actions. When you move the mouse over an

object or creature, the mouse icon changes to an action icon indicating the default action for that object. To perform the default action, click the left mouse button. To perform another action, Option-click (right-click) on the target to bring up the radial menu.

Click on the screen to move your character around the game world. Attack a hostile creature by moving your cursor over the creature; the icon will change to the combat icon. Click to begin your attack.

The Radial Menu



The radial menu is your primary tool for interacting with the world of *Neverwinter Nights*. Bring up the radial menu by moving the mouse over the object you wish to interact with, and then Option-click (right-click). A radial menu will pop up with the object in the center.

This radial contains a ring of possible actions you can perform on the object, from casting a spell to attacking the target, as seen in the picture above. A quick click performs the selected action. Some actions may have a small arrow beside them as seen above in the picture, indicating another level of actions, which you can access by clicking. A small ring is visible around the action with an arrow beside it. The ring is actually a preview of the next level of the menu, allowing you to see at a glance what the next level will hold.

If you want an advanced method of using the radial menu, hold Option-click (right-click) and simply move through the radial using directional movements of the mouse. Another advanced method for radial control is the use of the numeric keypad. Each number key on the keypad corresponds to a location in the radial menu (i.e. 8 is to the top, 2 is down, 7 is to the top left).

The Quickbar

The quickbar is an integral part of the *Neverwinter Nights* interface, allowing quick and easy access to common game actions. Each "cell" in the bar corresponds to a function key on the keyboard. When you press the associated key, the command placed in the cell is executed. You can drag items from your inventory to the quickbar and hit the key or click the cell to use or equip the item, depending on what it is. You can place spells into the quickbar by dragging the icons from your prepared spells or by radial-ing off the quickbar and selecting the spell.

The Main Gameplay Screen



The main screen has nine distinct sections, which give you valuable information about the game and offer you control over your character and the game.

1: THE CHARACTER PORTRAIT

This is the portrait you chose for your character. When other characters examine your character in the game, this is the portrait they see. Beside the portrait there is a narrow red bar that shows your character's current health. If the health bar turns green it indicates your character is poisoned. If the bar turns brown, your character is diseased.

2: THE OPTIONS BOX

Here you can click buttons to bring up the various screens needed to manipulate your character, such as the in-game map, the inventory screen, the journal, the character sheet, the options page, your spellbook and the player versus player options panel.

3: THE PARTY BAR

This is where other members of your party appear. You can add other players into your party through the "Socialize" radial menu option. Under the "Socialize" menu you can invite another player to join your party by selecting the "Invite" radial menu option. The invited player can then go under the "Socialize" option and select "Join Party." If you summon a creature, the creature is added in to your party bar while they are present. You can use the party bar to get quick information on your party members or to perform actions on them by Option-clicking (right-clicking) and bringing up a radial menu. The small bar on the left side of the portrait shows the current health of the character. In the top slot on the right side there is an arrow icon. The arrow points the direction that character is from your character. An icon showing the current action the character is undertaking, whether it is combat, spell casting or resting, appears as appropriate. A skull will appear if the character is dead.

4: THE CHAT WINDOW(S)

The chat window displays messages from other players. You can drag the chat window up for a longer window by dragging the black tab at the top of the window. You can also Option-click (right-click) on the tab to set the various filters for chat messages in each window. To filter a window for only combat messages you pop up the radial menu on the chat window tab and toggle all the other chat displays off. For a quick reply to someone who has just chatted with you, click the portrait of the speaker and a reply will be started for you.

5: THE CHAT ENTRY BAR

This is where you type chat messages. Hit the enter key or click in the bar to start entering text. You can use various slash commands

to control the type of message you are sending. An *"/S"* (shout) before your text sends the message as a shout which goes out area wide. A *"/P"* sends your message to the other members of your party. A *"/T <playername>"* (tell) or *"/W <playername>"* (whisper) sends a private message to the player you have specified in the *<playername>*.

6: THE QUICKBAR

The quickbar is where you can quickly access many functions of the game to streamline gameplay. A more complete description can be found on page 11.

7: THE COMPASS

The compass is a simple directional pointer. The *"N"* in the compass always points north, so if you walk your character in the same direction the *"N"* indicator is pointing, you will be moving directly north.

8: THE ACTION QUEUE

The action queue shows the actions your character is currently performing and any actions you have set up to be performed. In the heat of combat you may find yourself issuing commands faster than your character can execute them. When commands are sent to your character faster than they can be executed the commands are added to the action queue and they will be performed in order. If you desire to remove an action from the queue, you may do so by Option-clicking (right-clicking) the action.

9: THE STATUS BAR

The status bar shows any special effects active on your character at the current time. If you have a spell cast on you that gives you an ability bonus or some other extra ability, it will appear in the status bar. The status bar will also show any negative effects currently active on your character, such as hostile spells, poisons or diseases. You can hold the mouse over any of the icons to get a text description of the effect. When an icon starts blinking in the status bar it signals the effect is about to expire.



COMMON INTERACTIONS WITHIN THE WORLD

Some common interactions within the world include:

Creatures

Hostile creatures turn red when you mouse over them, and the mouse cursor changes to the attack icon. You can gauge the difficulty of a creature by examining it. Option-click (right click) to bring up the radial menu and select the "Examine" option in the top center.

Non-hostile creatures appear blue (or green, if they are in your party) when you mouse over them, and the mouse cursor changes to the talk cursor.

Items

Option-click (right-click) to bring up the radial menu and select the "Examine" option in the top center to gain more information about an item. If an item is unidentified it may be magic; use the Lore skill or the Identify spell to identify magic items.

Items and weapons can be equipped directly from the ground using the radial menu. Items and weapons can also be assigned to the quickbar, where they will be used normally if selected.

Option-click (right-click) on a quickbar item with multiple uses and select "Assign Special Use" to define the default use of the item.

Some items (such as gems and arrows) can be stacked. To stack items, just drag 'like' items onto each other. Different item types have various maximum stack sizes. Also, stacks can be separated by Option-clicking (right-clicking) on the item. This will bring up a radial menu. From this radial menu, you can select "Split." The stack will now split and you can type in how many items you want in the second stack.

Containers, Levers, and More

Open containers by clicking them, or select the "Use" option from the radial menu. Locked containers can be picked, bashed open, or opened with a spell. Select "Lockpick" and "Bash" from the radial menu on any container.

Spells can also be used to open containers. Some spells can dam-

age and even destroy containers. Destroyed containers are opened

automatically. The **knock** spell unlocks most containers without damaging them.

Levers and other special-use devices are activated by clicking them, or by selecting the "Use" option from the radial menu.

Doors

Locked doors can be unlocked with a key, picked, bashed open, or opened with a spell. If you have the key, click on the door or select "Use" from the radial menu. Select "Lockpick" and "Bash" from the radial menu on any locked door.

Spells can also be used to open doors. Some spells can damage and even destroy doors. Destroyed doors are opened automatically. The **knock** spell unlocks most doors without damaging them.

Doors can be locked by selecting "Lock" from the radial menu. To lock the door it must be set as a lockable door in the toolset. If the "Lock" radial option does not appear, the door cannot be locked.

Disarming Traps

Traps must be found before they can be disarmed. To search for traps, select "Active Search" from the "Use Skill" selection in the radial menu. In Active Search mode, your character moves at a walk and makes Search rolls with his full skill modifier. When not in Active Search mode, Search checks to detect traps are made at half your character's skill modifier.

When a trap is detected, an area on the ground turns red—this area is the active trap. You can mouse over a detected trap and Option-click (right-click) to bring up the radial menu. Under the radial you have a few options: disarming the trap is one, recovering the trap is another. It is more difficult to recover a trap than to disarm it, but you can use a recovered trap later against enemies.

Loading/Saving Games

Loading and saving is accomplished through the options page. Bring up the options page by clicking the "Options" button in



the options box on the main screen. On the options screen you can click "Load Game" or "Save Game," depending on your desired action. Clicking "Save Game" brings up the save game screen, where you pick a slot to save your game and type in a label. To load a game, you click the "Load Game" button. A query will pop up asking if you are sure, as loading a new game will destroy the currently active game. If you proceed, you then select the game you wish to load from the list. The top slot is labeled as quicksave, which is where the game is saved every time you press the quicksave button or the game does an autosave. You may also save out a character at any time. Saving a character makes a snapshot of the current state and equipment of a character in the character listing. If you wish to take your current character and play in another game you can save the character and then jump into the other game. Later on you can load your game again and you will be offered the option of using your updated character or using the copy in the save game. The updated character will have all the items and abilities you gained in your other play session.

Hotkey Commands

For a guide to the default hotkeys in *Neverwinter Nights*, consult the quickstart sheet that comes in the box.

Character Panel



CHARACTER SHEET

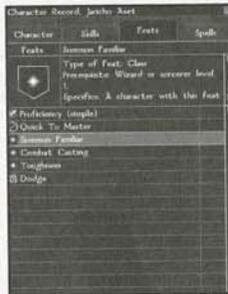
The character sheet panel shows all of the vital statistics and abilities of your character. Along the top of the panel are tabs for accessing other information about your character.

SKILLS SUB-PANEL



The skills sub-panel displays all your character's skills and his modifier in each. The skill modifier that is listed here equals total ranks in the skill plus ability score modifiers. Select any skill to get more information about it, including its key ability and how expensive it is for you to upgrade.

FEATS SUB-PANEL



The feats sub-panel displays all of your character's feats. *Neverwinter Nights* includes racial and class abilities under the heading of "feats," so this is also the screen where you can get information about any special abilities granted by your character's class and race.

Inventory Panel



The inventory panel displays all of your character's equipment. The area at the top of the screen shows those items that are currently equipped, and the grid at the bottom of the screen displays your character's total inventory.

Select an item by clicking on it, or hold the left mouse button down to drag the item between inventory slots.

On the lower right side of the inventory there are a number of small tabs; these allow you to access all the panes of your inventory, so it is possible to carry a great volume of gear. Along the bottom you can see the weight your character is carrying over the maximum weight he can carry. If you exceed this maximum weight, your character will be encumbered and will not be able to run.

On the right your current gold and your current item points are displayed. Item points are tied to magic items. Each magic item

has an item point value, which is added to your item point total when you have the item equipped or in your inventory. When you reach your maximum item point total, you cannot pick up any more magic items. Your character's maximum item points rise each time he gains a level (see page 179 for a table summarizing this progression).

EQUIPPING ITEMS

To equip an item, drag it over a legal equip slot and drop it. You can also equip items using the radial menu. Option-click (right-click) on the item and select the "Equip" option to assign the item to a default equip slot.

Using Containers



Containers are handled in much the same way as ordinary inventory. The bottom of the panel contains inventory, and the top represents the contents of the container. You can drag items back and forth, or use the radial menu to pick them up.

Spells Panel



The spells panel is composed of two panels: spellbook and spell preparation. Wizards, clerics, druids, paladins and rangers are required to prepare their spells before casting them, while bards and sorcerers are not.

To prepare a spell, first select the spellcasting class and spell level from within the spellbook screen. A tree of all available spells is shown below the selected level. If your character has any metamagic feats (see the Feats section in section 3, *Player's Handbook*) he can enhance prepared spells with them by selecting the small arrow icon on the left. This icon opens to display those spells that can be enhanced. Get information on any spell by clicking the "Inspect" button to the right of the spell name.

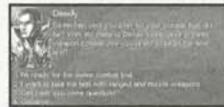
Once you have selected the spell you wish to prepare, either click the small arrow on the right or drag the spell icon to move it to a



prepared slot. Multiclass spellcasters may need to repeat this process for each of their spellcasting classes. When all slots are filled, select "Rest" from the main game radial menu. Once your character has rested, he is ready to cast his prepared spells.

Conversation Panel

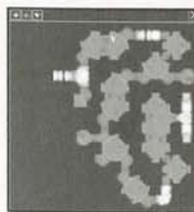
The conversation panel is your primary tool for interacting with other characters in *Neverwinter Nights*. A portrait of the character you are speaking with is displayed in the top left of the window, and this character's dialogue is displayed to the right of the portrait.



Underneath the portrait are your character's response options. The first response shown has a red comment, indicating a skill or special ability that this conversation option allows. In this case, the player character's Intelligence score has given him some insight into the NPC's dialogue. The player could click this response to cause his character to reply with the line, or choose any other. Intelligence and Charisma are the two main abilities that grant special conversation options, but in a few cases a high Strength can aid in threatening a reluctant informer or a high Wisdom can open a new conversation path.

You can stop a conversation at any time by hitting the Escape key, walking away, or by performing a hostile action.

Map Panel

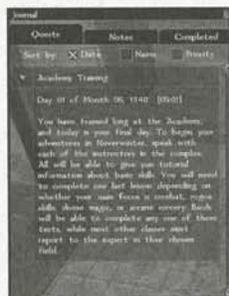


The map panel displays a top-down map of your current area. The map expands as you explore, allowing you to see new areas and track where you have been. The small icons on the map are map pins. Each map pin has a label associated with the pin, which appears at the top of the map window.

You can place your own map pins by clicking in the pin box on the top left and then clicking on the map where you wish to place

the pin. Once the pin is placed, a dialogue window pops up and you can enter the text you wish to associate with that pin.

Journal Panel



The journal panel displays the status of the adventure and the status of the various quests you have undertaken. The tabs at the top of the screen toggle between three specific journals.

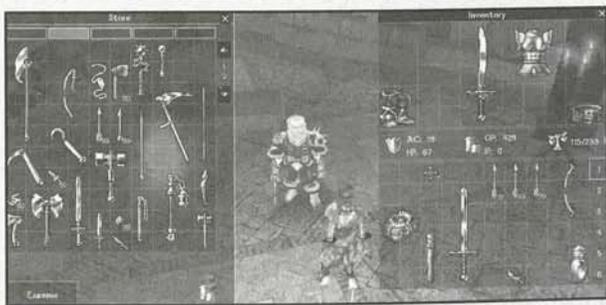
The first tab on the left displays your character's personal journal. The personal journal tracks information about quests you have accepted and characters you have spoken with. The personal journal is very important: be sure to read it often to check your progress on quests.

The next tab displays your completed quests. Any quests from your personal journal that are completed will be automatically moved to this tab.

The third tab is empty; this is provided for you to jot down notes and impressions during the game.

Stores Panel

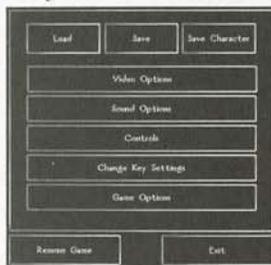
Buying items from a store is very similar to using a container. The store appears on the left side and your inventory is on the right. To buy an item, drag it to your inventory. A dialogue box will pop up asking you if you wish to purchase the item. If you agree and you have enough money, the exchange is made and the item is placed in your inventory.



Barter Panel

The barter panel functions in a manner similar to the container panel. On the left side are the other player's offered items and the right side holds any items you wish to offer for trade. When you are happy with the items on both sides, press the "Offer" button. When an offer is made, the other player has two choices: he can accept the offer or refuse—either by changing the items in his slots, or pressing the "Cancel" button. This system requires that both players agree to a trade before it can happen.

Options Panel



Neverwinter Nights has a large number of options available for customizing the game to suit your play style. To change any option in the game you pop up the options panel. You can pop up the options panel by pressing the Escape key, the "o" key or pressing the options icon on the main in-game screen.

At the top of the options screen are the "Load" and "Save" buttons. To load a game, press the "Load" button and then pick the game you wish to load. To save a game, press the "Save" button and then select the slot you wish to save in. After you have chosen a slot for the save game, type in a name for the game and the saving process will commence.

The next button is "Save Character." This button allows you to save your character out of your current game, so you could use the character in another adventure. If you advance your character outside of your existing save game, the next time you load the game you will be asked if you wish to update your character. If you answer Yes, your most-recent version of the character is brought into your previous save game.

Video options contain the settings that apply to your video display. You can set texture detail, screen resolution and various graphical options. As a rule of thumb, the more features you disable the faster the game will run. If the game is running poorly on your computer, try disabling features until performance improves.

Sound options allow you to customize the game sound and to enable or disable various sound options.

Controls allow you to change your camera mode and cycle through various control scheme options. You can, for instance, enable driving mode and control your character with the keyboard if you so desire.

Key Settings allow you to customize the *Neverwinter* hotkeys. At the top of the key-mapping panel are tabs for the various headings of hotkeys you can change. To change a key, simply click the control you wish to change and press the key you want mapped there. You cannot map the same key to multiple controls, so be aware of what keys you have already mapped.

Game Options allow you to tweak the game difficulty and change other gameplay options. We recommend most people play the game on the default settings, since the game is evenly balanced at these settings. If you are an experienced *Dungeons & Dragons* player, you might consider selecting the "Hardcore De&D" option. This setting implements some of the more complex aspects of the rules system.

Hit Points: At Normal difficulty or easier these are granted via the following procedure. The character gains maximum hit points from levels 1-3. For levels 4 and above they will roll their hit points but will only accept a minimum roll of 1/2 of their possible hit points, rounded up. For example, a wizard who normally rolls d4 for hit points will get at least 3 hit points every level.



Multiplayer

Journeying Online

To play *Neverwinter Nights* multiplayer you will need a connection to other computers via an internet connection or a LAN (Local Area Network) connection. You can either host a game server to allow other players to join you in your adventures or you can connect to an existing game hosted by someone else.

The first time that you play online, you will be prompted for a player profile. The player profile allows *Neverwinter Nights* to differentiate between the different players and allows you to access special areas in the *Neverwinter Nights* community site (www.neverwinternights.com). If you have already created a player profile either in the game or on the *Neverwinter Nights* community site, simply enter your player name and password to continue. If you haven't yet created a profile, press the create profile button and enter in your desired player name and password. You will also be prompted for an email address. Although you are not required to enter an email address, if you do not enter one, you will be unable to recover your password if it is lost.

Hosting a Game Server

If you are hosting the game server you will have full control over who is allowed to play in your game. You will be able to moderate the game by booting (removing from the game) or banning (permanently removing) players. You can host a game by choosing multiplayer on the main menu and then either starting a new game or loading an existing game. This will launch a game server with the module or save game of your choice and other players will be able to play on your server for as long as you are also in the game.

When starting a new game there are a large number of options available to you if you want to customize the environment your players will be adventuring in. Some simple options are how many players you wish to allow in to the game and whether you wish to password protect your game or not. If you put in a player password, no players will be able to join unless they know the

password. If a DM password is entered, then only players with this password can connect to the game server with the DM client. The next important option is the Player versus Player (PvP) settings. These settings are described below in the Player vs. Player section.

Joining a Multiplayer Game

If you just wish to play in a game, you click multiplayer at the start menu and then choose the join option. A listing of games will appear in a game browser window. If you are playing without an Internet connection, the game may pause at this screen for a moment. You can click the LAN tab at the top of the panel to scan your local network for games instead of scanning the Internet matching service. If you have an Internet connection you will see a large listing of the games currently available. You can sort the games using the various filters at the top of the matching page by simply clicking the filter name. You can also click the gameplay types toggle on the bottom left and it will show you the games that are posted as that type of gameplay. When you find a game you like, click the game and then click the connect button and you are underway. At the top of the screen you will also see the History tab. The History tab tracks the last game sessions you were playing and where those sessions are located. If you wish to re-join a game you were playing, just click the History tab, select the game you wish to play and click the connect button.

Picking a Character

Once you have joined a game you will be presented with the choose character page. On the left you will see a list of available characters. Simply pick a character and press the play button to start playing. Sometimes some of the characters will be disabled. This means that these characters are not allowed to play on the current server. This may be because of module restrictions (level or class restrictions, for example) or the server may only accept server characters.



Local and Server Characters

There are two types of characters in *Neverwinter Nights*, local characters and server characters. A local character is a character that is stored on your own computer. You can use a local character to play on many different game servers, in a single player game or in a multiplayer game that you are hosting. You can think of this as taking your character home with you when you finish playing.

A server character is a character that is only stored on the game server that you are joining. You will only have access to this character while you are connected to that server. Think of this as leaving your character with the person who is hosting the game. This is the recommended system for people who are playing as a regular group since the players cannot alter their characters while offline.

The server itself can be set to accept either local or server characters. When you connect to a server, you will be informed as to what type of characters it allows. If you are connecting to a server that allows server characters only, you can create a new character on that server by pressing the New Character button on the character list page.

Moving Characters between Games

In *Neverwinter Nights* there is no difference between single player and multi player characters. At any time you can extract a character from a save game, play with that character online and then continue playing with that character in a single player game.

To extract a character from a save game you simply load the save-game with your character in it and go to the Options page. Press the Save Character button and you will see a message saying "Your Character was exported successfully." This creates a local character that is an exact duplicate of the character that was in the save game. Now if you go back to the main screen and join a multiplayer game, you'll be able to choose this character to play in multiplayer games with. You also automatically get a copy of your character when you complete a multiplayer adventure.

If you load the original save game, you will continue to play where you had left off with the character that is stored in the save game. If you wish to pickup where you had left off but you want to use a different character, go to the load game screen. Select the save game that you desire and press the import character button instead of the load button. You will then see the pick character screen. Pick any local character and press play. The save game will be loaded but your new character will be used instead of the one in the save game. Any saves from this point will store the new character.

Forming a Party

To form a party in multiplayer you first have to invite the person to join you. The person then must respond by agreeing to join.

You can invite someone to join your party using the radial option under the socialize heading. Opt(rt) click on the player you wish to invite to join you and select the socialize heading. Under socialize click the invite action and the other player will receive a message advising them you have issued an invitation to form a party.

You can disband a party by moving to the same location in the radial after your party is formed and click the disband action.

Player Versus Player

There are three levels of player versus player (PvP): No PvP, Party PvP, and Full PvP. If you choose No PvP, players cannot damage one another. The Party PvP setting allows you to damage other players unless they are in your party, in which case you cannot damage them at all. The final setting is Full PvP.



Under Full PvP settings you can damage any other player unless the area you are in is locked against PvP. This means area effect spells will harm other players if they are within the casting range, so if you play full PvP watch where you target your area effect spells. The PvP setting on the server options panel dictates the maximum level of PvP conflict allowed in the module. This means that if the server PvP is set to Full PvP, there still may be Party PvP or No PvP areas in the module, but if the server is set to No PvP, all areas in the module will be set to No PvP.

Liking or Disliking Other Players

By pressing the Player Reactions button you can bring up the Player Reactions panel. This panel describes the current PvP setting of the current area and has information about your attitude towards other players in the world. Your attitude towards another player will be either like or dislike. To change your attitude towards a player, simply click on their name. Be warned, when you change your attitude towards a player, they are informed of your new status. You can see what the other player's reaction to you is by looking at their entry in the reaction column. So what does all of this liking and disliking do? It sets the attitude of your associates and limits what types of hostile actions that you can perform on the other player. Depending on what the PvP setting is for the area that you are currently in, your attitude will determine whether you are friendly, neutral or hostile to that player.

The following table describes the effects of your attitude and PvP setting.

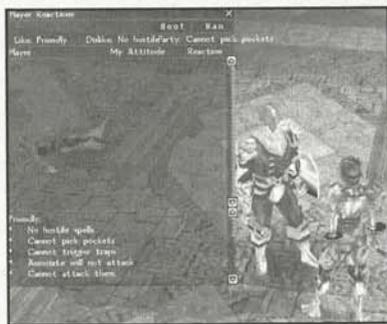
	No PvP	Party Protected	Full PvP
In Party	Friendly	Friendly	Neutral
Likes	Friendly	Neutral	Neutral
Dislikes	Friendly	Hostile	Hostile

If you are friendly towards another player, you cannot harm them, pick their pockets or perform any hostile action towards them. Any hostile spells will not affect them and you will not perform attacks of opportunities against them. Your associates (animal companions, familiars, summoned creatures, and henchmen) will not attack the other player.

If you are neutral towards the other player, you can perform overt hostile actions, and hostile spells will damage them. Your associates will still not attack the other players and you will not perform any attacks of opportunity.

If you are hostile towards the other player, you can perform any hostile action, you will receive attacks of opportunity and your associates will attack the other player.

The legend at the bottom of the Player Reactions panel contains a full list of the consequences your hostility state.



If you are hosting the game server, you will also have a boot and a ban button. By selecting a player and pressing the boot button, that player will be disconnected from your server. That player may reconnect at a later time. If you Ban a player, that player's player profile will be added your server's ban list and they will be prevented from connecting to your server.

Places and People

Cities and Towns

Your journeys will take you through many lands of the *Forgotten Realms*, from the Sword Coast North to the Savage Frontier. Below are listed several of the most important cities and areas in the game.

The City of Neverwinter

This is a cultured city where most of Faerûn's civilized races live in peace with each other. Neverwinter is allied with Waterdeep against Luskan and the orcs, and is so strongly fortified that it is considered one of the safest cities on the Sword Coast. In recent months, a terrible plague has forced the once-vital city into quarantine.

The City of Luskan

Luskan is a coastal city located on the shore of the Sea of Swords. It is sometimes called the City of Sails, and its nautical bent is reflected in the ruling council of High Captains. Some whisper that these captains are merely puppets of the Arcane Brotherhood, and recent rumors hint that an even darker evil has taken up roost in the city. Whether the rumors are true or not, Luskan is indisputably a dark city of pirates and other dangerous folk.

Port Llast

This quaint fishing village depends on the city of Neverwinter to drive its meager economy, but lately even that has dried up. Although its peaceful harbor was once a thriving sea-lane, today this town is a quiet hamlet in which nothing exciting ever seems to happen.

Beorunna's Well

This is the ancestral home of the Black Lion Uthgardt tribe. South of this small village is Fort Ilkard, an outpost maintained by the city of Neverwinter against the numerous orc hordes that travel through this area.

Personalities of the North

Lord Nasher



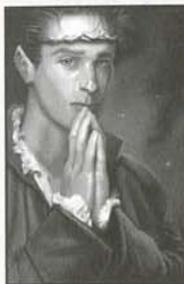
Lord Nasher is an adventurer who has outlived his adventuring days. Once famous throughout the North, he has been content ruling the city of Neverwinter for many years. Now, as his beloved city faces its most trying times, he has risen to action once more, assembling a small and trusted group of heroes to his side so that the horror of the Wailing Death may be ended.

Aribeth

Renowned for her beauty, knighted for her faith, and beloved for her kindness, young Aribeth de Tylmarande is said to be among the foremost of Tyr's paladins in all the Sword Coast. She is one of Lord Nasher's most trusted advisors and is now entrusted with finding a cure to the deadly Wailing Death.



Fenthick



This good-natured arbiter of Tyr's justice has made a name for himself in Neverwinter not only with the Wisdom of his decisions but also with his loving courtship of the coveted paladin, Aribeth de Tylmarande. In some circles, the two of them have become affectionately known as 'the very Sword and Scales of Tyr' and few doubt that their marriage will be declared before the year is out.

Desther

Desther Indelayne is the current Watchknight of Helm for the city of Neverwinter. He and his brethren are recent arrivals, but tireless efforts to control the spread of the plague have earned Desther great respect and influence very quickly. None can deny the comfort he has given, but his ministrations only lessen the agony of those suffering from the Wailing Death, and has not yet produced a cure.



Aarin Gend



Little is known of this spymaster other than scraps of information that he has undoubtedly leaked himself. His calculated air of calm and confidence hides a profound intensity and a deep-rooted determination to perform whatever is necessary, whatever the cost. Few are foolish enough to cross him.

Adventurers

There are many heroes in the city of Neverwinter. Some have come for glory and gold, others out of a desire to ease the suffering of a once-beautiful city. They are willing to join your adventuring group, if you have need of them. **NOTE:** These henchmen will often give you items, for various reasons. Keep these items on you, or else you'll be stopped from completing the various henchmen plots available in *Neverwinter Nights*. As well, if they die they will be transported back to the nearest Temple of Tyr.

Linu La'neral



This elven cleric has traveled from her homeland in Everaska to the city of Neverwinter, only to be trapped within the quarantined city. She is searching for a holy artifact, recently stolen and last seen in the city.

Sharwyn

Seeking fame and fortune in her hometown, Sharwyn can be found in any of the local establishments, often singing a new ballad or strengthening her contacts with the more nefarious elements of the city.



Daelan Red Tiger

This Uthgardt barbarian remains tight-lipped about his reasons for being in Neverwinter. His services as a mercenary are for hire, but only for someone with the right coin and temperament suitable to this honorable half-orc.



Tomi 'Grin' Undergallows



A recent (and hasty) departure from Calimport led Grin to Neverwinter. Now trapped in the slowly dying city, Grin works at odd jobs and tries to stay out of trouble.

Grimgnaw

A cold and remorseless killer, Grimgnaw left his dwarven clan behind long ago to join the monastic order of the Long Death. Like all monks of this evil order he reveres death, suffering, and all things gruesome and macabre. Grimgnaw is always eager to deliver new victims into the grasp of Death, the Silent Lord.



Boddyknock Glinckle



This gnome explorer has a fancy for novelties and newness. A collector of knickknacks, he can be found wandering the streets of Neverwinter, or waiting at the local mercenary enclave to hire out his talents as a sorcerer.

Foes

The creatures listed below are found in the wilds and dungeons around Neverwinter, and sometimes in the city itself. A number of stars are beside the name of each monster; the more stars the more dangerous the creature. Be aware however that to an inexperienced adventurer, any encounter can be fatal.

Goblins and orcs (*): These savage humanoids are the bane of every low-level party, but experienced adventurers usually find them little more than a nuisance.

Skeletons ():** Animated by necromantic magic, these mindless undead are easily dispatched with a blunt weapon like a mace or hammer, but swords, spears, and arrows are far less effective.

Zombies ():** Although these undead are more powerful than skeletons, their slow, shambling walk makes them easier to escape and outmaneuver.

Vampires (*):** Vampires are undead that feed on the living. Spells such as Negative Energy Protection can be used to block the vampire's feared energy drain attack.

Powerful vampires are effectively immortal until their coffin is destroyed.

Trolls (*):** These horrific monsters are little more than killing machines, able to deal out and absorb more damage than other creatures twice their size. Trolls regenerate ordinary wounds, but they are vulnerable to damage from fire or acid.



Rakshasas (**):** These sinister outsiders are immune to most spells and magic effects, and are particularly effective at slaying wizards and other spellcasters.

Golems (*):** Golems are built, not born. They are created by spellcasters for specific purposes; usually guard duty. Most golems are highly resistant to magic, but each type has its own specific weaknesses.



Balors (**):** These towering demons combine physical dominance with a potent arsenal of spell-like abilities. They are among the greatest of their kind, and are rightly feared by all.

Dragons (**):** These fabled creatures have dined on more adventurers than all of the other monsters described on these pages combined. Good dragons can make powerful—if fickle—allies. Evil dragons are the most dangerous of enemies. Avoid fighting these creatures: their loot may be legendary but what use is gold to the dead?



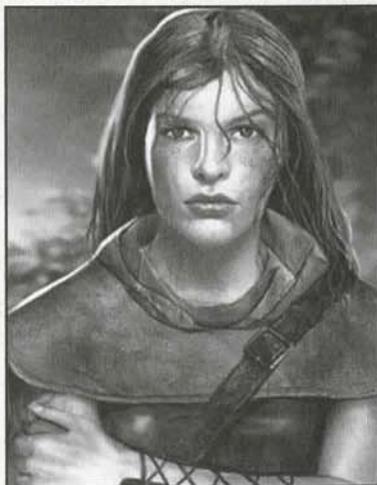
You can immediately see how difficult a creature is to defeat by selecting the "Examine" option from the radial menu. The table on the following page summarizes each stage of difficulty.



Table 1: Monster Difficulty Categories

<i>Monster Challenge Rating</i> ^o	<i>Category</i>	<i>Color</i>	<i>Explanation</i>
+5 and greater levels	Impossible	Purple	Death is guaranteed.
+3, +4 levels	Overpowering	Red	You'll have difficulty defeating this creature.
+1, +2 levels	Very difficult	Orange	Survival is not guaranteed, without drawing upon potions and other magical aids.
Same level as character or one less	Challenging	Yellow	You can defeat a couple of these before resting.
-2, -3 levels	Moderate	Blue	You'll take a few wounds.
-4, -5 level	Easy	Green	Worth little XP but won't hurt you much.
-6 and less levels	Effortless	White	Not worth your time.

^o Challenge ratings are described in more detail on page 202.



Time and Resting

ROUNDS AND TURNS

A **round** in game time is approximately six seconds in length. A **turn** is ten rounds, or 60 seconds.

GAME TIME AND REAL TIME

Every two minutes of real time is equal to an hour of *Neverwinter Nights* game time. That means that 48 minutes of real time is equal to a 24-hour *Neverwinter Nights* game day.

RESTING

Some spells and effects have durations equal to one day (one game day). These effects disappear after 48 minutes of real time OR after the character rests.

Resting takes only 30 seconds of real time, but has all the game effects of a full 24 hours of rest. Spells are prepared, effects disappear, items with charges per day are recharged, and so on.



Player's Handbook

Neverwinter Nights is based on the 3rd Edition of the *Dungeons & Dragons* roleplaying game, and allows you to create and play a character of epic proportions. You can travel through fantastic and compelling worlds, participate in stories heroic and humble, and it is entirely up to you whether your characters behave as you might, or act as different from you as night to day.

You will meet other adventurers online as well, players from around the globe that you can learn from, battle alongside, or perhaps fight against. In time, your characters may also become teachers, great warriors, or the target of opposition. You can adopt whatever style of play you wish, becoming an obvious force that shapes the land, or remaining behind the scenes.

The *Dungeons & Dragons* rules set has been carefully designed to facilitate your travels, and *Neverwinter Nights* takes full advantage of that flexibility. The convenience of a computer roleplaying game means that the majority of rules and functions are handled behind the scenes, leaving you free to enjoy your adventures without worrying about rules.

Players unfamiliar with the *Dungeons & Dragons* roleplaying game may still be a bit overwhelmed by the amount of detail included within *Neverwinter Nights*. Rest assured, this section will provide all of the information you need to compete with the best of players, so you can truly enjoy this fantasy realm brought to life.

Character Creation

Before you can play *Neverwinter Nights*, you first have to decide what type of character you want to play. There is a great deal of room for customization, so this may seem a little intimidating at first. It is best to remember that there are no good or bad characters, and different people appreciate different aspects of the game. You can create any number of characters, so feel free to experiment.

One way to navigate the character creation process is to start with a character concept. Many roleplayers enjoy mimicking figures from history, myth, or popular culture. Those who enjoy a chal-

lenge sometimes construct a flawed character, perhaps one who is sickly or a bit of a buffoon. Perhaps they might take a classical stereotype and play it in a new and refreshing manner, like a dwarven barbarian who is scholarly or prefers a sling to an axe. Regardless of where the inspiration comes from, once you have a concept the process of character creation is much easier.

Neverwinter has a very flexible system for character modification, so don't worry too much about the decisions you make early on. For example, you might create a gnome barbarian to prove to other players that gnomes make the best warriors, but, after a while, realize that you are spending more time glorifying him with tales and poems than actually fighting. At that point you could take a level of bard, a class better suited to that style of play. He would still have his barbarian roots, but could freely advance as a bard thereafter. Remember, much of the fun of *Dungeons & Dragons* is in watching your character grow and change.

Creating a character is exciting, but it can be a daunting process. If you are ever unsure of how to proceed past a screen, or if you aren't sure how to make the best decision, simply press the "Recommended" button and the program will make a good choice for you. You can also return to the beginning of the process and select a "Package," which is a set of feats and skills chosen around a particular theme.



Gender

The first step in creating your character is to choose a gender. Select either male or female, and press "OK" when you're ready to move on.

Race

There are many races in *Faerûn*, each with their own strengths and weaknesses relative to the others. The seven playable races are: human, dwarf, elf, gnome, half-elf, half-orc, and halfling.

HUMAN

Humans are the most adaptable of the common races. Short generations and a penchant for migration and conquest mean they are very physically diverse as well. Skin shades range nearly black to very pale, hair from black to blond, and facial hair (for men) from sparse to thick. Humans are often unorthodox in their dress, sporting unusual hairstyles, fanciful clothes, tattoos, and the like.

- Favored Class (Any): When determining whether a multiclass human suffers an XP penalty, his highest-level class does not count.
- Quick to Master: 1 extra feat at 1st level
- Skilled: 4 extra skill points at 1st level, plus 1 additional skill point at each level up



DWARF

Dwarves are known for their skill in warfare, their ability to withstand physical and magical punishment, their hard work, and their capacity for drinking ale. Dwarves are slow to jest and suspicious of strangers, but they are generous to those who earn their trust. They stand just 4 to 4 1/2 feet tall, but are broad and compactly built, almost as wide as they are tall. Dwarven skin varies from deep tan to light brown, and their hair is black, gray, or brown. Dwarven men value their beards highly.

- Dwarven Ability Adjustments: +2 Con, -2 Cha
- Favored Class (Fighter): A multiclass dwarf's fighter class does not count when determining whether he suffers an XP penalty for multiclassing.

Special Abilities: Stonecunning, Darkvision, Hardiness vs. Poisons, Hardiness vs. Spells, Offensive Training vs. Orcs, Offensive Training vs. Goblinoids, Defensive Training vs. Giants, Skill Affinity (Lore).

ELF

Elves are known for their poetry, song, and magical arts, but when danger threatens they show great skill with weapons and strategy. Elves can live to be over 700 years old, and by human standards are slow to make friends and enemies, and even slower to forget them. Elves are slim and stand 4 1/2 to 5 1/2 feet tall. They tend to be pale-skinned and dark-haired with deep green eyes. They have no facial or body hair, prefer comfortable clothes, and possess unearthly grace. Many other races find them hauntingly beautiful.

- Elven Ability Adjustments: +2 Dex, -2 Con
- Favored Class (Wizard): A multiclass elf's wizard class does not count when determining whether he suffers an XP penalty for multiclassing.

Special Abilities: Immunity to Sleep, Hardiness vs. Enchantments, Bonus Proficiencies (Longsword, Rapier, Shortbow, Longbow), Skill Affinity (Listen), Skill Affinity (Search), Skill Affinity (Spot), Keen Senses, Low-light vision.

GNOME

Gnomes are in wide demand as alchemists, inventors, and technicians, though most prefer to remain among their own kind in simple comfort. Gnomes adore animals, gems, and jokes, especially pranks. They love to learn by personal experience, and are always trying new ways to build things. Gnomes stand 3 to 3 1/2 feet tall, with skin that ranges from dark tan to woody brown. Their hair is fair, and their eyes are often some shade of blue. Gnomes generally wear earth tones, but decorate their clothes intricately. Males favor carefully-trimmed beards. Gnomes live 350 to 500 years.

- **Gnome Ability Adjustments:** +2 Con, -2 Str
- **Favored Class (Wizard):** A multiclass gnome's wizard class does not count when determining whether he suffers an XP penalty for multiclassing.

Special Abilities: Small Stature, Hardiness vs. Illusions, Offensive Training vs. Reptilians, Offensive Training vs. Goblinoids, Defensive Training vs. Giants, Skill Affinity (Listen), Skill Affinity (Concentration), Spell Focus (Illusion), Low-light vision.

HALF-ELF

Half-elves have the curiosity and ambition of their human parent, with the refined senses and love of nature of their elven parent, though they are outsiders among both cultures. To humans, half-elves look like elves. To elves, they look like humans. Half-elves are paler, fairer, and smoother-skinned than their human parents, but their actual skin tones and other details vary just as human features do. Half-elves tend to have green, elven eyes. They live to about 180.

- **Favored Class (Any):** When determining whether a multiclass half-elf suffers an XP penalty, his highest-level class does not count.

Special Abilities: Immunity to Sleep, Hardiness vs. Enchantments, Partial Skill Affinity (Listen), Partial Skill Affinity (Search), Partial Skill Affinity (Spot), Low-light vision.

HALF-ORC

Half-orcs are the short-tempered and sullen result of human and orc pairings. They would rather act than ponder and would rather fight than argue. They love simple pleasures, such as feasting, boasting, and wild dancing. They are an asset at the right sort of party, but not at the duchess's grand ball. Half-orcs are as tall as humans but their brutish features betray their lineage. They also regard scars as tokens of pride and things of beauty. They rarely reach 75 years in age.

- **Orc Ability Adjustments:** +2 Str, -2 Int, -2 Cha
- **Favored Class (Barbarian):** A multiclass half-orc's barbarian class does not count when determining whether he suffers an XP penalty for multiclassing.

Special Abilities: Darkvision.

HALFLING

Halflings are clever, capable, and resourceful survivors. They are notoriously curious, and show a daring that many larger people can't match. They can be lured by wealth, but tend to spend rather than hoard. Halflings have ruddy skin, hair that is black and straight, and brown or black eyes. Halfling men often grow long sideburns, but rarely beards or mustaches. They prefer practical clothing, and would rather wear a comfortable shirt than jewelry. Halflings stand about 3 feet tall, and commonly live to see 150.

- **Halfling Ability Adjustments:** +2 Dex, -2 Str
- **Favored Class (Rogue):** A multiclass halfling's rogue class does not count when determining whether he suffers an XP penalty for multiclassing.

Special Abilities: Small Stature, Skill Affinity (Move Silently), Skill Affinity (Listen), Lucky, Fearless, and Good Aim.

Portraits

Select a portrait for your character.

Class

A class is the profession or vocation of your character. It determines what he or she is able to do: combat training, magical ability, skills, and more. In selecting what class is right for your character, keep in mind your core concept for the character. The eleven basic selections can approximate most any character concept, and often you will have several options available. For example, both rangers and fighters make excellent archer characters, and paladins and clerics are both excellent at hunting down undead monsters.

The Class Special Abilities section (page 56) lists the strengths and abilities of every class. Class-related tables can be found in Appendix A, page 175.



BARBARIANS

Barbarians are brave, even reckless, and their warrior skills make them well suited to adventure. Instead of training and discipline, barbarians have a powerful rage that makes them stronger, tougher, and better able to withstand attacks. They only have the energy for a few such displays per day, but it is usually sufficient. Constant exposure to danger has also given barbarians a sort of "sixth sense," the preternatural ability to sense danger and dodge attacks, and their running stamina is legendary.

- Alignment Restrictions: Any nonlawful.
- Hit Die: d12.
- Proficiencies: All simple and martial weapons, light armor, medium armor, and shields.
- Skill Points (Int Modifier * 4 at 1st level): 4 + Int Modifier.
- Ex-Barbarians: Barbarians are unable to progress in levels if their alignment ever becomes lawful.



BARDS

Bards often serve as negotiators, messengers, scouts, and spies. They love to accompany heroes (and villains) to witness heroic (or villainous) deeds firsthand, since a bard who can tell a story from personal experience earns renown among his fellows. A bard casts arcane spells without any advance preparation, much like a sorcerer. Bards also share some specialized skills with rogues, and their knowledge of item lore is nearly unmatched. A high Charisma score allows a bard to cast high-level spells.

- Alignment Restrictions: Any nonlawful.
- Hit Die: d6.
- Proficiencies: Simple weapons, light armor, medium armor, and shields.
- Skills Points (*4 at 1st level): 4 + Int Modifier.
- Spellcasting: Arcane (Charisma-based, no spell preparation, spell failure from armor is a factor). Bards begin the game knowing all cantrips.
- Ex-Bards: Bards cannot gain levels of experience while they are of any lawful alignment.

See Also:

Bard Spells: Page 124.



CLERICS

Clerics act as intermediaries between the earthly and the divine (or infernal) worlds. A good cleric helps those in need, while an evil cleric seeks to spread his patron's vision of evil across the world. All clerics can heal wounds and bring people back from the brink of death, and powerful clerics can even raise the dead. Likewise, all clerics have authority over undead creatures, and they can turn away or even destroy these creatures. Clerics are trained in the use of simple weapons, and can use all forms of armor and shields without penalty, since armor does not interfere with the casting of divine spells. In addition to his normal complement of spells, every cleric chooses to focus on two of his deity's domains. These domains grants the cleric special powers, and give him access to spells that he might otherwise never learn (see page 58). A cleric's Wisdom score should be high, since this determines the maximum spell level that he can cast.

- Hit Die: d8.
- Proficiencies: All simple weapons, all armor, and shields.
- Skill Points (*4 at 1st level): 2 + Int Modifier.
- Spellcasting: Divine (Wisdom based, armor-related chance of spell failure is ignored).

See Also:

Cleric Spells, page 128;
Cleric Domains, pages 102
and 174-175.



DRUID

Druids gain power not by ruling nature but by being at one with it. They hate the unnatural, including aberrations or undead, and destroy them where possible. Druids receive divine spells from nature, not the gods, and can gain an array of powers as they gain experience, including the ability to take the shapes of animals. A druid is often accompanied by an animal companion. The weapons and armor of a druid are restricted by their traditional oaths, not simply training. A druid's Wisdom score should be high, as this determines the maximum spell level that they can cast.

- Alignment Restrictions: Must be neutral good, lawful neutral, true neutral, chaotic neutral, or neutral evil.
- Hit Die: d8.
- Proficiencies: Proficient with the club, dagger, dart, sickle, scimitar, spear, sling, and quarterstaff, as well as shields and light and medium armor.
- Skill Points (*4 at 1st level): 4 + Int Modifier.
- Spellcasting: Divine (Wisdom based, armor-related chance of spell failure is ignored).
- Ex-Druids: A druid that is no longer neutral cannot gain levels.

See Also:

Druid Spells, page 132.



FIGHTER

Fighters can be many things, from soldiers to criminal enforcers. Some see adventure as a way to get rich, while others use their skills to protect the innocent. Fighters have the best all-around fighting capabilities of the PC classes, and they are trained to use all standard weapons and armor. A fighter's rigorous martial training grants him many bonus feats as he progresses, and high-level fighters have access to special melee maneuvers and exotic weapons not available to any other character.

- Hit Die: d10.
- Proficiencies: All simple and martial weapons, all armor, and shields.
- Skill Points (*4 at 1st level): 2 + Int Modifier.

See Also:

Fighter Bonus Feats, pages 61 and 177.



MONK

Monks are versatile warriors skilled at fighting without weapons or armor. Good-aligned monks serve as protectors of the people, while evil monks make ideal spies and assassins. Though they don't cast spells, monks channel a subtle energy, called ki. This energy allows them to perform amazing feats, such as healing themselves, catching arrows in flight, and dodging blows with lightning speed. Their mundane and ki-based abilities grow with experience, granting them more power over themselves and their environment. Monks suffer unique penalties to their abilities if they wear armor, as doing so violates their rigid oath. A monk wearing armor loses their Wisdom and level based armor class bonuses, their movement speed, and their additional unarmed attacks per round.

- Alignment Restrictions: Any lawful.
- Hit Die: d8.
- Proficiencies: Proficient with club, dagger, handaxe, light crossbow, heavy crossbow, kama, quarterstaff, shuriken, and sling.
- Skill Points (*4 at 1st level): 4 + Int Modifier.

See Also:

Monk Attacks, page 178.



PALADINS

Paladins take their adventures seriously, and even a mundane mission is, in the heart of the paladin, a personal test—an opportunity to demonstrate bravery, to learn tactics, and to find ways to do good. Divine power protects these warriors of virtue, warding off harm, protecting from disease, healing, and guarding against fear. The paladin can also direct this power to help others, healing wounds or curing diseases, and also use it to destroy evil. Experienced paladins can smite evil foes and turn away undead. A paladin's Wisdom score should be high, as this determines the maximum spell level that they can cast. Many of the paladin's special abilities also benefit from a high Charisma score.

- Alignment Restrictions: Lawful good only.
- Hit Die: d10.
- Proficiencies: All simple and martial weapons, all armor, and shields.
- Skill Points (*4 at 1st level): 2 + Int Modifier.
- Spellcasting: Paladin Spells. Divine (Wisdom based, armor-related chance of spell failure is ignored).
- Ex-Paladins: A paladin that is no longer lawful good cannot gain levels until their alignment is lawful good again.

See Also:

Paladin Spells, page 135.



RANGERS

Rangers are skilled stalkers and hunters who make their home in the woods. Their martial skill is nearly the equal of the fighter, but they lack the latter's dedication to the craft of fighting. Instead, the ranger focuses his skills and training on a specific enemy—a type of creature he bears a vengeful grudge against and hunts above all others. Rangers often accept the role of protector, aiding those who live in or travel through the woods. His skills allow him to move quietly and stick to the shadows, especially in natural settings, and he also has special knowledge of certain types of creatures. Finally, an experienced ranger has such a tie to nature that he can actually draw on natural power to cast divine spells, much as a druid does, and like a druid he is often accompanied by animal companions. A ranger's Wisdom score should be high, as this determines the maximum spell level that he can cast.

- Hit Die: d10.
- Proficiencies: All simple and martial weapons, light armor, medium armor, and shields.
- Skill Points (*4 at 1st level): 4 + Int Modifier.
- Spellcasting: Divine (Wisdom based, armor-related chance of spell failure is ignored).

See Also:

Ranger Spells, page 136.



ROGUES

Rogues have little in common with each other. While some—maybe even the majority—are stealthy thieves, many serve as scouts, spies, investigators, diplomats, and simple thugs. Rogues are versatile, adaptable, and skilled at getting what others don't want them to get. While not equal to a fighter in combat, a rogue knows how to hit where it hurts, and a sneak attack can dish out a lot of damage. Rogues also seem to have a sixth sense when it comes to avoiding danger. Experienced rogues develop nearly magical powers and skills as they master the arts of stealth, evasion, and sneak attacks. In addition, while not capable of casting spells on their own, a rogue can sometimes “fake it” well enough to cast spells from scrolls, activate wands, and use just about any other magic item.

- Hit Die: d6.
- Proficiencies: Proficient with club, dagger, dart, light crossbow, heavy crossbow, mace, morningstar, rapier, shortbow, short sword, and quarterstaff. They are proficient with light armor, but not with shields.
- Skill Points (*4 at 1st level): 8 + Int Modifier.

See Also:

Rogue Special Feats, pages 68 & 179.



SORCERERS

Sorcerers are arcane spellcasters who manipulate magic energy with imagination and talent rather than studious discipline. They have no books, no mentors, no theories—just raw power that they direct at will. Sorcerers know fewer spells than wizards do and acquire them more slowly, but they can cast individual spells more often and have no need to prepare their incantations ahead of time. Also unlike wizards, sorcerers cannot specialize in a school of magic. Since sorcerers gain their powers without undergoing the years of rigorous study that wizards go through, they have more time to learn fighting skills and are proficient with simple weapons. A sorcerer can call a familiar: a small, magical, animal companion that serves her. Charisma is very important for sorcerers; the higher their value in this ability, the higher the spell level they can cast.

- Hit Die: d4.
- Proficiencies: All simple weapons. No armor or shields.
- Skill Points (*4 at 1st level): 2 + Intelligence Modifier.
- Spellcasting: Arcane (Charisma-based, no need for preparation, armor-related chance of spell failure is a factor); sorcerers begin the game knowing all cantrips.

See Also:

Sorcerer Spells, page 137.



WIZARDS

Wizards are arcane spellcasters who depend on intensive study to create their magic. To wizards, magic is not a talent but a difficult, rewarding art. When they are prepared for battle, wizards can use their spells to devastating effect. When caught by surprise, they are vulnerable. The wizard's strength is her spells; everything else is secondary. She learns new spells as she experiments and grows in experience, and she can also learn them from other wizards. In addition, over time a wizard learns to manipulate her spells so they go farther, work better, or are improved in some other way. A wizard can call a familiar: a small, magical, animal companion that serves her. With a high Intelligence, wizards are capable of casting very high levels of spells.

- Hit Die: d4.
- Proficiencies: Proficient with club, dagger, light crossbow, heavy crossbow and quarterstaff. No armor or shields.
- Skill Points (*4 at 1st level): 2 + Int Modifier.
- Spellcasting: Arcane (Intelligence-based, requires preparation, armor-related chance of spell failure is a factor); wizards begin the game knowing all cantrips and four 1st-level spells.

See Also:

Wizard Spells, page 137; Wizard Bonus Feats, pages 69 & 181.



Class Special Abilities

Each class has a range of abilities that make it substantially different from the other classes. These abilities are an integral part of your character's class, and mastering them will aid you.

BARBARIAN ABILITIES

Rage:

Barbarians can catapult themselves into a murderous fury, becoming a more formidable foe.

Gained: 1st Level.

Use: Selected. 1st level = once a day; 4th level = twice a day; 8th level = three times a day; 12th level = four times a day.

Bonuses: +4 to Strength; +4 to Constitution; +2 morale bonus to Will saving throws.

Penalties: -2 to AC.

Notes: Lasts for 3 rounds + Adjusted Constitution modifier. At 15th level, the Rage ability becomes Greater Rage, giving the barbarian +6 to Strength and Constitution and a +3 bonus to Will saves (the -2 penalty to Armor Class still applies).

Barbarian Fast Movement:

Barbarians gain a 10% bonus to their movement speed.

Gained: 1st Level

Use: Automatic

Uncanny Dodge

Barbarians are quick on their feet and can react more quickly to danger than others. This ability improves as the barbarian gains levels.

Gained:

Level 1: You retain your Dexterity bonus to AC, even if you are caught flat-footed

Level 5: +1 to Reflex saves made to avoid traps

Level 10: +2 to Reflex saves made to avoid traps

Level 13: +3 to Reflex saves made to avoid traps

Level 16: +4 to Reflex saves made to avoid traps

Level 19: +5 to Reflex saves made to avoid traps

Use: Automatic

Damage Reduction

The barbarian gains the ability to shrug off some amount of injury from each blow or attack.

Gained: At 11th Level.

Use: Automatic.

Bonuses: 11th level = Damage reduced by one point; 14th level = damage reduced by two; 17th level = damage reduced by three; 20th level = damage reduced by four.

BARD ABILITIES

Bardic Knowledge

The bard is able to identify items more easily than other classes.

Gained: 1st Level.

Use: Automatic.

Bonuses: Apply bard levels as a bonus to any Lore skill checks.

Bardic Music

Bards are able to sing songs that can bolster their allies.

Gained: 1st Level.

Use: Selected.

Bonuses: Deafened creatures are not affected by the bard's singing. The bard's song may be sung once per day, per class level. The song affects all allies within 30 feet and lasts for 6 rounds. The higher the bard's Perform skill, the better the bard's song. Bard song bonuses do not stack.

- Perform 6 and bard Level 1: +1 to Attack and Damage rolls.
- Perform 9 and bard Level 2: +1 to Will Saves.
- Perform 12 and bard Level 3: +1 to Damage rolls and +1 to Fortitude Saves.
- Perform 15 and bard Level 4: +1 to Reflex saves.
- Perform 18 and bard Level 5: +1 to Attack rolls, +8 temporary Hit Points.
- Perform 21 and bard Level 6: +2 to Dodge Armor Class.
- Perform 24 and bard Level 7: +1 to Damage rolls, +8 temporary Hit Points and +1 Dodge Armor Class.
- Perform 27 and bard Level 8: +1 Will Saves, +1 Reflex Saves, +1 Fortitude Saves, +1 Dodge Armor Class.
- Perform 30 and bard Level 9: +1 Will Saves, +4 temporary Hit Points. +1 Dodge Armor Class.
- For each additional 5 Perform and 1 class level in bard an additional +2 temporary Hit Points is granted.

CLERIC ABILITIES

Spontaneous Cast

Gained: 1st level.

Use: Automatic.

Bonus: Able to replace any spell and cast a 'healing' variety of the same spell level instead. Whenever the cleric sees an S in the upper left-hand corner of the spell icon, they can cast that spell spontaneously. This will 'use up' another spell of the same level as the spell cast.

Turn Undead

With this ability, the character can cause undead to flee.

Gained: 1st level.

Use: Selected. Can be used three times per day, plus the cleric's Charisma modifier.

Bonuses: The cleric's level and Charisma are used to determine how many Hit Die of undead are turned. If the cleric has twice as many levels as the undead have Hit Die, the undead are instantly destroyed.

DRUID ABILITIES

Nature Sense

The druid gains a +2 bonus to all attacks made while fighting in wilderness areas.

Gained: 1st level.

Use: Automatic.

Animal Companion

Druids may summon forth a stalwart animal companion.

Gained: 1st level

Use: Once per day, until killed or unsummoned.

Bonuses: Animal companions are chosen at character creation and can be changed with each new druid class level.

Woodland Stride

Druids may walk with ease through magical and non-magical impediments to movement.

Gained: 2nd level.

Use: Automatic.

Bonuses: Immune to grease, web, and entangle spells and effects.

Trackless Step

Druids move stealthily through wilderness areas.

Gained: 3rd level.

Use: Automatic.

Bonuses: Grants a +4 competence bonus to Hide and Move Silently checks when in wilderness areas.

Resist Nature's Lure

Due to their inherent understanding of nature, druids can avoid the most common dangers that the natural world presents.

Gained: 4th level.

Use: Automatic.

Bonuses: Grants a +2 insight bonus to saving throws against all fear spells and effects.

Wild Shape

The druid gains the ability to shape shift into various animal forms.

Gained: 5th level.

Use: Selected. Once per day at 5th level, twice per day at 6th level, three times per day at 7th level, four times per day at 10th level, five times per day at 14th level, and at 18th level, Wild Shape may be used six times a day. This ability lasts one hour per level.

Bonuses: The druid may choose from several different animal forms (and these forms improve as the druid gains levels).

Venom Immunity

Druids are eventually able to resist the effects of most poisons.

Gained: 9th level.

Use: Automatic.

Bonuses: Immune to poison.

Elemental Shape

The druid gains the ability to shape shift into various elemental forms.

Gained: 16th level.

Use: Selected. Once per day at 16th level, twice per day at 17th level, and three times per day at 19th level. This ability lasts one hour per level.

Bonuses: Huge elementals at 16th level and elder elementals at 20th level.

FIGHTER ABILITIES

Bonus Feats

Every two levels, the fighter gains a bonus feat, chosen from a subset of the entire feat list. This bonus feat is in addition to the feats every character gains for advancing in character level.

MONK ABILITIES

Bonus Feats

The monk receives several feats for free, from the standard feat list. They gain Improved Unarmed Strike and Stunning Fist at 1st level. At 2nd level they receive Deflect Arrows, and at 6th level, Knockdown and Improved Knockdown.

Specialty Weapon

The monk retains his unarmed attack bonus when fighting with a kama.

Monk Armor Class Bonus

Monks add both their wisdom modifier and their dexterity modifier to their armor class.

Flurry of Blows

The monk receives an extra attack per round when fighting unarmed or with a kama.

Gained: 1st level.

Use: Selected.

Penalties: The monk suffers a -2 penalty to all attack rolls made as part of a flurry of blows.

Evasion

Monks are able to escape potentially deadly situations.

Gained: 1st level.

Use: Automatic.

Bonuses: In situations where a successful Reflex saving throw would allow others to take half damage, the monk escapes unscathed.

Monk Speed

Monks gain the ability to move quickly.

Gained: 3rd level.

Use: Automatic.

Bonuses: Monks move faster than other classes and this ability improves with experience.

Purity of Body

Monks are immune to common diseases.

Gained: 5th level.

Use: Automatic.

Bonuses: Immune to disease.

Wholeness of Body

The monk is capable of healing his wounds.

Gained: 7th level.

Use: Selected. Once per day.

Bonuses: Restore a number of hit points equal to twice the character's level.

Improved Evasion

The monk gains a superhuman ability to avoid danger.

Gained: 9th level.

Use: Automatic.

Bonuses: In situations where a successful Reflex saving throw would allow others to take half damage, the character escapes unscathed on a successful save and takes only half damage even if the saving throw fails.

Ki Strike

When attacking creatures with the damage reduction ability, the character's unarmed attack is treated as a weapon with an enhancement bonus.

Gained: 10th level.

Use: Automatic.

Bonuses: Equivalent to a +1 enhancement bonus at 10th level, +2 bonus at 13th level, +3 bonus at 16th level.

Diamond Body

Through meditation and control over his body, the disciplined monk eventually becomes immune to all natural and most magical poisons.

Gained: 11th level.

Use: Automatic.

Bonuses: Immunity to poison.

Diamond Soul

Ki, the spiritual energy that powers the monk, eventually develops into a force that is capable of repelling all but the most determined magic attacks.

Gained: 12th level.

Use: Automatic.

Bonuses: Spell resistance equal to the character's level + 10.

Quivering Palm

Harnessing his ki, the monk is able to deliver quick death with an unarmed strike.

Gained: 15th level.

Use: Selected. Once per day.

Bonuses: If the attack succeeds and does damage, the target must make a Fortitude save (DC 10 + 1/2 the monk's level + the monk's Wisdom modifier). Failure results in the target's immediate death.

Empty Body

Mastering his ki can allow the monk to fade from sight.

Gained: 18th level.

Use: Selected. Twice per day.

Bonuses: The monk gains 50% concealment.

Perfect Self

So complete is the monk's mastery over his body and spirit that he becomes a supernatural being, able to shrug off ordinary weapons and many spells.

Gained: 20th level.

Use: Automatic.

Bonuses: Immune to all mind-affecting spells; gains damage reduction 20/+1.

PALADIN ABILITIES

Divine Grace

Blessed by her deity, the paladin gains bonuses to resist various forms of attack.

Gained: 1st level.

Use: Automatic.

Bonuses: The paladin adds her positive Charisma bonus (if any) to all saving throws.

Divine Health

Most diseases are naturally repelled by the holy power of the paladin.

Gained: 1st level.

Use: Automatic.

Bonuses: Immune to disease.

Lay on Hands

The holy might of the paladin can be used to heal wounds.

Gained: 1st level.

Use: Selected. Once per day.

Bonuses: If the paladin has a positive Charisma Modifier, then she can cure a number of hit points equal to her Charisma Modifier * paladin level.

Aura of Courage

The paladin is immune to all fear spells and effects.

Gained: 2nd level.

Use: Automatic.

Bonuses: Immune to fear.

Smite Evil

Gathering the might of his patron deity, the paladin can unleash a holy attack that devastates evil enemies.

Gained: 2nd level.

Use: Selected. Once per day.

Bonuses: The paladin applies her Charisma modifier (if positive) to her next melee attack roll, and adds a damage bonus equal to her paladin level. If the target of this attack is not evil, Smite Evil has no effect and is wasted.

Turn Undead

When paladins reach 3rd level, they can channel the might of their patron deity to scatter or destroy undead.

Gained: 3rd level.

Use: Selected. As the clerical Turn Undead ability.

Bonuses: As the clerical Turn Undead ability.

Remove Disease

Her access to the divine allows the paladin to remove disease from herself or her companions.

Gained: 3rd level.

Use: Selected. Once per day.

Bonuses: Remove disease, as the spell.

RANGER ABILITIES

Trackless Step

Rangers move stealthily through wooded areas.

Gained: 1st level.

Use: Automatic.

Bonuses: The ranger gains a +4 competence bonus to Hide and Move Silently checks when in outdoor areas.

Favored Enemy

Rangers study their enemies and develop a keen understanding of the weakness of various creatures.

Gained: 1st level and every five levels thereafter.

Use: Automatic.

Bonuses: Rangers gain a +1 bonus to Listen, Spot, and Taunt checks against their favored enemy, as well as a +1 bonus to any physical damage applied to the enemy. These bonuses improve by +1 every five levels. For example, at 1st level, a ranger chooses aberrations as his favored enemy and receives a +1 bonus against them. At level 5, he chooses dragons for his second favored enemy. He now has a +2 bonus to damage (and Listen, Spot, and Taunt checks) against both aberrations and dragons.

Table 2: Ranger Favored Enemy Groups:

<i>Racial Groups</i>	
Aberration	Half-elf
Animal	Half-orc
Beast	Halfling
Construct	Human
Dragon	Monstrous humanoid
Elemental	Orc
Fey	Reptilian humanoid
Giant	Magical beast
Dwarf	Outsider
Elf	Shapechanger
Gnome	Undead
Goblinoid	Vermin

Bonus Feats

Rangers gain the Ambidexterity and Two-Weapon Fighting feats for free at 1st level. At 9th level they gain the Improved Two-Weapon Fighting feat for free.

Animal Companion

Rangers may summon forth a stalwart animal companion.

Gained: 6th level.

Use: Once per day, until killed or unsummoned.

Bonuses: Animal companions may be changed with each new ranger class level.

ROGUE ABILITIES

Sneak Attack

Rogues study the weaknesses of their opponents, and are capable of capitalizing on this knowledge with their deadly sneak attacks.

Gained: 1st level.

Use: Automatic.

Bonuses: Whenever the character makes a successful melee or ranged attack against an opponent that is flat-footed OR cannot see the character (i.e., character is in Stealth mode or invisible) OR has its back facing the character AND the target is in combat but not with the character, the character's blow deals extra damage (+1d6 at 1st level, and an additional +1d6 every two levels thereafter). This extra damage is not multiplied in the case of a critical hit.

Special: Automatic. The construct and undead monster types are immune to sneak attacks, as are any creatures that are immune to critical hits.

Evasion

Rogues are able to escape potential deadly situations.

Gained: 2nd level.

Use: Automatic.

Bonuses: In situations where a successful Reflex saving throw would allow others to take only half damage, you escape unscathed.

Uncanny Dodge

Rogues are quick on their feet and can react more quickly to danger than others. This ability improves as the rogue gains levels.

Gained:

Level 3: You retain your Dexterity bonus to AC, even if you are caught flat-footed.

Level 6: +1 to Reflex saves made to avoid traps.

Level 11: +2 to Reflex saves made to avoid traps.

Level 14: +3 to Reflex saves made to avoid traps.

Level 17: +4 to Reflex saves made to avoid traps.

Level 20: +5 to Reflex saves made to avoid traps.

Use: Automatic.

ROGUE SPECIAL FEATS

On achieving 10th level and every three levels thereafter, the rogue can choose a special feat from the following list:

Crippling Strike

Use: Automatic.

Bonuses: Any successful sneak attack deals two points of Strength ability damage to the target.

Opportunist

Use: Automatic.

Bonuses: The rogue gains a +4 competence bonus to attack rolls when making an attack of opportunity.

Skill Mastery

Use: Automatic.

Bonuses: The rogue can take 20 whenever using the Disable Trap, Open Lock, or Set Traps skills, even if in combat.

Slippery Mind

Use: Automatic.

Bonuses: If the rogue fails his save against a mind-affecting spell, he makes an automatic reroll.

Improved Evasion

Use: Automatic.

Bonuses: In situations where a successful Reflex saving throw would allow others to take only half damage, the character escapes unscathed on a successful roll and takes only half damage even if the saving throw fails.

Defensive Roll

Use: Automatic, once per day.

Bonuses: If you are struck by a potentially lethal blow (i.e. you suffer weapon damage that would normally drop you below 1 hit point), you make a Reflex saving throw (DC = damage dealt). If successful, you take only half damage from the blow (which may still be enough to kill you). If you are caught flat-footed, you may not make a defensive roll.

SORCERER ABILITIES

Summon Familiar

Gained: 1st level.

Use: Selected. Once per day.

Bonuses: Able to summon a small creature to assist in combat or scouting. If the familiar dies, the caster loses 1d6 hit points, but the familiar will be available to summon again the next day.

WIZARD ABILITIES

Summon Familiar

Gained: 1st level.

Use: Selected. Once per day.

Bonuses: Able to summon a small creature to assist, in combat or scouting. If the familiar dies, the caster loses 1d6 hit points, but the familiar will be available to summon again the next day.

Wizard Bonus Feats

Every five levels, the wizard may select a bonus feat, chosen from the Metamagic and Spell feat lists. This bonus feat is in addition to the feats every character gains for advancing in character level.

Alignment

Alignment reflects how your character relates to the concepts of good and evil, law and chaos. It can affect how certain NPCs react within the game, and will occasionally determine whether an item can be used or not (some items have alignments of their own, and will not allow a conflict with their user). The main purpose of alignment, however, is to act as a guideline for consistent roleplaying, though it is not set in stone. The alignment of a character can change to match the style in which they are played, if deviation is consistent and serious. All of the nine alignments listed are viable choices for adventurers, though the “evil” variants are more often the domain of villains and monsters. See Alignment Grid, page 190.

Ability Scores

The basic characteristics that define your character are divided among six ability scores. Each of these represents a particular aspect of your character, and skills that draw from these traits are modified depending on your score in them. Certain classes also favor certain abilities over others, and derive much of their effectiveness from a high score in these areas.

Strength: Strength measures the muscle and physical power of your character. This ability is especially important for fighters, barbarians, paladins, rangers, and monks because it helps them prevail in combat.

Dexterity: Dexterity measures agility, reflexes, and balance. This ability is most important for rogues, but also for characters who typically wear light or medium armor (barbarians and rangers) or none at all (monks, wizards, and sorcerers), or for any character who wants to be a skilled archer.

Constitution: Constitution represents the health and stamina of your character. High Constitution increases the number of hit points a character has (affecting how much damage they can take), and this makes it important for everyone, but especially so for fighters. If Constitution ever increases, hit points increase retroactively as well. Spell-casters also need strong Constitution to keep their spells from being interrupted during combat.

Intelligence: Intelligence determines how well your character learns and reasons. Intelligence is important for wizards because it affects how many spells they can cast, how hard their spells are to resist, and how powerful their spells can be. It is also important for any character who wants to have a strong assortment of skills, however increasing your Intelligence will not grant bonus skill points retroactively. **NOTE:** Sorcerers do not use Intelligence for any of their spellcasting—Charisma is used instead. **WARNING:** An Intelligence lower than 9 means that your character is unable to speak properly.

Wisdom: Wisdom describes a character’s willpower, common sense, perception, and intuition, whereas Intelligence represents the ability to analyze information. An “absent-minded professor” has low Wisdom and high Intelligence. A simpleton with low Intelligence might nevertheless have great insight (high Wisdom). Wisdom is important for clerics and druids, affecting the strength and number of their spells, and is also significant for paladins and rangers.

Charisma: Charisma measures a character’s force of personality, persuasiveness, ability to lead, and physical attractiveness. It represents actual personal strength, not merely how one is perceived by others in a social setting. Charisma is most important for paladins, sorcerers, and bards. It is also important for clerics, as it affects their ability to turn undead.

RECOMMENDED STATISTICS

Generally, a character should have at least ten points in any given statistic, as this will prevent that character from receiving any penalties. This is not mandatory however, and the most interesting characters are sometimes the most flawed.

Every character should have a high ability score in at least one of his core class abilities. For example, a paladin should have a Charisma of 12 or higher to gain the most benefit from his class abilities, and a wizard should have a high Intelligence if he wants to be able to cast high-level spells. Certain classes may have multiple core abilities—for example both Charisma and Dexterity are important to bard characters. In this case, the player must decide

whether to split his focus between these abilities or concentrate on one to the detriment of the other.

Each ability score has a modifier, from -5 to +15 and even higher. Most player characters have ability modifiers between -1 and +4, but some extraordinary characters begin the game with modifiers as high as +5 or as low as -2.

Table 3: Ability Scores

Score	Modifier	— Bonus Spells (by Spell Level)—									
		0	1	2	3	4	5	6	7	8	9
1	-5	— Can't cast spells tied to this ability—									
2-3	-4	— Can't cast spells tied to this ability—									
4-5	-3	— Can't cast spells tied to this ability—									
6-7	-2	— Can't cast spells tied to this ability—									
8-9	-1	— Can't cast spells tied to this ability—									
10-11	0	—	—	—	—	—	—	—	—	—	—
12-13	+1	—	1	—	—	—	—	—	—	—	—
14-15	+2	—	1	1	—	—	—	—	—	—	—
16-17	+3	—	1	1	1	—	—	—	—	—	—
18-19	+4	—	1	1	1	1	—	—	—	—	—
20-21	+5	—	2	1	1	1	1	—	—	—	—
22-23	+6	—	2	2	1	1	1	1	—	—	—
24-25	+7	—	2	2	2	1	1	1	1	—	—
26-27	+8	—	2	2	2	2	1	1	1	1	—
28-29	+9	—	3	2	2	2	2	1	1	1	1
30-31	+10	—	3	3	2	2	2	2	1	1	1
32-33	+11	—	3	3	3	2	2	2	2	1	1
34-35	+12	—	3	3	3	3	2	2	2	2	1
36-37	+13	—	4	3	3	3	3	2	2	2	2
38-39	+14	—	4	4	3	3	3	3	2	2	2
40-41	+15	—	4	4	4	3	3	3	3	2	2

POINT BUY SYSTEM

Neverwinter Nights determines ability scores with a system that is based on points rather than random dice rolls. A player starts with an ability score of 8 in each of his six abilities, and then draws upon a pool of 30 points to raise these abilities. For example, a player might want to set his character's Strength to 10, and so he would spend two points to raise it from 8. However, as an ability score is raised to exceptional levels, it becomes more expensive to raise further, as per the following chart: Raising an ability score from 8 to 16 costs 10 points, so be careful not to neglect the rest of your character's abilities while making one or two exceptional.

Base Ability Score	Cost	Total Cost
8	0	0
9	1	1
10	1	2
11	1	3
12	1	4
13	1	5
14	1	6
15	2	8
16	2	10
17	3	13
18	3	16

Packages

Packages are for players who wish to jump in and play the game without going through the customization required to build a character from scratch. A package automatically selects skills, feats, and spells that are tailored for a character of the class and race you have chosen, and assigns basic equipment so that you can begin playing immediately. Each class has a default package, which is automatically selected whenever the "Recommended" button is pressed.

Skills

Skills represent the individual areas of practical knowledge possessed by a character. These are in addition to the base abilities of the character's class and race, and serve to further customize and differentiate one character from others of the same class or race.

Skill Checks: A skill check is made when your character applies a skill to a task. This roll is made with a d20 (20-sided die), plus any skill ranks and ability modifiers. The skill check is successful if it equals or exceeds the Difficulty Class, or DC, of the task. Difficulty Class can either be the static property of an object, such as a trap, or it may be determined by the skill check result of another character. This last type of skill check is also called an opposed test, since you are opposing another character's skill check with your own.

Several miscellaneous modifiers can also apply to a skill check, including racial abilities, feats, armor check penalties, and spell effects. In every case these modifiers are grouped together and added to a d20 roll, as shown below:

Skill Check = d20 + skill ranks + ability modifier + miscellaneous modifiers

NOTE: Because of DC and skill rank modifiers, a natural "1" is not always a failure, and a natural "20" is not always a success. For example, a moderately skilled rogue might have 6 ranks in Pick Pocket and a Dexterity bonus of +3, for a total Pick Pocket modifier of +9. Given that a plain container only has a DC of 10, if there were no extenuating circumstances it would be impossible for the character to fail such a simple task, as the lowest he could roll would be 1+9=10 (success). However, picking the pocket of a hostile creature has a DC of 30, and the highest he could roll with no additional modifiers would be 20+9=29 (failure).

Ranks: Skill ranks are purchased with skill points, which are awarded both at character creation and with each new class level. Every skill has a rank, from 0 (no training) to 23 (maximum ranks for a 20th-level character). Ranks are added into every check made with the skill, so the more ranks a character has, the better his skill checks will be.

Class Skills: Class skills represent skills that fall within the expertise and training of a given class. Each skill point spent on a class skill adds 1 rank in the skill. The maximum rank in any class skill is character level + 3.

Cross-Class Skills: Cross-class skills represent skills that a given class has little experience with, or that fall outside their expertise. Each skill point spent on a cross-class skill adds a half rank in the skill. The maximum rank in any cross-class skill is equal to (character level + 3)/2, or exactly half that of a class skill. Half ranks do not improve a skill check, but two half ranks do add up to one full rank.

Exclusive Skills: Some skills are exclusive to a given class, and represent skills that can only be learned by members of the given class. For the purposes of skill points and maximum ranks, exclusive skills are treated as class skills.

Skill Synergy: Some skills work well together. In general, having five or more ranks in one of these skills grants a synergy +2 bonus on skill checks with the corresponding skill, as noted in the skill description. Disable Traps and Set Traps have a synergistic relationship.

TYPES OF SKILL CHECKS

Untrained Checks: Some skills allow a character to attempt skill checks with 0 ranks in the skill. If a skill allows untrained checks, this will be indicated in the skill description.

Opposed Checks: Opposed checks are made against the skill check result of another character. For example, to sneak up behind a guard, a character needs to beat the guard's Listen check result with his Move Silently check result. As he approaches, the game makes a Move Silently check for the sneaking character, and a Listen check for the guard. Whichever character's skill check is higher wins the contest. In the case of a tie, both checks are re-rolled until a winner is determined.

Difficulty Class: Many checks are made against a task's Difficulty Class, or DC. The DC is a target for character skill checks. These are set by BioWare, or in some cases by a module designer. For example, a certain type of trap kit may have a DC of 15. To set the trap, the character must get a result of 15 or better on a Set Traps skill check. Note that certain circumstances may modify a character's skill modifier (armor penalties and the like), while others may modify the DC of the task (the trap may be faulty).

Taking 20: Outside of combat, all skills checks are made as if the character had "Taken 20," or rolled a natural 20 on his skill check. This means that no roll is made; the skill modifier is simply added to 20 to determine the check result. In combat, rolls are made as normal.

SKILLS LIST:

There are a wide array of skills in *Neverwinter Nights*, far too many for any one character to master them all. With that in mind, you should focus your character on skills that best accent his capabilities and role. A chart on page 183 summarizes all skill information.

NOTE: We have included information about resolving skill checks, but you do not need to resolve these checks "by hand" yourself. All these calculations are handled behind the scenes as part of normal gameplay. The only D&D mechanic most *Neverwinter Nights* players need to know is: Higher is better.

Detect Mode

The Listen, Spot, and Search skills are part of the Detect modal action and when active, it reduces the normal movement rates and makes the character perform active Search, Spot and Listen checks (see page 112 for more details on movement penalties).

Stealth Mode

The Hide and Move Silently skills are part of the Stealth modal action. Select the "Stealth" option from the "Special Abilities" heading in the radial menu. Characters automatically enter Stealth mode when they become invisible. Characters in Stealth mode move more slowly than others (see page 112 for more details on movement penalties).

Animal Empathy



Ability: Charisma. **Classes:** Druid and Ranger.
Untrained: No.

A successful check allows a character to charm or dominate certain creatures.

Check: Animals and dire animals have a DC of 20 + the creature's hit die. For beasts and magical Beasts, the DC is 24 + the creature's hit die. If the check succeeds, the creature is charmed, or, if the check exceeds the DC by six or greater, the creature is dominated.

Special: If the character fails their check by five or more, the creature will go hostile.

Use: Select this skill and then select the target creature.

Dominated creatures will be commanded as henchmen. The creature will remain charmed or dominated for one round per level of the character using the skill.

Concentration



Ability: Constitution. **Classes:** All.
Untrained: Yes.

Concentration checks are made whenever a character is distracted during the act of casting a spell. It is also used to avoid the effects of the Taunt skill.

Check: The DC is equal to 10 plus the damage received plus the level of the spell that you're trying to cast. The caster receives a -4 penalty to the check if casting within three meters of an enemy.

Use: Automatic

Disable Trap



Ability: Intelligence. **Classes:** All.
Untrained: No.

This skill allows the character to perform a variety of actions on a trap.

Check: There are four progressively difficult actions that a character may perform on a trap; the base DC is determined by the difficulty rating of the trap and the difficulty of the action. Disable trap can be used to: examine the trap to determine the difficulty in disarming it (base DC -7), flag the trap so that other party members know to avoid the trap (base DC -5), recover the trap (base DC +10) or disarm it (base DC).

Special: Only rogues may disarm traps with a DC of 25 or greater. With 5 or more ranks in Set Traps a character gains a +2 synergy bonus on Disable Trap checks. Disable Trap and Set Trap can be considered subsets of the D&D Disable Device skill.

Use: Assess, Flag, Disarm, and Recover are radial menu options off of a detected trap.

Discipline



Ability: Strength.

Classes: All.

Untrained: Yes.

A successful check allows the character to resist the effects of any combat feat (Disarm, Called Shot, Sap, or Knockdown).

Check: The DC is equal to the attacker's attack roll.

Use: Automatic.

Note: Discipline is a Neverwinter Nights skill. It is not a part of the Dungeons & Dragons® game experience but is a necessary part of the Aurora Engine technology.

Heal



Ability: Wisdom.

Classes: All.

Untrained: Yes.

With this skill a character can heal hit points and cure poisons and diseases with a Healing Kit.

Check: Must beat the poison or disease DC. If successful, the target is cured, and is healed with a number of hit points equal to the skill roll, plus all modifiers. If the target suffers from no poisons or diseases, it still is healed of damage.

Use: Use Healing Kit on wounded creature.

Hide



Ability: Dexterity.

Classes: All.

Untrained: Yes.

This skill allows a character to hide from enemies.

Check: When hidden, a roll is made against an opposing creature's Spot check, applying any penalties your character might receive from wearing armor. Success means that the opposing creature remains unaware as he passes or your character approaches. Characters may not attempt a Hide check if they are within the line of sight of any intelligent non-party member.

Special: Hide and Move Silently are combined into a single modal Stealth action. Movement in Stealth mode is slower than the normal rate. Wearing armor or using a torch inhibits this ability, but low light can provide a bonus. A character is harder to spot if standing still, and/or if small.

Use: Stealth Mode.

Listen



Ability: Wisdom.

Classes: All.

Untrained: Yes.

Listen alerts a character to hidden creatures that may be nearby.

Check: Listen detects hidden creatures by opposing their Move Silently check. A successful check renders the hidden creature visible and able to be targeted by the listener.

Special: Standing still provides a +5 bonus to a Listen check. A character with the Alertness feat gains a +2 synergy bonus on Listen checks. Rangers gain a bonus when listening against a favored enemy. Elves, gnomes and halflings gain a +2 racial bonus to Listen checks. Half-elves receive a +1 racial bonus.

Use: Detect Mode.

Lore, Knowledge



Ability: Intelligence.

Classes: All.

Untrained: Yes.

Lore allows a character to identify unknown magic items.

Check: A roll against an unidentified item's value to determine magical properties that the item may possess.

Special: Bard's are able to identify items easier than other classes. Various spells and items can also give a character a bonus to their lore skill. Lore is a subset of the D&D Knowledge skill.

Use: Automatic every time the player inspects an item.

Move Silently



Ability: Dexterity.

Classes: All.

Untrained: Yes.

A character may sneak quietly past an enemy.

Check: The DC is the opposing creature's Listen check. If you are successful the opposing creature remains unaware as your character moves.

Special: Hide and Move Silently are combined into a single modal Stealth action. Movement in Stealth mode is slower than the normal rate. Wearing armor inhibits this ability, but low light can provide a bonus.

Use: Stealth Mode.

Open Lock



Ability: Dexterity. **Classes:** All.
Untrained: No.

Using this skill allows the character to gain entrance to locked rooms, or to open locked containers.

Check: The DC is determined by the lock's difficulty rating. A successful check will open the lock.

Special: Thieves' Tools, if used, provide various bonuses to a character's Open Lock attempt, but are destroyed in the attempt whether successful or not.

Use: Select the skill and then target a locked object.

Parry



Ability: Dexterity. **Classes:** All.
Untrained: Yes.

Parry blocks incoming attacks and occasionally allows for impressive counterattacks. The skill is a more in-depth selection of fighting defensively. It allows the player/character the opportunity to opt for total defense during melee combat.

Check: The DC is the modified attack roll of the incoming blow. A successful parry means that the attack does not damage the parrying character. A character may only parry a number of attacks equal to the number of attacks available to the character.

Special: If the parry is successful and the difference between the roll and the DC is ten points or greater, a counterattack occurs, which is a bonus attack made by the character parrying against the parried opponent.

Use: Select the Parry mode. The character will remain in parry mode until the mode is exited.

Note: Parry is a Neverwinter Nights skill. It is not a part of the Dungeons & Dragons® game experience but is a necessary part of the Aurora Engine technology.

Perform



Ability: Charisma. **Classes:** Bard.
Untrained: Yes.

A Bard using Perform can perform the bardsong, which improves their ally's ability to fight in combat and withstand mind-affecting enemies. Perform is essential for any Bard who wants to have access to their bardsong.

Check: None. The higher the rank in this skill, the better the bardsong.

Use: Select the skill and it will affect a 30-foot radius of allies around the singer.

Persuade, Diplomacy



Ability: Charisma. **Classes:** All.
Untrained: Yes.

In conversation a character has the option to persuade others to reveal additional information about plots or to give bonus treasure.

Check: The DC is determined by the NPC being spoken to.

Special: The diplomacy skill was broken into two skills, Persuade and Taunt for *Neverwinter Nights*.

Use: Used in conversation.



Pick Pocket



Ability: Dexterity. **Classes:** All.
Untrained: No.

Pick Pocket allows a character to remove items from another's backpack.

Check: There are two steps to picking pockets. First the item must be acquired, and then the targeted creature must not notice the theft. To steal the item, the base DC from a neutral or tolerant creature is 20, and a hostile creature is 30. This roll is affected by armor check penalties. The targeted creature makes an opposed Spot check vs. the Pick Pocket check of your character. Hostile creatures get a +10 bonus to their Spot checks against Pick Pocket. If the opposed roll succeeds, they have detected your character's attempt to steal. An NPC who detects the attempt will turn hostile, whereas a PC will be informed that you have attempted to pickpocket them. If, however, both checks succeed for your character, then he or she successfully managed to steal the item without being detected.

Use: Select skill, then select valid target.

Search



Ability: Intelligence. **Classes:** All.
Untrained: Yes.

Search is used to spot traps.

Check: Detecting a trap requires a roll against a DC comprised of the setter's Set Trap skill, plus the strength of the trap. Only rogues may detect traps with a DC greater than 25.

Special: The search range is 5 ft. if passively searching, 10 ft. if actively searching. Elves and dwarves have a +2 racial bonus to their Search checks. Half-elves have a +1 racial bonus.

Set Trap



Ability: Dexterity. **Classes:** All.
Untrained: No.

A character may place trap kits.

Check: A roll is made for success when a trap kit is used from inventory. The DC of the task is determined by the power of the trap.

Special: 5 or more ranks in Disable Traps grants a +2 synergy bonus on Set Trap checks. Any party members will be able to see traps that your character has set. Disable Trap and Set Trap can be considered subsets of the D&D Disable Device skill.

Spectacular Failure: If you fail by 10 or more, it triggers the trap in the attempt to set it. This can only occur if you are in combat when trying to set the trap.

Use: Use a trap kit from your inventory. An icon visible to you and your party will appear on the ground to represent the trap.

Spellcraft



Ability: Intelligence. **Classes:** All.
Untrained: No.

Spellcraft is used to identify spells and for performing counterspells.

Check: A successful check means that your character has identified a spell being cast by an opponent. The DC of this check is equal to 15 plus the level of the spell. The character also gains a +1 bonus for every 5 ranks in this skill to all saving throws against spells.

Special: A specialist wizard gets a +2 bonus when dealing with a spell from his specialized school. As well, a successful Spellcraft check is required before your character can attempt to counterspell. The specialist wizard suffers a -5 penalty when dealing with a spell or effect from a prohibited school.

Use: Spellcraft checks are automatic anytime a spell is cast nearby.

Spot



Ability: Wisdom.

Classes: All.

Untrained: Yes.

A successful check of this skill can reveal a hidden creature.

Check: The DC is determined by the Hide check of the hidden creature.

Special: The Alertness feat grants a +2 synergy bonus on Spot checks. Rangers receive a bonus on Spot checks against their favored enemy. Elves have a +2 racial bonus on Spot checks, and half-elves have a +1 racial bonus.

Use: Detect Mode.

Taunt, Diplomacy



Ability: Charisma.

Classes: All.

Untrained: Yes.

Taunt is used to provoke an enemy into dropping his guard for a short time.

Check: The DC is a concentration check made by the target against the character's Taunt skill roll. It is considered an attack. If the taunt is successful, the opponent suffers an Armor Class penalty equal to the difference between the taunt roll and the defender's roll (to a max of a -6 penalty) for 5 rounds. The target will also suffer a 30% chance of spell failure, if they don't resist the taunt.

Special: Taunt penalties are not cumulative. The diplomacy skill was broken into two skills, Persuade and Taunt for *Neverwinter Nights*.

Use: Select skill and then target creature.

Use Magic Device



Ability: Charisma.

Classes: Bard and Rogue.

Untrained: No.

A successful check grants access to the abilities of a magic item as if your character had the requisite class, race, or alignment to do so.

Check: The DC of this task is determined by the value of the item, if the character is trying to use an item restricted to a specific class. If the character is trying to emulate a specific race, the DC is increased by 5, if trying to emulate a specific alignment then the DC is increased by 10.

Use: Automatically applied whenever a character attempts to use or equip an item that they would normally be unable to. See page 178 for a table.

Feats

A feat is a special feature that either gives your character a new capability or improves one he or she already has. They are more like innate abilities than skills, and as such, have no ranks or progression. A character either has the feat or he does not.

Feats are chosen as they become available, beginning with one at character creation. A new feat is gained with every three character levels thereafter (3rd, 6th, 9th, 12th, 15th, and 18th). Fighters and wizards gain extra class-related feats chosen from special lists (see the Class Special Abilities section for details, page 56). Humans also get a bonus feat at 1st level.

Some feats have prerequisites, and your character must have the listed ability score, feat, skill, or base attack bonus in order to select or use them. There are also different kinds of feats; some feats are "general," meaning that there are no special rules governing them as a group; some are "metamagic," allowing a spellcaster to prepare and cast a spell with greater effect but at a higher level than it actually is; and some are special feats only available to the specified class: clerics or paladins in the case of Extra Turning or fighters in the case of Weapon Specialization.

NOTE on Metamagic Feats: It is during preparation that a wizard or divine spellcaster chooses which spells to prepare with a metamagic feat (and thus at a higher level than normal). In terms of the screen, this means that the "Known Spells" pane of the spellbook actually has a number of tabs indicating which spells can be prepared at this level with one of the given metamagic feats. Aside from the "Known Spells" tab, there is one tab for each metamagic feat the caster has acquired.

Sorcerers and bards choose when they cast their spells and whether to use a metamagic feat to improve them. As with other spellcasters, the improved spell is cast as if it were higher level. Sorcerers and bards will be presented with a "Metamagic Feat" option off of their spellcasting radial and will cast any spells enhanced with metamagic through that method. Metamagic-enhanced spells can still be placed in the quickbar, however.

In all ways, a metamagic spell operates at its original level even though it is prepared and cast as a higher-level spell. Saving throw modifications are not changed (unless stated otherwise in the feat description). The modifications made by these feats only apply to spells cast directly by the feat user. A spellcaster can't use a metamagic feat to alter a spell being cast from a wand, scroll, or other device.

Metamagic feats cannot be used for all spells. See the specific feat descriptions for the spells that a particular feat can't modify. Metamagic feats cannot be stacked, meaning that only one type of metamagic alteration can be active on a single spell, though different spells could be prepared with different metamagic feats.

As with skills, there is a wide array of feats in *Neverwinter Nights*, and no character will be able to choose them all. With that in mind, you should focus your character on feats that enhance his abilities and role. See page 192 for a table of feats by type.

ALERTNESS



Type of Feat: General.

Prerequisite: None.

Specifics: +2 bonus to Spot and Listen checks due to finely tuned senses.

Use: Automatic.

AMBIDEXTERITY



Type of Feat: General.

Prerequisite: Dex 15+.

Required for: Improved Two-Weapon Fighting .

Specifics: When two-weapon fighting, this feat reduces the penalty of the off-hand weapon by 4.

Use: Used automatically when two-weapon fighting. Rangers receive this feat for free at level 1.

ARMOR PROFICIENCY HEAVY



Type of Feat: General.

Prerequisite: Armor Proficiency (Light) and Armor Proficiency (Medium).

Specifics: This feat grants the knowledge to make effective use of heavy armor.

Use: Automatic. Fighters, paladins, and clerics receive this feat for free.

ARMOR PROFICIENCY LIGHT



Type of Feat: General.

Required for: Armor Proficiency (Medium).

Specifics: This feat grants the knowledge to make effective use of light armor.

Use: Automatic. All classes except monks, sorcerers, and wizards have this feat for free.

ARMOR PROFICIENCY MEDIUM



Type of Feat: General

Prerequisite: Armor Proficiency (Light).

Required for: Armor Proficiency (Heavy)

Specifics: This feat grants the knowledge to make effective use of medium armor.

Use: Automatic. All classes except monks, rogues, sorcerers, and wizards have this feat for free.

CALLED SHOT



Type of Feat: General.

Prerequisite: Base attack bonus of +1 or higher.

Required for: Sap.

Specifics: Grants the ability to make a potentially disabling attack against an opponent's arms or legs. Called shots are made at a -4 penalty. Called shots must overcome the target's Discipline skill check, and if successful will damage the target based on the location of the called shot. A called shot against the legs will reduce the opponent's movement rate by 20% and give them a -2 cumulative penalty to their Dexterity. A called shot against the arms will apply a cumulative -2 penalty to the creature's attack rolls. Successful called shots last for four rounds.

Use: Selected

CLEAVE



Type of Feat: General.

Prerequisite: Str 13+, Power Attack feat.

Specifics: If a character with this feat kills an opponent in melee combat, he gets a free attack against any opponent who is within melee attack range.

Use: Automatic.



COMBAT CASTING



Type of Feat: General.

Prerequisite: Ability to cast 1st-level spells.

Specifics: Character is adept at casting spells in combat, removing the standard -4 penalty to Concentration checks when within three meters of an enemy.

Use: Automatic.

DEFLECT ARROWS



Type of Feat: General.

Prerequisite: Dex 13+, Improved Unarmed Strike.

Specifics: Character can attempt to deflect one incoming missile attack per round (Reflex save made against DC 20).

Use: Automatic if not caught flat-footed. Monks receive this feat for free at level 2.

DISARM



Type of Feat: General.

Prerequisite: Int 13+.

Requires for: Improved Disarm.

Specifics: The character can attempt to disarm an opponent in melee combat. Attempting a disarm applies a -6 penalty to the character's attack roll, and the combatant with the larger weapon gains a +4 bonus per size category of difference. A successful hit deals normal damage, and if the opponent fails a Discipline check then the weapon flies from the opponent's hands.

Use: Selected. A disarm attempt provokes an attack of opportunity.

DODGE



Type of Feat: General.

Prerequisite: Dex 13+

Requires for: Mobility

Specifics: Increased agility grants a +1 dodge bonus to AC against attacks from a character's current target (or last attacker).

Use: Automatic, though a condition that negates a Dexterity bonus to AC also negates any dodge bonuses. Multiple dodge bonuses (different feats, racial bonuses) are cumulative.

EMPOWER SPELL



Type of Feat: Metamagic.

Prerequisite: Ability to cast 2nd-level spells.

Specifics: Magical expertise allows certain spells to be cast with a 50% increase in variable numeric effects (number of targets, damage, etc), excluding duration.

Use: Empowered spells occupy spell slots two levels higher than normal. Saving throws and opposed rolls, such as those made when dispel magic is cast, are not affected.

EXTEND SPELL



Type of Feat: Metamagic.

Prerequisite: Ability to cast 1st-level spells.

Specifics: Magical expertise allows certain spells to be cast with a 100% increase in duration.

Use: Extended spells occupy spell slots one level higher than normal. Spells with an instantaneous or permanent duration are not affected.

EXTRA TURNING



Type of Feat: Special.

Prerequisite: Exclusive to cleric or paladin.

Specifics: This divine ability allows the character to turn undead six additional times per day.

Use: Automatic.

GREAT FORTITUDE



Type of Feat: General.

Prerequisite: None.

Specifics: A character with this feat is very hardy, gaining a +2 bonus to all Fortitude saving throws.

Use: Automatic.

IMPROVED CRITICAL



Type of Feat: General.

Prerequisite: Proficiency with the chosen weapon, base attack bonus +8 or higher.

Specifics: Combat ability doubles the critical threat range with a given weapon. A longsword that normally threatens a critical on a roll of 19-20 would now threaten a critical on a roll of 17-20.

Use: Automatic. The threat range of a Keen weapon is already doubled, increasing to triple with this feat. This feat can be selected multiple times, applying to a new weapon category each time.

IMPROVED DISARM



Type of Feat: General.

Prerequisite: Int 13+, Disarm.

Specifics: A character with this feat has learned not to provoke an attack of opportunity when attempting to disarm an opponent. Success knocks the opponent's weapon away from them. The penalty to make a disarm attempt is reduced to -4.

Use: Selected.

IMPROVED KNOCKDOWN



Type of Feat: General.

Prerequisite: Knockdown, base attack bonus +7.

Specifics: Characters with this feat have learned to use the Knockdown ability as if one size category larger than they really are. All other Knockdown conditions still apply.

Use: Selected. Monks receive this feat for free at 6th level.

IMPROVED PARRY



Type of Feat: General.

Prerequisite: Intelligence 13+.

Specifics: Grants a +4 competence bonus to the character's opposed attack rolls when using the Parry skill.

Use: Automatic.

IMPROVED POWER ATTACK



Type of Feat: General.

Prerequisite: Power Attack, Strength 13+.

Specifics: This feat can be used at a -10 penalty to attack but with a +10 bonus to any damage given. Improved Power Attack is very useful when fighting large numbers of easy-to-hit opponents.

Use: Combat Mode.

IMPROVED TWO-WEAPON FIGHTING



Type of Feat: General.

Prerequisite: Two-Weapon Fighting, Ambidexterity, base attack bonus +9 or higher.

Specifics: The character with this feat is able to get a second off-hand attack (at a penalty of -5 to the attack roll).

Use: Automatic. Rangers receive this feat at 9th level, even if they don't meet the requirements.

IMPROVED UNARMED STRIKE



Type of Feat: General.

Prerequisite: None.

Required for: Stunning Fist, Deflect Arrows.

Specifics: Armed opponents no longer get attacks of opportunity against the character when you make unarmed attacks against them.

Use: Automatic. Monks receive this feat for free at 1st level.

IRON WILL



Type of Feat: General.

Prerequisite: None.

Specifics: Focused presence of mind provides a +2

bonus to all Will saving throws.

Use: Automatic.

KNOCKDOWN



Type of Feat: General.

Prerequisite: None.

Required for: Improved Knockdown.

Specifics: With this maneuver, a character can attempt to knock an opponent to the ground. An attack roll is made with at -4 penalty to attack and, if successful, an opposed roll is made, comparing your attack roll with the defender's Discipline skill check. If successful, the target is knocked to a prone position.

Use: Selected. Prone characters cannot attack. Characters receive a +4 attack bonus against prone opponents in melee, but a -4 attack penalty with a ranged weapon. A character can only knockdown an opponent that is one size category larger, the same size, or smaller than they are. The opponent gets a +4 bonus for every size category he is larger than the attacker or a -4 penalty for every size category he is smaller. Monks receives this feat for free at Level 6.

LIGHTNING REFLEXES



Type of Feat: General.

Prerequisite: None.

Specifics: This feat grants a +2 bonus to all Reflex saving throws, due to faster than normal reflexes.

Use: Automatic.

MAXIMIZE SPELL



Type of Feat: Metamagic.

Prerequisite: Ability to cast 3rd-level spells.

Specifics: Magical expertise allows certain spells to be cast with all variable numeric effects (number of targets, damage, etc.) applied at their maximum.

Use: Maximized spells occupy spell slots three levels higher than normal. Saving throws and opposed rolls, such as those made when dispel magic is cast, are not affected.

MOBILITY



Type of Feat: General.

Prerequisite: Dex 13+, Dodge.

Specifics: A character with this feat has learned to avoid attacks of opportunity more effectively, gaining a +4 dodge bonus to AC against them.

Use: Automatic, though a condition that negates a Dexterity bonus to AC also negates any dodge bonuses. Multiple dodge bonuses (from different feats or racial bonuses) are cumulative.

POINT BLANK SHOT



Type of Feat: General.

Prerequisite: None.

Required for: Rapid Shot.

Specifics: Unfazed by close combat, a character with this feat negates the -4 penalty for using missile weapons within melee attack range, and gains an additional +1 to attack and damage with ranged weapons when the target is within 15 feet.

Use: Automatic.

POWER ATTACK



Type of Feat: General.

Prerequisite: Str 13+.

Required for: Cleave, Improved Power Attack.

Specifics: A character with this feat can make powerful but ungainly attacks. When selected, this grants a +5 bonus to the damage roll, but inflicts a -5 penalty to the attack roll.

Use: Combat Mode.

QUICKEN SPELL



Type of Feat: Metamagic.

Prerequisite: Ability to cast 4th-level spells.

Specifics: Magical expertise allows spells to be cast instantaneously, making them invulnerable to counterspells or interruption. A quickened spell is cast as a free action, and another action can be attempted within the same round, including the casting of another spell. Only one quickened spell can be cast in a round, however.

Use: Quickened spells occupy spell slots four levels higher than normal.

RAPID SHOT



Type of Feat: General.

Prerequisite: Dex 13+, Point Blank Shot.

Specifics: A character with this feat is quick with ranged weapons, gaining an extra attack per round while using them. When a rapid attack round is attempted, the extra attack is made at the highest base attack bonus, though all attacks within the round suffer a -2 penalty.

Use: Selected.

SAP



Type of Feat: General.

Prerequisite: Base attack bonus +1, Called Shot.

Required for: Stunning Fist.

Specifics: A character with this feat is able to attack with a -4 penalty. A successful hit deals normal damage at which point the target gets to make a Discipline check against a DC = the attacker's modified attack roll. If the opponent's roll fails, he or she is dazed for 12 seconds. Sap can only work on creature of large-size or smaller.

Use: Selected.

SHIELD



Type of Feat: General.

Prerequisite: None.

Specifics: A character with this feat has the basic knowledge of how to effectively use a shield.

Use: All classes except monks, rogues, sorcerers, and wizards have this feat for free.

SILENT SPELL



Type of Feat: Metamagic.

Prerequisite: Ability to cast 1st-level spells.

Specifics: Magical expertise allows the casting of certain spells without using a verbal component.

Use: Silenced spells occupy spell slots one level higher than normal.

SKILL FOCUS



Type of Feat: General.

Prerequisite: Able to use the skill.

Specifics: A character with this feat is adept at a certain skill, gaining a +3 bonus on all checks with it.

Use: Automatic. This feat may be selected multiple times, but the effects do not stack. It applies to a different skill in each case.

SPELL FOCUS



Type of Feat: General.

Prerequisite: Ability to cast 1st-level spells.

Specifics: A character with this feat is adept in a certain school of magic, granting a +2 bonus to spell save DC for all spells that the character casts from that school. This makes it more difficult for enemies to resist the effects of spells of this school when the caster casts them.

Use: Automatic. This feat may be selected multiple times, but the effects do not stack. It applies to a different school of magic in each case.

SPELL PENETRATION



Type of Feat: General.

Prerequisite: Ability to cast 1st-level spells.

Specifics: A character with this feat can use magic to better pierce the defenses of his opponents, gaining a +2 bonus to caster level checks to beat a creature's spell resistance.

Use: Automatic.

STILL SPELL



Type of Feat: Metamagic.

Prerequisite: Ability to cast 1st-level spells.

Specifics: Magical expertise allows certain spells to be cast without gestures, ignoring their somatic component. Any penalties incurred from casting in armor do not apply to a spell that has been prepared by this feat.

Use: Stilled spells occupy spell slots one level higher than normal.

STUNNING FIST



Type of Feat: General.

Prerequisite: Dex 13+, Wis 13+, Sap, base attack bonus +8 or higher, Improved Unarmed Strike.

Specifics: A character with this feat can attempt a disabling strike with a -4 attack penalty and a -4 damage penalty. If successful they have hit a vulnerable spot, and the target must make a Fortitude save (DC 10 + 1/2 the attacker's level + the attacker's Wisdom modifier) or be held for three rounds. This attack may be used once per day for every four levels of the character.

Use: Selected. Monks receive this feat for free at Level 1, even if they do not meet the prerequisites. As well, monks suffer no attack/damage penalties when using this feat and may use it once per day per level. Constructs and Undead are immune to this attack, as are any creatures that are immune to critical hits.

TOUGHNESS



Type of Feat: General.

Prerequisite: None.

Specifics: A character with this feat is tougher than normal, gaining one bonus hit point per level. Hit points are gained retroactively when choosing this feat.

Use: Automatic.

TWO-WEAPON FIGHTING



Type of Feat: General.

Prerequisite: None.

Required For: Improved Two-Weapon Fighting.

Specifics: A character with this feat reduces the penalties suffered when using a weapon in each hand. The normal penalty of -6 to the primary hand and -10 to the off-hand becomes -4 for the primary hand and -8 for the off-hand.

Use: The Ambidexterity feat further reduces the attack penalty for the second weapon by 4 (-4/-4). Best results are achieved if the off-hand weapon is light, further reducing the penalty for both the primary and off-hand by 2 (-2/-2). Rangers receive this feat for free at 1st level.

WEAPON FINESSE



Type of Feat: General.

Prerequisite: Base attack bonus +1 or higher.

Specifics: A character with this feat is adept at using light weapons subtly and effectively, allowing him to calculate attack rolls with his Dexterity modifier bonus instead of his strength bonus (if his Dexterity is higher than his strength).

Use: Automatic when using any of the following weapons: dagger, handaxe, kama, kukri, light crossbow, light hammer, mace, rapier, short sword, shuriken, sickle, sling, throwing axe, and unarmed strike.

WEAPON FOCUS



Type of Feat: General.

Prerequisite: Proficiency with the chosen weapon type, base attack bonus +1 or higher.

Required for: Weapon Specialization (fighter only).

Specifics: A character with this feat is particularly skilled with a specific weapon, gaining a +1 attack bonus with them.

Use: Automatic. This feat may be selected multiple times, but the effects do not stack. It applies to a new weapon in each case.

WEAPON PROFICIENCY EXOTIC



Type of Feat: General.

Prerequisite: Base attack bonus +1 or higher.

Specifics: This feat allows effective use of all exotic weapons. The exotic weapons list includes the dire mace, double axe, kama, katana, kukri, scythe, shuriken, and two-bladed sword.

Use: Automatic.

WEAPON PROFICIENCY MARTIAL



Type of Feat: General.

Prerequisite: None.

Specifics: This feat allows effective use of all martial weapons. A character cannot equip weapons they are not proficient in. The martial weapons list includes the bastard sword, battleaxe, greataxe, greatsword, halberd, handaxe, heavy flail, light flail, light hammer, longbow, longsword, rapier, scimitar, short sword, shortbow, throwing axe, and warhammer.

Use: Barbarians, fighters, paladins, and rangers are automatically proficient with all martial weapons.

WEAPON PROFICIENCY SIMPLE



Type of Feat: General.

Prerequisite: None.

Specifics: This feat allows effective use of all simple weapons, including club, dagger, mace, sickle, spear, morningstar, quarterstaff, light crossbow, dart, sling, and heavy crossbow. A character cannot equip weapons they are not proficient in.

Use: All characters except for druids, monks, rogues, and wizards are automatically proficient with all simple weapons. The spell Tenser's Transformation gives a wizard a temporary proficiency with all simple weapons.

WEAPON SPECIALIZATION



Type of Feat: Special.

Prerequisite: Fighter with base attack bonus +4,

Weapon Focus in the chosen weapon type.

Specifics: A character with this feat has trained especially hard with a specific weapon group, gaining a +2 damage bonus with that category.

Use: This feat may be selected multiple times, but the effects do not stack. It applies to a new weapon in each case, so long as that group is already associated with Weapon Focus.

Spell Schools

Schools of magic are groups of related spells that work in similar ways. The schools of magic available to spellcasters are Abjuration, Conjunction, Divination, Enchantment, Evocation, Illusion, Necromancy, and Transmutation.

A wizard who chooses to specialize in a school of magic gains one additional prepared spell per level but loses the ability to cast spells from one other school. A wizard does not have to specialize, thus keeping access to all spells.

UNIVERSAL

This is not a school, but instead represents the wizard's desire to have an equal understanding of all spells, without focusing on a single school of magic.

Prohibited School: None

ABJURATION



Abjuration spells are used to shield the caster from magical and physical attacks.

Prohibited School: Conjunction

CONJURATION



A Conjunction specialist can bring creatures to him, usually in the form of summoned allies.

Prohibited School: Transmutation

DIVINATION



Diviners are capable of looking forward in time to anticipate what will happen next. Although mostly useful for gathering information, several divine spells help the caster in combat situations.

Prohibited School: Illusion

ENCHANTMENT



Enchantment spells involving gaining control over another creature, or imbuing a recipient with special properties.

Prohibited School: Illusion

EVOCATION



These are spells that manipulate energy or create something from nothing. Many of the best offensive spells can be found within this school of magic.

Prohibited School: Conjunction

ILLUSION



Illusion spells alter perception, the most common of which is the ability to go invisible.

Prohibited School: Enchantment

NECROMANCY



Spells that manipulate, create, or destroy life.

Prohibited School: Divination

TRANSMUTATION



These spells transform the recipient, either subtly or obviously.

Prohibited School: Conjuratation

Domains

At character creation, clerics may choose two domains to follow. You may choose freely from the domain list.

Each domain gives your cleric access to a special domain power and additional spells. This increases the total number of spells that a cleric may prepare each day by one per spell level. Below is a short summary of each domain's major features (see pages 174-175 for more details).

Air: Can turn elementals

Animal: Improved monster summoning

Death: Negative plane avatar

Destruction: Turning damages constructs

Earth: Can turn elementals

Evil: Can turn outsiders

Fire: Can turn elementals

Good: Can turn outsiders

Healing: All healing spells are empowered

Knowledge: More domain spells

Magic: More domain spells

Plant: Can turn vermin

Protection: Divine protection

Strength: Divine strength

Sun: Improved turn undead

Travel: More domain spells

Trickery: Improves skills generally used by rogues

War: Battle mastery

Water: Can turn elementals

Animal Companions

Animal companions are special creatures, with powers typically far beyond those of natural creatures. Many animal companions are quite formidable in combat. As your character gains levels, so will your animal companion. Each time you gain a level in a class with the animal companion feature, you may change the type of companion that accompanies you.

Familiars

Familiars are magical creatures that any wizard or sorcerer may summon. Like animal companions, they are formidable allies in combat, but this is more due to their special magical powers than their melee capabilities.

Customizing Your Character

You may customize your character's appearance, description, and voiceset.

APPEARANCE

You may select from a variety of heads, body types, clothing, and tattoos for your character. You may also change skin, hair, and tattoo color.

CHARACTER INFORMATION

After choosing your appearance you may enter a name (or choose a random one). You can also fill in a short character description that other players will see when they examine your character.

Quickchat Voicesets

In *Neverwinter Nights* you can use quickchat to quickly communicate with other players and your associates (henchmen, familiars, animal companions; see page 111 for more details). Quickchat options followed with an asterisk (*) are commands that your associates will respond to. You activate quickchat by pressing the quickchat key to activate the system and then the two or three key code to play the quickchat line. Each voice set has personalized dialogue for each option, so different characters will say different lines for the same choice. The default hotkeys for the system are laid out as follows:

Table 4: Quickchat Commands

V - Activate quickchat	C - I can do that
W - <i>Combat commands</i>	X - I cannot do that
E - Attack *	A - Task complete
R - Battle cry	S - <i>Social Commands</i>
D - Heal me*	S - Hello
W - Help	D - Yes
A - Enemy Sighted	W - No
S - Flee	E - Stop
T - Taunt	C - Rest
F - Guard me *	X - Bored
X - Hold position *	A - Goodbye
E - <i>Exploration commands</i>	X - <i>Personal communications</i>
E - Follow me *	X - Thank you
W - Look here	W - Laugh
D - Group up	C - Cuss
S - Move aside	D - Cheer
D - <i>Task commands</i>	S - I have something to say
W - Pick Locks	A - Good idea
E - Search the area	Z - Bad idea
S - Go stealthy	E - Threaten

* This indicates that the command applies to henchmen.

Combat

Real-Time Decisions

Neverwinter Nights is a real-time game overlaid on top of the turn-based *Dungeons & Dragons* 3rd Edition rules. This means that your decisions are played out during the progress of a combat round. You manipulate your characters by giving them orders, these orders appear on the Action Queue (upper left hand of your screen). You may stack certain orders (known as Tasks), such as Picking Up Items or Opening Doors or Casting Spells. Modal orders—like movement and combat—clear any tasks still in the stack.

As you learn the *Neverwinter Nights* combat system, you will find it useful to plan out your tactical combat as you fight. This may involve choosing the next three spells you want to cast at the beginning of combat, or entering a combat mode like Power Attack or Parry.

The Action Queue is a quick and easy visual reference to what your character is currently doing and what your character will be doing in the future. A wise player uses it to its full advantage.

Hostile Versus Friendly

NPC REACTIONS

NPCs can react to you in a variety of ways, varying from hostility to friendship, and your actions in the game can affect this reaction. A good friend may be lost if you attack innocents, while more nefarious allies might be made by helping out an evil power group. Your character will have a different default action to each of these reaction types.

The reaction types are:

Hostile

Hostile creatures will normally attack you on sight and will fight to the death. You cannot talk to Hostile creatures.

Default Action: Attack.

Neutral

Most of the world begins neutral to you. You may speak with these people, learning information about the world and of the adventures you may take on. If attacked, Neutral characters will become Hostile.

Default Action: Talk.

Friendly

Friendly characters behave exactly like Neutral characters, except that those who are Friendly to you may help you, usually by healing, for no charge. If you are attacked while in the presence of characters who are Friendly to you, they may assist you.

Default Action: Talk

Busy

At certain times, normally after or during combat when you try to speak with a character, you may be told it is busy. This means that the character cannot speak with you until the combat is resolved. If you ever see this message with someone who is not in combat, wait one combat round and try talking to them again.

Default Action: They cannot interact with you until they are no longer busy.

Invulnerable

Some characters cannot be hurt. These are normally powerful characters that help advance the plot. Attacking them will not anger them, nor will it injure them.

Default Action: Talk

FACTIONS

Underlying the Reaction system is the concept of factions. This system is transparent and you normally will not interact with it directly. Basically every creature in the world belongs to a faction (one example of which is the "Hostile" faction which most monsters belong to). There are a variety of factions in every city (commoner, merchant, guard). These factions are often split into various sub-factions (prison guard, pirate guard). Every faction has a like or dislike for every other faction (and for your character).

Some factions may defend other factions; other factions may attack any other faction on sight.

This is why, when you attack a commoner the town guard attacks. They belong to different factions (commoner and defender, respectively). However, defenders must protect commoners—this is detailed in their faction relationship.

So what does this mean to you, as a player? Be aware that attacking certain groups may affect your standing with other groups, elsewhere. If you constantly attack innocents, you will get a bad reputation and may find yourself being harassed by the town guard. It also means that at times you can decimate two rival groups, simply by luring them to each other—they suffer the carnage and you reap all the benefits by looting their corpses.

Targeting an Opponent

RADIAL MENU TARGETING

Whenever you invoke the radial menu on an object you enter Target-Action mode. Any option you choose will be directed at the object you have targeted. For example, if you were a monk and invoked the radial menu over an enemy bugbear that was rushing you, your selected Flurry of Blows attack would be targeted against the creature.

ALTERNATIVE TARGETING METHODS

The radial menu is not the only method for targeting. You may also put weapons, special attacks, and spells in your quickbar. These can then be used in an Action-Target mode, whereby you choose what you want to do and then who you want to do it to. For example, again you are playing a monk. This time when the bugbear appears you would select Flurry of Blows from your quickbar (after having placed it there earlier). You then target the bugbear and your monk attacks the bugbear with the Flurry of Blows.

The Attack Roll

When an attack is made, the attacker rolls a d20 (resulting in a number between 1 and 20). To see if the attacker hits, all attack bonuses that the character may have are added to the roll. This value is then compared against the Armor Class of the creature being attacked. If the attack roll is equal to or greater than the creature's Armor Class, a hit is scored.

Injury and Death

Adventurers lead exciting lives, but their lifestyle comes with risks—injury and sometimes even death. When an attack roll is successful, damage is delivered.

WOUNDS

When your character is damaged, he loses hit points. When your hit points go to 0, your character dies (see the Death and Respawn section, below). There are a variety of ways to restore these hit points.

The most common way to recover lost hit points is to rest. You can rest by selecting the "Rest" option from the Radial menu. Resting takes time however and you should make sure that you are in a safe place before you attempt to do this. You also cannot rest during or shortly after combat.

There are many other methods of healing however. Healing spells (such as Cure Light Wounds), healing potions, and the Heal skill can all be used to restore lost hit points, even during battle.

SAVING THROWS

Saving throws are a measure of a character or creature's resistance to special types of attacks—poisons, magic, and effects like a dragon's breath weapon. If a saving throw is made, this may reduce the damage or prevent the effects of the spell or attack entirely.

Fortitude: This measures your character's ability to stand up to massive physical punishment, such as poison, paralysis and instant death magic. Your Constitution modifier is added to your Fortitude saving throw.

Reflex: The higher this is, the better you are at dodging attacks such as a wizard's fireball or the lethal breath of a dragon. Your Dexterity modifier is added to your Reflex saving throws.

Will: This save reflects your resistance to mental influence and domination as well as many magical effects. Your Wisdom modifier is added to your Will saving throws.

Saving throws are improved as your character gains levels. Many magic items also improve your saving throws while they are equipped. Several spells can temporarily improving your saving throws, but beware, other spells can lower them!

DEATH AND RESPAWNING

Your character will die if his hit points reach 0 or less. When your character dies he is transported to the nearest temple of healing. There his lost hit points are restored, and you can choose to transport him back to the place where he died. If the player chooses to respawn, they will lose a small number of experience points and gold. A player can never lose a level due to death respawning however.

WARNING: Whatever killed your character may still be there when you return, and you may find yourself thrust right back into combat again.

Raising the Dead: Two spells, Raise Dead and Resurrection, can actually bring a player back from the dead. Only high-level clerics have access to these spells however.

Flat-Footed

Flat-footed characters do not add their Dexterity bonus (if any) to their Armor Class. Flat-footed characters are also susceptible to a rogue's deadly Sneak Attack. The uncanny dodge extraordinary ability allows the barbarian and rogue classes to avoid losing their Dexterity bonus to AC when they are caught flat-footed.

A character is considered to be flat-footed only when:

- They are performing a non-combat task.
- They are in ready mode.
- They move outside of the combat radius.

Attacks of Opportunity

Sometimes, a melee combatant lets her guard down to execute a non-combat action. In these circumstances, combatants near her can take advantage of her lapse in defense to make a free attack on her. These attacks are called attacks of opportunity.

Threatened Area: You threaten the area into which you can make a melee attack. Generally, that's everything that's in your 120-degree forward arc and within 5 feet of you. An enemy that takes certain actions while in a threatened area provokes an attack of opportunity from you.

Provoking an Attack of Opportunity: If you move into, within, or out of a threatened area, you usually provoke an attack of opportunity. If you are performing a retreat action while moving, you do not provoke an attack of opportunity.

Some actions themselves provoke attacks of opportunity, including casting a spell and attacking with a ranged weapon. A full list of these is as follows:

- Making a ranged attack
- Making an unarmed attack (without the Improved Unarmed Strike feat)
- Casting a spell
- Activating a 'spell completion' magic item (scroll, wand, etc)
- Using a spell-like ability
- Running
- Using a feat*

*Some feats provoke an attack of opportunity, some don't. See the individual feat descriptions for details.

Making an Attack of Opportunity: An attack of opportunity is a single melee attack made at your normal attack bonus. You can only make one attack of opportunity per round.

Associates

Associates are creatures who respond to your direct commands. Animal companions and familiars are considered Associates. So are summoned and dominated monsters and henchmen. These allies can be invaluable in overcoming the myriad of obstacles to survival in *Neverwinter Nights*.

Once you have an associate, you may issue orders via the radial menu system. Simply select the associate, activate the radial menu, and choose one of the following options:



Follow: The associate will stop whatever they are doing to come near you.



Attack Nearest: The associate will attack enemies.



Guard: The associate will attack your enemies, focusing on those who are directly attacking you.



Stand Your Ground: The associate will not move, instead remaining where you asked them to. They will defend themselves if attacked.



Heal Me: Makes the associate stop whatever they are doing, to heal you to the best of their abilities.

Certain associates may also be commanded further via conversation. Speaking to them will let you change how close they stay to you, or even let you ask them to start detecting and removing traps!

You can issue orders to all your associates at once by using the quickchat system.

Movement

Many factors, including class, encumbrance, magic items, and spell effects all influence movement in *Neverwinter Nights*. No character may move slower than 10% of their movement speed (unless held or paralyzed) or faster than 150% of their movement speed. Movement speed bonuses are discussed under the descriptions for the Barbarian and Monk. Penalties are summarized below.

DETECT & STEALTH MODES

Being in either of these modes will prevent your character from running. If your character is in both modes, movement speed is reduced to 50%.

ENCUMBERED

A lightly-encumbered character cannot run. Heavily-encumbered characters move at 50% of their current movement speed.

Table 5: Movement Speed Penalties

Situation	Effective Movement Speed	Able to Run
Not in Active Detect or Stealth mode; not encumbered	100%	Yes
Active detect	100%	No
Stealth	100%	No
Lightly-encumbered	100%	No
Two of: Stealth, Detect, or lightly-encumbered	50%	No
Stealth, Detect, and lightly-encumbered	25%	No
Heavily-encumbered	An additional 50% movement penalty	No

Spells

Introduction

Neverwinter Nights includes a powerful but simple-to-use magic system that sticks closely to the D&D rules. To understand spellcasting in *Neverwinter Nights*, one must first understand the basic elements. Once this basic level is mastered, the spellcaster can begin to master spellcasting tactics and ultimately the individual spells themselves can be learned.

Effect Descriptions

Game effects help to describe the results of a character's interaction with the game environment, creatures, and items. Effects can be as complex as being stuck in a mass of webbing or as simple as an enhancement bonus to attack. Defined below are all of the game effects that can be applied to characters in *Neverwinter Nights*. These effects are displayed on the character's Status Bar.

The most common sources of game effects are spells, spell-like abilities and equipped magic items. Bonuses from various sources can stack with each other but the same bonus or negative modifier can never be applied twice from the same source. For example the spell Bull's Strength provides a temporary bonus to Strength. The character can never have two bonuses applied from Bull's Strength at the same time even if the same caster cast the spell twice. However if the character had a +3 bonus to Strength from Bull's Strength and a +2 bonus from a magic ring then these would stack to give the character a +5 total bonus to Strength. Bonuses applied from the same source do not stack but the higher is applied. So if the character had Bull's Strength cast on them twice for a bonus of +5 and +2 respectively then the +5 would apply even if it were not the last spell cast.

Ability Score Modified

Modifier Range: -10 to +10.

A single ability score is raised or lowered, possibly affecting the ability modifier. Ability damage falls under this effect category.

AC Modified

Modifier Range: -5 to +5.

An Armor Class bonus is applied to the character. There are five types of AC bonus in *Neverwinter Nights*: armor enhancement, shield enhancement, dodge, natural, and deflection. Only dodge bonuses can stack, up to a maximum of +5. For all other types of bonus, the single highest modifier is applied.

Combat Enhancement Modified

Modifier Range: -5 to +5.

The character gains a non-cumulative bonus to attack and damage

Blindness

Blinded creatures have a 50% miss chance and -4 to all attack rolls.

Charmed

When an outside agent charms an NPC they are unable to initiate offensive action against that person or monster. When a PC is charmed they are unable to initiate hostile action against the target agent for the remainder of the spell.

Concealment

All persons attempting to attack the affected target have a percentage chance of failing their combat rolls before they even attempt an attack roll.

Confused

While confused the target creature will do one of three things: wander aimlessly, stand still, or attack the nearest viable target.

Curse

The affected character has one or more of their ability scores reduced by a pre-determined amount. Curse effects are generally permanent unless removed by powerful clerical spells.

Damage

Damage reduces the current hit points of a creature by a specified amount. Damage can be classified into the following categories: acid, fire, cold, electrical, sonic, negative, magical, divine, bludgeoning, slashing, or piercing.

Damage Modified

Modifier Range: -5 to +5, +1d4, +1d6, +1d8, +1d10, and +2d6. Modifies the amount of damage a character delivers by the specified amount and damage type. For example a character could have a damage bonus of +1d4 fire or +2d6 acid.

Damage Immunity Modified

Modifier Range: -100 to 100%.

Reflected as a percentage that modifies all incoming damage of single type upwards or downwards. For example a character with Fire Immunity 25% would take 30 points of damage from a Fireball spell that normally deals 40.

Damage Reduction

This represents a creature's ability to ignore a certain amount of melee damage (bludgeoning, slashing, or piercing) from a single hit unless the weapon inflicting the wound has an enhancement bonus equal to or greater than the damage reduction. Damage reduction is listed along with the amount of damage ignored and the power of the weapon needed to penetrate the effect. Thus a creature with 20/+3 damage reduction ignores the first 20 points of damage from any weapon that does not have an enhancement bonus of +3 or greater. Non-melee damages such as from elemental or magical attacks ignore damage reduction.

Creatures that have damage reduction are considered to have natural attacks equal to that damage reduction. For example a red dragon has a damage reduction of 20/+3. When attacking other opponents with damage reduction it is considered to have an innate enhancement bonus of +3.

Damage Resistance

Creatures with this ability are able to ignore damage of a specific type up to a specified amount. Unlike damage reduction, damage resistance cannot be overcome with weapons with a higher enhancement bonus. Like damage reduction, the amount of damage resisted is listed as a value and a damage type, such as Fire 20/-. This means that the first 20 points of fire damage dealt to the character is ignored entirely.

Darkness

When a character is surrounded by magical darkness they are considered blinded when trying to see other creatures, and invisible when other creatures attempt to see them.

Deaf

Deafened creatures are unable to make Listen checks and cannot receive calls and warnings from allies. They also have a 20% chance to fail any arcane spell they attempt to cast.

Dazed

Dazed creatures are in a partial state of stupor. They are unable to initiate attacks, cast spells or use skills and feats. They can flee from combat.

Death

Death can come about as a result of physical damage, or of some horrible spell. In the case of player characters, death is merely a chance to return and adventure again. Most other creatures in the game are not so lucky, and death is a permanent state that cannot be reversed.

Diseased

Diseases are one hazard that can deplete an adventurer's abilities and leave him weak and damaged. When a character first comes into contact with a disease he makes a Fortitude saving throw. If this is successful then the disease is resisted, otherwise it begins to incubate within the character. After a specified number of in-game hours or the character's next rest, the disease will manifest itself in the form of ability damage. Each time the character rests after the

incubation period they are required to make a Fortitude saving throw to resist further ability score damage. If the character successfully makes two of these saving throws in a row, the disease is removed. Ability damage incurred from disease heals while resting. Certain diseases have special carrier effects, such as blindness or other, more nasty surprises, that can be applied after the incubation period ends or after 24 game hours have passed.

Dominated

A dominated creature comes under the mental control of an outside agent. NPCs in this state are considered part of the PC's party and will fight and die for that PC. Player characters dominated by outside agents are wracked with horrible mental anguish and are considered dazed. A character may only dominate one other creature at a time.

Entangled

Entangled creatures are immobile, unable to move and are considered flat-footed.

Frightened

Creatures struck with fear are forced to flee from the source of the fear and lose the ability to control their own actions. Also, while afraid, the creature has a -2 penalty to all saving throws.

Hasted

Hasted creatures gain a 50% bonus to movement speed, a +4 Dodge Bonus to AC and an additional attack per round. While Hasted, all spellcasting times are cut in half.

Immunity

Characters can be immune to any of the negative effects described in this section. For example a character with disease immunity will never need fear the negative effects of disease.

Invisibility

Invisible attacking creatures get a 50% concealment bonus against enemy attacks and can ignore the Dexterity modifier of any opponent unless that opponent has the Uncanny Dodge feat.

Magic Immunity

Creatures can obtain or have specific immunities to magical spells and spell-like abilities of the following types:

- Individual spells.
- Specific spell schools.
- A spell of a particular level and below.

Miss Chance

When this effect is applied, the afflicted character has a percentage chance of missing on any attack roll before their normal attack roll is made.

Increased Attacks

Increases the number of base attacks a character capable of making.

Movement Speed Modified

Increases or decrease the character's base movement speed by the given percentage.

Negative Levels

Certain monsters are able to sap the life essence of other creatures. The draining effect of each negative level applies a -1 modifier to attack rolls, skill checks and saving throws. If a creature's negative levels ever meets or exceeds their current level, they die.

Paralysis

Paralyzed individuals are unable to move or take actions of any kind and are considered prone. A paralyzed NPC with 4HD or less will be killed instantly if attacked.

Poison

Poison afflicts the character by delivering ability damage in two stages. When initially struck the character makes a Fortitude saving throw to resist the poison outright. If this roll fails the character takes a specified amount of ability damage. After 1 minute has passed the character makes another Fortitude saving throw or he takes an additional amount of ability damage. It is possible to remove poison before the second round of ability damage is delivered by using the Healing skill or the Neutralize Poison spell (however any ability damage already suffered is not healed when the poison is cured). The ability damage received from poison can be removed by resting.

Prone

Prone creatures are considered flat-footed (see page 109) and therefore lose their Dexterity bonus to AC. All creatures attacking the prone individual get a +4 attack bonus.

Regenerate

This determines how much damage a character heals over a given period of time.

Saving Throw Modified

Modifier Range: -10 to +10.

Saving throws can be improved or reduced individually, or as a whole. They can also be modified versus only certain effects such as poison or mind affecting spells or abilities.

Sanctuary

Sanctuary allows a character to become artificially silent and hidden as long as those around him fail a Will saving throw.

Silence

Creatures under the effects of silence make no noise while moving but are also unable to hear anything themselves. Spellcasters will be unable to cast spells with verbal components if silenced.

Skill Modified

Modifier Range: -20 to +20.

Skill modifiers can be increased or decreased in effectiveness. This effect can apply to single skills or the entirety of a character's skills.

Sleep

Creatures who are sleeping are considered flat-footed and all attacks made against them are made at a +4 attack bonus.

Creature attacked while sleeping will wake up. A paralyzed NPC with 4HD or less will be killed instantly if attacked.

Slow

Slowed creatures will move at 50% of their current speed. They will also suffer a -2 penalty to AC, Reflex saves, and attack rolls along with the loss of one attack per round. The slow effect can be countered with the haste effect.

Spell Resistance

Creatures with spell resistance have the equivalent of armor versus spells. A caster level check (1d20 + caster level) must equal or beat the spell resistance score, or the spell has no effect.

Stunned

Stunned creatures stand helplessly in a motionless stupor and are considered prone.

Summoned

Creatures considered summoned are vulnerable to spells such as Dismissal and Holy Word, which banish summoned monsters.

Temporary HP

This is temporary bonus to the character's current hit points. It is possible to have more current hit points than maximum hit points via this method. Temporary hit points cannot be healed or recovered by any means.

Time Stop

All motion and action in the world stops except for the creature that has activated the effect.

True Seeing

Allows the character to see all those using invisibility, sanctuary, and stealth.

Turned

Turned creatures are considered frightened and flee from the turning cleric for 10 rounds.

Spell Tactics

Overcoming the protections of an enemy Lich or countering his spells as he attempts to slay your summoned monsters makes spell tactics a valuable part of any spellcasters array of knowledge. Spell tactics can be broken into the following sections: Allies, Dispelling and Counter Spelling.

ALLIES

Summoned allies are particularly vulnerable to spells such as Dismissal and Word of Faith.

DISPELLING

Generally any spell that can strip enhancements and protections off of another character is grouped as dispelling magic. Breach and Greater Spell Breach allows for immediate and instantaneous removal of a wide range of specific protections that can often prevent damage or spells from harming an enemy mage. Lesser Dispel Magic, Dispel Magic, and Greater Dispel Magic all work to remove non-item effects from a character as long as those effects are considered temporary and magical. However these spells are not guaranteed to succeed. The more powerful the mage who placed the magic upon the target character the harder it will be to remove his spells.

COUNTERSPELLING

If a spellcaster enters Counterspell mode he can prevent enemy casters from casting spells. To counter a spell the countering mage must sacrifice a spell they are able to cast at the present time. The more mages that counterspell a single enemy mage the higher their chances of successfully negating a spell during its conjure phase. Lesser Dispel Magic, Dispel Magic, Greater Dispel Magic and Mordenkainen's Disjunction are universal counterspells and are able to counter any spell that is of the same level or lower. Any spell can be countered by itself if both the casting and countering mage have the spell. Many spells also have specific counters that are usable as counter spells. For example Haste can always be countered using Slow, with the reverse also being true.

Spell Descriptions

In the game there are spell descriptions for each spell (simply examine the spell to read the description). Below is a summary of what the different fields in the spell description describe.

Caster Level: Specifies the various classes that can use the spell and the level of the spell for that class.

Innate Level: The level at which the spell is countered using the universal counter spells.

School: The school the spell belongs to can determine its usage by specialty Wizards and Sorcerers.

Descriptor: This provides a general classification of the spell for the purposes of what immunities and protections can ignore or hamper the spell.

Components: Spells can have both Verbal and Somatic components that are needed to cast the spell successfully. Certain spells require only one component or the other. The Silence effect prevents the use of spells that require Verbal components.

Range: Spells have the following ranges: Touch, Short, Medium, and Long.

Area of Effect: Spells have the following areas of effect: Personal, Single, Small, Medium, Large, Huge, and Colossal.

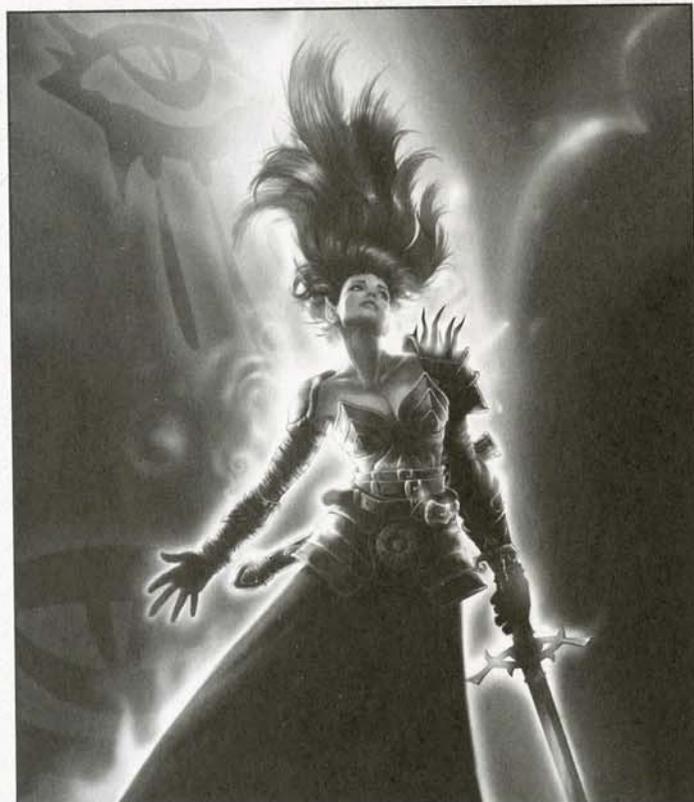
Duration: Defines how long the spell will last in Rounds, Turns or Hours.

Additional Counter Spells: The spell or spells that can counter the specified spell in addition to the universal counters and itself.

Save: Specifies whether the spell has a saving throw and the results of making the save.

Spell Resistance: Specifies whether magic resistance is effective against the spell.

Description: A short description of what the spell does in game.



Spell Summaries

Below is a quick summary of all the spells, grouped by class and level. Full descriptions appear in the game. A list of the spells with their associated icons can be found on page 185.

BARD

0-Level Bard Spells

Cure Minor Wounds: Heal 4 points of damage.

Daze: If 5 HD or less, target is dazed.

Light: Create small light source.

Resistance: +1 bonus to all saving throws.

1st-Level Bard Spells

Charm Person: 50% bonus in target's personal reputation to caster.

Cure Light Wounds: 1d8 points of damage + 1/level healed.

Grease: Slows or knocks down opponents.

Identify: Gain a 25 + 1 per caster level bonus to Lore skill.

Lesser Dispel: Weak version of Dispel Magic

Mage Armor: +4 AC bonus.

Protection from Alignment: Target receives +2 AC bonus, +2 saving throw bonus against creatures of a particular alignment.

Scare: Causes fear in weak creatures.

Sleep: Causes 2d4 HD of creatures to fall asleep.

Summon Creature I: Summons a dire badger.

2nd-Level Bard Spells

Blindness/Deafness: The target creature is struck blind and deaf.

Bull's Strength: Target creature's Strength is increased by 1d4+1.

Cat's Grace: The target creature's Dexterity is increased by 1d4+1.

Clarity: Removes sleep, confusion, stun, and charm effects and protects against same.

Cure Moderate Wounds: Heal 2d8 points of damage + 1/level.

Darkness: Cover creatures in a shroud of darkness.

Eagle's Splendor: Target's Charisma increases by 1d4 +1.

Fox's Cunning: Target's Intelligence increases by 1d4 +1.

Ghostly Visage: 10/+2 damage reduction; immune to level 1 spells or lower.

Hold Person: Target humanoid is paralyzed.

Invisibility: Target invisible until attacks or casts a spell.

Owl's Wisdom: Target's Wisdom increases by 1d4 + 1.

See Invisibility: Target creature is able to see all invisible creatures.

Silence: Creates a zone of silence around target creature.

Sound Burst: 1d8 sonic damage to creatures in area.

Summon Creature II: Summons a dire boar.

Ultravision: Darkvision and low-light vision.

3rd-Level Bard Spells

Bestow Curse: Lowers all of the target creature's ability scores by 2.

Charm Monster: 50% bonus in target's personal reputation to caster.

Clairaudience/Clairvoyance: Target gains +10 bonus to Spot and Listen checks.

Confusion: Target behaves erratically.

Cure Serious Wounds: Heal 3d8 points of damage +1/level.

Dispel Magic: Remove magical effects from creatures.

Fear: Make enemies run away.

Find Traps: +10 to Search checks.

Haste: One extra attack action per round and movement is increased by 50%.

Invisibility Sphere: Self and allies hidden in a sphere of invisibility.

Magic Circle Against Alignment: Caster and all nearby allies gain +2 AC, +2 saving throws and immunity to mind-affecting spells from the specified alignment.

Remove Curse: All curses removed from target.

Remove Disease: All diseases removed from target.

Slow: Target movement rate lowered by 50%.

Summon Creature III: Summons a dire wolf.

4th-Level Bard Spells

Cure Critical Wounds: Heals 4d8 points of damage +1 per caster level.

Dismissal: All associates of target are unsummoned.

Dominate Person: Target temporarily becomes under the caster's control.

Hold Monster: Target monster is paralyzed.

Improved Invisibility: Attack and cast spells while remaining concealed.

Legend Lore: +10 bonus to Lore checks, +1 per 2 caster levels.

Neutralize Poison: Target cured, if poisoned.

Summon Creature IV: Summons a dire spider.

War Cry: +2 bonus to attack and damage for allies; all enemies are stricken with fear.

5th-Level Bard Spells

Ethereal Visage: 20/+3 damage reduction and immunity to spells of 2nd level and lower.

Greater Dispelling: More powerful version of Dispel Magic.

Healing Circle: All friends nearby heal for 1d8 + 1 point per caster level.

Mind Fog: -10 penalty on Will saving throws while in the fog.

Summon Creature V: Summons a dire tiger.

6th-Level Bard Spells

Energy Buffer: Target gains damage resistance 40/- against elemental damage.

Ice Storm: 3d6 bludgeoning and 2d6 cold damage.

Mass Haste: All nearby allies gain one extra attack action per round and a 50% increase in movement speed.

Summon Creature VI: Summons a dire bear.

CLERIC

0-Level Cleric Spells

Cure Minor Wounds: Heal 4 points of damage.

Light: Create small light source.

Resistance: +1 bonus to all saving throws.

Virtue: 1 temporary hit point.

1st-Level Cleric Spells

Bless: +1 attack and damage for all allies near caster.

Cure Light Wounds: 1d8 points of damage + 1/level healed.

Doom: Target receives -2 modifier to attack and damage rolls; saving throws, ability and skill checks.

Endure Elements: 10/- damage resistance against all elemental forms of damage.

Protection from Alignment: Target receives +2 AC bonus and +2 saving throw bonus against creatures of a particular alignment.

Remove Fear: All fear effects are removed from target.

Sanctuary: Caster's presence is ignored by nearby creatures.

Scare: Causes fear in weak creatures.

Summon Creature I: Summons a dire badger.

2nd-Level Cleric Spells

Aid: Target receives +1 bonus to attacks and saving throws vs. fear; +1d8 hit points.

Bull's Strength: Target creature's Strength is increased by 1d4+1.

Cure Moderate Wounds: Heal 2d8 points of damage + 1/level.

Darkness: Cover creatures in a shroud of darkness.

Eagle's Splendor: Target's Charisma increases by 1d4 + 1.

Endurance: Target's Constitution increases by 1d4 + 1.

Find Traps: +10 to Search checks.

Fox's Cunning: Target's Intelligence increases by 1d4 + 1.

Hold Person: Target humanoid is paralyzed.

Lesser Dispel: Weak version of Dispel Magic

Lesser Restoration: Removes all effects that apply ability score, AC, attack, damage, spell resistance or saving throw penalties.

Negative Energy Ray: 1d6 points of damage from negative energy ray.

Owl's Wisdom: Target's Wisdom increases by 1d4 + 1.

Remove Paralysis: All paralysis and hold effects removed from target.

Resist Elements: 20/- damage resistance against all elemental forms of damage.

Silence: Creates a zone of silence around target creature.

Sound Burst: 1d8 sonic damage to creatures in area.

Summon Creature II: Summons a dire boar.

Ultravision: Darkvision and low-light vision.

3rd-Level Cleric Spells

Animate Dead: Summons forth an undead minion.

Bestow Curse: Lowers all of the target creature's ability scores by 2.

Blindness/Deafness: The target creature is struck blind and deaf.

Clarity: Removes sleep, confusion, stun, and charm effects and protects against same.

Contagion: Random disease afflicts target.

Cure Serious Wounds: Heal 3d8 points of damage +1/level.

Dispel Magic: Remove magical effects from creatures.

Invisibility Purge: Removes all invisibility from nearby creatures.

Magic Circle Against Alignment: Caster and all nearby allies gain +2 AC, +2 saving throws and immunity to mind-affecting spells from the specified alignment.

Negative Energy Protection: Target immune to all negative energy attacks.

Prayer: Allies gain +1 to attack, damage, skill, and saving throw rolls; enemies receive -1 penalty to same.

Protection from Elements: 30/- damage resistance against all elemental forms of damage.

Remove Blindness/Deafness: All nearby allies cured of blindness and deafness.

Remove Curse: All curses removed from target.

Remove Disease: All diseases removed from target.

Searing Light: Undead suffer 1d8/level; Constructs 1d6/level; other 1d8 per 2 caster levels.

Summon Creature III: Summons a dire wolf.

4th-Level Cleric Spells

Cure Critical Wounds: Heals 4d8 points of damage +1 per caster level.

Death Ward: Target becomes immune to any death spells or effects.

Dismissal: All associates of target are unsummoned.

Divine Power: Cleric gains bonus hit points, Strength becomes 18 and attack bonus improves.

Freedom of Movement: Target becomes immune to paralysis.

Hammer of the Gods: 1d8 damage per 2 caster levels.

Neutralize Poison: Target cured, if poisoned.

Poison: Inflict Blue Whinnis poison on target.

Restoration: Removes most effects, including level drain and blindness.

Summon Creature IV: Summons a dire spider.

5th-Level Cleric Spells

Circle of Doom: Carpet of insects attacks at your command.

Flame Strike: 1d6 fire and divine damage/level.

Healing Circle: All friends nearby heal for 1d8 + 1 point per caster level.

Raise Dead: Returns one target corpse to life.

Slay Living: Target must make Fortitude save or die.

Spell Resistance: 12 +1 per caster level spell resistance.

Summon Creature V: Summons a dire tiger.

True Seeing: Can see through Sanctuary and Invisibility spells.

6th-Level Cleric Spells

Blade Barrier: Creates a wall of blades; 1d6/level damage.

Create Undead: Creates one undead creature.

Greater Dispelling: More powerful version of Dispel Magic.

Harm: Target reduced to 1d4 hit points.

Heal: Target is fully healed.

Summon Creature VI: Summons a dire bear.

7th-Level Cleric Spells

Destruction: Target must save or die.

Greater Restoration: Removes most temporary and all permanent negative effects.

Regenerate: 6 hit points every round regenerated.

Resurrection: Returns a single target corpse to life with full hit points.

Summon Creature VII: Summons a huge elemental of random type.

Word of Faith: Enemies stunned or killed.

8th-Level Cleric Spells

Aura Versus Alignment: +4 AC, immunity to mind-affecting spells, and SR 25 against creatures of the specified alignment.

Create Greater Undead: Creates a powerful undead creature.

Fire Storm: Rain of fire; 1d6 damage/level.

Mass Heal: All allies nearby are fully healed.

Summon Creature VIII: Summons a greater elemental of random type.

Sunbeam: 1d6 damage/level to undead; 3d6 damage to others.

9th-Level Cleric Spells

Energy Drain: Target temporarily gains 2d4 negative levels.

Gate: Summon forth a balor.

Implosion: Kills all living things within area of effect.

Storm of Vengeance: 3d6 acid damage each round.

Summon Creature IX: Summons an elder elemental of random type.

DRUID

0-Level Druid Spells

Cure Minor Wounds: Heal 4 points of damage.

Light: Create small light source.

Resistance: +1 bonus to all saving throws.

Virtue: 1 temporary hit point.

1st-Level Druid Spells

Cure Light Wounds: 1d8 points of damage + 1/level healed.

Endure Elements: 10/- damage resistance against all elemental forms of damage.

Entangle: Trap enemies with clinging vegetation.

Grease: Slows or knocks down opponents.

Sleep: Causes 2d4 HD of creatures to fall asleep.

Summon Creature I: Summons a dire badger.

Ultravision: Darkvision and low-light vision.

2nd-Level Druid Spells

Barkskin: Hardens the target creature's skin, improving Armor Class.

Bull's Strength: Target creature's Strength is increased by 1d4+1.

Charm Person or Animal: 50% bonus in target's personal reputation to caster.

Flame Lash: 2d6 fire damage + 1d6 per caster level above 3.

Hold Animal: Target animal is paralyzed.

Lesser Dispel: Weak version of Dispel Magic

Lesser Restoration: Removes all effects that apply ability score, AC, attack, damage, spell resistance or saving throw penalties.

Resist Elements: 20/- damage resistance against all elemental forms of damage.

Summon Creature II: Summons a dire boar.

3rd-Level Druid Spells

Call Lightning: 1d6/level damage from bolt of lightning.

Contagion: Random disease inflicts target.

Cure Moderate Wounds: Heal 2d8 points of damage + 1/level.

Dominate Animal: Target animal temporarily becomes under the caster's control.

Neutralize Poison: Target cured, if poisoned.

Poison: Inflict Blue Whinnis poison on target.

Protection from Elements: 30/- damage resistance against all elemental forms of damage.

Remove Disease: All diseases removed from target.

Summon Creature III: Summons a dire wolf.

4th-Level Druid Spells

Cure Serious Wounds: Heal 3d8 points of damage + 1/level.

Dispel Magic: Remove magic effects from creatures.

Flame Strike: 1d6 fire and divine damage/level.

Freedom of Movement: Target becomes immune to paralysis.

Hold Monster: Target monster is paralyzed.

Stoneskin: 10/+5 points of damage reduction.

Summon Creature IV: Summons a dire spider.

5th-Level Druid Spells

Awaken: Animal companion is temporarily improved.

Cure Critical Wounds: Heals 4d8 points of damage + 1 per caster level.

Death Ward: Target becomes immune to any death spells or effects.

Ice Storm: 3d6 bludgeoning and 2d6 cold damage.

Slay Living: Target must make Fortitude save or die.

Spell Resistance: 12 + 1 per caster level spell resistance.

Summon Creature V: Summons a dire tiger.

Wall of Fire: 4d6 points of fire damage.

6th-Level Druid Spells

Energy Buffer: Target gains damage resistance 40/- against elemental damage.

Greater Dispelling: More powerful version of Dispel Magic.

Greater Stoneskin: 20/+5 damage reduction.

Healing Circle: All friends nearby heal for 1d8 + 1 point per caster level.

Regenerate: 6 hit points every round regenerated.

Summon Creature VI: Summons a dire bear.

7th-Level Druid Spells

Aura of Vitality: All allies within the area of effect receive a +4 bonus to Strength, Constitution, and Dexterity.

Creeping Doom: Carpet of insects attacks at your command.

Fire Storm: Rain of fire; 1d6 damage/level.

Harm: Target reduced to 1d4 hit points.

Heal: Target is fully healed.

Summon Creature VII: Summons a huge elemental of random type.

True Seeing: Can see through Sanctuary and Invisibility spells.

8th-Level Druid Spells

Finger of Death: Target dies.

Nature's Balance: Lowers enemies spell resistance by 1d4 per 5 levels of the caster. Heals allies.

Premonition: Damage reduction of 30/+5.

Summon Creature VIII: Summons a greater elemental of random type.

Sunbeam: 1d6 damage/level to undead; 3d6 damage to others.

9th-Level Druid Spells

Elemental Swarm: One 24 HD Elemental under control of Druid.

Mass Heal: All allies nearby are fully healed.

Shapechange: Able to transform into a dragon, giant, balor, slaad, or golem.

Storm of Vengeance: 3d6 acid damage each round.

Summon Creature IX: Summons an elder elemental of random type.

PALADIN

1st-Level Paladin Spells

Bless: +1 attack and damage for all allies near caster.

Cure Light Wounds: 1d8 points of damage + 1/level healed.

Endure Elements: 10/- damage resistance against all elemental forms of damage.

Protection from Alignment: Target receives +2 AC bonus, +2 saving throw bonus against creatures of a particular alignment.

Resistance: +1 bonus to all saving throws.

Virtue: 1 temporary hit point.

2nd-Level Paladin Spells

Aid: Target receives +1 bonus to attacks and saving throws vs. fear; +1d8 hit points.

Bull's Strength: Target creature's Strength is increased by 1d4+1.

Eagle's Splendor: Target's Charisma increases by 1d4 +1.

Remove Paralysis: All paralysis and hold effects removed from target.

Resist Elements: 20/- damage resistance against all elemental forms of damage.

3rd-Level Paladin Spells

Cure Moderate Wounds: Heal 2d8 points of damage + 1/level.

Dispel Magic: Remove magical effects from creatures.

Magic Circle Against Alignment: Caster and all nearby allies gain +2 AC, +2 saving throws and immunity to mind-affecting spells from the specified alignment.

Prayer: Allies gain +1 to attack, damage, skill, and saving throw rolls; enemies receive -1 penalty to same.

Remove Blindness/Deafness: All nearby allies cured of blindness and deafness.

4th-Level Paladin Spells

Cure Serious Wounds: Heal 3d8 points of damage +1/level.

Death Ward: Target becomes immune to any death spells or effects.

Freedom of Movement: Target becomes immune to paralysis.

Neutralize Poison: Target cured, if poisoned.

RANGER

1st-Level Ranger Spells

Cure Light Wounds: 1d8 points of damage + 1/level healed.

Entangle: Trap enemies with clinging vegetation.

Grease: Slows or knocks down opponents.

Summon Creature I: Summons a dire badger.

Ultravision: Darkvision and low-light vision.

2nd-Level Ranger Spells

Cat's Grace: The target creature's Dexterity is increased by 1d4+1.

Hold Animal: Target animal is paralyzed.

Protection from Elements: 30/- damage resistance against all elemental forms of damage.

Sleep: Causes 2d4 HD of creatures to fall asleep.

Summon Creature II: Summons a dire boar.

3rd-Level Ranger Spells

Aid: Target receives +1 bonus to attacks and saving throws vs. fear; +1d8 hit points.

Cure Moderate Wounds: Heal 2d8 points of damage + 1/level.

Invisibility Purge: Removes all invisibility from nearby creatures.

Neutralize Poison: Target cured, if poisoned.

Remove Disease: All diseases removed from target.

Summon Creature III: Summons a dire wolf.

4th-Level Ranger Spells

Cure Serious Wounds: Heal 3d8 points of damage +1/level.

Freedom of Movement: Target becomes immune to paralysis.

Polymorph Self: Caster is able to turn himself into a pixie, troll, umber hulk, giant spider, or zombie.

Summon Creature IV: Summons a dire spider.

SORCERER/WIZARD SPELLS

0-Level Sorcerer/Wizard Spells

Daze (Enchantment): If 5 HD or less, target is dazed.

Light (Evocation): Create small light source.

Ray of Frost (Conjuration): 1d4 cold damage.

Resistance (Abjuration): +1 bonus to all saving throws.

1st-Level Sorcerer/Wizard Spells

Burning Hands (Transmutation): 1d4/level fire damage from cone of fire.

Charm Person (Enchantment): 50% bonus in target's personal reputation to caster.

Color Spray (Illusion): Knocks unconscious, blinds, or stuns creatures.

Endure Elements (Abjuration): 10/- damage resistance against all elemental forms of damage.

Grease (Conjuration): Slows or knocks down opponents.

Identify (Divination): Gain a 25 + 1 per caster level bonus to Lore skill checks.

Mage Armor (Conjuration): +4 AC bonus.

Magic Missile (Evocation): 1 missile every 2 levels and each missile does 1d4 + 1 damage.

Negative Energy Ray (Necromancy): 1d6 points of damage from negative energy ray.

Protection from Alignment (Abjuration): Target receives +2 AC bonus, +2 saving throw bonus against creatures of a particular alignment.

Ray of Enfeeblement (Necromancy): 1d6 Strength damage.

Scare (Necromancy): Causes fear in weak creatures.

Sleep (Enchantment): Causes 2d4 HD of creatures to fall asleep.

Summon Creature I (Conjuration): Summons a dire badger.

2nd-Level Sorcerer/Wizard Spells

- Blindness/Deafness (Enchantment):** The target creature is struck blind and deaf.
- Bull's Strength (Transmutation):** Target creature's Strength is increased by 1d4+1.
- Cat's Grace (Transmutation):** The target creature's Dexterity is increased by 1d4+1.
- Darkness (Evocation):** Cover creatures in a shroud of darkness.
- Eagle's Splendor (Transmutation):** Target's Charisma increases by 1d4 +1.
- Endurance (Transmutation):** Target's Constitution increases by 1d4 + 1.
- Fox's Cunning (Transmutation):** Target's Intelligence increases by 1d4 +1.
- Ghastly Visage (Illusion):** 10/+2 damage reduction; immune to 0- and 1st-level spells.
- Ghoul Touch (Necromancy):** Paralyze target with touch attack.
- Invisibility (Illusion):** Target invisible until attacks or casts a spell.
- Knock (Transmutation):** Able to unlock doors and containers.
- Lesser Dispel (Abjuration):** Weak version of Dispel Magic
- Melf's Acid Arrow (Conjuration):** Acid bolt does 3d6 damage plus 1d6 per round until spell expires.
- Owl's Wisdom (Transmutation):** Target's Wisdom increases by 1d4 + 1.
- Resist Elements (Abjuration):** 20/- damage resistance against all elemental forms of damage.
- See Invisibility (Divination):** Target creature is able to see all invisible creatures.
- Summon Creature II (Conjuration):** Summons a dire boar.
- Ultravision (Transmutation):** Darkvision and low-light vision.
- Web (Conjuration):** Trap enemies in a web.

3rd-Level Sorcerer/Wizard Spells

- Clairaudience/Clairvoyance (Divination):** Target gains +10 bonus to Spot and Listen checks.
- Clarity (Necromancy):** Removes sleep, confusion, stun, and charm effects and protects against same.
- Dispel Magic (Abjuration):** Remove magical effects from creatures.
- Find Traps (Divination):** +10 to Search checks.
- Fireball (Evocation):** 1d6 fire damage/level.
- Flame Arrow (Conjuration):** 4d6 damage per fire arrow; 1 arrow every 4 levels.
- Haste (Transmutation):** One extra attack action per round and movement is increased by 50%.
- Hold Person (Enchantment):** Target humanoid is paralyzed.
- Invisibility Sphere (Illusion):** Self and allies hidden in a sphere of invisibility.
- Lightning Bolt (Evocation):** 1d6 points of electricity damage/level.
- Magic Circle Against Alignment (Abjuration):** Caster and all nearby allies gain +2 AC, +2 saving throws and immunity to mind-affecting spells from the specified alignment.
- Negative Energy Burst (Necromancy):** 1d8 points of negative energy damage + 1 per level.
- Protection from Elements (Abjuration):** 30/- damage resistance against all elemental forms of damage.
- Slow (Transmutation):** Target movement rate lowered by 50%.
- Stinking Cloud (Conjuration):** Creatures are dazed and nauseated.
- Summon Creature III (Conjuration):** Summons a dire wolf.
- Vampiric Touch (Necromancy):** 1d6 damage for every two caster levels.

4th-Level Sorcerer/Wizard Spells

- Bestow Curse (Transmutation):** Lowers all of the target creature's ability scores by two.
- Charm Monster (Enchantment):** 50% bonus in target's personal reputation to caster.
- Confusion (Enchantment):** Target behaves erratically.
- Contagion (Necromancy):** Random disease inflicts target.
- Elemental Shield (Evocation):** A ring of fire damages attackers and grants 50% cold/fire resistance to caster.
- Enervation (Necromancy):** Target temporarily gains 1d4 negative levels.
- Evard's Black Tentacles (Conjuration):** Trap and attack enemies with tentacles.
- Fear (Necromancy):** Make enemies run away.
- Ice Storm (Evocation):** 3d6 bludgeoning and 2d6 cold damage.
- Improved Invisibility (Illusion):** Attack and cast spells while remaining concealed.
- Lesser Spell Breach (Abjuration):** Strips an enemy mage of up to three defenses.
- Minor Globe of Invulnerability (Abjuration):** Prevents all 3rd-level and lower spells from affecting caster.
- Phantasmal Killer (Illusion):** Kills the target.
- Polymorph Self (Transmutation):** Caster is able to turn himself into a pixie, troll, umber hulk, giant spider, or zombie.
- Remove Blindness/Deafness (Divination):** All nearby allies cured of blindness and deafness.
- Remove Curse (Abjuration):** All curses removed from target.
- Shadow Conjuration (Illusion):** Able to conjure one of Darkness, Invisibility, Mage Armor, Magic Missile, or Summon Shadow.
- Stoneskin (Abjuration):** 10/+5 points of damage reduction.
- Summon Creature IV (Conjuration):** Summons a dire spider.
- Wall of Fire (Evocation):** 4d6 points of fire damage.

5th-Level Sorcerer/Wizard Spells

- Animate Dead (Necromancy):** Summons forth an undead minion.
- Cloudkill (Conjuration):** Kills 3 HD or less creatures; 4-6 HD creatures must save or die.
- Cone of Cold (Evocation):** 1d6 cold damage/level.
- Dismissal (Abjuration):** All associates of target are unsummoned.
- Dominate Person (Enchantment):** Target temporarily becomes under the caster's control.
- Energy Buffer (Abjuration):** Target gains damage resistance 40/- against elemental damage.
- Feeblemind (Divination):** 1d4 points of Intelligence damage/level to target.
- Greater Shadow Conjuration (Illusion):** Conjure a shadow variant of a variety of spells.
- Hold Monster (Enchantment):** Target monster is paralyzed.
- Lesser Mind Blank (Abjuration):** Renders target immune to mind-affecting spells; removes any current mind-affecting spells.
- Lesser Planar Binding (Conjuration):** Control or summon an outsider.
- Lesser Spell Mantle (Abjuration):** Absorb up to 1d4 + 6 levels of spells.
- Mind Fog (Enchantment):** -10 penalty on Will saving throws while in the fog.
- Summon Creature V (Conjuration):** Summons a dire tiger.

6th-Level Sorcerer/Wizard Spells

- Acid Fog (Conjuration):** Slows creatures within fog and deals acid damage.
- Chain Lightning (Evocation):** 1d6 damage/level; secondary bolts.
- Circle of Death (Necromancy):** Kills 1d4 creatures/level.
- Ethereal Visage:** 20/+3 damage reduction and immunity to spells of 2nd or lower level.
- Globe of Invulnerability (Abjuration):** Immunity to spells of 4th or lower level.
- Greater Dispelling (Abjuration):** More powerful Dispel Magic.
- Greater Spell Breach (Abjuration):** Strips an enemy mage of up to six magical defenses.
- Greater Stoneskin (Transmutation):** 20/+5 damage reduction.
- Legend Lore (Divination):** +10 bonus to Lore checks, +1 per 2 caster levels.
- Mass Haste (Enchantment):** All nearby allies gain one extra attack action per round and a 50% increase in movement speed.
- Planar Binding (Conjuration):** Summon or control an outsider.
- Shades (Illusion):** Able to conjure a shadow variant of Cold of Cone, Fireball, Stoneskin, Wall of Fire, or Summon Shadow.
- Summon Creature VI (Conjuration):** Summons a dire bear.
- Tenser's Transformation (Transmutation):** Caster becomes physically powerful.
- True Seeing (Divination):** Can see through Sanctuary and Invisibility spells.

7th-Level Sorcerer/Wizards Spells

- Control Undead (Necromancy):** Dominate one undead creature.
- Delayed Blast Fireball (Evocation):** 1d8 fire damage/level; can delay blast until target enters zone.
- Finger of Death (Necromancy):** Target dies.
- Mordenkainen's Sword (Transmutation):** Summons a powerful sword-wielding creature.
- Power Word, Stun (Divination):** Automatically stuns a single target.
- Prismatic Spray (Evocation):** Random effects from damage to death.
- Protection from Spells (Enchantment):** +8 bonus on all saving throws against spells.
- Shadow Shield (Illusion):** Gain +5 AC bonus, 10/+3 damage reduction; immunity to death and negative energy effects.
- Spell Mantle (Abjuration):** Absorbs up to 1d8 + 8 spell levels.
- Summon Creature VII (Conjuration):** Summons a huge elemental of random type.

8th-Level Sorcerer/Wizards Spells

- Create Undead (Necromancy):** Creates one undead creature.
- Greater Planar Binding (Conjuration):** Paralyze outsider or summon outsider.
- Horrid Wilting (Necromancy):** 1d8 negative energy damage per caster level.
- Incendiary Cloud (Evocation):** 4d6 fire damage to all within cloud.
- Mass Blindness/Deafness (Illusion):** All nearby enemies are struck blind and deaf.
- Mass Charm (Enchantment):** All creatures nearby gain a 50% improvement in their personal reputation towards the caster.
- Mind Blank (Abjuration):** Renders all nearby allies immune to mind-affecting spells and effects.
- Premonition (Divination):** Damage reduction of 30/+5.
- Summon Creature VIII (Conjuration):** Summons a greater elemental of random type.

9th-Level Sorcerer/Wizards Spells

Dominate Monster (Enchantment): Target monster temporarily becomes under the caster's control.

Energy Drain (Necromancy): Target temporarily gains 2d4 negative levels.

Gate (Conjuration): Summon forth a Balor.

Greater Spell Mantle (Abjuration): Absorb 1d12 + 10 levels of spells.

Meteor Swarm (Evocation): 20d6 damage to all in area.

Mordenkainen's Disjunction (Abjuration): Very powerful version of Dispel Magic.

Power Word, Kill (Divination): Creature with less than 100 hit points dies.

Shapechange (Transmutation): Able to transform into a dragon, giant, balor, slaad or golem.

Summon Creature IX (Conjuration): Summons an elder elemental of random type.

Time Stop (Transmutation): Caster may attack and cast spells while the rest of the world is frozen in time.

Wail of the Banshee (Necromancy): All enemies in area must save or die.

Weird (Illusion): Kill enemies in area.

Experience and Gaining Levels

The risks of adventure are offset only by the rewards: magic items, chests of gold, and experience. As you gain experience, your character will gain levels. These levels grant the character access to more skills, feats, spells, and special abilities. As your character rises in level, he gains the ability to take on more powerful monsters.

Gaining a Level

Experience points (XP) are a measure of how much your character has learned during his adventures. In game terms, XP is a reward for overcoming obstacles and defeating monsters.

Your character receives XP immediately after defeating a monster. The amount earned depends on your character's level and the relative difficulty of the encounter. XP is awarded to everyone in your party when anyone in your party defeats a monster. At the end of a particularly long adventure, your character may also be rewarded Quest Experience. These XP are distributed to everyone in your party. When you have gained enough experience points, your character gains a level.

When your character gains a level he receives bonuses to his base attack, base saves, and skills according to the class level you choose. See page 171 for the experience point progression table.

CLASS

When going through the level-up process, you must first decide whether to raise a level of a class you already have, or to buy a first level in a new class. If you would like to add a new class, also known as "multiclassing," please refer to page 146. To add a level to an existing class, just select it and press "OK."

ABILITY SCORES

At levels 4, 8, 12, 16, and 20, the character can raise one of his or her ability scores by 1 point.

SKILL POINTS

Each character gains skill points every level to spend on skills. Bonus skill points are rewarded for a high Intelligence, but adding a point at level up does not grant extra skill points at this level. Only your character's Intelligence score before level up determines the number of skill points he receives for the new level.

FEATS

A character's total character level determines whether he receives an extra feat. At levels 3, 6, 9, 12, 15, and 18, your character may choose another feat. Fighters and wizards also occasionally get additional feats, as discussed in their class descriptions.

SPELLS

Spellcasting characters gain the ability to cast more and more powerful spells as they advance in levels. Each spellcasting class has a "spells per day" section on its class table that shows how many spells of a given level a character can cast. See your character's class description for more details.

HIT POINTS

Your character's hit points are rolled at each new level, and his Constitution bonus added to the total.

CLASS FEATURES

Every class gains certain special abilities as they gain levels. Refer to the class abilities section on page 56 for specific information.

Multiclass Characters

Characters begin with one class, but as they gain experience you may choose to take a second or even third class. This is called multiclassing, and makes the *Neverwinter Nights* game system extremely flexible. A wizard, for example, might take several lev-

els of fighter and become a combination of wizard/fighter. Adding the fighter class grants proficiency in simple and martial weapons, better Fortitude saving throws, and so on, but it would mean that as a wizard the character would not be quite as advanced, having spent his experience to buy the new class instead. In *Neverwinter Nights*, a character can add a new class after he has reached 2nd level in his first class. Characters can have a maximum of three classes.

CHARACTER LEVEL VS. CLASS LEVEL

The cost of raising a level is based on the overall "character level," not individual "class levels." Character level is the total level of the character, the sum of all of his class levels. A 10th-level fighter and a 5th-level rogue/5th-level wizard both have 10 character levels.

Character level is used to determine when feats and ability score boosts are gained, and it is character level that sets the XP cost for gaining a level. For example, a 10th-level fighter/2nd-level cleric requires the same amount of XP to raise his fighter class to level 11 as he would to raise his cleric class to level 3.

NOTE: A character in *Neverwinter Nights* has a maximum of 20 total character levels, divided amongst all his classes. Levels can be in any combination, but cannot exceed 20. For example, a character could eventually be a 15/3/2 fighter/mage/rogue, or a 10/10 Cleric/Bard.

A multiclass character gains Hit Dice from each class as he gains levels, and the individual bonuses of each class for base attack and saving throws are cumulative. Also, the character retains and can access skills from all his classes. When a multiclass character gains a level in a class, he spends that level's skill points as a member of that class. Feats are received every three character levels, regardless of individual class level, while ability increases are received every four.

NOTE: Some class features don't work well with skills or class features of other classes. For example, although rogues are proficient with light armor, a rogue/wizard still suffers spell failure chances if wearing armor.

EXPERIENCE FOR MULTICLASS CHARACTERS

If your multiclass character's classes are nearly the same level (all within 1 level of each other), then he can balance the needs of his classes. Your multiclass character suffers a -20% XP penalty for each class that is not within 1 level of his most experienced class. These penalties apply from the moment the character adds a class or raises a class's level too high. For instance, a 4th-level wizard/3rd-level rogue gets no penalty, but if that character raises his wizard level to 5th, then he'd receive the -20% penalty from that point on until his levels were nearly even again.

Races and Multiclass XP: A racially favored class does not count against the character for purposes of the -20% XP penalty. For instance, an 11th-level gnome character (a 9th-level rogue/2nd-level illusionist) suffers no XP penalty because he has only one nonfavored class (wizard is favored for gnomes). Suppose he then achieves 12th level and adds a level of fighter to his classes, becoming a 9th-level rogue/2nd-level illusionist/1st-level fighter. He suffers a -20% XP penalty on future XP he earns because his fighter level is so much lower than his rogue level.

A dwarven 7th-level fighter/2nd-level cleric suffers no penalty, nor does he when he adds 1st-level rogue to his classes since his cleric and rogue classes are only 1 level apart, and fighter is a favored class for dwarves.

A human or half-elf's highest-level class is always considered his or her favored class for purposes of the multiclass penalty.

MULTICLASS RESTRICTIONS

A character cannot multiclass to a class that offers an alignment conflict. For example, a druid could not take a level of paladin, as the druid must remain neutral, and the paladin must be lawful good.

Likewise, a character cannot continue to gain levels in a class that he no longer has the appropriate alignment for. For example a barbarian whose alignment becomes lawful neutral can no longer gain levels as a barbarian until his alignment becomes nonlawful again.

Equipment, Magic items, and Treasure

Armor and Shields

There are nine different types of armor in *Neverwinter Nights*. The higher the AC value of the armor, the better protection it offers against attacks. However, good protection comes at a cost. Arcane spellcasters risk spell failure whenever attempting to cast spells while wearing armor. More details can be found in Appendix A (page 173).

CLOTHING

AC 0: Piecemeal or complete armors of this grade are meager protection, no better than garments made of cloth or even rags.

LIGHT ARMOR

AC 1: Protection equivalent to padded cloth.

AC 2: Protection equivalent to hardened leather.

AC 3: Protection equivalent to studded leather or hide.

MEDIUM ARMOR

AC 4: Protection equivalent to scale mail.

AC 5: Protection equivalent to a suit of chainmail.

HEAVY ARMOR

AC 6: Protection that is equal to banded or splint mail.

AC 7: Protection on par with half-plate.

AC 8: Protection equivalent to a suit of full plate armor.

SMALL SHIELD

When used properly, a small shield can grant lightweight protection with very little encumbrance to the wielder.

AC Bonus: + 1

LARGE SHIELD

A large shield is effective protection for the adventurer who can afford the added weight and encumbrance.

AC Bonus: +2

TOWER SHIELD

The tower shield is a veritable wall of protection, though it can be quite cumbersome to carry on an adventure.

AC Bonus: +3

Weapons

There are many weapons to choose from, with varying qualities. The exact qualities are summarized in the table in Appendix A (page 173), but a description of what they mean follows.

Critical Hits: Every weapon has a threat range, a series of numbers such as 19-20/x2. This is very important as it determines how often the weapon will score a critical hit and how much damage it inflicts when it does. A critical hit is threatened when your die roll for attacking is within the first series of numbers (i.e., a 19 or 20 in this example).

To see if this is a critical hit, your character rolls again with all the same modifiers. If he hits again, he scores a critical hit. When this happens damage is rolled as indicated by the second number (in this example damage is rolled twice: 2x). Different weapons have different threat ranges and critical damage multipliers.

Weapon Size: Weapons come in four different sizes. These sizes affect what size of creature (see page 182) can use this weapon and how:

Tiny: Considered a light, one-handed weapon for all creatures of Small size or larger.

Small: Considered a one-handed weapon for Small creatures such as halflings and gnomes.

Medium: Considered a two-handed weapon for Small creatures such as halflings and gnomes. Medium-size creatures can wield Medium-size weapons with one hand.

Large: Small creatures, such as gnomes and halflings, cannot wield Large weapons. Humans and other Medium-size creatures can wield them with two-hands. Larger creatures, such as giants, can wield Large weapons with one hand.

Two-Weapon Fighting: If you wield a second weapon in your off-hand you can get one extra attack per round with that weapon. You will receive a penalty of -6 to your main hand attack rolls and a penalty of -10 to your off-hand attack rolls. There are several ways to reduce these penalties (the table on page 177 summarizes these). Additionally there is the Improved Two-Weapon Fighting feat, which grants a second off-hand attack, with an additional -5 attack penalty.

Double Weapons: Using a double weapon is the same as using two weapons (consider the off-hand as wielding a light weapon).

Off-hand Weapon Damage: Any weapon used in the off-hand only receives one half your normal Strength bonus for an attack.

Two-Handed Weapon Damage: Any weapon being used in two hands delivers one and a half times your normal Strength bonus.



SIMPLE—MELEE

Unarmed attack: This is an attack made with fist or foot.

Club: This is a heavy piece of wood used for making blunt attacks.

Dagger: This small and easily concealed weapon is a common secondary weapon.

Mace: A mace is a heavy weapon, made of metal and ideal for smashing opponents.

Morningstar: This simple weapon is a cross between club and spike.

Quarterstaff: This is a large, stout piece of heavy wood.

Spear: This spear is suitable for thrusting attacks.

Sickle: This is a farmer's sickle, modified slightly to be useable as a weapon.

Sling: The sling hurls lead bullets.

SIMPLE—RANGED

Dart: This arrow-sized weapon has a weighted head for throwing.

Light Crossbow: This weapon requires two hands to use, no matter the size of your character. It fires bolts.

Heavy Crossbow: This weapon requires two hands to use, no matter the size of your character. It fires bolts and does more damage than the light crossbow.

MARTIAL—MELEE

Battleaxe: The battleaxe is the most common melee weapon among dwarves.

Bastard Sword: This is a two-handed sword.

Flail, Light or Heavy: A flail is a sturdy wooden handle with a metal ball attached. The heavy version does more damage.

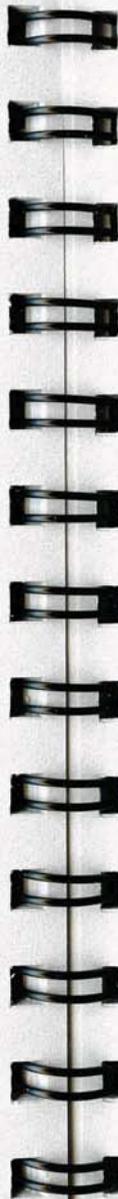
Greataxe: This big, heavy axe is a favorite of barbarians, or anyone who wants to deal out large amounts of damage.

Greatsword: This reliable and powerful weapon is one of the best melee weapons available.

Halberd: This is a large weapon with both a slashing blade and piercing tip.

Handaxe: This small axe is an ideal off-hand weapon.

Light Hammer: This is a small bashing weapon.



Longsword: This is a simple straight blade, a weapon favored by practical warriors.

Rapier: Although not a small weapon, Medium-size creatures can use the rapier as if it were, making it an ideal off-hand weapon.

Scimitar: The curve on this blade makes the weapon's edge effectively sharper.

Short Sword: This sword is popular as an off-hand weapon, or as a primary weapon for Small characters.

Warhammer: This is a one-handed maul with a large, heavy head.

MARTIAL—RANGED

Longbow: You need at least two hands to use a bow, regardless of size. Longbows do more damage than shortbows.

Shortbow: You need at least two hands to use a bow, regardless of size.

Throwing Axe: The throwing axe has been carefully balanced for flight, sacrificing durability for precision.

EXOTIC—MELEE

Dire Mace: The dire mace is an attempt to combine the versatility of the quarterstaff with the striking power of the mace. This is a double weapon.

Double Axe: This axe has two heads and it is a common weapon among orcs. This is a double weapon.

Katana: This exotic weapon is in many ways similar to the bastard sword, except that it may be wielded in one hand.

Kama: A monk using a kama can strike with her unarmed base attack, including her more favorable number of attacks per round.

Kukri: This is a heavy, curved dagger.

Shuriken: These are small throwing weapons.

Scythe: The scythe is balanced and strengthened for war, and can deliver devastating slashing and piercing attacks.

Two-Bladed Sword: There are twin blades coming from either end of this sword. This is a double weapon.

MISCELLANEOUS ITEMS

Amulets/Necklaces: Amulets are necklaces with some form of large decoration or symbol. Most are ornamental, but some are infused with magic.

Belts: Belts are worn about the midsection, but do not add to the protection given by basic armor unless infused with magic or otherwise unusual.

Boots: Boots come in a variety of forms and functions, but they do not add to the protection given by basic armor unless infused with magic or otherwise unusual.

Bracers: Bracers are a part of most suits of armor, and do not increase their suit's protective abilities unless infused with magic.

Cloaks: Cloaks are simple cloth garments used to protect the wearer from ill weather and other hazards of an open road.

Gauntlets: Gauntlets are a part of most suits of armor, and do not increase their suit's protective abilities unless infused with magic.

Healer's Kits: Healing kits allow your character to use the Heal skill on themselves or others. The Healing Kit may restore hit points, cure disease or remove poisons.

Helmets: Helmets come in a variety of styles, but all offer basic protection for the head at the cost of slightly reduced perception.

Rings: Rings are commonly worn on the fingers as ornamentation, but some are infused with powerful magic.

Thieves' Tools: These picks, files, and other assorted tools allow the character to unlock locked chests and doors.

Trap Kits: These unique items allow any character skilled in setting traps to place deadly contraptions. There are a variety of traps, ranging from fire explosions to gas clouds.

Bags and Boxes: There are a variety of containers that can be carried in your inventory. These help keep similar goods together. Simply drag items into the container. You can access the contents of the container by selecting the "Open" option from the radial menu.

Belladonna: Ingesting this herb grants a +5 AC bonus against shapechangers, such as werewolves and wererats.

Garlic: Eating this strong-smelling herb grants a +2 attack bonus against undead for one minute. However, it also inflicts a -1 penalty to Charisma for the duration of its effects.

MAGIC ITEMS

There are all manner of magic items scattered throughout *Neverwinter Nights*. You are bound to discover magic weapons (which grant bonuses to attack and damage, as well as other properties); magic armor (adds to the AC bonus of the armor), potions (these come in a variety of forms, normally for the purpose of healing potions); scrolls (these convenience items for spellcasters are the wizard's only means to gain more spells; other classes may find scrolls that can simply be cast from); wands, staves, and rods (these items are a form of disposable magical power for most spellcasters).

Lore

Unless bought in a store, all magic items start off as unidentified. The more expensive and powerful an item is, the harder it is to identify it (as summarized in the table on page 170).

There are a variety of ways to identify an item:

- Put points into your Lore skill. The higher your modifier in this skill, the more items you can identify automatically
- Cast the Identify spell (or use an Identify scroll), if you are an arcane spellcaster. This spell temporarily boosts your Lore skill.
- Pay a store to identify the item for you. This requires that you examine the item in the store and then press the "Identify" button. You'll be charged for this service, but the item will become identified and hence useable.



Loot

Below are just a few samples of the many magic items that you'll discover during your adventures:

Angurvadal or Flame Blade



Blades of this type hail from the workshop of Raegik Hammerhold, a Rashemar smith who refused to reveal the secrets of his craft to any but his chosen apprentice. It is unknown how many copies of Angurvadal may exist, but it is certain there are no more being produced. Raegik discovered his student dealing with the Red Wizards of Thay, and is believed to have died in the ensuing battle.

Stars of Ojy-do



Ojy was the spiritual guide for the village of Golden, but found himself pressed into work as a smith when bandits laid siege to the community. He fashioned these and other weapons so the defenders could fight back, and though he was unskilled in metalworking, he offered thanks to his guiding spirits for each successful hit of his hammer. That these stars still exist is a testament to the strength of his faith.

White Dragon Armor



White Dragon Armor is lightweight, strong, and highly resistant to cold. These suits are much sought after, but few smiths are willing to craft them. The necessary materials are rare and dangerous to acquire, and dragons have long memories where their kin are concerned. Most smiths would prefer not to even risk association with the trade in dragon hide.

Creating your Own Adventures

The Dungeon Master

Starting the Game as a Dungeon Master

To start the game in Dungeon Master Mode, run the Dungeon Master executable. You will notice that the game screens will be slightly different. Starting a game, however, is the same as for the standard game. The DM Client is composed of two major components, the Creator and the Chooser.

Creator

The creator allows you to create instances of blueprints stored in the current module. Creatures, Items, Encounters, Waypoints, Triggers, Portals, and Placeable Objects can be created in this way.



ACTIVATING THE CREATOR

There are two ways to activate the creator

1. Pressing the “,” key on the keyboard.
2. Pressing the “creator” button on the DM task bar.

CREATING A SINGLE OBJECT

To create a single object, select the object in the chooser and press the ‘create’ button. The cursor will change into a targeting cursor. At this point click on the ground where you wish the object to be created.

CREATING SEVERAL OBJECTS AT ONCE

To create a single object, select the object in the chooser and press the ‘create’ button. The cursor will change into a targeting cursor. At this point hold down the SHIFT key and click on the ground where you wish the object to be created. The cursor will remain in the targeting mode and you can continue to create more instances of the object.

Chooser



ACTIVATING THE CHOOSER

There are two ways to activate the chooser

1. Pressing the “.” key on the keyboard.
2. Pressing the “chooser” button on the DM task bar.

MULTI-SELECT

You can select more than one object at a time in the chooser. To do this, hold down the SHIFT key as you click on the creatures

CHOOSER ACTIONS

Goto

The Goto action will move the Dungeon Master Avatar to the selected object. In the case of an area, the Dungeon Master Avatar will be moved to the center of the area.

Kill

The Kill action will kill creatures and destroy other objects. In the case of creatures, the OnDeath event will be thrown. Invulnerable creatures will not be killed.

Jump

The Jump action jumps the selected creature(s) to the targeted point. After the Jump button is pressed, the game will enter a target mode. At this point, click on the ground where you want the creature(s) to jump to.

Heal (Creatures only)

Heal the selected creature(s) to full hit points.

Limbo

Move the select object(s) into a limbo area. While in limbo, objects get no AI. To get an object from limbo, use the Jump action.

Examine

Bring up the examine panel for the selected object.

Take Control

Possess the selected object. Possessing a creature is similar to possessing a familiar in the regular game. DM functionality is removed for the duration of the possession. To exit possession, Option-click (right-click) on the possessed creature and select "End Possession" from the radial menu.

Take Control Full Powers

Like possess but all DM functionality is retained.

Rest (Creature only)

Restore all spells and hit points to the selected creature(s).

Invulnerable

Toggle the plot flag in the object, making it immune to death and damage

Search by Name

Search for a specific object by name. If it is found, the area it is in will be opened and the item selected.

Find Next

Using the current search, find the next instance of a particular object.

Toggle AI

This will turn AI on or off for the selected object.

Door Actions (Radial)

LOCK

UNLOCK

Creature Actions (Radial)

Most of the actions are identical to the Chooser panel commands; the following do not appear in the chooser:

EXAMINE

This is the same as the player action examine

MORE ACTIONS

Give / Take

You select the action you wish and then type in the amount at the dialogue box. The Actions are:

Give Gold and Take Gold

Give XP and Take XP

Give Level and Take Level

POSSESS / IMPERSONATE

Possess

Possess allows you to take over the existing creature, right down to abilities and powers. You can be killed while Possessing another creature

Impersonate

Impersonate allows you to become the character/monster without surrendering you DM powers. You are invulnerable while impersonating another character / creature

Trigger Actions (Radial)

SEND ENTERED EVENT

SEND EXIT EVENT

Group Actions

When you have a group selected, you can perform actions on them and command them to perform actions as a group.

SELECTING A GROUP

To group select, hold down the CTRL key as you drag. A yellow box will outline the selection. When you release the drag, all selected creatures will have purple circles around their feet.

UNSELECTING A GROUP

To unselect a group, drag a box over empty terrain, ensuring no one is selected.

MAPPING A GROUP TO A HOT KEY

With a group selected press CTRL- and a number. This will bind the current group to that key. To reselect the group simply press the number that you bound the group to.

PERFORMING GROUP ACTIONS

By default the standard actions will be performed alone by the DM.

To have the currently selected group do them instead, hold down the SHIFT key as you issue the command.

ACTIONS YOU CAN HAVE GROUPS PERFORM

Walk: A selected group will walk if you hold the shift key and click empty ground

Attack: A selected group will attack if you hold the shift and click a hostile creature or if you hold the shift and radial an attack action off the target creature.

Player List

Below the Dungeon Master's portrait will be listed all players currently in the game. You can perform any action on the portrait that you could normally perform on the creature by Option-clicking (right-clicking) on the portrait to bring up the radial menu.

Command line

To use a command line action, you can bring up the console using the tilde key. You can also enter console commands into the chat widow by prefacing them with a double pound "##".

MAPPING A COMMAND LINE TO THE QUICKBAR

To map a command to the quickbar, Option-click (right-click) in the quickbar slot to bring up a radial menu. Select the map command line option. Enter a label. Then enter the command prefaced with ##.

COMMON COMMANDS

ModAge #	SetSTR #	SetVarFloat
ModAttackBase #	SetDEX #	SetVarString
ModSave	SetCON #	SetVarObject
ModSTR #	SetINT #	SetVarVector
ModDEX #	SetWIS #	GetVarModInt
ModCON #	SetCHA #	GetVarModFloat
ModINT #	SetSpellResistance #	GetVarModString
ModWIS #	GiveXP #	GetVarModObject
ModCHA #	GiveLevel #	GetVarModVector
ModSaveFort	runscript NAME	SetVarModInt
ModSaveReflex	GetVarInt	SetVarModFloat
ModSaveWill	GetVarFloat	SetVarModString
ModSpellResistance #	GetVarString	SetVarModObject
SetAge #	GetVarObject	SetVarModVector
SetAttackBase #	GetVarVector	SetAppearance
SetSave	SetVarInt	

Quick DM Command Reference

, Bring up Creator
 . Bring up Chooser
 SHIFT-CLICK in chooser. Multi-select
 SHIFT-CLICK on ground while in creator. Multi-create
 SHIFT-CLICK on creature in game. Add to current group
 CTRL-CLICK on creature in game. Toggle from current group
 CTRL-DRAG in game. Group select.
 NUMBER select group bound to number. If no group bound, unselect.

WITH NO CURRENT GROUP SELECTED:
 CLICK on creature in game. Make creature the current group
 CTRL-NUMBER clear binding of that number.
 WITH A GROUP SELECTED:
 CLICK on creature in game. Perform default action on that creature
 CLICK on ground. Move group (and DM Avatar) to that point
 CTRL-NUMBER bind current group to number



Appendix A: Charts and Tables

Table 7: Skill Points Per Class

Class	Skill Points gained at First Level ^o	Skill Points gained at Level Up ^{oo}
Barbarian	(4+Int modifier)x4	4+Int modifier
Bard	(4+Int modifier)x4	4+Int modifier
Cleric	(2+Int modifier)x4	2+Int modifier
Druid	(4+Int modifier)x4	4+Int modifier
Fighter	(2+Int modifier)x4	2+Int modifier
Monk	(4+Int modifier)x4	4+Int modifier
Paladin	(2+Int modifier)x4	2+Int modifier
Ranger	(4+Int modifier)x4	4+Int modifier
Rogue	(8+Int modifier)x4	8+Int modifier
Sorcerer	(2+Int modifier)x4	2+Int modifier
Wizard	(2+Int modifier)x4	2+Int modifier

^oHumans add +4 to this total at 1st level. ^{oo}Humans add +1 each

Table 8: Weapons List

<i>Tiny Weapons</i>					
Name	Cost	Damage	Critical	Weight	Type
Dagger	4 gp	1d4	19-20/x2	1	Piercing
Kama	4 gp	1d6	x2	1	Slashing
Shuriken	5 gp	1	x2	0	Piercing

(Table 8: Weapons List is continued on the next page.)

Table 8: Weapons List (Continued)

<i>Small Weapons</i>					
Name	Cost	Damage	Critical	Weight	Type
Axe, throwing	40 gp	1d6	x2	1	Slashing
Crossbow, light	35 gp	1d8	19-20/x2	6	Piercing
Dart	1	1d4	x2	0	Piercing
Hammer, light	2 gp	1d4	x2	2	Bludgeoning
Handaxe	12 gp	1d6	x3	5	Slashing
Mace	10 gp	1d8	x2	6	Bludgeoning
Sickle	12 gp	1d6	x2	3	Slashing
Spear	2 gp	1d8	x3	3	Piercing
Sling	2 gp	1d4	x2	0	Bludgeoning
Shortsword	20 gp	1d6	19-20/x2	3	Piercing
<i>Medium Weapons</i>					
Name	Cost	Damage	Critical	Weight	Type
Battleaxe	20 gp	1d8	x3	7	Slashing
Club	2 gp	1d6	x2	3	Bludgeoning
Crossbow, heavy	50 gp	1d10	19-20/x2	9	Piercing
Flail, light	16	1d8	x2	5	Bludgeoning
Katana	80 gp	1d10	19-20/x2	10	Slashing
Longsword	30 gp	1d8	19-20/x2	4	Slashing
Morningstar	16 gp	1d6	x2	8	Bludgeoning and Piercing
Quarterstaff	2 gp	1d6/1d6	x2	4	Bludgeoning
Rapier	40 gp	1d6	18-20/x2	3	Piercing
Scimitar	30 gp	1d6	18-20/x2	4	Slashing
Shortbow	60 gp	1d6	x3	2	Piercing
Warhammer	24 gp	1d8	x3	8	Bludgeoning

(Table 8: Weapons List is continued on the next page.)

Table 8: Weapons List (Continued)

<i>Large Weapons</i>					
Name	Cost	Damage	Critical	Weight	Type
Bastard sword	70 gp	1d10	19-20/x2	10	Slashing
Dire mace	80 gp	1d8/1d8	x2	20	Bludgeoning
Two-bladed sword	200 gp	1d8/1d8	19-20/x2	15	Slashing
Double axe	60 gp	1d8/1d8	x3	25	Slashing
Flail, heavy	30	1d10	19-20/x2	20	Bludgeoning
Greataxe	40 gp	1d12	x3	20	Slashing
Greatsword	100 gp	2d6	19-20/x2	15	Slashing
Halberd	20 gp	1d10	x3	15	Piercing and Slashing
Longbow	75 gp	1d8	x3	3	Piercing
Scythe	36 gp	2d4	x4	12	Piercing and Slashing

Table 9: Armor Stats

Armor Stage	Armor Bonus	Armor Examples	Max Dex Bonus	Armor Check Penalty	Arcane Spell Failure	Approx Weight	Approx Cost	Class
Stage 0	+0	No armor	-	-	-	-	-	None
Stage 1	+1	Padded	+8	0	5%	10 lb.	5 gp	Light
Stage 2	+2	Leather	+6	0	10%	15 lb.	10 gp	Light
Stage 3	+3	Studded Leather, Hide	+4	-1	20%	25 lb.	15 gp	Light
Stage 4	+4	Chain shirt, Scale mail	+4	-2	20%	25 lb.	100 gp	Medium
Stage 5	+5	Chainmail, Breastplate	+2	-5	30%	40 lb.	150 gp	Medium
Stage 6	+6	Splint mail, Banded mail	+1	-7	40%	45 lb.	200 gp	Heavy
Stage 7	+7	Half-plate	0	-7	40%	50 lb.	600 gp	Heavy
Stage 8	+8	Full plate	+1	-8	45%	50 lb.	1,500 gp	Heavy

Table 10: Two-Weapon Fighting Penalties

Circumstances	Primary Hand	Off-Hand
Normal penalties	-6	-10
Off-hand weapon is light. (A light weapon is a weapon that is one size category smaller than your racial size)	-4	-8
Ambidexterity feat	-6	-6
Two-Weapon Fighting feat	-4	-8
Off-hand weapon is light and Ambidexterity feat	-4	-4
Off-hand weapon is light and Two-Weapon Fighting feat	-2	-6
Ambidexterity feat and Two-Weapon Fighting Feat	-4	-4
Off-hand weapon is light and Ambidexterity feat and Two-Weapon Fighting feat	-2	-2

Table 11: Lore Values

Lore Skill Modifier	Item Value ^o	Lore Skill Modifier	Item Value ^o
1	10	17	20000
2	50	18	30000
3	100	19	40000
4	150	20	50000
5	200	21	60000
6	300	22	80000
7	400	23	100000
8	500	24	150000
9	1000	25	200000
10	2500	26	250000
11	3750	27	300000
12	4800	28	350000
13	6500	29	400000
14	9500	30	500000
15	13000	31 +	An extra 100,000 gp value per point after 30
16	17000		

Table 12: Use Magic Device Skill

Use Magical Device Skill	Use Class Restricted Item	Use Race Restricted Item	Use Alignment Restricted Item
1	1000 gp or less	Impossible	Impossible
5	4800 gp or less	1000 gp or less	Impossible
10	20000 gp or less	4800 gp or less	1000 gp or less
15	100000 gp or less	20000 gp or less	4800 gp or less
20	100000 gp or less	100000 gp or less	20000 gp or less
25	100000 gp or less	100000 gp or less	100000 gp or less

Table 13: Base Saves and Base Attacks for All Classes

Class Level	Base Saves Lower/Higher	Fighter, Barbarian, Paladin, Ranger Base Attack	Cleric, Druid, Rogue, Bard, Monk Base Attack	Wizard, Sorcerer Base Attack	Experience Points Required	Max Single Item	Max Total Item Value
1	+0/+2	+1	+0	+0	0	1000	5000
2	+0/+3	+2	+1	+1	1,000	1500	7500
3	+1/+3	+3	+2	+1	3,000	2500	15000
4	+1/+4	+4	+3	+2	6,000	3500	30000
5	+1/+4	+5	+3	+2	10,000	5000	60000
6	+2/+5	+6/+1	+4	+3	15,000	6500	85000
7	+2/+5	+7/+2	+5	+3	21,000	9000	100000
8	+2/+6	+8/+3	+6/+1	+4	28,000	12000	150000
9	+3/+6	+9/+4	+6/+1	+4	36,000	15000	200000
10	+3/+7	+10/+5	+7/+2	+5	45,000	19500	300000
11	+3/+7	+11/+6/+1	+8/+3	+5	55,000	25000	400000
12	+4/+8	+12/+7/+2	+9/+4	+6/+1	66,000	30000	500000
13	+4/+8	+13/+8/+3	+9/+4	+6/+1	78,000	35000	600000
14	+4/+9	+14/+9/+4	+10/+5	+7/+2	91,000	40000	700000
15	+5/+9	+15/+10/+5	+11/+6/+1	+7/+2	105,000	50000	800000
16	+5/+10	+16/+11/+6/+1	+12/+7/+2	+8/+5	120,000	65000	900000
17	+5/+10	+17/+12/+7/+2	+12/+7/+2	+8/+5	136,000	75000	1000000
18	+6/+11	+18/+13/+8/+3	+13/+8/+5	+9/+4	153,000	90000	1100000
19	+6/+11	+19/+14/+9/+4	+14/+9/+4	+9/+4	171,000	110000	1200000
20	+6/+12	+20/+15/+10/+5	+15/+10/+5	+10/+5	190,000	130000	1300000

Table 14: Bard Known Spells and Spells Per Day

Lvl	Base Spells per Day							Spells Known						
	0	1	2	3	4	5	6	0	1	2	3	4	5	6
1	2	—	—	—	—	—	—	4	—	—	—	—	—	—
2	3	0	—	—	—	—	—	4	2	—	—	—	—	—
3	3	1	—	—	—	—	—	4	3	—	—	—	—	—
4	3	2	0	—	—	—	—	4	3	2	—	—	—	—
5	3	3	1	—	—	—	—	4	4	3	—	—	—	—
6	3	3	2	—	—	—	—	4	4	3	—	—	—	—
7	3	3	2	0	—	—	—	4	4	4	2	—	—	—
8	3	3	3	1	—	—	—	4	4	4	3	—	—	—
9	3	3	3	2	—	—	—	4	4	4	3	—	—	—
10	3	3	3	2	0	—	—	4	4	4	4	2	—	—
11	3	3	3	3	1	—	—	4	4	4	4	3	—	—
12	3	3	3	3	2	—	—	4	4	4	4	3	—	—
13	3	3	3	3	2	0	—	4	4	4	4	4	2	—
14	4	3	3	3	3	1	—	4	4	4	4	4	3	—
15	4	4	3	3	3	2	—	4	4	4	4	4	3	—
16	4	4	4	3	3	2	0	4	5	4	4	4	4	2
17	4	4	4	4	3	3	1	4	5	5	4	4	4	3
18	4	4	4	4	4	3	2	4	5	5	5	4	4	3
19	4	4	4	4	4	4	3	4	5	5	5	5	4	4
20	4	4	4	4	4	4	4	4	5	5	5	5	5	4

Table 15: Cleric Spells Per Day

Lvl	Base Spells per Day									
	0	1	2	3	4	5	6	7	8	9
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

Table 16: Clerical Domains

Domain	1	2	3	4	5	6	7
Air	Special Ability		Call Lightning			Chain Lightning	
	Can turn elementals like undead						
Animal	Improved monster summoning	Cat's Grace	True Seeing		Polymorph Self		
Death	Negative plane avatar		Phantasmal Killer	Enervation			
Destruction	Turning damages constructs		Stinking Cloud		Acid Fog		
Earth	Can turn elementals like undead			Stoneskin	Energy Buffer		
Evil	Can turn outsiders like undead		Negative Energy Burst		Enervation		
Fire	Can turn elementals like undead		Wall of Fire		Energy Buffer		
Good	Can turn outsiders like undead		Stoneskin	Lesser Planar Binding			
Healing	All healing spells are empowered	Cure Serious			Heal		
Knowledge	More domain spells	Identify	Ultravision / Clairvoyance	Clairaudience / Clairvoyance	True Seeing	Legend Lore	

Table 16: Clerical Domains (Continued)

Domain	1	2	3	4	5	6	7
Magic	More domain spells	Mage Armor	Melf's Acid Arrow	Negative Energy Burst	Stoneskin	Ice Storm	
Plant	Can turn vermin like undead		Barkskin				Creeping Doom
Protection	Divine protection			Minor Globe	Energy Buffer		
Strength	Divine strength				Stoneskin		
Sun	Improved turn undead		Searing Light				Sunbeam
Travel	More domain spells	Entangle	Web	Freedom of Movement	Slow	Haste	
Trickery	Improves skills generally used by rogues		Invisibility	Invisibility Sphere	Improved Invisibility		
War	Battle mastery		Cat's Grace	Poison			Aura of Vitality
Water	Can turn elementals like undead				Ice Storm		

Table 17: Druid Spells Per Day

Lvl	Base Spells per Day									
	0	1	2	3	4	5	6	7	8	9
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

Table 18: Fighter Bonus Feats

Ambidexterity	Improved Unarmed Strike
Called Shot	Knockdown
Cleave	Mobility
Deflect Arrows	Point Blank Shot
Disarm	Power Attack
Dodge	Rapid Shot
Improved Critical	Sap
Improved Disarm	Stunning Fist
Improved Knockdown	Two-Weapon Fighting
Improved Parry	Weapon Finesse
Improved Power Attack	Weapon Focus
Improved Two-Weapon Fighting	Weapon Specialization

Table 19: Monk Attacks, AC and Speed Bonuses

Class Level	Unarmed Attack Bonus	Unarmed Damage ^o	AC Bonus	Run Speed
1	+0	1d6 / 1d4	+0	100%
2	+1	1d6 / 1d4	+0	100%
3	+2	1d6 / 1d4	+0	110%
4	+3	1d8 / 1d6	+0	110%
5	+3	1d8 / 1d6	+1	110%
6	+4/+1	1d8 / 1d6	+1	120%
7	+5/+2	1d8 / 1d6	+1	120%
8	+6/+3	1d10 / 1d8	+1	120%
9	+6/+3	1d10 / 1d8	+1	130%
10	+7/+4/+1	1d10 / 1d8	+2	130%
11	+8/+5/+2	1d10 / 1d8	+2	130%
12	+9/+6/+3	1d12 / 1d10	+2	140%
13	+9/+6/+3	1d12 / 1d10	+2	140%
14	+10/+7/+4/+1	1d12 / 1d10	+2	140%
15	+11/+8/+5/+2	1d12 / 1d10	+3	145%
16	+12/+9/+6/+3	1d20 / 2d6	+3	145%
17	+12/+9/+6/+3	1d20 / 2d6	+3	145%
18	+13/+10/+7/+4/+1	1d20 / 2d6	+3	150%
19	+14/+11/+8/+5/+2	1d20 / 2d6	+3	150%
20	+15/+12/+9/+6/+3	1d20 / 2d6	+4	150%

^o The first number is damage done by medium or large sized monks. The second number is damage is done by small monks.

Table 20: Paladin and Ranger Spells Per Day

Lvl	Base Spells per Day			
	1	2	3	4
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

Table 21: Rogue Bonus Feats

Crippling Strike
Opportunist
Skill Mastery
Slippery Mind
Improved Evasion
Defensive Roll

Table 22: Sorcerer Known Spells and Spells Per Day

Lvl	Base Spells per Day									Spells Known										
	0	1	2	3	4	5	6	7	8	9	0	1	2	3	4	5	6	7	8	9
1	5	3	—	—	—	—	—	—	—	—	4	2	—	—	—	—	—	—	—	—
2	6	4	—	—	—	—	—	—	—	—	4	2	—	—	—	—	—	—	—	—
3	6	5	—	—	—	—	—	—	—	—	4	3	—	—	—	—	—	—	—	—
4	6	6	3	—	—	—	—	—	—	—	4	3	1	—	—	—	—	—	—	—
5	6	6	4	—	—	—	—	—	—	—	4	4	2	—	—	—	—	—	—	—
6	6	6	5	3	—	—	—	—	—	—	4	4	2	1	—	—	—	—	—	—
7	6	6	6	4	—	—	—	—	—	—	4	5	3	2	—	—	—	—	—	—
8	6	6	6	5	3	—	—	—	—	—	4	5	3	2	1	—	—	—	—	—
9	6	6	6	6	4	—	—	—	—	—	4	5	4	3	2	—	—	—	—	—
10	6	6	6	6	5	3	—	—	—	—	4	5	4	3	2	1	—	—	—	—
11	6	6	6	6	6	4	—	—	—	—	4	5	5	4	3	2	—	—	—	—
12	6	6	6	6	6	5	3	—	—	—	4	5	5	4	3	2	1	—	—	—
13	6	6	6	6	6	6	4	—	—	—	4	5	5	4	3	2	1	—	—	—
14	6	6	6	6	6	6	5	3	—	—	4	5	5	4	4	3	2	—	—	—
15	6	6	6	6	6	6	6	4	—	—	4	5	5	4	4	4	3	2	—	—
16	6	6	6	6	6	6	6	5	3	—	4	5	5	4	4	4	3	2	1	—
17	6	6	6	6	6	6	6	6	4	—	4	5	5	4	4	4	3	3	2	—
18	6	6	6	6	6	6	6	6	5	3	4	5	5	4	4	4	3	3	2	1
19	6	6	6	6	6	6	6	6	6	4	4	5	5	4	4	4	3	3	3	2
20	6	6	6	6	6	6	6	6	6	6	4	5	5	4	4	4	3	3	3	3

Table 23: Wizard Spells Per Day

Lvl	Base Spells per Day									
	0	1	2	3	4	5	6	7	8	9
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

Table 24: Wizard Bonus Feats

Combat Casting	Silent Spell
Empower Spell	Spell Focus
Extend Spell	Spell Penetration
Maximize Spell	Still Spell
Quicken Spell	

Table 25: Alignment Grid

Law/Chaos Axis	100	Chaotic Good	Neutral Good	Lawful Good	
	70	Chaotic Neutral	Neutral Neutral	Lawful Neutral	
	30	Chaotic Evil	Neutral Evil	Lawful Evil	
	0				
		100	70	30	0
		Good/Evil Axis			

Table 26: Racial Size

Race	Size
Human	Medium-size
Dwarf	Medium-size
Elf	Medium-size
Gnome	Small ^o
Half-elf	Medium-size
Half-orc	Medium-size
Halfling	Small ^o

^o Small creatures are unable to wield Large weapons (and must wield Medium-size weapons with both hands)

Table 27: Skill Chart

Skill	Bbn	Brd	Clr	Drd	Ftr	Mnk	Pal	Rgr	Rog	Sor	Wiz	Unt	Key
Animal Empathy	x	x	x	•	x	x	x	•	x	x	x	No	Cha
Concentration	-	•	•	•	•	•	•	•	-	•	•	Yes	Con
Disable Trap	-	-	-	-	-	-	-	-	•	-	-	No	Int
Discipline	•	•	-	-	•	-	-	-	-	-	-	Yes	Str
Heal	•	•	•	•	•	•	•	•	•	•	•	Yes	Wis
Hide	-	•	-	-	-	•	-	•	•	-	-	Yes	Dex
Listen	•	•	-	-	-	•	-	•	•	-	-	Yes	Wis
Lore	•	•	•	•	•	•	•	•	•	•	•	Yes	Int
Move Silently	-	•	-	-	-	•	-	•	•	-	-	Yes	Dex
Open Lock	-	-	-	-	-	-	-	-	•	-	-	No	Dex
Parry	•	•	•	•	•	•	•	•	•	•	-	Yes	Dex
Perform	x	•	x	x	x	x	x	x	x	x	x	Yes	Cha
Persuade, Diplomacy	-	•	•	•	-	•	•	-	•	-	-	Yes	Cha
Pick Pocket	-	•	-	-	-	-	-	-	•	-	-	No	Dex
Search	-	-	-	-	-	-	-	•	•	-	-	Yes	Int
Set Trap	-	-	-	-	-	-	-	•	•	-	-	No	Dex
Spellcraft	-	•	•	•	-	-	-	-	-	•	•	No	Int
Spot	-	-	-	-	-	-	-	•	•	-	-	Yes	Wis
Taunt, Diplomacy	•	•	-	-	-	-	•	-	-	-	-	Yes	Cha
Use Magic Device	x	•	x	x	x	x	x	x	•	x	x	No	Cha

Unt = Untrained

Key = Key Ability

• Class Skill

- Cross Class Skill

x You cannot buy this skill because it is exclusive to another class

Table 28: Feats by Type

Combat Feats	Active Combat Feats	Defensive Feats	Magical Feats	Other
Ambidexterity	Called Shot	Armor Proficiency (heavy)	Combat Casting	Alertness
Cleave	Disarm	Armor Proficiency (light)	Empower Spell	Extra Turning
Improved Critical	Improved Disarm	Armor Proficiency (medium)	Extend Spell	Skill Focus
Improved Parry	Improved Knockdown	Deflect Arrows	Maximize Spell	
Improved Two-Weapon Fighting	Improved Power Attack	Dodge	Quicken Spell	
Improved Unarmed Strike	Knockdown	Great Fortitude	Silent Spell	
Point Blank Shot	Power Attack	Iron Will	Spell Focus	
Two-Weapon Fighting	Rapid Shot	Lightning Reflexes	Spell Penetration	
Weapon Finesse	Sap	Mobility	Still Spell	
Weapon Focus	Stunning Fist	Shield Proficiency		
Weapon Proficiency: Martial, Exotic or Simple		Toughness		
Weapon Specialization				

Appendix B: Spell Icons



Acid Fog



Aid



Animate Dead



Aura of Vitality



Aura versus Alignment



Awaken



Barkskin



Bestow Curse



Blade Barrier



Bless



Blindness/Deafness



Bull's Strength



Burning Hands



Call Lightning



Cat's Grace



Chain Lightning



Charm Monster



Charm Person



Charm Person or Animal



Circle of Death



Circle of Doom



Clairaudience/Clairvoyance



Clarity



Cloudkill



Color Spray



Cone of Cold



Confusion



Contagion



Control Undead



Create Greater Undead



Create Undead



Creeping Doom



Cure Critical Wounds



Cure Light Wounds



Cure Minor Wounds



Cure Moderate Wounds



Cure Serious Wounds



Darkness



Daze



Death Ward



Delayed Blast Fireball



Destruction



Dismissal



Dispel Magic



Divine Power



Dominate Animal



Dominate Monster



Dominate Person



Doom



Eagle's Splendor



Elemental Shield



Elemental Swarm



Endurance



Endure Elements



Energy Buffer



Energy Drain



Enervation



Entangle



Ethereal Visage



Evard's Black Tentacles



Fear



Feeblemind



Find Traps



Finger of Death



Fire Storm



Fireball



Flame Arrow



Flame Lash



Flame Strike



Fox's Cunning



Freedom of Movement



Gate



Ghostly Visage



Ghoul Touch



Globe of Invulnerability



Grease



Greater Dispelling



Greater Planar Binding



Greater Restoration



Greater Shadow Conjuration



Greater Spell Breach



Greater Spell Mantle



Greater Stoneskin



Hammer of the Gods



Harm



Haste



Heal



Healing Circle



Hold Animal



Hold Monster



Hold Person



Horrid Wilting



Ice Storm



Identify



Implosion



Improved Invisibility



Incendiary Cloud



Invisibility



Invisibility Purge



Invisibility Sphere



Knock



Legend Lore



Lesser Dispel



Lesser Mind Blank



Lesser Planar Binding



Lesser Restoration



Lesser Spell Breach



Lesser Spell Mantle



Light



Lightning Bolt



Mage Armor



Magic Circle Against Alignment



Magic Missile



Mass Blindness/Deafness



Mass Charm



Mass Haste



Mass Heal



Melf's Acid Arrow



Meteor Swarm



Mind Blank



Mind Fog



Minor Globe of Invulnerability



Mordenkainen's Disjunction



Mordenkainen's Sword



Nature's Balance



Negative Energy Burst



Negative Energy Protection



Negative Energy Ray



Neutralize Poison



Owl's Wisdom



Phantasmal Killer



Planar Binding



Poison



Polymorph Self



Power Word, Kill



Power Word, Stun



Prayer



Premonition



Prismatic Spray



Protection from Alignment



Protection from Elements



Protection from Spells



Raise Dead



Ray of Enfeeblement



Ray of Frost



Regenerate



Remove Blindness/Deafness



Remove Curse



Remove Disease



Remove Fear



Remove Paralysis



Resist Elements



Resistance



Restoration



Resurrection



Sanctuary



Scare



Searing Light



See Invisibility



Shades



Shadow Conjuration



Shadow Shield



Shapechange



Silence



Slay Living



Sleep



Slow



Sound Burst



Spell Mantle



Spell Resistance



Stinking Cloud



Stoneskin



Storm of Vengeance



Summon Creature I



Summon Creature II



Summon Creature III



Summon Creature IV



Summon Creature V



Summon Creature VI



Summon Creature VII



Summon Creature VIII



Summon Creature IX



Summon Shadow



Sunbeam



Tenser's Transformation



Time Stop



True Seeing



Ultravision



Vampiric Touch



Virtue



Wail of the Banshee



Wall of Fire



War Cry



Web



Weird



Word of Faith

Appendix C:

Glossary of Terms

Abjuration: These spells shield the caster from magical and physical attacks.

AC: Armor Class reflects the ability of a character to avoid or deflect an attack.

Ability check: A simple check of 1d20 plus the appropriate modifier.

Alignment: Reflects how your character reacts to the concepts of good, evil, law, and chaos.

Attack of opportunity: A single extra melee attack, when an enemy makes themselves vulnerable.

Cantrip: The lowest spell level.

Caster level: Equivalent to the spellcasters class level.

Class: The profession or vocation of the character.

Class skill: A skill in which a particular class specializes in, or utilizes often.

Conjuration: These spells can bring creatures to the caster, normally in the form of summoned allies.

CR: Challenge rating. The higher this number, the more powerful the enemy. Commonly four characters of a certain level are able to defeat one creature with a CR equal to the average level of the characters with a moderate amount of difficulty.

Critical hit: A devastating attack that generates more damage than normal.

Cross-class skill: A skill that a particular class is less likely to use on a frequent basis.

DC: Difficulty class. The higher the number, the harder it will be for the character to beat with the appropriate skill check.

Divination: Divination spells are useful for gathering information.

Enchantment: These spells involve gaining control over another creature, or imbuing them with special properties.

Encumbered: When a player is carrying more weight than their strength will allow they will receive penalties to their movement rate.

Energy drain: Some attacks (especially by some undead) will cause the character to gain negative levels.

Exclusive skill: A skill that can only be learned by a specific class.

Faction: A specific group that players, NPCs, and creatures belong to. This generally affects how they react to various situations.

Feat: A feat is a special feature that either gives your character a new capability, or improves one that they already have.

Flat footed: If a character is caught unawares or otherwise unprepared, they are considered flat-footed. This causes them to lose their Dexterity bonus to their Armor Class.

Fortitude save: These measure your ability to stand up to massive physical punishment, such as poison, paralysis, and instant death magic. Your Constitution modifier is added to your Fortitude saving throw.

GP: Gold Pieces: the standard currency of *Neverwinter Nights*.

HD: Refers to hit dice or the amount of dice rolled to generate the hit point total.

HP: This refers to the characters hit points. This is the amount of damage a player can take before death.

Illusion: These spells are used to alter perception and generate illusions.

Item point total: How much magical equipment a character can be in possession of depending on her level.

Ki: A monk's spiritual energy.

Lore: This is the character's ability to accurately identify magic items and equipment.

Metamagic feat: These feats allow spellcasters to change some of the aspects of the spells they cast, making them more powerful, last longer, and so on. Metamagic spells must be cast at a higher level than normal.

Necromancy: Spells that manipulate, create, or destroy life.

Opposed checks: Opposed checks are made against another character's skill check result.

Package: A pregenerated bundle of the most practical skills and feats for a character class.

PVP: Player vs. player.

Quickbar: This is the bar along the bottom of the screen. It allows the player to quickly access various abilities.

Radial menu: This is the primary tool for interacting with the world of *Neverwinter Nights*. Opt(rt) clicking on an object brings up the radial menu options for that object.

Reflex save: The higher this is, the better you are at dodging such things as a wizard's fireball or the lethal breath of a dragon. Your Dexterity modifier is added to your Reflex saving throws.

Round: Six seconds of game time.

Saving throws: A saving throw is a measure of a creature's resistance to special types of attacks or effects. If successful, ill effects or damage are reduced.

Skill: Represents individual areas of practical knowledge.

Skill check: A skill check happens when a character attempts to utilize one of her skills. The outcome of the check is dependent on the character rank in the skill, and the DC of the task.

Skill points: These points are awarded at character creation and level up, and allow the character to raise his skill ranks.

Skill rank: Denotes the character's proficiency in a certain skill. The higher it is, the more likely the character will succeed at a skill check.

Skill synergy: Some skills work very well together. Having 5 or more ranks in one skill will give a +2 synergy bonus when using another skill. Skills with synergy bonuses are noted in the skill descriptions.

Transmutation: These spells transform the recipient, either subtly or otherwise.

Turn: 10 rounds, or 60 seconds of game time.

Untrained checks: Some skills allow skill checks to be made with them, even if the character has no ranks in that skill.

Will save: These saves reflect your resistance to mental influence and domination as well as many magical effects. Your Wisdom modifier is added to your Will saving throws.

XP: Experience points.



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