

# DARK + fantasy + horror + madness + HERITAGE

## D&D Rules, Call of Cthulhu play paradigm

The tagline there is not literally true if you want to be pedantic: these house-rules are based on the *d20 Modern System Reference Document* more so than the regular SRD. But I consider *d20 Modern* to be the same game, with minor house rules of its own, as D&D. You can use the MSRD, but to best effect, you should be using *d20 Past* as well. *d20 Past* was never released as open content, so I cannot reproduce any of its rules here. If you don't have access to it, you can still play very well; you mostly just need to be aware that from a "tech level" perspective, the DARK•HERITAGE setting is equivalent to a mid 1800s in most respects. Think of a fantasy setting that rather than feeling "Medieval" will feel like a combination of the Golden Age of Piracy and the Old West, you'll do OK. Common sense, when applied, can easily bridge any confusion on how to use without access to *d20 Past*. This document is probably more robust than it strictly speaking needs to be; I've included all of the custom races, languages, and other customized components in full.

### Occupations.

The following occupations are available for all characters, from the MSRD—*d20 Modern* basics and *Urban Arcana* as well as *d20 Past*. Academic, Adventurer, Apothecary, Aristocrat, Athlete, Blue Collar, Celebrity, Cloistered, Cosmopolitan, Creative, Criminal, Doctor, Entrepreneur, Hedge Wizard, Impoverished, Law Enforcement, Military, On the Run, Primitive, Religious, Rural, Servant, Shadow Scholar, Slave, Squire, and Student. For the Military occupation, please note that advanced firearms do not exist in this fantasy setting, and "archaic" weapons are actually still currently widely in use.

### Skills.

The following skills are not available to any characters: Computer Use, Craft (Electronics), and Knowledge (Technology.) In addition, the following skills are slightly changed:

- ◆ Drive: there are no automobiles in the Dark•Heritage setting, but this skill still works for wagons, carriages, stagecoaches, etc.
- ◆ Pilot: there are no aircraft in the Dark•Heritage setting, but this skill also applies to any watercraft.
- ◆ Move Silently is eliminated; any use of Move Silently is made using the Hide skill.
- ◆ Listen is eliminated; any use of Listen is made using the Spot skill.
- ◆ Read/Write Language is eliminated; if you can use Speak Language with a language, it is also assumed that you can read and/or write it.

*Important Note:* Keep in mind that the default Modern rules assume a human character, and all humans get 1 extra skill point per level (4 at first level.) If you start play with a non-human character, you need to back out the extra skill points.

### Feats.

The following feats are not available to any characters: Advanced Firearms Proficiency, Burst Fire, Double Tap, Drive by Attack, Force Stop, Gearhead, Medical Expert, Strafe, Aircraft Operation, and Vehicle Dodge. Any other feats I may have missed (or from other sources) related to the use of automatic or semi-automatic weapons, as well as vehicle stunts are not available. Also, keep in mind that the Modern rules assume a human character, and all humans get 1 extra feat at 1<sup>st</sup> level. If you start play with a non-human character, you will need to back out that extra feat. Finally, I prefer to play a bit fast and loose rather than pedantic with the rules. There are a number of feats in the game that I believe to be superfluous. You shouldn't need a feat to attempt to do this thing. A perfect example is the Track feat. I believe that if you have the Survival skill (and even if you don't, you can try it untrained) you can already track. There's no need to take a feat for that. Rather than go through and list all of the feats I believe to be superfluous in this sense, just check with me if you have any question about a feat you are considering taking. If such a feat is a class feature, substitute it for another feat.

### Equipment.

Equipment is taken from the 3.5 SRD rather than the MSRD, including costs. Any other equipment from other sources compatible with a tech level equivalent to the Golden Age of Piracy or the Old West could be used too. In particular, the following firearms are expected to be used, which are new to the 3.5 SRD.

| Size | Weapon                       | Cost | Damage | Critical | Range  | Increment | Weight | Damage Type |
|------|------------------------------|------|--------|----------|--------|-----------|--------|-------------|
| M    | Vintage snaplock pistol      | 225  | 2d4    | x3       | 10 ft. | 3 lbs.    | P      |             |
| M    | Blunderbuss pistol (dragoon) | 125  | 2d8    | x3       | 5 ft.  | 6 lbs.    | P      |             |
| M    | Pistol                       | 100  | 2d6    | x3       | 20 ft. | 3 lb.     | P      |             |
| L    | Vintage snaplock musket      | 225  | 2d8    | x3       | 30 ft. | 14 lbs.   | P      |             |
| L    | Blunderbuss musket           | 125  | 2d10   | x3       | 5 ft.  | 14 lbs.   | P      |             |
| L    | Plains rife                  | 165  | 2d8    | x3       | 30 ft. | 9 lbs.    | P      |             |
| L    | Hunting rifle                | 190  | 2d10   | x3       | 40 ft. | 11 lbs.   | P      |             |

### **Weapon Descriptions**

**Vintage Snaplock Pistol:** One of the original firearms design. This weapon is not well balanced, and the firing mechanism is so large that it tends to catch on cloaks and the like. Only 26 were ever made, and the cost reflects its collector price.

**Ammunition:** bullets (10), 3gp, 2 lb.

**Blunderbuss Pistol (Dragoon):** This antique design has a short, flared barrel and instead of a ball, shoots shot, making it a primitive form of hand shotgun. Although the range is small, they are light and relatively inexpensive, and are still seen on those who can't afford a more modern pistol with a rifled bore.

**Ammunition:** shot (10) 4 gp, 2.5 lb.

**Pistol:** The basic pistol is the most popular and best developed of all the firearms available. The pistol is quite popular with pirate captains, and most members of the city Watch also carry them.

**Ammunition:** bullets (10), 3 gp, 2 lb.

**Vintage Snaplock Musket:** Another collector's item, this early form of longarm is rare to see in actual use.

**Ammunition:** bullets (10), 3 gp, 2 lb.

**Blunderbuss Musket:** Among the firsts long-arm weapon available, and proven in a number of ship-to-ship battles. The blunderbuss musket, like the blunderbuss pistol, fires shot instead of a ball or bullet, and therefore has a fairly short range.

**Ammunition:** shot (10), 4 gp, 2.5 lb.

**Plains rife:** The first common longarm used by military and civilians alike, these sturdy and reliable guns are a fixture, especially in the Terrasan frontier region, where they have spread from the Terrasans to the tribesmen as well as the various Hamazin states. More recently, locally produced variants have become common in al-Qazmir and Kurushat as well.

**Ammunition:** bullets (10), 3 gp, 2 lb.

**Hunting rife:** With a slightly longer bore than the plains rife, this specialized hunting rifle has a longer range, but is more rare and more expensive to acquire.

**Ammunition:** bullets (10), 3 gp, 2 lb.

### **Rules**

Using firearms requires the Personal Firearms Proficiency feat. This feat allows the use of all firearms; those lacking it take the usual -4 penalty to attack rolls.

Reloading a firearm is a slow process. Powder must be poured down the barrel and the lead shot rammed home. It takes a full-round actions to reload a firearm, and the reload action provokes attacks of opportunity.

### **New Feat**

#### **Firearms Drill [General]**

You have spent long hours drilling with firearms, making loading second nature.

**Prerequisite:** Dex 13+

**Benefit:** Reduce the time to reload a firearm to a move action.

**Normal:** It usually takes a full-round action to reload a firearm.

## **Wealth.**

The Wealth system from the MSRD won't be used; instead, we'll track actual money more like is done in the 3.5 SRD. For feats, occupations, or class skills that grant a wealth bonus, including at character generation, convert each +1 bonus to the wealth score to a one-time bonus of 500 gold pieces. For simplicity's sake, the gold piece represents any of the various gold coins minted in the area: doubloons, pieces of eight, dinars, etc.

## **Advanced Classes.**

The following advanced classes from *d20 Modern*, *d20 Past* and *Urban Arcana* are available without any change: Martial Artist, Infiltrator, Personality, Negotiator, Shadow Slayer, Mesmerist, Spiritualist, Explorer, Arcane Arranger, Glamourist, Shadow Hunter, Street Warrior, Swashbuckler, Thrasher and Wildlord.

The following additional classes have minor changes, and then can be allowed.

|                      |   |
|----------------------|---|
| Soldier              | Feat requirements of Personal Firearms Proficiency OR Archaic Weapons Proficiency.  |
| Gunslinger           | The Lightning Shit class ability needs to be substituted with another bonus feat. Also, be aware of bonus feats that are disallowed in the feats section. |
| Daredevil            | Skill requirement of Concentration ONLY, not Drive.   |
| Bodyguard            | Feat requirement of Archaic Weapons Proficiency OR Personal Firearms Proficiency.   |
| Field Scientist      | Requirements for disallowed skills are waived.  |
| Archaic Weaponmaster | No Knowledge (History) requirement. These weapons are not archaic in this setting, although the name of the class does not change.                        |

## **Races.**

### **Humans:**

- Medium: As Medium creatures, humans have no special bonuses or penalties due to their size.
- Human base land speed is 30 feet.
- 1 extra feat at 1st level.
- 1 extra skill point at each level. For d20 Modern this is multiplied by 4 at first level, as usual.

Note: for the d20 Modern, it assumes automatically that you are playing human, and these extra feats and skill points are already built into the rules. Rather than apply them to d20 Modern characters, build your character normally; you need to subtract the extra feat and skill point from *non*-human characters.

### **Hellspawn:**

Hellspawn are a race of native outsiders. Hellspawn claim descent from the gods and their servitors, or from fiends. Given the pantheon presented here, there probably isn't any difference. Hellspawn tend to make great spies, assassins and thieves, but just because they gravitate easily to that kind of lifestyle doesn't mean that they have to, naturally. To the unfamiliar, a hellspawn looks like an exotic race of human, with skin ranging from sooty black to paler gray, and dark hair. Most hellspawn have gleaming yellow eyes. Many also have thin pointed tails, or a cluster of small horns in their heads, needle-like teeth, scaled skin, or other marks that set them apart from the humans among whom they are born.

The hellspawn of Baal Hamazi have a much more consistent appearance, being a true-breeding human "race" by this point. They always have a sooty black skin and dark hair, yellow, wolf-like "predator eyes", and a cluster of small horns on their heads. Many hamazin shave their heads, or otherwise cause their hair to not grow.

- ◆ -2 Charisma. Hellspawn carry with them a stigma about their heritage. Even other hellspawn know better than to trust one until they know him well.
- ◆ Medium. As Medium creatures, hellspawn have no special benefits or penalties due to size.
- ◆ Hellspawn base land speed is 30 feet.
- ◆ Hellspawn gain a +1 racial bonus to attack rolls when in areas of dim light or darkness if the opponent is also in dim light or darkness.
- ◆ Hellspawn are dazzled in areas of bright sunlight, or within the radius of a *daylight* spell.
- ◆ Darkvision: Hellspawn can see in the dark out to 60 feet. Darkvision is black and white only, but is otherwise like normal sight. Hellspawn can function just fine in no light at all.

- ◆ **Cunning of the Fiend:** The hellspawn carry the blood of fiends in their veins. All hellspawn have a reserve of power from which they can draw in times of need. As an immediate action, a hellspawn can call upon his gift to gain a +4 inherent bonus to his Dexterity score for a number of rounds equal to his Wisdom bonus (minimum 1 round). A hellspawn must wait 1 hour between each use of this ability.
- ◆ **Gifted Rogues:** Hellspawn gain a +2 bonus to Hide and Bluff checks.
- ◆ **Native Outsider:** As outsiders, hellspawn can't be targeted by spells or effects that specifically affect humanoids like charm person or hold person. However, as native outsiders, they may be raised, reincarnated, or resurrected as normal creatures.

### **Jann:**

The jann are a race of native outsiders. Traders, explorers, and pirates, they are among the finest sailors in the world. They claim descent from the ifrit of the fabled City of Brass, though if true, it is a distant kinship. Despite their fiery heritage, they are a race of great seamen, famed for their sailing prowess. Jann merchants (and no few pirates) are fast becoming a common sight in the various port cities of the world. To the unfamiliar, a jann looks like an exotic race of human, with skin ranging from sooty black to firebrick red, and pale hair that often floats around their head, looking for all the world like an open flame. All jann have gleaming yellow eyes reminiscent of the flames of their fiery ancestors. Although it's often hard to tell from a distance, a jann has an iris—often of a slightly darker color—and a pupil that is invisible without close inspection.

- ◆ **-2 Wisdom.** Jann are impulsive and reckless.
- ◆ **Medium.** As Medium creatures, jann have no special benefits or penalties due to size.
- ◆ **Jann base land speed is 30 feet.**
- ◆ **Jann gain a +2 racial bonus to all saving throws against spells and spell-like effects with the fire descriptor.**
- ◆ **Darkvision:** Jann can see in the dark out to 60 feet. Darkvision is black and white only, but is otherwise like normal sight. Jann can function just fine in no light at all.
- ◆ **Might of the Ifrit:** The jann carry the blood of the ifrit in their veins. All jann have a reserve of power from which they can draw in times of need. As an immediate action, an jann can call upon his gift to gain a +4 inherent bonus to his Strength score for a number of rounds equal to his Charisma bonus (minimum 1 round). An jann must wait 1 hour between each use of this ability.
- ◆ **Wildfire:** Jann are as swift and dangerous as a blazing wildfire. They gain a +4 racial bonus on initiative checks.
- ◆ **Vulnerability to cold.** Jann take half again as much (+50%) damage as normal from spells and effects with the cold descriptor, regardless of whether a saving throw is allowed, or if the save is a success or failure.
- ◆ **Native Outsider:** As outsiders, jann can't be targeted by spells or effects that specifically affect humanoids like charm person or hold person. However, as native outsiders, they may be raised, reincarnated, or resurrected as normal creatures.

### **Wildman (Changeling):**

Wildmen are savage creatures that claim to be humans returned to a nearly feral state, or humans who have traces of werewolf blood in them. Wildmen are human-sized a look similar to humans in many ways. They tend to have brown skin, have thick, fine hair that is just short of being fur over much of their bodies, walk with a stoop, occasionally putting a hand down to walk in a tripod or even quadruped few steps. They have thick soles on their feet, infrequently wear shoes, and their finger and toe nails have developed into an almost claw-like appendage.

Despite this, individual wildmen are no less capable of developing a taste for civilization than any other being. Their own cultures are, however, closed, xenophobic, and rural, focusing on hunting and gathering or pastoral nomadism and raiding.

- ◆ **+2 Str, -2 Int**
- ◆ **Medium:** As Medium creatures, wildmen have no special benefits of penalties due to size.
- ◆ **Lowlight vision**
- ◆ **Survival is always a class skill for wildmen, regardless of what class they actually take.**
- ◆ **Wildmen gain the Scent ability**
- ◆ **Feral Form (Su) -** Once per day a wildman can take on brutish form that lasts a number of rounds equal to 3 + the character's Constitution modifier, granting him +2 Str, +2 Dex, +10 ft. land speed, and two claw attacks (1d6 +STR modifier damage). Because the character is a big hairy semi-lycanthropic monster in this form, the claws are razor sharp and gain the benefit of being keen; i.e., the threat range for criticals is 19-20/x2. The character may use

manufactured weapons while in his Feral Form, if desired. While in his Feral Form, a wildman also gains the benefit of the Pounce ability. This benefit only lasts while in the Feral Form, however. This means that when he charges, he can make a full attack at the end of the charge; i.e., if using his claw attacks, he can attack with both claws at the end of his charge. The wildman gains one additional use per day of his Feral Nature at every 5th character level he attains. Wildmen can also gain the Rend ability as a feat (prerequisite; STR 13 or better, two claw attacks). A character with the Rend feat can, after hitting with both claw attacks, make a Rend attack as part of his full attack, where he does additional tearing damage equal to  $1d6 + 1\frac{1}{2} \times \text{STR modifier}$ .

### **Neanderthal (Cavusto)**

South of the Empire itself lie the tribal lands of the Neanderthals. These hardy survivors live in cool, temperate steppes and savanna areas, hunting large and dangerous game like wisent, aurochs, shub oxen, elephants (mammoths) and various horses and asses. They also have to deal with even more dangerous rival predators like cave lions, cave bears, cave hyenas and more.

Due to their lifestyle as hunters who follow massive herds of game, higher civilization has been slow coming to the lands of the Neanderthals, although more and more individuals are making their way into the Empire to offer their services as mercenaries, cheap labor and in other, similar capacities. And some of these individuals return to their tribal lands, wealthy beyond the wildest dreams of the natives, and bearing weapons and tools of steel. The Neanderthals have resisted the use of firearms, for the most part (some individuals excepted, of course) preferring their hurled spears for stopping power, and their bows and arrows for their rapid rate of fire in talented individuals that no firearm could ever hope to match.

In appearance, Neanderthals are usually a few inches shorter than "regular" humans, although they are much more stoutly and robustly built. In general, they are an odd combination of familiar and alien features; their sloping foreheads, large noses, weak chins, coarse hair and occipital buns mark them as unique. Although usually deeply tanned, Neanderthals usually have pale, freckled skin, natively, brown eyes, and reddish or auburn hair.

The native language of most Neanderthals (and some of the regular humans who live nearby) is Kvuustu. This has been rendered in Terrasan as Cavusto, and it is by that name that many Neanderthals are known throughout the region.

- ◆ +2 Strength, +2 Constitution, -2 Intelligence, -2 Charisma: Amongst the Neanderthals, brute strength and ruggedness are necessary for survival. Creativity, good looks and perfectly honed social skills are not.
- ◆ Humanoid (Human) Despite their appearance and difference from "normal" humans, Neanderthals are also members of the genus Homo and are therefore as human as Homo sapiens. Any effect that targets humans specifically applies to Neanderthals too.
- ◆ Medium: As Medium creatures, wildmen have no special benefits or penalties due to size.
- ◆ Neanderthal base land speed is 30 feet.
- ◆ Neanderthals receive the Diehard feat for free at first level.
- ◆ 4 extra skill points at 1st level and 1 extra skill point at each additional level.
- ◆ All skills are treated as cross-class regardless of actual class except for the following: Climb (Str), Heal (Wis), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (geography) (Int), Knowledge (nature) (Int), Ride (Dex), Search (Int), Spot (Wis), Survival (Wis), and Swim (Str).

### **Nephilim (or Nefili)**

Like the hellspawn and jann, the nephilim are descendants of humans who mingled with some kind of spiritual being. Nephilim tend to be attractive, charismatic, and are believed to be the descendants of angels. There is no true-breeding variety of nephilim, and no kingdom where they rule, so they tend to be rare, and occasionally variable in appearance.

- ◆ -2 Intelligence. Nephilim are motivated by action and intuition. Few of them value formalized learning.
- ◆ Medium. As Medium creatures, nephilim have no special benefits or penalties due to size.
- ◆ Nephilim base land speed is 30 feet.
- ◆ Nephilim can use their celestial luck once per day when making a Reflex saving throw, he can roll the saving throw twice and take the better result. He must decide to use this ability before the saving throw is attempted.
- ◆ Darkvision: Nephilim can see in the dark out to 60 feet. Darkvision is black and white only, but is otherwise like normal sight. Nephilim can function just fine in no light at all.

- ◆ Nephilim gain a +2 racial bonus on all saving throws made to resist death effects, saving throws against negative energy effects, Fortitude saves made to remove negative levels, and Constitution checks made to stabilize if reduced to negative hit points.
- ◆ Gifted Orators: Nephilim gain a +2 bonus to Diplomacy and Sense Motive checks.
- ◆ Native Outsider: As outsiders, nephilim can't be targeted by spells or effects that specifically affect humanoids like charm person or hold person. However, as native outsiders, they may be raised, reincarnated, or resurrected as normal creatures.

## **Magic.**

The rules for Incantations from *Urban Arcana* are in effect. Any character can effectively learn to become a spell caster without dedicating resources to it by taking part in an Incantation. Incantations are many and varied, and are not going to be put into this document, mostly because there's too many that potentially exist in the DARK•HERITAGE setting to consider it. Otherwise, magic can also be accessed via the following feats:

**Minor Magic:** A character with this feat gains the ability to cast a 0-level spell from the sorcerer/wizard spell list. This spell can be cast three times a day as a spell-like ability. The caster level for this ability is equal to the character's level. The save DC for this spell is 10 + the character's Intelligence modifier. The character must have an Intelligence of at least 10 to select this talent.

**Major Magic:** A character with this feat gains the ability to cast a 1st-level spell from the sorcerer/wizard spell list two times a day as a spell-like ability. The caster level for this ability is equal to the character's level. The save DC for this spell is 11 + the character's Intelligence modifier. The character must have an Intelligence of at least 11 to select this talent. A character must have the minor magic feat before choosing this talent.

**Familiar:** A familiar is a normal animal that gains new powers and becomes a magical beast when summoned to service by a sorcerer, witch, wizard or whatever label you wish you use for magic-user. It retains the appearance, Hit Dice, base attack bonus, base save bonuses, skills, and feats of the normal animal it once was, but it is treated as a magical beast instead of an animal for the purpose of any effect that depends on its type. Only a normal, unmodified animal may become a familiar. An animal companion cannot also function as a familiar. You can use any Small or smaller animal with a CR of less than 1 as a familiar. Unlike in D&D and other d20 games, gaining a familiar does not affect the stats or abilities of the master in any way; it's a good enough benefit to have one as it is.

Levels of different classes that are entitled to familiars stack for the purpose of determining any familiar abilities that depend on the master's level.

*Familiar Basics:* Use the basic statistics for a creature of the familiar's kind, but make the following changes:

*Hit Dice:* For the purpose of effects related to number of Hit Dice, use the master's character level or the familiar's normal HD total, whichever is higher.

*Hit Points:* The familiar has one-half the master's total hit points (not including temporary hit points), rounded down, regardless of its actual Hit Dice.

*Attacks:* Use the master's base attack bonus, as calculated from all his classes. Use the familiar's Dexterity or Strength modifier, whichever is greater, to get the familiar's melee attack bonus with natural weapons. Damage equals that of a normal creature of the familiar's kind.

*Saving Throws:* For each saving throw, use either the familiar's base save bonus (Fortitude +2, Reflex +2, Will +0) or the master's (as calculated from all his classes), whichever is better. The familiar uses its own ability modifiers to saves, and it doesn't share any of the other bonuses that the master might have on saves.

*Skills:* For each skill in which either the master or the familiar has ranks, use either the normal skill ranks for an animal of that type or the master's skill ranks, whichever are better. In either case, the familiar uses its own ability modifiers. Regardless of a familiar's total skill modifiers, some skills may remain beyond the familiar's ability to use.

*Familiar Ability Descriptions:* All familiars have special abilities (or impart abilities to their masters) depending on the master's combined level in classes that grant familiars, as shown on the table below. The abilities given on the table are cumulative.

*Natural Armor Adjustment:* The familiar gets a +1 natural armor bonus when the master is 1st or 2nd level, a +2 natural armor bonus when the master is 3rd or 4th level, and a +3 natural armor bonus when the master is 5th or 6th level.

*Intelligence:* The familiar's intelligence is 6 for a 1st or 2nd level master, 7 for a 3rd or 4th level master, and 8 for a 5th or 6th level master. On rare occasions where the natural stats for the animal that is serving as a familiar are higher than that, use the higher numbers.

*Alertness (Ex):* While a familiar is within arm's reach, the master gains the Alertness feat.

*Improved Evasion (Ex):* When subjected to an attack that normally allows a Reflex saving throw for half damage, a familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

*Share Spells:* At the master's option, he may have any spell (but not any spell-like ability) he casts on himself also affect his familiar. The familiar must be within 5 feet at the time of casting to receive the benefit.

If the spell or effect has a duration other than instantaneous, it stops affecting the familiar if it moves farther than 5 feet away and will not affect the familiar again even if it returns to the master before the duration expires. Additionally, the master may cast a spell with a target of "You" on his familiar (as a touch range spell) instead of on himself. A master and his familiar can share spells even if the spells normally do not affect creatures of the familiar's type (magical beast).

*Empathic Link (Su):* The master has an empathic link with his familiar out to a distance of up to 1 mile. The master cannot see through the familiar's eyes, but they can communicate empathically. Because of the limited nature of the link, only general emotional content can be communicated. Because of this empathic link, the master has the same connection to an item or place that his familiar does.

*Deliver Touch Spells (Su):* If the master is 3rd level or higher, a familiar can deliver touch spells for him. If the master and the familiar are in contact at the time the master casts a touch spell, he can designate his familiar as the "toucher." The familiar can then deliver the touch spell just as the master could. As usual, if the master casts another spell before the touch is delivered, the touch spell dissipates.

*Speak with Master (Ex):* If the master is 5th level or higher, a familiar and the master can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

**Improved Familiar:** If a character takes the Familiar feat, but does not select a familiar right away (or if he dismisses his familiar, or his familiar is killed) the character may take the Improved Familiar feat and get a more powerful familiar. An improved familiar works exactly the same as a familiar, except that it does not need to be an animal; any small or smaller creature of CR 2 or less can serve as a familiar. The "classics" are imp (or quasit), pseudodragon, and homunculus--but any creature of CR 2 or less (including templates, if any) can serve as an improved familiar.

### **Action Points.**

Action points have a few minor changes in how they work, mostly to make them more useful than they already are. All player characters (and a few non-player characters) get three action points per session. These action points renew each session. Action points can be used for any of the following:

- ◆ Improve a d20 roll. After rolling the d20 but before I tell you the result, you may spend an action point to roll a d10 and add the result to your d20 roll. This applies to skill checks, attacks, and saving throws.
- ◆ "Healing surge." At any time, even if it's not your turn, you can spend an action point and get an effect identical to the spell cure light wounds, i.e., recover 1d8 +1 per character level (maximum 5) hit points, and stabilize if you are dying.
- ◆ Confirm a critical hit. You can decide to use an action point to confirm a critical hit after you have already attempted to confirm normally and failed.
- ◆ Gain an additional use of a limited (i.e., "per day") ability.

- ◆ Gain an extra move or attack action in a round.

### **Chase Rules.**

When exactly a withdrawal becomes a chase is up to the GM, but clearly if one character (or monster) decides to run away and another decides to pursue, then we enter a chase scene. Chase scenes are handled by making an opposed check by the pursuer and the pursued. The check is a d20 roll + (the character's (or monster's) run speed divided by 10) + DEX modifier. Whomever wins the opposed check gains his regular movement allowance worth of either widening the gap (if he's the pursued) or closing the gap (if he's the pursuer.)

Let's have an example. An urchin pickpocket with a regular movement of 20 and DEX score of 14 would have a modifier of +10 (his run speed is 80, so his run modifier is 8, and his DEX modifier is +2.) If we assume he has the Run feat, his run speed would be 100, and his chase modifier would increase to +12. If this urchin attempts to pick the pocket of a human Fast hero with a base movement of 40, he's in trouble if he gets caught, because the Fast hero's chase modifier is +16 (we'll assume he has a DEX of 10--no modifier.)

After one minute (10 rounds) a character can no longer run without making a Constitution check. If he fails, he is fatigued, and follows all the rules for that condition.

Attempting to throw off pursuit by ducking into an alley, losing oneself in a crowd, jumping over a barrier, knocking over stacked crates of fruit, etc. is where some GM adjudication comes in, but mostly it means making the appropriate skill check (Jump, Hide, etc.) and hoping that your opponent fails his associated roll (Balance, Spot, etc.) Common sense rules here; because clever players can come up with many different actions, and because I can't predict what they may be, I make no attempt to make a comprehensive rule set, merely to point to the skill system as the best way to translate most potential actions.

If one member of a chase is mounted, obviously the mount's run speed is used, not the rider's, although he might need to make Ride checks as normal, especially if attempting anything tricky to keep up in the chase. If the chase scene takes place in unusual terrain, the GM can apply modifier as needed, or even require periodic Reflex saves or Balance or Jump checks for runners to maintain their regular speed. Swimming, flying, or even burrowing chases obviously use the swim (or fly, or burrow) speed of the chase participant, but that's obvious, right?

### **E6.**

The E6 top hat is a house rule that keeps the tone and feel of the game from changing as time progresses and your character improves, but rather than simply doing away with levels and advancement, it changes the way that they work somewhat. Your characters will advance in level as normal up to sixth level. After they gain sixth level, they can no longer gain any levels. However, every 5,000 XP earned after 6<sup>th</sup> level will grant the character a new feat. When a character has five feats past 6<sup>th</sup> level, they count as having added another +1 to their CR. This will continue up to 20 feats; following that, it takes ten additional feats to gain a CR.

There are a few "special" feats that are unique to the E6 system that you need to be aware of.

**Ability Training:** You spend time honing one of your Abilities: Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma.

**Benefit:** Choose one Ability; you qualify for the Ability Advancement feat for that Ability.

**Special:** You can gain this feat multiple times; its effects do not stack. Each time you take this feat it applies to another ability.

**Ability Advancement:** Your training pays off, and one of your Abilities increases.

**Benefit:** Choose one Ability. You gain a permanent +2 bonus to that ability.

**Special:** You can gain this feat multiple times; its effects do not stack. Each time you take this feat it applies to another ability.

**Class Advancement:** You desire to continue to improve your technique and skills as identified by the classes you have taken.

**Prerequisite:** You must have already gained all 6 of the character levels that you can gain in the E6 system.

**Benefit:** Choose one class in which you have a class level. On taking this feat, you qualify to convert talents or class features in levels that you have not yet attained into feats that can be taken with your subsequent feat choices. These feats must still be taken in order; i.e. among the prerequisites for any feat that is a converted talent or class feature is that you have already taken everything else that comes at a lower level either as a class ability or as a feat from a converted class ability beyond 6<sup>th</sup> level. The only exception to this is when the class ability is itself the selection of a feat or bonus feat—they do not become prerequisites for additional class abilities.

**Special:** You can gain this feat multiple times; its effects are limited to another class each time. You can not take this feat for classes in which you do not have an actual level earned.

## **Languages.**

**Terrasan:** This is the official language of the Terrasan Empire (surprising, I know) and as such is widely spoken in all the areas of the map shown on my campaign sites and elsewhere. In origin, it is based on the southern shores of the Mezzovian Sea, and it is there that its penetration is most thorough. That said, since no land shown on the map has failed to undergo a fairly severe "Terrasification" culturally, this is a common trade language, at least, if not native language of most people in the area.

*Real life similarities:* Most place and people names here come from this language. To represent this, I've used mostly Occitan and Catalan names and words, with a few that I draw or manually revise from Romanian, Spanish and various Italian and other Romance languages as well, such as Sardinian, Asturian, Aragonese, Piedmontese, Corsican, Sicilian, etc.

**North Terrasan (Balshatoi):** The Terrasan Empire was cobbled together over the course of many generations, and from many cultures. The northern rim of the Mezzovian Sea was originally populated by a completely different cultural group. Due to the many years that they have been part of the Empire, their language had largely faded, to be used only by lower classes (particularly, isolated rural populations) and scholars who read the ancient records of the region. As the strength of the Empire has faded in recent decades, however, North Terrasan has undergone a bit of a linguistic renaissance. More and more people of the northern cities: Razina, Icezza and their surrounding lands, are trying to reclaim the language and bring about its greater prominence. This effort is still nascent; a person who speaks only Terrasan and not North Terrasan will get along fine in these cities, although more and more certain officials, merchants and others will view them as worthy of scorn or even resentment for attempting to "stamp out" their own native culture. Despite the name, North Terrasan is related to Terrasan only by way of geography. Linguistically the languages bear little resemblances that aren't obvious recent borrowings.

*Real life similarities:* Names in North Terrasan can be picked from Scandinavian and Slavic name lists, particularly Old Norse and Polish or Russian.

**Common:** Common in this setting is not like Common in a typical D&D setting. Common is a patois or Creole type language formed from Terrasan and various other substrate languages, and it has never achieved anything like a legitimate status. Although a few people write glosses and other short passages in various alphabets, especially Terrasan, this is merely an accommodation; Common actually has no written form at all. Speaking in Common is certainly possible over a wider audience than Terrasan, but it is limited in what it can convey; it lacks the robustness of a naturally occurring language.

*Roleplaying note:* Realistically, anyone roleplaying in this setting can use Common to get by (although there is no written form of it) without any penalties. For added flavor, anyone trying to conduct any social skill check (Diplomacy, Bluff, Intimidate, etc.) in Common takes a -2 penalty due to the simplistic and sparse nature of speaking in Common.

**Kvuustu:** Kvuustu is a language that originates in the southern portion of the map, and is most closely associated with the Neanderthal population. It's too simplistic to simply say that Kvuustu is the equivalent of the Neanderthal language, however; many humans who live in proximity to that area speak Kvuustu as their native language as well. Many scholars believe that this language was once much more widespread over this area, long before the rise of the Terrasan Empire, and that ironically it was humans from the shores of the Mezzovian Sea who first brought an ancient form of this language to the Neanderthals... who now bring it back with their *foederati* army units and settlements. Many Neanderthals who are recently arrived in the Empire speak only this language, or at best, Kvuustu and Common. Kvuustu does have an ancient written form, but today few people can use it and most native speakers are illiterate.

*Real life similarities:* I actually have a word generator program, with custom parameters, that generate my Kvuustu words. It is notorious amongst Terrassans for its difficult consonant clusters and long "doubled" vowels, as well as having fewer phonemes than some other languages. In fact, the more difficult consonant clusters compensate for this lack of phonemes, so that k-, kv-, ksv-, etc. serve as different letters from each other, effectively.

**Kurushi:** The language of the Kurushat khaganate, this language is commonly known by its association with the native ethnic group of that area, who speak it as a native language. Unlike the neighboring Kvuustu, this language is quite cultured, and the Kurushi themselves can claim to have a growing, vibrant, powerful state that is a legitimate rival to Terrasa and other states in the region. In any case, Kurushi has a rich literary history, at the very least, and its use, especially on the southern rim of the Mezzovian, is fairly commonplace.

*Real life similarities:* If the Terrassan empire is often compared loosely to Rome, then the Kurushi have to be compared loosely to the Sassanian Persians, at least in terms of role in the setting, if not actual linguistic similarity. The fact that the Kurushi who remain on the shores of the Mezzovian are isolated from their motherland, and have been for a long time, does not mean that they have forgotten their heritage. Although many serve as foederati for Terrasa, their primary allegiance is to themselves. The names I've created for Kurushat are often Leigh Brackett Martian names that have been modified and malformed to scrape the serial numbers off. In addition, a pseudo-Asian vibe has been applied to some names, although this is too vague and generic to be binned to any specific Asian culture.

**Sylvan:** This language comes from the woods and wilderness areas on the western borders of the Empire, and is still common amongst the rural mining towns in Caur's Mountains and the woodlands of the southern Bisbal Forest especially along the banks of the Erau River. Because many Imperial citizens only know it from the shifters who live in that region, it is informally called "Changeling" or Vucari by many. Another branch of this language exists deep in the Shifting Forest, but since the inhabitants of those lands are extremely xenophobic and don't maintain relationships of any kind (other than "kill on sight") with their neighbors, this dialect has diverged from that spoken in the Caur's region significantly.

*Real life similarities:* Most Sylvan names are ones that I've grabbed from name lists from Georgian (the country, not the state in the southeastern United States) and Turkish. I might have grabbed a few Abkhaz names just for fun as well.

**Qazmiri:** This language came from across the ocean with the jann. The version of Qazmiri today is heavily influenced by a substrate language of the humans who lived there, who spoke a language distantly related to Terrasan. That language is now extinct, and everyone from al-Qazmir speaks Qazmiri.

*Real life similarities:* Most names and words from Qazmiri are borrowed and adapted from either Farsi or Arabic, and should have a similar "feel" to those languages.

**Tarushan:** Tarushan is mostly a substrate language of the northern reaches of the map, distantly related to North Terrasan. It's mostly extinct except as a source of ancient inscriptions, place names and loanwords. However, it does remain an active and vibrant language in one region: Tarush Noptii. It is speculated that it is the original native language of the Primogenitor vampires. The linguistic conservatism of effectively immortal creatures has ensured that it remains mostly as it was many generations ago, and today Tarushan is one of the most archaic and conservative languages in the region.

*Real life similarities:* Tarushan names are borrowed from Hungarian.

**Infernal:** This is the primary language spoken by those from the Realms Outside, although myriad other tongues exist amongst this diverse breed as well. In addition, this is the language of magic, so a smattering of it, at least, is known by any practitioner of the arcane arts. Perfect fluency in this language, on the other hand, is almost impossible for any mortal to achieve. Because of this, it takes two skill points to earn this language, not one. Despite that, it was always very fashionable in Baal Hamazi, where the demonic taint of their bloodline was a source of pride to the ruling caste, to speak Infernal natively, and many noble houses took great pains to ensure that their children didn't hear any other language until they were five years of age. Some households still speak Infernal in the home, and it is still a living language of some importance in some of the successor states to Baal Hamazi, and amongst the hamazin in particular.

*Real life similarities:* Most of the names are borrowed from the slightly more obscure cultures of the ancient middle east: Elam and the Hurrians, in particular.

**Dagonic:** This is a bizarre pre-human language, remnants of which float around on isolated and moldy standing stones and other areas. Intriguingly, it appears to have originally been an underwater language. Few people on the surface can even make an attempt to learn it, due to the challenges of speech that an underwater language had to have overcome, and the language itself is only known from very scanty and fragmentary remains, making fluency all but impossible for even the most dedicated scholar.

*Roleplaying note:* Because of the difficulty in learning this language, it takes three skill points rather than one to do so. Also, for all intents and purposes, it is a written language only, not a spoken language, since there are no speakers that anyone knows of at all, and how to pronounce the language is anyone's guess.

## **Madness.**

**Insanity Points:** Insanity Points quantify a character's derangement, expressing how unhinged he becomes after numerous encounters with the awful. Each time a character studies a forbidden text, endures a profoundly terrible supernatural experience, or encounters a shifting abomination hauled up from the underworld to wreak havoc in the mortal plane, that character is at risk of gaining one or more points of insanity. The more points a character accumulates, the more insane the character becomes, until he slips completely into the depths of madness.

**Consequences of Insanity Points:** Insanity Points might affect a number of different factors, but for the most part they affect a character's Wisdom score and most of its functions. For the purpose of skill checks, ability checks, and Will saves, a character's effective Wisdom is equal to their Wisdom score minus their Insanity Points. A character cannot gain more Insanity Points than his Wisdom score. Should his Insanity Point score reduce his effective Wisdom to 0, the character immediately stops gaining Insanity Points and henceforth functions as if under the effects of the insanity spell. At any time, a character may sacrifice a number of Insanity Points to acquire a permanent madness (see Madness). Madness points, however, are added to the save DC for any spells that the character may cast, because their insanity makes them more in tune with the equally insane forces that power magic in the DARK•HERITAGE setting.

**Getting used to Awfulness (Optional):** A character that accumulates Insanity Points gradually becomes inured to the sorts of things that would make another person run screaming. Whenever a character would gain additional Insanity Points, that character first reduces the number of Insanity Points gained by the number of Insanity Points he already has to a minimum of 0 points. For example, a character with 2 Insanity Points reduces the number of Insanity Points he would gain from any other source by 2 points.

This optional subsystem is *only* recommended if a less dark tone is required than what is default for the DARK•HERITAGE setting.

**Gaining Insanity Points:** There are four basic methods for acquiring Insanity Points: Being targeted by mind-affecting spells and effects, encountering terrifying creatures, witnessing horrific acts of violence or other profoundly wrong acts, and researching forbidden texts. While the rules here assume groups will use all four methods of acquisition, you should feel free to ignore one or more triggers if you find it unbalances your game.

*Mind-Affecting Effects:* Being the target of anything that affects the mind can risk lasting damage, especially when it targets an unprepared mind. Any time a character is the target of a mind-affecting spell or spell-like effect, or a supernatural effect, and fails the saving throw by 5 or more, that character gains a number of Insanity Points equal to the spell's level. For example, a character that's targeted by a charm monster spell (DC 18) and rolls a 5 would gain 4 Insanity Points.

*Mind-Rending Encounters:* Certain encounters and experiences are so profoundly awful that they can rend the mind. Seeing the shredded remains of a loved one, enduring extended torture sessions, being confined in a small space and buried alive, and so on, can all take their toll on a person's mind. Whether such experiences inflict Insanity Points is best adjudicated by the GM since some characters are less likely to be deeply affected by the horror while other characters may be more susceptible. Table 1: Mind-Rending Encounters provides a few benchmarks for GMs to gauge just how awful something is.

**Table 1: Mind Rending Encounters**

| <b>Intensity</b> | <b>DC</b> | <b>Insanity Points</b> | <b>Example</b>   |
|------------------|-----------|------------------------|--|
| Mild             | 10        | 1                      | Endure violent torture for a few minutes.  |
| Moderate         | 15        | 1d3                    | Finding a severed body part in an unexpected place.  |
| Severe           | 20        | 1d4                    | Being buried alive.  |
| Extreme          | 25+       | 1d6+                   | Witness the extreme torture and brutal killing of a close friend or loved one and being unable to stop it. |

*Forbidden Texts:* For every rank of Knowledge (Forbidden Lore) gained through researching forbidden or unnerving texts, you gain 1 Insanity Point. Insanity Points gained in this way cannot be removed through magical healing and may only be removed by gaining madness (see Madness).

*Creatures:* While magical creatures are an accepted reality to the superstitious inhabitants of **Dark•Heritage**, such knowledge doesn't make encountering them any easier. Truly, the average citizen is unlikely to encounter shambling undead or the like through ordinary experience and an encounter with these horrors can leave a person forever after changed. As a result, most creatures in the MM and other sources can bestow Insanity Points regardless of the creature's motivations or alignment. The default assumption is that all creatures outside of animals and humanoids can bestow Insanity Points. Whenever a character encounters a creature of any type other than the ones already mentioned, she must succeed on a Will save (DC equals 10 + one-half the creature's Hit Dice + the creature's Charisma modifier). If she succeeds on the save she gains no Insanity Points and is not at risk of gaining Insanity Points from creatures of that type for 24 hours. If she fails on the save she gains Insanity Points as shown on Table 2: Creatures and Insanity Points.

**Table 2: Creatures and Insanity Points**

| Hit Dice | Insanity Points |
|----------|-----------------|
| 1-3      | 1               |
| 4-6      | 1d3             |
| 7-9      | 1d4             |
| 10-12    | 1d6             |
| 13-15    | 1d8             |
| 16-18    | 2d6             |
| 19+      | 3d6             |

**Insanity and Fear:** In addition to the long-term effects of accumulated Insanity Points, characters that gain Insanity Points may also suffer from a fear effect (any fear effect gained from Insanity Points does not itself inflict more Insanity Points—that would be silly). The intensity of the fear is determined by the degree to which the character or characters failed the Will save as shown on Table 3: Insanity and Fear. A fear effect lasts for a number of rounds equal to the Insanity Points gained. Each round, a character is entitled to a new Will save (a free action) to get a grip on himself and reduce the fear effect's intensity by one-step (from panicked to frightened, frightened to shaken, and shaken to normal).

**Table 3: Insanity and Fear**

| Will Save            | Condition  |
|----------------------|------------|
| Failed by 5 or more  | Shaken     |
| Failed by 10 or more | Frightened |
| Failed by 15 or more | Panicked   |

**Removing Insanity Points:** Although Insanity Points do not go away on their own, there are a few ways to remove them, thus restoring the minds of the characters so that they can embark on new adventures and thwart the monstrous threats of all manner of terrifying cults and creatures.

*Magic:* If you can get it, the best way to remove Insanity Points is with spells. A *lesser restoration* spell removes 1d4 Insanity Points, while a *restoration* spell removes all Insanity Points. Finally, a *calm emotions* spell suppresses the effects of Insanity Points for the duration of the spell. Of course, being DARK•HERITAGE, magic isn't necessary readily available.

*Healing:* A character afflicted with Insanity Points can be helped with a use of the Heal skill. A character that spends a week (at least 4 hours each day) with an afflicted character and succeeds on a DC 25 Heal check may remove 1 Insanity Point from that character. The subject of this treatment cannot benefit from more than one Heal check in this way per week.

**Madness:** Madness functions as a release valve for accumulated Insanity Points. As a character accumulates these points, he must endure the reduced Wisdom score, with a number of effects on the character as described under the Consequences of Insanity Points. To give characters a chance to eliminate Insanity Points without need of a spell or extensive healing, a character can spend Insanity Points to acquire a madness. Acquiring a madness is not required since player characters should eventually find ways to remove Insanity Points, but gaining a madness is a useful way to continue participating in an encounter when the hoard of Insanity Points becomes too much to bear. At any time, a player character may remove a number of Insanity Points to purchase madness. Doing so is a free action and the effects of the madness are immediate.

*Short-Term Madness:* To acquire a short-term madness, a character must spend 2 Insanity Points. Roll on Table 4: Short-Term Madness. The effects last for 1d10+4 rounds. A *calm emotions* spell suppresses these effects for the duration of the spell.

**Table 4: Short-term Madness**

| d100 Roll | Effect   |
|-----------|--|
| 01-20     | You faint. You can be awakened by vigorous action taking 1 full round, after which you are shaken until the duration expires.  |
| 21-30     | You have a screaming fit and must spend a standard action for the full duration of the effect to continue screaming.   |
| 31-40     | You become panicked for the duration.  |
| 41-50     | You show physical hysterics or emotional outburst (laughing, crying, etc.). You are shaken and must succeed on a DC 15 Concentration check to cast spells for the duration   |
| 51-55     | You babble in a torrent of incoherent speech. You are shaken and casting spells with verbal components is impossible for the duration.   |
| 56-60     | You are gripped with an intense phobia and are shaken and cannot move from your location (or square, if on a combat grid) for the duration.  |
| 61-65     | You become homicidal and attack the nearest creature each round for the duration of the effect.  |
| 66-70     | You suffer hallucinations and take a -4 circumstance penalty to all attack rolls, saving throws, skill checks or ability checks for the duration.  |
| 71-75     | You are gripped with echopraxia or echolalia (doing or saying whatever those nearby do or say; 50% chance of either.) You can take no action unless specifically instructed. It requires a swift action to give you instruction.   |
| 76-80     | You are gripped with strange or deviant eating desire (dirt, slime, cannibalism, etc.) On each round, you must succeed on a DC 15 Concentration check (a free action) or spend the round indulging in this hunger. If you succumb, you become sickened for 1d10x10 minutes after the effect wears off. |
| 81-90     | You fall into a stupor, assume the fetal position, and can do nothing for the duration.  |
| 91-99     | You become catatonic. You can stand, but have no will or interest; you may be forced or led into simple actions, but can take no independent action.   |
| 00        | Roll on <b>Table 5: Long-term Madness</b>  |

*Long-Term Madness:* To acquire a long-term madness, a character must spend 4 Insanity Points. Roll on Table 5: Long-Term Madness. The effects last for 1d10 × 10 rounds. A *calm emotions* spell suppresses these effects for the duration of the spell.

**Table 5: Long-term Madness**

| d100 Roll | Effect  |
|-----------|---|
| 01-10     | You perform compulsive rituals (washing hands constantly, walking in a particular rhythm, never stepping on cracks, etc.) For the duration, you take a -2 competence penalty on attack rolls, saving throws, skill checks and ability checks.   |
| 11-20     | You have hallucinations or delusions and take a -4 circumstance penalty to all attack rolls, saving throws, skill checks and ability checks for the duration.   |
| 21-30     | You become paranoid and take a -6 competence penalty on all Charisma-based checks for the duration.   |
| 31-40     | You are gripped with a severe phobia and refuse to approach the object of your phobia (either the cause of the madness or anything that reminds you of the cause) unless you succeed on a DC 20 Will save first.  |
| 41-45     | You are gripped with an aberrant desire (exhibitionism, nymphomania, necrophilia, etc.) and take a -4 circumstance penalty to any attack roll, saving throw, skill check or ability check for the duration.   |
| 46-55     | You develop an attachment to a "lucky charm" (embrace object or type of object as a safety blanket; GM's discretion) and cannot function without it--you are considered helpless without the charm.   |
| 56-65     | You develop psychosomatic blindness or deafness (50% chance of either) for the duration.  |
| 66-75     | You develop an uncontrollable tic or tremor. You receive a -4 circumstance penalty to any attack roll, saving throw, skill check or ability check (except purely mental ones) for the duration. You must also succeed on a DC 20 Concentration check in order to cast any spell with a somatic component. |
| 76-85     | You have amnesia for the duration, remembering nothing of your companions or your specific purpose. You also treat all Knowledge skills bonus as 0 for the duration.  |
| 86-90     | You have bouts of reactive psychosis and function as if under the effects of the <i>insanity</i> spell for the duration.  |
| 91-95     | You lose the ability to communicate via speech or writing (50% chance of each.) Spellcasters who lose the ability to speak cannot cast any spells with a verbal component. Characters who lose the ability to write gain the illiterate class feature (see Barbarian class for details) for the duration. |
| 96-00     | You become catatonic. You can stand, but have no will or interest; you may be forced or led into simple actions, but can take no independent action.  |

*Indefinite Madness:* To acquire an indefinite madness, a character must spend 8 Insanity Points. Roll on Table 6: Indefinite

Madness. The effects are permanent. A *calm emotions* spell has no effect on this degree of madness.

**Table 6: Indefinite Madness**

| d100 Roll | Effect   |
|-----------|--|
| 01-15     | Anxiety, including severe phobias. You take a -4 circumstance penalty on all Initiative checks. As well, you cannot approach the subject of your phobia unless you succeed on a DC 20 Will save.   |
| 16-20     | Dissociative disorder (amnesia, multiple personalities, 50% chance of either.) If amnesia, you lose all memories of friends and loved ones. If multiple personalities, you have 1d6 personalities, each loosely based on the random alignment table below. Work with your GM to define these personalities. Each has the same abilities and class features as the "main" character. You switch to a random different personality every time you take damage unless you succeed on a DC 20 Will save. |
| 21-25     | Eating disorder (anorexia, bulimia). Each month after gaining this madness, you lose 10% of your current body weight up to 50% total. Every two months, unless force fed and prevented from vomiting, you take a cumulative -2 penalty to your Constitution score. If your Constitution score reaches 0, you die.  |
| 26-30     | Compulsions. You take a -4 competence penalty on Initiative checks. Any time you are in a stressful situation, you must succeed on a DC 20 Will save or become confused for the duration of the encounter.   |
| 31-35     | Manic/depressive. Each day roll 1d6. On an odd result, you become manic and gain a +2 competence bonus on all ability and skill checks for the day. On an even result, you are depressed and take a -4 competence penalty to ability and skill checks for the day.   |
| 36-45     | Neurotic. You can a permanent -2 penalty to your Charisma score.   |
| 46-50     | Psychosexual disorder. You take a -4 competence penalty on all Charisma based checks, unless interacting with other psychosexual disorder afflicted individuals, in which case you take a +4 competence bonus.   |
| 51-70     | Schizophrenia or psychosis. You gain a -4 penalty to your Wisdom score. In stressful situations, you must succeed on a DC 20 Will save or fly into an uncontrollable rage, mechanically the same as the Barbarian rage, except that you cannot distinguish between friend and foe and attack the nearest creature.   |
| 71-80     | Sleep disorder. Every time you rest, you must succeed on a DC 20 Will save or be affected as if by the <i>nightmare</i> spell.   |
| 81-85     | Psychosomatic disorder. At the start of each day, you must succeed on a DC 20 Will save or be sickened for the duration of the day.  |
| 86-95     | You gain an addiction to a particular substance (GM discretion.) Addiction details below.  |
| 96-00     | Other. You suffer from a non-diagnosable mental illness. Take a -4 enhancement penalty to your Wisdom score and at the start of each day, you must succeed on a DC 20 Will save or be subject to the effects of confusion for the day.   |

**Table 7: Random Alignment**

| d10 Roll | Result          |
|----------|-----------------|
| 1        | Chaotic Evil    |
| 2        | Neutral Evil    |
| 3        | Lawful Evil     |
| 4        | Chaotic Neutral |
| 5        | Neutral         |
| 6        | Lawful Neutral  |
| 7        | Chaotic Good    |
| 8        | Neutral Good    |
| 9        | Lawful Good     |
| 0        | Roll again      |

**Removing Madness:** Acquiring madness is serious business, even though the effects of short- and long-term madness go away on their own after a time. With indefinite madness, though, a character is saddled with a nasty vulnerability that can interfere with a variety of tasks and can be frustrating if the effects persist overlong. Removing madness is far more involved than removing Insanity Points, but the price is often worth it since multiple forms of madness can cripple a character beyond repair.

**Healing:** A character afflicted with madness can also be helped with the Heal skill. Such treatment requires 1d6 months of confinement during which time the afflicted character is attended by a trained healer. At the end of the treatment period, the healer must succeed on a DC 25 Heal check. A Heal check that succeeds by 10 or more indicates the character makes a full recovery. A success by less than 10 less indicates that the madness is suppressed for a while, but

the madness could resurface at any time. Any time a character with a suppressed madness gains 1 or more Insanity Points, that character must succeed on a DC 20 Will save. If the save fails, the madness reasserts itself immediately.

**Using Insanity:** While Insanity Points and madness clearly have their drawbacks, they can also provide certain benefits. The clearest advantage of Insanity Points is the boost Occultists enjoy to the potency of their spells. Certain forms of magic may also require Insanity Points. Many incantations require some amount of Insanity Points or even a madness to employ. In

short, while Insanity Points provide certain liabilities, they can also be a great boon to those who dabble in the forbidden.

**Addiction:** Drug addictions function much like diseases. The characteristics of certain forms of addiction are summarized in Table 8: Addictions below. Upon initial exposure, a character must make a Fortitude save to avoid becoming addicted (if the addiction is the result of an Indefinite Madness, you automatically fail this save.) Instead of an incubation period, drugs have a Satiation period, which indicates how long a dosage lasts before cravings begin. If not further satisfied at the end of the satiation period with another dose, it functions as a disease, and the character takes ability damage unless passing a Fortitude save.

**Addiction Rating:** Each potential drug is given an addiction rating from lowest (negligible) to highest (extreme).

**Satiation Period:** The amount of time after a dosage is taken before which withdrawal symptoms start to manifest. Note that this is independent of any effects the drug itself might have on a character's ability while in his system.

**Damage:** The ability damage that a character takes at the end of the satiation period unless he either takes another dose, or passes a Fortitude saving throw.

**Recovery:** If a character makes two successive Fortitude saves to avoid withdrawal symptoms, he has recovered from the addiction and is no longer subject to withdrawal symptoms. Note that, in campaigns where magical healing might be available, the following spells interact with drug addictions and recovery:

- *Lesser restoration* or *restoration* will heal the ability damage, but the next day, the character will be subject to another Fortitude save due to withdrawal symptoms again.
- *Remove disease* will remove the addiction, but not heal any ability damage due to withdrawal symptoms.
- *Greater restoration* or *heal* will remove both the addiction and the ability damage.

**Table 8: Addictions**

| Addiction Rating | Fort DC | Satiation Period | Damage                             |
|------------------|---------|------------------|------------------------------------|
| Negligible       | 4       | 1 day            | 1d3-2 (can be 0)                   |
| Low              | 6       | 10 days          | 1d3 Dex                            |
| Medium           | 10      | 5 days           | 1d4 Dex, 1d4 Wis                   |
| High             | 14      | 1 day            | 1d6 Dex, 1d6 Wis, 1d6 Con          |
| Extreme          | 25      | 1 day            | 1d8 Dex, 1d8 Wis, 1d6 Con, 1d6 Str |

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