

C&C HOUSE RULES

Character Creation:

Characters roll 4d6 for each attribute and discard the lowest die roll.

Arrange the six attribute roll totals as desired.

Hit points are equal to the maximum of the die type plus CON bonus if any at first level.

Skills:

A character may to perform any skill desired.

Use of any class skill by a character not of that class is considered as an attempt to perform a trained skill and the check is made at CL+5 for easy skills (such as hiding). Hard skills are made at CL +10 (such as picking a pocket).

Spell Alteration/Customization:

Now for spell casters. Say a wizard wants to do a fireball and change its energy to ice/freezing. I base most Wizard spells on a CL of 3+spell level. So in this case it is 3+3=6, which sets the TN to 18. Wizards add their level to the check. The wizard researches the spell change taking 1d4 weeks and 100 gold per week of research. At the end of this time, a check is made as noted above. If successful, the wizard is able to learn the modified spell. If not, then the wizard may repeat the attempt.

Wizard & Illusionist Spell Casting:

Wizards and Illusionists must study and research spells in order to learn them. A wizard or illusionist memorizes a number of spells equal to their daily allowance. The wizard or illusionist may cast any spell memorized any number of times during the day though the number of spells cast may not exceed their daily allotment per the Players Handbook.

The spell caster may attempt to cast additional spells beyond their allotted amount each day, but to do so they must succeed at a CON check with a Challenge Level +2 (cumulative per attempt). Success means the spell is cast but the spell caster suffers 2 points damage. Failure means that the spell fails and no further attempts may be made for that day. In addition, the spell caster suffers damage equal to 2 x spell level.

Starting spells for both classes remain as listed in the Player's Handbook. However, any new spells must be discovered, purchased, or created by the spell caster to learn.

Training:

Each character will be required to spend one week per level gained training in their new skills and abilities with a trainer of the appropriate class. This will also have a cost in gold equal to 100 x the new level.

Energy Draining (Undead ability):

Undead that are capable of level draining will inflict their normal attack damage upon a successful hit. In addition, the victim will be required to make a CON save with a CL+(Undead HD). If failed, the victim will suffer -1 to CON, DEX, STR, saves, and additional damage equal to the HD of the attacking undead. If any attribute / hit points are reduced to zero /-10, the victim is dead.

Attribute damage is gained back one point each per day of rest with a successful CON save made each morning or by magical means such as restoration.

Races:

Catfolk (Bastini)	Dwarf	Ursu
Saurid	Halfling	Canira
Half-Ogre	Gnome	
Human	Half-Orc	
Elf	Half-Elf	

Classes:

Fighter	Paladin	Inquisitor
Ranger	Warlocke	Witch Doctor
Knight	Witch Hunter	Archer
Marksman	Shaman	Barbarian
Cleric	Druid	Fencer
Rogue	Bard	
Wizard	Monk	
Illusionist	Blade Dancer	

Starting gold for
Shaman= monk;
Witch Hunter, Blade Dancer, & Marksman= cleric;
Archer, Fencer, Inquisitor, & Warlocke= ranger
Witch Doctor = Wizard

Combat:

Firing Missile Weapons into Melee-

The "Archer" suffers a -2 penalty to hit their target. Should the "archer" miss their target, there is a (# of friendlies) in (# of total combatants) chance that the shot hit a friendly target.

The number of friendlies and/or combatants is adjusted by -1 for each small size creature in melee and +1 for each large size creature in melee.

The "archer" uses the same roll made against the intended target vs the accidental target's armor class without the -2 adjustment. If greater than the new target AC, damage is scored as usual.

Critical Hits & Fumbles-

If the attacker rolls a natural, unadjusted 20 vs their target in weapons combat (no spells) then they do additional damage to their target equal to twice their level. (ie, a 4th level fighter crits, so gains a +8 to damage for that attack.)

If the attacker rolls a natural, unadjusted 1 vs their target in weapons combat (no spells) then they not only miss...but do so in such a spectacular fashion that they have an automatic 1 for initiative during the next round of combat as they recover.

Added Weapons-

Falcatta, Light	10gp	Wt 2#	Dmg 1d6
Falcatta, Heavy*	20gp	Wt 4#	Dmg 1d10

*must use two handed.

NEW RACES

Catfolk (Bastini):

The Bastini resemble a humanoid lynx slightly shorter than the average human and lighter. Preferring scrub plains and hills, they build their small villages around a family matriarch. Males tend to wander between villages and families when seeking mates. Often competing with the larger, more savage gnolls for living space and resources, Bastini depend on their speed and agility in battle and are accustomed to the rigors of rough living. This instinct for wandering and exploring the lands they call home finds many Bastini taking up the mantle of ranger.

Bastini will sometimes sell their young to traders as slaves or adults that have committed some crime against the family. This creates some rough feelings about them from many races, particularly those who espouse freedom and equality. Humans and halflings both get along quite well with the Bastine. The former seeing in them the resemblance to cats which are house pets for many and the latter who enjoy their good meals and wild celebrations of life. Elves and Dwarves both agree that there is just something off about these catfolk and the ease with which they trade each other away. More and more, Bastini are being seen as adventurers in lands far away from their native homeland satisfying their curiosity about the world beyond the plains.

Favored class: Ranger

Abilities:

Wild Blood- While humanoid, Bastini are still cats. Any spells or abilities that affect cats will affect them as well.

Twilight Vision- Bastini are able to see in reduced light as if it were day.

Racial Adjustments:

Bastini gain a +2 to DEX and +1 to CON

Move: 40-feet

Height: 2d10 + 48-inches (Medium size)

Weight: 90 lbs + (d4 x hgt roll)

Age: d4 + 5 years, starting // Old age= d20 +2d10 years

Languages: Bastini, Common, Gnoll, & Halfling

Half-Ogre:

Half-ogres are the unfortunate offspring of ogre victims who have survived the ogre's attentions. Larger, uglier, and more brutish than their gentler parent, Half-ogres are still smaller and weaker than their more vicious progenitor. Those that survive tend to be either more savage than the ogres they live with or shunned within the human community where they are raised. In either case, such creatures tend to be miserable and unfriendly to those around them as a rule. To those that honestly befriend them and treat them as "people", the half-ogre is as loyal and true a friend as can be found.

Favored class: Fighter

Abilities:

Ogre Blood- Half-ogres are affected by spells and abilities exactly as if they were full blooded ogres.

Thick skinned- The thick skin of the half-ogre grants them a +2 natural armor bonus when unarmored or wearing armor no heavier than leather armor.

Smash Happy- Half-ogres have a tendency to simply smash things they are upset at. This instinct makes them naturally proficient with bludgeoning weapons, granting them a +1 to hit.

Darkvision- Weaker than their full blooded ogre kin, Half-ogres can still see a short distance, 30-feet, when in total darkness.

Poison Resistant- Half-ogres are naturally resistant to poisons and toxins gaining a +1 to all saves versus such.

Costly Fit- Due to their size and odd proportions, all armor and clothing cost twice the listed price when purchased for a half-ogre.

Racial Adjustments:

+2 STR +2 CON -2 INT -3 CHA

Move: 30-feet

Height: 2d12 + 72-inches (Large size)

Weight: 180 + (2d6 x hgt roll)

Age: d6 + 10 years, starting // Old age= 30 + 4d8

Languages: Common, Ogre, Giant, Troll, Orc, and Gnoll

Saurid:

The Saurids are a strange race resembling a potpourri of reptilian and serpentine features, yet are humanoid in bearing. Saurids prefer climates of great warmth such as deserts and steaming jungles. Cold temperatures can be deadly to them since they are cold blooded. Saurids enjoy contemplating their existence peacefully despite their fearsome appearance and strength. Balance and respect for the cycles of nature is at the core of saurid theology and their religion tends to center around the druidic. Saurid cities are built into stone cliffs

when in deserts or open structures within the trees when in jungles, thriving in harmony with nature rather than locked in constant struggle.

Favored class: Druid

Abilities:

Reptilian Blood- Saurids share so much in common with reptiles that any spells or abilities that affect reptiles and dragons also affects them.

Cold Blooded- Saurids are cold blooded like most reptiles, gaining a +2 bonus to all saves and checks made for heat effects and conditions. They also gain a +2 bonus to Hide checks against creatures that hunt primarily by thermal sensitivity. Against cold effects and conditions, saurids are at a -2 penalty to all saves and checks.

Scaled Hide- Saurids have a thick hide of small, tightly joined scales and bone nodules. This gives them a +4 armor bonus when unarmored.

Frightening Visage- The face of a happy saurid is akin to that of a smiling crocodile. The face of an unhappy saurid is even worse. Non-saurid races tend to be influenced negatively by this, making all dealings with the other races difficult. Saurids suffer a -4 penalty to reaction checks with non-saurids.

Chompers- Saurids retain the sharp teeth and jaws of their progenitors giving them the ability to bite an opponent when in unarmed combat doing 1d4+STR mod damage.

Alien Anatomy- The strange bone structure and physiology of the saurids means all armor and clothing must be custom made for them if they choose to wear such. Prices for these garments and armor is at double listed value.

Racial Adjustments:

+1 STR -2 DEX +1 WIS

Move: 20-feet

Height: 2d6 + 60-inches (Medium size)

Weight: 100 + (d10 x hgt roll)

Age: 2d20 years, starting // Old age= 150+ 3d100

Languages: Saurid, Common, Draconic, Naga, and Elven

Ursu

Smaller and more sophisticated than their larger primal cousins the Ursuan, the Ursu are almost as fierce in combat. The Ursu are still warlike and value strength of arms highly. Leaders among their small clans are typically great warriors or powerful druids. These clans gather in large towns to small villages of moss covered stone igloo-like houses built partially into the ground among the trees of forested hills. They

Weight: $120 + (1d12 \times \text{height roll})$

Age: $12 + 2d6$ starting / Old age = $60 + 2d10$

Languages: Common, Ursu, Dwarven, and Goblin

Canira

The Canira are a race of humanoids with more than a passing resemblance to great danes on two legs. Taller than humans yet not as nimble due to their long limbs they have an easy demeanor and fierce determination that serves them well. Canira enjoy open spaces and hold freedom dear to their hearts. So much so that their cities on the plains consist of open pavilions spread out over large areas creating more of a meandering park than a city unlike the cramped clutter of human cities. Elves find Canira cities quite pleasant when they decide to visit.

Canira are nearly religious when it comes to tracking their lineage. It is said that a Canira that knows less than a thousand years of their family tree has been inattentive and lazy. Of course in the tracking of these lineages they come across the histories of other items and people long forgotten by other races. Bards and sages sometimes come to Canira cities to glean information about some obscure place, person, or thing since these folk have the longest histories known without needing to ask a dragon. This love of lore and history is joined by a love of music. Canira have little talent for stringed instruments and the high pitches of most pipes and wind instruments is painful to their sensitive hearing. Drums they delight in. Their thunder drums can be heard miles away, sounding like thunder across the plains they call home. Troops of Canira travel the known lands performing with their drums and regaling audiences with old tales and poems from their collection of histories.

One might think the Canira bookish and simple but the truth is they are quite sophisticated and social when approached with good intent. Some sixth sense in the Canira almost always warns them if someone comes with evil in their heart and malice in their purpose. Those Canira whom are seduced by the dark gods are usually banished or in extreme circumstance, confined in a cell for the rest of their life.

Favored Class: Bard

Abilities: Scent

Canine Blood- Spells and spell-like effects that affect dogs also affect the Canira.

Dusk Vision

Keen Hearing- The sharp ears of the Canira can pick up sounds hundreds of yards distant. Such keen hearing allows them a +3 bonus to Listen checks.

Sixth Sense- The Canira are empathic to a small degree. Enough so that they can pick up the malice of others within 30-feet of themselves. When

someone of evil nature or intent comes within 30-feet the Canira is allowed a WIS check. A successful check roll is treated as if the Canira had cast Detect Evil spell. When multiple evil creatures are near, only

one roll is made but the Canira gains a +1 bonus to their roll per evil creature in the opposing group.

Racial Adjustments: +2 CHA, +1 INT, -1 DEX

Move: 30'

Height: 60" + 3d6 (Medium size)

Weight: 100 + (2d4 x height roll)

Age: 10 + d8 starting / Old age = 50 + 2d20

Languages: Common, Canira, Gnoll, Elvish, and Halfling