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FOREWORD

ARE we like children, left alone in the house at night, who light candle after candle to keep away the darkness? We don't see that the darkness has a purpose — though we may not understand it — so, in our terror, we end up burning down the house.

Crysania

Test of the Twins by Margaret Weis & Tracy Hickman

The novels that comprise Dragonlance Legends: *Time of the Twins*, *War of the Twins*, and *Test of the Twins* are among my very favorites of all the novels I have written with Tracy. In these books, we are able to explore in depth two of the most complex and fascinating characters of the Dragonlance world: Raistlin and Caramon Majere.

In addition, we are able — through the wondrous miracle of magical time travel — to visit two of the most interesting places and time periods in the history of the world: the glorious and doomed city of Istar and the wealthy city of Palanthas. We meet those who play such a pivotal role in the history of the world — the Kingpriest of Istar; the evil archmage, Fistandantilus; the dwarven leader, Kharas; the tragic death knight, Lord Soth; and Astinus of the Great Library. We meet old friends again: Tanis, Kitiara, Tasslehoff, and Tika. We see the fiery mountain as it falls upon Krynn and we are able to see the effects of this disaster upon the world as we travel with our heroes to the beginning of the Age of Despair.

We also catch a glimpse of one of Krynn's possible futures — a very terrible future.

All this is the rich backdrop against which the story of Legends is set. The story itself is about people — good people and bad people and people who, like most of us, are a jumbled mixture of both. These characters are designed for those who may want to spend a little time developing their characters in depth, coming to know them as people, not just a bunch of stats. (Of course, if you want just plain old wahoo adventure, there are lots for you here, as well, including the gladiatorial ring, the Dwarfgate Wars, Skullcap, and the perils of time travel itself!)

The dominant theme of Legends is blindness and sight. Not physical blindness, though that does play a role, but spiritual. Almost all the heroes and antiheroes of the story are blind in one way or another: blinded by varying degrees of pride, ambition, desire, jealousy, despair, or a lust for power. Unless they can somehow be made to see the truth, their blindness will lead to their downfall and ultimate redemption. It is also about heroes who can see the problems clearly, yet don't quite know how to make things right.

Other themes exist as well: the redemptive power of love is another strong theme that runs through the books.

Think about all this as you create your character. Incorporating these themes or others you find into your portrayal of the character(s) can enhance your experience and the experience of those who travel the world with you.

So, dive into the River of Time. Don't go blindly, however, but — like the kender — walk the world with your eyes wide open to its possibilities!

Margaret Weis



Chapter 1: CHARACTERS

TRAVELERS and adventurers. Working here at the Inn I see them all the time. Most of 'em are nice enough, but some of 'em . . . well, you can tell that their path will eventually lead back home. They have a sword and a good pair of boots, but they just don't have that spark in their eyes.

I remember a man that came in not long ago. He was an adventurer. Something about the way he carried himself made him stand out from the crowd. Sure, he had all the showy stuff adventurers carry around — a magic dagger, a set of well-cared-for Kagonesti leathers, a little gnomish whirligig that amused the kids for hours. Strip it all away, though, and you could still see that he had traveled far and seen a lot. He was full of laughs and stories, but it seemed like he was always watching over his shoulder for someone that wasn't there. Caramon wanted to be him, of course.

Sometimes I get tired of just listening to tales by the fire and think about leaving the Inn, going out to explore the world and have some adventures of my own. I put on my best boots. I drape a blanket over my shoulders like a traveling cloak. I sneak into Otik's room and take his sword down from the pegs on the wall. Then I go over to the window. Before I look out to the hills beyond, I always try to find my reflection in the glass — and I look for the spark in my eyes.

Tika Waylan
346 A.C.

CHARACTERS OF THE SAGA

Fistandantilus. Sturm Brightblade. Palin Majere. Mina. In the rich tapestry that is the history of Ansalon they are golden threads, vibrant lines drawing a clear path through the mundane weave. When you enter the world of Krynn, you might choose to pick up one of those threads and discover the next journey of a legendary character from the *DRAGONLANCE* saga.

Or you might create your own.

The basic character creation process helps you determine a character's race, class, abilities, skills, feats — general information that defines the character in broad strokes. These allow you to take your first steps onto the road of adventure, but they don't necessarily draw you beyond the rules' determination of whether a character can or cannot overcome a challenge toward true knowledge of your

character's history and persona. Whether you do so before beginning character creation or after making the broad strokes, ask yourself questions about your character. What is your character's favorite possession, and why? After a long journey, does she first seek out an alehouse or a soft bed?

Putting more thought into your character and fleshing out the details of her life and personality quickly turns numbers on paper into a vibrant, living being. If your adventures are built upon the firm foundation of your character's past experiences and a strong personality, you will likely find that both your character and your adventures are more enjoyable and more memorable — and soon discover that you have added another golden thread to the *DRAGONLANCE* tapestry.

PLAYING A ROLE IN A DRAGONLANCE CAMPAIGN

Every d20 System campaign has a particular play style, a tone that sets the stage for the action. Some players and Dungeon Masters prefer a style known as “kick in the door” or sometimes “hack-and-slash”, which emphasizes the mechanical optimization and combat effectiveness of each character. This can happen at the expense of more in-depth development of character, plot, and realistic and well-rounded roles. Of course, there's nothing wrong with this, as long as everyone around the table is having fun.

However, while *DRAGONLANCE* can certainly support a hack-and-slash campaign, its strengths as a game setting lie in supporting a more roleplaying oriented style. The novels, especially the Legends trilogy, focus heavily on the choices characters make, why they make them, and their consequences. Caramon's love for his brother Raistlin and for his wife Tika tug him in different directions, forcing him at times to choose one over the other, with far-reaching consequences. Crysania's infatuation with Raistlin leads her to enter the Abyss with him, nearly causing the world's destruction. Tasslehoff's feelings of

protectiveness toward Caramon influence his choice to stow away in Par-Salian's time travel spell, a choice that opens the door to history changing.

Creating characters with similarly complex motivations and personalities is the key to unlocking the roleplaying potential of the *DRAGONLANCE* campaign setting, particularly a game focused on the events surrounding the Legends of the Twins.



EXAMPLE THEMES IN DRAGONLANCE

Good vs. Evil: Sometimes it's as simple as the Good Guys against the Bad Guys; this is a main theme of the DRAGONLANCE Chronicles trilogy.

Hubris: The DRAGONLANCE universe takes a dim view of those who get too ambitious or proud. Hubris is a main theme of the Legends trilogy.

Fanaticism and the Balance: Good and evil must exist in balance, a balance which is constantly in jeopardy; the Kingpriest's fanaticism is one example. The Gods of Neutrality might take a prominent role in such a campaign.

Redemption: Good redeems its own. Perhaps a disgraced knight must atone for cowardice, perhaps a renegade wizard must earn the trust of the Orders of High Sorcery. In addition to Rasitlin's sacrifice in *Test of the Twins*, Steel Brightblade's rejection of Takhisis and his selfless heroism at the climax of the Chaos War can be seen as redemption.

Coming of Age: This can be the archetypal hero's journey, where the young and inexperienced become important figures in epic events. Laurana the Golden General exemplifies this theme in DRAGONLANCE.

Faith and Hope: Whether a pious character is struggling with his faith or a secular character has an epiphany, faith is a common theme in DRAGONLANCE. Crysania's unshakable devotion to Paladine contrasts starkly with the dying villager's hopelessness in *War of the Twins*.

Love and Loyalty: How far does loyalty go? How much is a character willing to sacrifice for love? Caramon's love for Raistlin, and the consequences it forces them both to face, is an important theme of the Legends trilogy.

THEME AND MOTIVATION

DRAGONLANCE novels and stories often have strong themes associated with them, grand ideas that extend beyond the plot. Among the many themes of the Legends trilogy of novels are hubris (both the Kingpriest and Raistlin attempting to become gods with disastrous consequences), of redemption (Caramon overcoming his addiction), and of unconditional love (Tika's love for Caramon).

While planning a new DRAGONLANCE campaign, the Dungeon Master may wish to consider whether to introduce an overarching theme, or perhaps even several, into her own game. Players may wish to consult with the Dungeon Master when they create their characters to make sure their character concept will work well with the intended theme. Dungeon Masters also often draw inspiration from the sorts of characters the players create.

Once players have a good idea of their character concept — an aspiring knight, a woodsy archer, a wizard's apprentice — they may wish to ask questions regarding motives. Why is my character the way he is? What are his priorities? What are his long-term goals? When he face choices, on what will he base his decisions? What are some circumstances that might cause him, the character, to make a decision the player knows is a bad idea?

The Dungeon Master can use metaphor and symbolism to reinforce the themes in the game. Crysania's blindness to Raistlin's evil was finally manifested in physical blindness. Violent weather can symbolize impending doom or looming evil. Themes of good vs. evil are well symbolized by starkly contrasted dark and light colors. Frequently recurring numbers or colors can symbolize inevitability or fate. Arid landscapes can symbolize loss of hope. Rain can be seen both as sorrowful, and as cleansing and renewing of life.

HISTORY AND CONSEQUENCES

Although the campaign begins with an adventure, the characters' lives do not. By the time the campaign begins, most characters will have had many years of life experience. Why are the class, the feats, and the skills the player has chosen the best ones to model the character? The answers may prove to be a complicated story, or as simple as following in the footsteps of a parent or mentor. Where was the character born? Where did he grow up? Who raised him? Was there something in the character's background that made him take up his current life's work? The answers to these questions are important not only because they explain how the character has acted in the past, but also because they hint at how he will act in the future.

A character's choices and actions, along with the larger events of the campaign, continue to add to the history of the character and the world. With each choice, the character develops and his story is told.

As history accumulates, so do its consequences. Events that happen today are caused by events that occurred in the past — and in turn cause events that will occur in the future. It may be difficult to know if the consequences of a character's actions will be positive or negative. Characters may build reputations, for good or for ill. Relationships between characters within the party grow and change. Characters may become close friends, or rivals, or both. The story continues. Follow that road far enough and a character will take on a life of his own within all the players' imaginations.

ALIGNMENT AND ROLEPLAYING

Alignment is a shorthand way to summarize a character's beliefs and motivations. It is a measure of a fundamental

part of his being, his understanding of the world and how he interacts with it. Although character creation often starts with alignment, it may be more satisfying to develop these beliefs and motivations, then select the alignment which best describes them. Some players find it helpful to describe the character and the character's background, personality, and motivations to the other players and Dungeon Master, and see what alignment they think best represents the character.

It's vital to remember that alignment should be a guide, not a straightjacket. Alignment arises from deeds; deeds do not flow from alignment. In other words, a lawful good character defends the innocent and upholds the King's laws not because he is lawful good but because he believes it is the right thing to do. The difference is subtle, but important. Once alignment is set, any change to it should represent a fundamental change of outlook, philosophy of life, or attitude, and should never be done frivolously.

DEATH

Though the world of Krynn goes on, player characters in a *DRAGONLANCE* campaign are mortal. Sooner or later, the dangerous lives adventurers lead will ensure that not all return home. Death may come to a character at the end of a long adventuring career, or it may come suddenly and unexpectedly. Few players like having a character die, especially if they have invested a great deal of effort in character development.

However, in a campaign featuring intense roleplaying, the death of a fully fleshed-out character may have surprising meaning and resonance. When death comes, it may be an event that will have ongoing consequences for the history of the world long after the character is gone. In fact, the death of a player character is sometimes a positive thing, if the death is particularly heroic or completes the hero's story in a satisfying way. The bards will forever sing of the adventurer sacrificing his life for his comrades, the valorous warrior-king dying on the field battling evil, and the corrupt criminal who found his heart and his redemption at the cost of his own life. To play such a character is a rare pleasure.

VARIANT: CHARACTER TRAITS

Roleplaying characters are more than the sum of their ability scores, feats, and skills. They are living creatures with histories and personalities. For some players, this depth of character comes with their concept before they begin character creation. For others, character creation can be completed without gaining much of an idea about the true nature of the characters. Both groups will be aided by the character traits system, a system that helps explore a character and provide more details about her background.

Though most character traits have clear mechanical effects, they are intended to be roleplaying tools as much as elements of gameplay. You will see that many take the form

of adjectives: Aggressive, Focused, Relentless, Suspicious. Choose them not only for their rules, but also for aspects of a character's personality that you enjoy exploring in the campaign through roleplaying.

USING CHARACTER TRAITS

When creating a character, a player may select up to two traits from the list provided in this chapter. As character traits have both positive and negative effects, there is no further cost or advantage to having the trait outside of its inherent use in roleplaying. Character traits should be considered, however, when the Dungeon Master is handing out experience points in the form of personal awards, story awards, and so forth. A player who really stays true to the character traits he has chosen, even when faced with a less-than-favorable outcome, deserves to be rewarded in some fashion.

Character traits are generally not acquired later in the course of the game except by Dungeon Master approval. If your character has undergone a significant change or development, it may be appropriate to select a new trait, or replace an older one. No character should have more than two traits, however, in the interests of game balance and fairness. The negative aspects of a character trait can eventually be countered by advancements in ability scores, skill ranks, or even magic items, so players should not be overly concerned about what amounts to a minor setback in the interests of good character development.

TRAIT DESCRIPTIONS

Each trait in this section includes a benefit, a drawback, any special limitations regarding its selection by a character, and roleplaying ideas for how to incorporate it into your character's personality.

ABRASIVE

You are difficult and demanding in conversation, which tends to oppress those around you.

Benefit: You gain a +1 bonus on Intimidate checks.

Drawback: You take a -1 penalty on Diplomacy checks and Bluff checks.

Roleplaying Ideas: Characters with this trait might be loud and abrupt or quiet and sinister, but either way, most find them disconcerting or irritating.


ABSENT MINDED

You are fascinated by knowledge and learning and are capable of pursuing complex trains of thought quite quickly. However, your preoccupation with such thoughts makes you a little less aware of your surroundings.

Benefit: You gain a +1 bonus on Knowledge checks (although this does not let you use a Knowledge skill untrained).

Drawback: You take a -1 penalty on Spot checks and Listen checks.





Roleplaying Ideas: Characters with this trait might flit from idea to idea, trailing off in mid-sentence or mumbling their way through complex ideas. Conversely, characters with this trait might be extremely articulate but still allow their thoughts to move faster than the pace of a conversation.

AGGRESSIVE

You are quick to initiate combat, and you tend to press the attack once battle is joined. Your enthusiasm makes you a dangerous foe, but you sometimes leave yourself open to blows that a more cautious warrior would avoid.

Benefit: You gain a +2 bonus on initiative checks.

Drawback: You take a -1 penalty to Armor Class.

Roleplaying Ideas: Characters with this trait are often hotheaded and quick to anger, or simply think that the best defense is a quick offense.

BRAWLER

You naturally move close to your opponents when fighting, instinctively grabbing and punching rather than striking with weapons.

Benefit: You gain a +1 bonus on unarmed attack rolls and grapple checks.

Drawback: You take a -1 penalty on all other attack rolls.

Special: The bonus from this trait doesn't apply to natural weapons. A character with the Improved Unarmed Strike feat can't select this trait (if a character with this trait later gains that feat, he loses the trait).

Roleplaying Ideas: Characters with this trait often disdain the use of weapons entirely, and some eventually learn more refined martial arts based on their instinctive fighting techniques. Many brawlers might not even be consciously aware that they fight differently from other characters; they simply know that the best way to take someone out of a fight is to grab him or punch him in the face.

CAUTIOUS

You are cautious in combat, even a bit cowardly, and you take more care to defend yourself than others. However, this caution renders you susceptible to fear effects.

Benefit: You gain an additional +1 dodge bonus to Armor Class whenever you fight defensively or take the total defense action.

Drawback: You take a -1 penalty on saving throws made to resist fear effects.

Special: You cannot select this trait if you have immunity to fear or fear effects. If you later gain immunity to fear, you lose the benefit of this trait.

Roleplaying Ideas: Characters with this trait might consistently urge talking rather than fighting, or they might do little to encourage that their companions avoid combat and simply remain as far away from foes as possible, using ranged weapons or spells.

DELICATE

You are light on your feet and have the grace of a dancer, but your slight frame makes you frail.

Benefit: You gain a +1 bonus on Reflex saves.

Drawback: You take a -1 penalty on Fortitude saves.

Roleplaying Ideas: Characters with this trait often have mannerisms that complement their dainty or graceful bodies, but are also prone to avoiding situations where their subdued endurance is challenged. This can make them seem weak or reticent.

DETACHED

You maintain a distance from events that keeps you grounded but limits your reaction speed.

Benefit: You gain a +1 bonus on Will saves.

Drawback: You take a -1 penalty on Reflex saves.

Roleplaying Ideas: Characters with this trait are likely to be quiet and restrained, but they might be vocal when others falter in their beliefs.

DISHONEST

You are naturally deceitful and insincere with others. You have a talent for lying, but have difficulty convincing others when you do speak truthfully.

Benefit: You gain a +1 bonus on Bluff checks.

Drawback: You take a -2 penalty on Diplomacy checks.

Roleplaying Ideas: Characters with this trait might be portrayed as crafty liars, or lying might simply be second nature to them, making actually telling the truth a difficult chore.

EASYGOING

You are naturally friendly. Others feel comfortable around you, but this trait also makes it more difficult for you to be pushy or suspicious.

Benefit: You gain a +1 bonus on Gather Information checks.

Drawback: You take a -1 penalty on Intimidate checks and Sense Motive checks.

Roleplaying Ideas: Characters with this trait might be more easily manipulated in interactions with NPCs, or they might simply prefer not to argue and instead use their natural talent to learn more about the world around them.

FARSIGHTED

You have difficulty focusing on nearby objects, but your distance vision is more keen than normal.

Benefit: You gain a +1 bonus on Spot checks.

Drawback: You have a -2 penalty on Search checks.

Roleplaying Ideas: Characters with this trait might be sensitive about it, or they might simply be oblivious to its presence, having never known any different way of experiencing the world.

FOCUSED

You can keep your attention on a task despite many distractions; however, events in the background pass you by.

Benefit: You gain a +1 bonus on Concentration checks.

Drawback: You take a -1 penalty on Spot checks and Listen checks.

Roleplaying Ideas: Characters with this trait often seem single-minded or even obsessive in their focus on a specific task.

HARD OF HEARING

You have a slight hearing impairment, and to compensate, you have become more in tune with your other senses.

Benefit: You gain a +1 bonus on Spot checks.

Drawback: You take a -2 penalty on Listen checks.

Roleplaying Ideas: Characters with this trait might be sensitive about it, or they might simply be oblivious to its presence, having never known any different way of experiencing the world.

HARDY

You are made of tougher stuff than the average person, but you're not quite as quick to react to dangerous effects.

Benefit: You gain a +1 bonus on Fortitude saves.

Drawback: You take a -1 penalty on Reflex saves.

Roleplaying Ideas: Characters with this trait might see their physical prowess as normal and look down on less hardy individuals, or they might see it as their duty to play the role of protector and help those less able to endure physical hardship.

HONEST

You are naturally straightforward and sincere. This quality helps you persuade people to your viewpoint, but you have difficulty telling lies and seeing deception in others.

Benefit: You gain a +1 bonus on Diplomacy checks.

Drawback: You take a -1 penalty on Bluff checks and Sense Motive checks.

Roleplaying Ideas: Characters with this trait might be naive and too unsophisticated to lie, or they might be aware of worldly matters and simply choose to take a higher ground.

ILLITERATE

You cannot read, but you have devoted yourself to learning other skills.

Benefit: Choose any one skill except Decipher Script or Forgery. You gain a +1 bonus on checks using that skill.

Drawback: You are illiterate.

Special: You can eliminate the negative effect of this trait by spending 2 skill points to become literate. Unlike with the barbarian, you cannot become literate by taking a level in any class other than barbarian.

You can't select this trait if your character is already illiterate because of race, class, or any other reason.

Roleplaying Ideas: Characters with this trait might be sensitive about not being able to read, or they might not value "book learnin'."

MOONSTRUCK

You have an innate attunement to the phases of the three moons of Krynn, much like that experienced by the Wizards of High Sorcery.

Benefit: You gain a +1 bonus on saving throws vs. spells when the moon that matches your alignment (Nuitari for evil, Lunitari for neutral, or Solinari for good) is in High Sanction.

Drawback: You take a -1 penalty on saving throws vs. spells when the moon that matches your alignment is in Low Sanction.

Roleplaying Ideas: Characters with this trait tend to feel more energized and awake when their moon is full, and ill-tempered or melancholy when it is new. Wizards with this trait often seem to exhibit erratic mood-swings throughout the cycle of their moon, to the consternation of their brothers and sisters in the Orders.

MUSCLEBOUND

You are good at almost everything that requires strength, but less adept than most at tasks that require coordination.

Benefit: You gain a +1 bonus on Strength-based skill checks and ability checks.

Drawback: You take a -2 penalty on Dexterity-based skill checks and ability checks.

Roleplaying Ideas: Characters with this trait are likely to solve problems with physical strength rather than through trickery or finesse.

NEARSIGHTED

You have difficulty focusing on distant objects, but your eye for detail is more keen than normal.

Benefit: You gain a +1 bonus on Search checks.

Drawback: You take a -1 penalty on Spot checks.

Roleplaying Ideas: Characters with this trait might be sensitive about it, or they might simply be oblivious to its presence, having never known any different way of experiencing the world.

NERVOUS

You are highly aware of the potential threats around you, but your paranoia makes you easily deceived.

Benefit: You gain a +1 bonus on Reflex saves.

Drawback: You take a -1 penalty on Will saves.

Roleplaying Ideas: Characters with this trait might be jittery and excitable, or always looking around for things to jump out at them. In social situations, their susceptibility to the wiles and influences of others makes them easy marks for charlatans.

PASSIONATE

You are made of tougher stuff than the average person, but you are highly suggestible.

Benefit: You gain a +1 bonus on Fortitude saves.

Drawback: You take a -1 penalty on Will saves.

Roleplaying Ideas: Characters with this trait might be gruff and place extreme value on overcoming physical obstacles, or conversely, their weakness against magical enchantments might leave them fascinated and fearful of such things.

PIOUS

You are deeply passionate about your own faith, but this makes you less comfortable around those of other faiths.

Benefit: You gain a +1 bonus on Diplomacy checks with followers of your god (including false gods).

Drawback: You take a -2 penalty on Diplomacy checks with followers of other gods.

Special: You cannot choose this trait if you do not have a patron deity. If you change or lose faith in your deity, you no longer gain the benefit or penalty of this trait but you take a -1 penalty on Diplomacy checks with followers of your old religion. You can even possess this trait when your god is absent (such as during the early Age of Mortals).

Roleplaying Ideas: Characters with this trait may demonstrate their commitment and zeal in positive ways, or they might be intolerant and boorish.

PLUCKY

You have a strength of will not reflected in your limited physical gifts.

Benefit: You gain a +1 bonus on Will saves.

Drawback: You take a -1 penalty on Fortitude saves.

Roleplaying Ideas: Characters with this trait might be annoyingly positive-minded, or they might only show their mental resilience in times of dire need.

POLITE

You are courteous and well spoken.

Benefit: You gain a +1 bonus on Diplomacy checks.

Drawback: You take a -2 penalty on Intimidate checks.

Roleplaying Ideas: Characters with this trait might be honestly polite and kind, or they might simply be adept at mimicking social conventions to get what they want.

QUICK

You are fast, but less sturdy than average members of your race.

Benefit: Your base land speed increases by 10 feet (if you don't have a land speed, apply the benefit to whichever of your speeds is highest).

Drawback: Subtract 1 from your hit points gained at each level, including 1st (a result of 0 is possible).

Special: You must have a Constitution of 4 or higher to select this trait.

Roleplaying Ideas: Characters with this trait typically try to stay away from physical combat, but a rare few might relish it, striving to see if their superior speed is enough to best hardier warriors.

RECKLESS

You naturally sacrifice accuracy to put more power behind your blows.

Benefit: You gain a +1 bonus on damage rolls after successful melee attacks.

Drawback: You take a -1 penalty on melee attack rolls.

Roleplaying Ideas: Characters with this trait might be loudly passionate about entering combat and overcoming foes through strength of arms, or they might be quiet and so desperate to avoid confrontation that they put extra

effort into every blow in an attempt to end the encounter more quickly.

RELENTLESS

You don't know the meaning of the word "tired." You go all out until you simply can't continue.

Benefit: You gain a +2 bonus on Constitution checks and similar checks made to continue tiring activities (see the Endurance feat for all the checks and saves to which this benefit applies).

Drawback: Any effect or condition that would normally cause you to become fatigued instead causes you to become exhausted.

Roleplaying Ideas: Characters with this trait may see others as soft or weak, especially anyone who complains about being tired or fatigued. They might openly scoff at others' weaknesses or might quietly encourage them to "tough it out."

SADDLEBORN

You are a natural in the saddle, but you have little patience for handling animals when not riding them.

Benefit: You gain a +1 bonus on Ride checks.

Drawback: You take a -1 penalty on Handle Animal checks.

Roleplaying Ideas: Characters with this trait rarely bother to consider animals as good for anything other than mounts, but they are extremely confident about their riding abilities.

SKINNY

You are very slender for your race.

Benefit: You gain a +1 bonus on Escape Artist checks.

Drawback: You take a -2 penalty on Strength checks to avoid being bull rushed or overrun.

Roleplaying Ideas: Skinny characters tend to be pushed around by tougher types, so those with this trait might be shy, or they might be very defensive when faced with such situations.

SLIPPERY

You are less adept at grappling and wrestling than others of your size and strength, but you are adept at slipping out of another's hold.

Benefit: You gain a +1 bonus on Escape Artist checks to escape a grapple and on grapple checks to escape a grapple or avoid being grappled.

Drawback: You take a -1 penalty on all other grapple checks.

Roleplaying Ideas: Characters with this trait might fear close combat, knowing they are less adept grapplers than most opponents. On the other hand, good escape artists with this trait might enjoy baiting larger foes into grappling them, knowing they can easily slip out of the grasp of most foes.

SLOW

You are slow, but sturdier than average members of your race.

CREATING YOUR OWN CHARACTER TRAITS

ALTHOUGH this section provides a large number of character traits, a player who wants to create a character with a distinctive personality may ask the Dungeon Master to design a new trait. If that happens, the Dungeon Master should keep in mind that the traits variant is only effective if the benefits and the drawbacks of the traits are related. If the drawback and benefit of a trait apply to disparate or unrelated aspects of the game, it becomes too easy for a player to choose a trait for her character that provides a bonus on a commonly attempted ability check or skill check while

the corresponding penalty applies to a rarely used or never used aspect of play. For example, a trait that gave a bonus to Armor Class and a penalty on attack rolls would be poor design because spellcasters make very few attack rolls (making the penalty far less severe) yet continuously gain the benefit of the increased Armor Class.

As long as the Dungeon Master and player talk about a new trait ahead of time and view it in light of what skills and abilities the character uses most often, this potential pitfall is easy to avoid.

Benefit: Add +1 to your hit points gained at each level.

Drawback: Your base land speed is halved (round down to the nearest 5-foot interval).

Special: You must have a base land speed of at least 20 feet to select this trait.

Roleplaying Ideas: Characters with this trait tend to be relatively immobile in combat. They typically prefer to wear strong armor (or other protective devices), since it's hard for them to flee a fight.

SPECIALIZED

You have a knack for one kind of work or study, but other tasks are harder for you to accomplish.

Benefit: Choose one specific Craft, Knowledge, or Profession skill. You gain a +1 bonus on checks using the specified skill.

Drawback: You take a -2 penalty on all other checks using the same skill (Craft, Knowledge, or Profession, based on the skill chosen).

Roleplaying Ideas: Characters with this trait often see themselves as elite artists or experts rather than mere professionals, and they might regard their chosen vocation or study as more useful or interesting than other tasks.

STOUT

You are heavy for your race.

Benefit: You gain a +2 bonus on Strength checks to avoid being bull rushed or overrun.

Drawback: You take a -1 penalty on Escape Artist checks.

Roleplaying Ideas: Overweight characters are often bullied, so those with this trait might be shy, or they might be very defensive when faced with such situations. Some turn to humor to defuse such situations, while others become bitter.



SUSPICIOUS

You are naturally suspicious of everyone and everything. While this trait makes you hard to fool, it makes others slightly less likely to agree with you or find you threatening.

Benefit: You gain a +1 bonus on Sense Motive checks.

Drawback: You take a -1 penalty on Diplomacy checks and Intimidate checks.

Roleplaying Ideas: This trait might express itself as comic levels of paranoia, or it might make the character quietly cautious about others.

TORPID

You are sluggish and slow to react to danger, but also resistant to others' commands.

Benefit: You gain a +1 bonus on saves against enchantment (compulsion) effects.

Drawback: You take a -2 penalty on initiative checks.

Roleplaying Ideas: Torpid characters may be seen as lazy or as methodical and measured in their actions.

UNCIVILIZED

You relate better to animals than you do to people.

Benefit: You gain a +1 bonus on Handle Animal checks and wild empathy checks.

Drawback: You take a -1 penalty on Bluff checks, Diplomacy checks, and Gather information checks.

Roleplaying Ideas: Characters with this trait are likely to feel awkward in many social situations; that might be expressed as shyness and quiet behavior, or it might be expressed through an overly exuberant need to participate in conversations.

NEW FEATS

The *DRAGONLANCE Campaign Setting* introduced a number of new feats for characters of Krynn, many of which are thematic and roleplay-intensive. The following feats build on those ones, adding additional depth or fleshing out certain aspects of existing abilities.

Some of these feats are reprinted from the *Age of Mortals* sourcebook and *War of the Lance* sourcebook. Where the two sources differ, the version provided here is more current.

ACADEMIC PRIEST [GENERAL]

Your path to faith is more scholarly than those of other clerics.

Prerequisites: Intelligence 13+

Benefit: For the purpose of determining bonus divine spells per day and maximum divine spell level, your primary spellcasting ability is Intelligence. If you have more than one divine spellcasting class, the bonus applies to only one of those classes. Your spell save DCs are not affected by this change.

Special: You may only take this feat as a 1st-level character. If you take this feat more than once it applies to a different divine spellcasting class each time. You may take this feat even if you have no divine spellcasting classes yet.

ALTERNATE FORM [GENERAL]

You have learned how to assume the form of an animal or humanoid, much as a silver, gold or bronze dragon can.

Prerequisites: Dragon, Adult age or older, Caster Level 5th.

Benefit: You are able to assume a single specific alternate humanoid or animal form of Medium size or smaller once per day. This ability functions as a *polymorph* spell cast on yourself at your caster level, except you do not regain hit points for changing form. You can remain in your alternate form until you choose to return to your natural form.

Special: This feat may be taken more than once, each time adding to the number of times you may change form each day. Silver, gold and bronze dragons that take this feat may change form an additional time each day.

ASTROLOGICAL FORECASTING

You are able to use the heavens as a tool to provide an insight to your fate.

Prerequisite: Knowledge (arcana) 4 ranks.

Benefit: Once a week you may prepare an astrological reading. This requires an hour's time with a view of the night sky and a Knowledge (arcana) check. Compare the result of the check to the following:

DC	Benefit
20	Partial reading, +1 bonus
25	Complete reading, +2 bonus
30	Superlative reading, +3 bonus

The bonus applies as an insight bonus to any single

ability check, skill check, attack roll, saving throw or initiative roll in the next seven days.

A reading may also be prepared for another character that the character with this feat knows. In this case, the character who prepares the reading decides which type of check the bonus will apply to, but the character the reading was prepared for decides when to use it.

Special: The type of check affected must be chosen at the time the reading is prepared, but the bonus may be used at any time before the week is up. If it is not used, no reading may be prepared in the following week. Ignoring the signs of the heavens has its own consequences.

CHARMING [GENERAL]

Others find your company appealing.

Benefit: You gain a +2 bonus to Diplomacy and Bluff skill checks.

DISCIPLINED [GENERAL]

You maintain composure even in life-threatening situations.

Benefit: You gain a +1 bonus to Will saves and a +2 bonus to Concentration skill checks.

DYNAMIC PRIEST [GENERAL]

Your self-confidence and force of personality are the foundations of your faith.

Benefit: For the purpose of determining bonus divine spells per day and maximum divine spell level, your primary spellcasting ability is Charisma. If you have more than one divine spellcasting class, the bonus applies to only one of those classes. Your spell save DCs are not affected by this change.

Special: You may only take this feat as a 1st-level character. If you take this feat more than once it applies to a different divine spellcasting class each time. You may take this feat even if you have no divine spellcasting classes yet.

EDUCATION [GENERAL]

You have received several years of formal schooling in which you were an excellent student.

Prerequisites: Civilized human, half-elf, Silvanesti elf or Qualinesti elf.

Benefit: All Knowledge skills are class skills for you, regardless of your character class. You gain a +2 bonus on two Knowledge skills of your choosing.

Special: You may only take this feat as a 1st-level character.

HAGGLER [GENERAL]

You are skilled at brokering deals in business matters.

Benefit: You gain a +2 bonus on all Appraise and Bluff skill checks.

HEROIC SURGE [GENERAL]

You may draw on inner reserves of energy to perform additional actions in a round.

Benefit: You may take an additional move or attack action, either before or after your regular actions. You may

use Heroic Surge once per day based on your character level, but never more than once per round: 1st-4th level, once per day; 5th-8th level, twice a day; 9th-12th level, three times a day; 13th-16th level, four times a day; 17th-20th level, five times a day.

IMPROVED TAUNT [GENERAL]

You are especially skilled in the art of enraging individuals through insults and jeering.

Prerequisites: Charisma 13+, Taunt exceptional ability.

Benefit: On a successful Bluff check versus a target's Sense Motive check, you cause the target to suffer a -2 penalty on attack rolls and AC. The taunt shifts the attitude of the target two steps towards Hostile (See the *Dungeon Master's Guide*, Chapter 4, NPC Attitudes).

The duration of the taunt is a number of rounds equal to the character's Charisma bonus, twice that if the Bluff check exceeds the target's Sense Motive check by 10 or more. This ability is only effective once per encounter.

With this ability you may choose to target a crowd in place of an individual target. If you make a successful Bluff check with a DC of 10 + 1 for every 2 targets in the crowd, their attitude shifts one degree towards Hostile, but they do not suffer any penalties to attack rolls and AC.

Special: Close friends and long time acquaintances of the individual doing the taunting are entitled to a +4 morale bonus to resist the effects of the taunt if they are targeted.

LUCKY [GENERAL]

You manage to survive situations through sheer good fortune.

Benefit: You gain a +1 luck bonus to all saving throws.

MIMIC [GENERAL]

You possess a natural talent for impersonation.

Benefit: You gain a +2 bonus on Disguise and Perform skill checks.

QUICK-THINKING [GENERAL]

You react quickly to danger.

Benefit: You gain a +2 bonus to Initiative rolls and a +2 bonus to all Spot skill checks.

SHARP-EYED [GENERAL]

You have an eye for small details.

Benefit: You gain a +2 bonus on Search and Sense Motive skill checks.

SPELLCASTING PRODIGY [GENERAL]

You have an exceptional gift for magic.

Benefit: For the purpose of determining bonus spells per day, you treat your primary spellcasting ability score as being 2 points higher than its actual value. If you have more than one spellcasting class, the bonus applies to only one of those classes.

Special: You may only take this feat as a 1st-level character. If you take this feat more than once (for example, if you are a human character) it applies to a

different spellcasting class each time. You may take this feat even if you have no spellcasting classes yet.

STREET SMART [GENERAL]

You have learned how to remain informed and keep an ear to the ground without raising suspicion.

Benefit: You gain a +2 bonus on all Bluff and Gather Information skill checks.

STUBBORN [GENERAL]

You are exceptionally headstrong and bull-headed. It is difficult to sway you from your intended course of action.

Benefit: You gain a +1 bonus on Will saves and a +2 bonus to Intimidate skill checks.

TRUSTWORTHY [GENERAL]

You project a friendly demeanor.

Benefit: You gain a +2 bonus on all Diplomacy and Gather Information skill checks.



CORE CLASSES

MARINER

Note: This is a revision of the mariner core class, which originally appeared in the Age of Mortals Campaign Sourcebook. It is the version of the class used in this book, and represents an update of the class for future DRAGONLANCE products.

Mariners live their lives at sea, waking to the smell of salt air and falling asleep at night to the sound of the waves. Some mariners are hardworking, simple sailors who love life at sea. Others are ruthless buccaneers, bent on gaining personal wealth through force and skill. Mariners may do quite well for themselves on land, but they always long for the freedom of the ocean.

Adventures: Many individuals become mariners in order to see the wide world, while others set sail in search of treasure or to avenge themselves on an enemy. Since situations can change rapidly on board ship, the mariner must be prepared to face a variety of dangers, from hurricanes to fire, starvation to mutiny. The mariner learns to adapt quickly to changing circumstances in order to survive.

Characteristics: Mariners are most comfortable when in view of the sea, and often become dispirited when they venture too far inland. They are quick to react to danger and sudden threats. They are not ruled by emotion, but think through any situation, then act accordingly. Those who live at sea are accustomed to the hard life and adopt a pragmatic outlook in order to survive. To the landlubber, such an attitude can seem callous or even ruthless.

Alignment: Mariners are often of neutral alignment, learning to accept difficult situations they cannot change. They are rarely chaotic, since life aboard ship requires structure and discipline.

Religion: Mariners are not generally deeply religious, though most are superstitious. Mariners, even those of non-evil alignment, honor Zeboim, in the belief that their offerings and prayers will placate the capricious Sea Queen. Mariners of good alignment may also revere Habbakuk, the Fisher King, while those of neutral alignment may pay homage to Chislev, whose command over nature extends to the ocean.

Background: Mariners generally come from coastal-dwelling families, who have a long-standing tradition of serving aboard ship. Mariners may also hire onto a ship in order to escape problems on land, either running from the law or trying to conceal dangerous secrets. Many mariners are professional sailors, forming part of a navy, in which case they may come from a noble family with a history of naval officer service.

Some mariners come into their careers by being pressed into service against their will. A captain who is short his full complement of crewmen will send out his officers with gangs of sailors to “press” men into service. A man may be drinking in a tavern one night, only to wake up the next morning with a cracked skull on board a ship already many leagues out at sea. Others mariners are sent to sea as punishment for crimes or may be forced to serve in ships as slaves.

Races: Minotaurs are the most respected and feared mariners in Ansalon. All minotaurs are expected to serve on board ship at some point in their lives. Ogres, too, have held maritime endeavors in the past; half-ogres especially are common around the Blood Sea.

The humans of Northern Ergoth and Saifhum are known for their seamanship, with entire families serving on board sailing ships. Other human cultures produce mariners, also. Those nations whose cities have active ports engaged in the sea trade are the most likely to do so. Palanthas and Sanction are good examples, as was once fabled Tarsis, until the Cataclysm robbed it of its harbor.

Elves rarely become mariners, since they feel most at home in their beloved woodlands and because there is a

TABLE: THE MARINER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Bonus feat, sailor lore, seamanship +1
2nd	+2	+3	+3	+0	Dirty strike +1d4
3rd	+3	+3	+3	+1	—
4th	+4	+4	+4	+1	Back-to-back +1
5th	+5	+4	+4	+1	Bonus feat, seamanship +2
6th	+6/+1	+5	+5	+2	Dirty strike +2d4
7th	+7/+2	+5	+5	+2	—
8th	+8/+3	+6	+6	+2	Back-to-back +2
9th	+9/+4	+6	+6	+3	Seamanship +3
10th	+10/+5	+7	+7	+3	Bonus feat, dirty strike +3d4
11th	+11/+6/+1	+7	+7	+3	—
12th	+12/+7/+2	+8	+8	+4	Back-to-back +3
13th	+13/+8/+3	+8	+8	+4	Seamanship +4
14th	+14/+9/+4	+9	+9	+4	Dirty strike +4d4
15th	+15/+10/+5	+9	+9	+5	Bonus feat
16th	+16/+11/+6/+1	+10	+10	+5	Back-to-back +4
17th	+17/+12/+7/+2	+10	+10	+5	Seamanship +5
18th	+18/+13/+8/+3	+11	+11	+6	Dirty strike +5d4
19th	+19/+14/+9/+4	+11	+11	+6	—
20th	+20/+15/+10/+5	+12	+12	+6	Back-to-back +5, Bonus feat

superstition among mariners that elves aboard ship are bad luck. Even so, the Silvanesti have long had a House Mariner whose role in elven society is to build and sail graceful coastal ships, but it is a minor house with only a handful of families. Sea elves, despite their aquatic environment, rarely