

Goodman Games Presents

The PhoenixCrawl Open

The Official Xcrawl Tournament Module for GenCon 2007

Tournament Player Pack

This Player Pack Includes:

- Player Rules & Tournament Guidelines
- Frequently Asked Questions
- PhoenixCrawl Adventure Introduction
- Xcrawl Gameplay & Source Material
- Sponsor Support Team Options



Booth #2615

Player Rules & Tournament Guidelines

Players are expected to adhere to the following rules and guidelines during the tournament.

Respect your GM: Goodman Games has a large pool of dedicated, talented and experienced GMs who volunteer their time at GenCon for your enjoyment. Be respectful to your GM. If they ask you to change dice, speak up more clearly or clarify something, please listen and work with them to make this the best tournament experience possible for all players. Remember the cardinal rule of all role-playing - the GM is always right.

Dice Rolls: If a Player is using transparent or incredibly small dice – or using dice behavior that is questionable (e.g., dice bombing), the GM may request that a player use different dice. If the player refuses, the GM will issue a warning and may assess a scoring penalty.

Designating Targets: Players need to declare the targets of their action before rolling dice. The GM may ask players to re-roll dice if targets were not declared and the actions were not clearly defined before dice were rolled.

Tracking Hit Points: The Players must track their character hit points in a clear and easily visible manner for the GM. Players are encouraged to write their current hit points on the battleboard, an index card or some other means which allows the GM to see the state of the characters easily.

Healing: When the team conducts healing—whether using potions, scrolls, spells or other means—they must inform the GM and declare what healing is being used and the target of the healing before any dice or results are resolved. Adjustments to character hit points should be clearly indicated.

Errors and Discrepancies: It is possible that there are stat errors or other mistakes in either the PC stats or the module. This module has been playtested by several groups and reviewed extensively, but mistakes still happen. If you find a mistake, go with the PC AS WRITTEN. **Repeat:** Both the GMs and players will play with the character sheets and module as written.

Do *not* recalculate stats. This keeps the tournament fair for all players: even though a player might complain that “my BAB should be +8 not +7,” every player with that PC has the same BAB in the tournament, so it’s still fair. If one team makes adjustments and others don’t, the playing field becomes uneven. Therefore: we will be using the module and PC stats as written, even if you find a mistake!

Tournament Guidelines

Taking 20: The PhoenixCrawl event is a major Pay Per View spectacle for the Xcrawl League. As such, sponsors won’t be pleased with players dawdling in the dungeon. To reflect this, each Take 20 performed by a team results in a scoring penalty. At any time, a team may ask how many times they have collectively Taken 20, but the scoring impact for Taking 20 is not public knowledge.

Automatic Critical Hits: In Combat, an attack roll of a natural 20 is an AUTOMATIC critical – no confirmation roll needed. Weapons with a larger critical range must still roll for confirmation for results which are threats but not natural 20s.

Fumbles: In Combat, an attack roll of a natural 1 is a POSSIBLE FUMBLE. A fumbler must succeed at a DC 10 Dexterity test or lose their next Standard Action.

Saves & Skill Checks: A Natural 20 on any Save or Skill check represents an Automatic Success. A Natural 1 on any Save or Skill check represents an Automatic Failure.

Dice Rolls: For maximum equality and transparency, all GM dice rolls will be made in front of the players. This is mandatory for all GMs running slots of the PhoenixCrawl tournament.

Pre-Rolled Damage: All of the GM’s random results in the adventure, such as weapon damage, spell damage or other variable effects (ie, images created by a casting of *mirror image*) have been pre-determined for the PhoenixCrawl tournament, and are outlined in the module. This means that an enemy orc with a sword in one encounter will do the same damage per swing to any team whenever it hits. While this does allow player meta-gaming, it creates a level playing field so no teams will be unjustly undone by hot or cold GM dice.

Player damage and results are still rolled normally - the pre-rolled results apply to GM results only.

Frequently Asked Questions

I didn't get in a game! Will you add more slots?

We're trying! It depends on GM availability. If we are able to add more slots, we will fill them on a first-come, first-served basis with signup sheets at our booth. Come by the Goodman Games Booth (#2615) Thursday morning to check for availability.

I have a generic ticket—can I still play if someone doesn't show up?

If one of the original players with a valid pre-registered ticket is a no-show for Round One, after the allotted Grace Period (as outlined in our Player Guidelines), a player with a Generic Ticket may be eligible to be added to the team, if the other players present approve.

Players with Generic Tickets will be assigned on a first-come, first-served basis based on the master waiting list managed by the appropriate Tournament Director. The Xcrawl Tournament Director is Jay Little. The Tournament Director is the *ONLY* person authorized to assign Generic Ticket holders to tournament teams.

Adding a player with a Generic Ticket means that player becomes a part of that team from that point on. If the team advances, the player who had joined the team via a Generic Ticket advances, as well.

How many player characters are there in each session of the tournament?

Four.

Then why are there six characters?

You can choose four of the six characters to make up your party. The two not picked are left behind and not available. This allows each team to field a group of characters that best matches their playing style and strategy.

How do I advance to round two?

Advancement for all rounds is based on points scored during the previous round. The teams with the highest scores will advance.

How do I score points?

Points are scored using a modified version of the *Lord Stableford* System found in the Xcrawl Core Rulebook (p 177). Teams earn points for clearing rooms, disarming traps, discovering hidden areas/items, and fulfilling certain room conditions. Teams lose points for taking damage or dying, critically failing combat rolls, arguing with the referees, etc.

Do I need to preregister for round two or three?

No. Rounds two and three appear in preregistration strictly for scheduling purposes. You do not need to preregister.

Do I need a generic event ticket for round two or three?

Yes. If you advance, you will need a generic event ticket for the round. Please give the GM for your slot the generic ticket before play begins.

What if I'm late?

We encourage all players to begin play within the first 10 minutes of their scheduled time slot – if there is a player-created delay at the beginning (due to player tardiness, bathroom breaks, etc) this time **does** count toward the four-hour limit. Both players and GMs often have other events scheduled and the tournament slots must be kept on a strict timeframe. Any subsequent delays by the players also count against the time limit. Our best advice is to be prompt and be ready to play.

If I advance, which slot will I be in?

We can't guarantee any particular slot ahead of time. In general, if you played an earlier slot in round one we'll try to give you an earlier slot in round two.

Can I request a specific time slot for round two?

We will take note of requests for specific times, but we cannot guarantee that we will be able to honor them. With so many participants in numerous slots, the logistics of scheduling may not accommodate every request.

What if I have a time conflict with the slots for the second or third round?

This is a team tournament, and advancement occurs as a team. The minimum number of players for a team to advance is three. If fewer than three members of a team are available to advance, that team forfeits its slot. The forfeited slot will be filled by the next-highest scoring team from the previous round.

Can someone take my place on the team?

No. No substitutions are allowed. The team that starts play together ends play together.

What happens to my character, then?

One character per player. If you're absent, your character returns to the team's training camp and is unavailable for the remainder of the tournament. You won't lose points for a character death, but the character is out of the game.

What if I miss round two but can make round three?

When you missed round two, your character went home. He is not available for subsequent rounds.

How do I know if I'm an alternate team?

We will announce alternate teams with the advancement information between each round.

When do results get announced?

Teams that advance from round one to round two will be posted at the Goodman Games Booth (#2615) at the completion of the round. No scores will be announced until ALL teams for a round have completed play. The exhibit hall opens at 10:00 AM each day.

Where possible, Goodman Games will also post results in the public areas of the gaming halls near the rooms where the sessions were held.

PhoenixCrawl Adventure Introduction

The small, cramped waiting room outside the first challenge smells strongly of fresh paint and plaster, and is uncomfortably warm. Even through the thick walls, you can hear the thrum of a rabid crowd cheering. AVS monitors mounted in the walls pan across the faceless throng of people, all eyes fixed on the door your team is about to enter.

An explosion rocks the room, and the AVS monitors erupt with images of countless fireworks filling the sky above the arena with blazing pyrotechnics. The crowd roars in delight, as fireworks continue to thunder over their heads.

A slender man in business attire and dark glasses stands near the door at the north end of the small room. Next to him, a sweaty-faced man with a headset and clipboard nervously wipes the sweat from his brow with a handkerchief.

The business man leans over to whisper something to the man with the clipboard, gives a curt nod to the group, then files past you and through the door leading back to the locker room where you geared up and stretched while waiting for your time slot.

“O... okay,” stammers the man with the clipboard. “It’s a... packed house out there tonight. The Xcrawl League officials h... have asked me to run through a brief list of r... reminders about the event.”

You can barely hear the man over the din of the crowd, but could swear you heard him mention something about incineration insurance and a decapitation waiver. Before you can ask him to clarify, a red light starts flashing above the door leading north, and the AVS monitors blank out.

The roar of the crowd softens to a dull rumble as images of fire crackle across the AVS monitors. A deep voice fills the air, its rich tone holding the crowd enraptured.

“Ladies and gentlemen, I am so very pleased you could all attend. To those watching at home, welcome to the First Annual PhoenixCrawl Open.”

A series of fireworks explode overhead, and the crowd roars its approval. After letting the crowd cheer for a few moments, the voice continues.

“Welcome to my domain. I will be your host for the next few hours, or for as long as you manage to survive. You may call me DJ Sizzle. I hope you like things spicy, because I’ve cooked up a hot little number for you here today. So let’s not waste any more time, shall we? Phoenix – are you ready to burn?”

The crowd cheers even louder than before, whipped to a fever by DJ Sizzle. The red light above the door flashes faster for a few moments then turns off. You hear the click and whir of some mechanism in the walls to either side of the door as it unlocks.

The man with the clipboard looks nervously at you, then steps aside. He flips open a small panel on the wall, revealing a large red switch. “Get ready. And good l... luck. I hope you do better than the last t... team.” With that, he flips the switch. The door slides open, a warm rush of air hitting you in the face.

Let the games begin.

Xcrawl Gameplay & Source Material

Team Mojo

Xcrawl is a death sport. Participants must utilize every possible advantage and resource to simply survive. Teamwork is invariably a factor. The Xcrawler puts his life into the hands of his teammates in every room of every event, and the bonds that are forged between players are comparable to that of any sport. To simulate the intangible bond between players that propels them to greater success as a group, you can use the special Xcrawl Mojo rules.

The Mojo is a bonus pool, represented by a number between zero and twelve. The Mojo can never be less than zero or higher than twelve. Awards that would take the pool higher than twelve are wasted. Penalties that would take the pool lower than zero simply bring it to zero, no less.

Players can give one another points from this pool to use as a bonus for any d20 roll other than saving throws. The catch is that *players can't ever ask for a bonus* from the Mojo pool—it has to be freely offered by another player. If a player asks for points out of the pool, he is automatically disqualified from using any Mojo for that particular encounter — teamwork just doesn't work that way.

Your GM will have more information on Mojo rules for the PhoenixCrawl Open and a tracking sheet to keep track of Team Mojo during play.

Fame

Fame is a measure of the character's current popularity. A character with a high fame rating is recognized everywhere he goes. Fame comes with many perks: preferential treatment, better rates for personal appearances and endorsements, and a higher likelihood of being invited to the top events. Fame also complicates and inconveniences the lives of the Xcrawler, sometimes immensely; celebrities have no privacy, and are considered fair game for comedians and frivolous law suits.

Fame is measured on a scale of 1 to 100. Players earn fame points for completing dungeon levels, performing memorable actions, and in other special instances decided upon by the GM.

During an Xcrawl event, a player may add his fame bonus to any grandstanding or mugging attempt he makes. Other than grandstanding or mugging, fame may not be added to any other performance rolls. Being famous does not make anyone immune from the occasional poor performance.

New Skill: Knowledge (Xcrawl) (INT)

Xcrawl players are usually lifelong fans of The Games. Players may take Knowledge (Xcrawl) to represent thousands of hours spent watching their favorite players battle their way through dungeons. This skill allows players to learn general knowledge regarding a dungeon judge's reputation for stinginess, a superstar creature's favorite tactics, or the previous owner of a powerful magic weapon. The GM can allow an Xcrawl lore roll for any piece of information the player may have gained from watching Xcrawl, with the skill check DC based on how rare or specialized the knowledge.

Mugging & Grandstanding

Performance is a vital skill to the wouldbe champion Xcrawler. Xcrawl is a spectacle for the audience, and smart players learn to work that audience very early on in their career. There are two new performance styles pertaining to Xcrawl: Grandstanding and Mugging. Each is a new talent for the Perform (CHA) skill.

Grandstanding is the art of working the crowd for maximum applause and recognition. A player can Grandstand at any time when a live audience is present in a room. He can do it in any manner he sees fit—the one-fisted salute to the crowd is always popular, but the possibilities are endless. Each crowd has a target DC to sway them determined by the module. A player attempting to Grandstand makes a performance check versus the crowd's DC. A success indicates the crowd reacts favorably—clapping, hooting, pumping their fist, or whatever else is appropriate. A critical success might mean a standing ovation. Failure can mean boos and catcalls or worse—stony silence.

Mugging is Grandstanding for the camera alone, with no live audience. It is a more subtle art, but an extremely important one. The difference between Grandstanding and Mugging is the difference between acting in the theater and acting for a movie camera; using tiny suggestive gestures instead of grandiose ones. Winking, blowing kisses, or giving steely-eyed looks all work well. The DC for Mugging is always 21.

Mugging and Grandstanding may both be performed untrained. Players may use Mugging and Grandstanding to affect a character's Fame.

More Xcrawl Materials

Xcrawl features numerous new spells, feats, skills, combat maneuvers and rules to get the most out of the setting. Check out the Xcrawl rulebook for more details.

Sponsor Support

If You Die, You Die! ... Mostly

The sponsors of the PhoenixCrawl Open have invested heavily in commercial and marketing tie-ins for DJ Sizzle's dungeon. During the initial testing, however, the dungeon proved so dangerous that sponsors were fearful the viewers may lose interest as some areas may never get explored by the Xcrawlers – they'd all be dead before they could complete the entire dungeon!

In an unprecedented move, the Temple of Apollo has provided each team entering the PhoenixCrawl Open with an incredibly rare gift – a *phoenix feather*. The phoenix feather is a powerful item that an Xcrawl participant can use to cast *true resurrection* on a slain teammate. The feather is consumed in the process, but unlike the spell *true resurrection*, the resurrection effect takes only one minute and can be activated by any character.

Sponsor Packages

To make the most of their investments in the tournament, several sponsors have also invested in individual teams. In the months leading up to the PhoenixCrawl Open, sponsors contacted teams and their agents in hopes of having their products and services used by promising teams for maximum marketing exposure.

Your team has been approached by three potential sponsors, each willing to offer your team a selection of potions for use during the tournament. Your team may select ONE and ONLY ONE of the three Sponsor Packages shown below. If your team advances beyond the first round, the sponsor will replace any consumed potions so you will begin each round with the full complement of potions in the Sponsor Package selected.

You must select a Sponsor Package and clearly indicate your choice to the GM before play begins during Round One. **If you have not selected a Sponsor before starting the first encounter of the first round, you forfeit your eligibility for sponsorship.** This means you will not have a sponsor for any rounds of the tournament.

Healer in a Bottle

Pot. Cure light wounds x3
Pot. Lesser Restoration x2
Pot. Remove Paralysis x1
Pot. Neutralize Poison x1
Pot. Delay Poison x1

Nature's Path

Pot. Bull's Strength x1
Pot. Cat's Grace x1
Pot. Bear's Endurance x1
Pot. Barkskin +2 x1
Pot. Resist Energy (Electricity) x1
Pot. Resist Energy (Fire) x1
Pot. Resist Energy (Cold) x1

TaskMaster Plus

Pot. Jump x4
Pot. Enlarge Person x1
Pot. Reduce Person x1
Pot. Spider Climb x2
Elixir of Swimming x1
Elixir of Vision x1
Pot. Invisibility x 1

POSSESSIONS

ITEM	LOCATION	COST	WEIGHT
+2 mithral breastplate	body	8175	15 lb.
gauntles of ogre strength	hands	4000	5 lb.
+1 frost longsword	hands	8315	8 lb.
amulet of natural armor +1	neck	2000	0 lb.
mw flail	belt	308	10 lb.
3 masterwork javelins	back	303	6 lb.
potion of cure mod wounds x2	backpack	600	0 lb.
backpack	back	2	2 lb.
+1 mithral buckler	arm	2015	3 lb.
potion of cat's grace	backpack	300	0 lb.
wand of cure light (10 charges)	belt	150	0 lb.
alchemist fire x2	backpack	40	4 lb.

ITEM	LOCATION	COST	WEIGHT
Total Costs		26208	TOTAL WEIGHT CARRIED
			53 lb.

CARRYING CAPACITY

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD EQUALS MAX LOAD	LIFT OFF-GROUND 2 X MAX LOAD	PUSH OR DRAG 5 X MAX LOAD
< 87 lb.	< 173 lb.	< 260 lb.	260 lb.	520 lb.	1300 lb.

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CONTAINERS

CONTAINER	CAPACITY	WEIGHT

LANGUAGES

INITIAL LANGUAGES = Common + racial languages + Int bonus
EACH ADDITIONAL LANGUAGE (Speak Language) = 1 skill rank

Common	_____
Draconic	_____
Dwarf	_____
Elf	_____

WEALTH

MONEY	GEMS	ART	OTHER
CP--			
SP--			
GP--			
PP--			

FEAT		PAGE REF.
Weapon Focus (longsword)		FTR 1
NOTES	+1 to hit with longsword	
FEAT		PAGE REF.
Combat Expertise		FTR 2
NOTES	May suffer up to -5 to hit for same amount in +AC	
FEAT		PAGE REF.
Weapon Specialization (longsword)		FTR 4
NOTES	+2 damage with longsword	
FEAT		PAGE REF.
Improved Feint		LVL1
NOTES	Bluff check to feint in combat as a move action	
FEAT		PAGE REF.
Team Leader (Mojo - Xcrawl)		LVL 3
NOTES	+1 Mojo at the start of every Dungeon Level / Round	
FEAT		PAGE REF.
Blind Fighting		LVL 6
NOTES	May re-roll miss chance for concealment, retain Dex vs invisible foes	
FEAT		PAGE REF.
Dodge		HUMAN
NOTES	+1 AC vs. one opponent	
FEAT		PAGE REF.
NOTES		
FEAT		PAGE REF.
NOTES		

FEAT		PAGE REF.
NOTES		
FEAT		PAGE REF.
NOTES		

BARD SPELL LIST

Arcane Spells Per Day (DC 12 + Spell Level)

0 Level x 3 □□□

daze, detect magic, light
mage hand, read magic, resistance

1st Level x 3 □□□

cure light wounds, detect secret doors
grease

2nd Level x 1 □

blur, glitterdust

EXPERIENCE		
EXPERIENCE		
NEEDED FOR NEXT LEVEL	LEVEL ADJUSTMENT	ECL

ARMOR/PROTECTIVE ITEMS

ARMOR/PROTECTIVE ITEM				TYPE	AC BONUS	MAX DEX
+2 mithral breastplate				Light	+7	+5
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES		
-1	15%	30 ft.	15 lb.			

SHIELD/PROTECTIVE ITEM		AC BONUS	WEIGHT	CHECK PENALTY
+1 mithral buckler		+2	3 lb.	0
SPELL FAILURE	SPECIAL PROPERTIES			
0%				

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

RACIAL TRAITS

Medium size
 1 bonus feat at 1st level
 +1 skill point per level



CLASS FEATURES

CLASS FEATURE	PAGE REF
Bardic Music	
NOTES	4 x per day, Inspire Courage, Inspire Competence, Countersong, Fascinate

CLASS FEATURE	PAGE REF
Bardic Knowledge	
NOTES	+7 to checks to know obscure lore and information

CLASS FEATURE	PAGE REF
Spontaneous Casting	
NOTES	Does not need to memorize spells

CLASS FEATURE	PAGE REF
NOTES	

CLASS FEATURE	PAGE REF
NOTES	

CLASS FEATURE	PAGE REF
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CLASS FEATURE	PAGE REF
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CLASS FEATURE	PAGE REF
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CLASS FEATURE	PAGE REF
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CLASS FEATURE	PAGE REF
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CLASS FEATURE	PAGE REF
NOTES	

FEAT	PAGE REF.
Stunning Fist (Monk)	SRD
NOTES	(see sidebar)
FEAT	PAGE REF.
Deflect Arrows (Monk)	SRD
NOTES	may deflect 1 missile attack per turn (must have free hand, aware of attack)
FEAT	PAGE REF.
Improved Trip (Monk)	SRD
NOTES	no AOO when tripping. +4 to opposed check. Free attack on tripped foe
FEAT	PAGE REF.
Dodge (Human Bonus)	SRD
NOTES	+1 AC vs. one opponent, selected as Free Action on your turn
FEAT	PAGE REF.
Improved Natural Attack (1st level)	MM
NOTES	Natural attack increases 1 step larger (1d10 -> 2d8)
FEAT	PAGE REF.
Mobility (3rd level)	SRD
NOTES	+4 AC against Attacks of Opportunity triggered by movement
FEAT	PAGE REF.
Weapon Finesse (6th level)	SRD
NOTES	May use Dex bonus instead of Str for light or unarmed weapons
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	

FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	

STUNNING FIST

You must declare that you are using this feat before you make your attack roll (thus, a failed attack roll ruins the attempt).

Stunning Fist forces a foe damaged by your unarmed attack to make a DC 17 Fortitude saving throw (DC 10 + ½ your character level + your Wis modifier), in addition to dealing damage normally. A defender who fails this saving throw is stunned for 1 round (until just before your next action). A stunned creature drops everything held, can't take actions, takes a -2 penalty to AC, and loses his Dexterity bonus to AC.

You may attempt a stunning attack once per day for every Monk levels, and no more than once per round. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be stunned.

8 Times Per Day:

EXPERIENCE		
EXPERIENCE		
NEEDED FOR NEXT LEVEL	LEVEL ADJUSTMENT	ECL

ARMOR/PROTECTIVE ITEMS

ARMOR/PROTECTIVE ITEM	TYPE	AC BONUS	MAX DEX
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT
SPECIAL PROPERTIES			

SHIELD/PROTECTIVE ITEM	AC BONUS	WEIGHT	CHECK PENALTY
SPELL FAILURE	SPECIAL PROPERTIES		

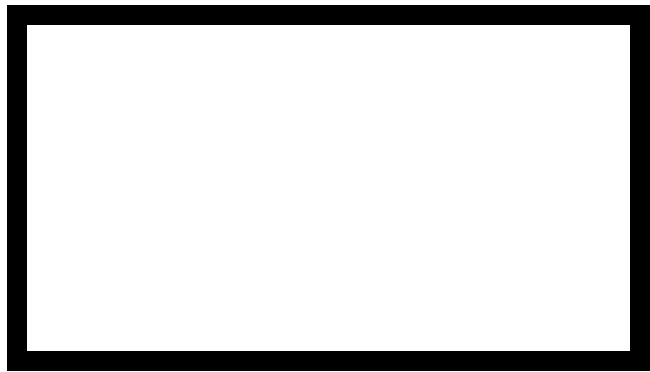
PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES
bracers of armor +2	+2		

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES
ring of protection +1	+1		applies to touch

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

RACIAL TRAITS

Medium size
 1 bonus feat at 1st level
 +1 skill point per level



CLASS FEATURES

CLASS FEATURE	PAGE REF
Wholeness of Body	

NOTES	Can heal [monk level x 2] (16) hit points per day as standard action
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CLASS FEATURE	PAGE REF
Ki Strike (Magic)	

NOTES	unarmed attacks are considered magic to overcome DR
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CLASS FEATURE	PAGE REF
Purity of Body	

NOTES	character is immune to all diseases except supernatural or magical
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CLASS FEATURE	PAGE REF
Flurry of Blows	

NOTES	full round action to make 3 attacks at base of +5/+5/0
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CLASS FEATURE	PAGE REF
Improved Unarmed Strike	

NOTES	do not provoke AOO when attacking unarmed, may deal lethal damage
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CLASS FEATURE	PAGE REF
Slow Fall 40 feet	

NOTES	Treat falling distances as 40' shorter
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CLASS FEATURE	PAGE REF
Evasion	

NOTES	Take no damage on successful Reflex save for half
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CLASS FEATURE	PAGE REF
Still Mind	

NOTES	+2 saves versus enchantment spells and effects
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CLASS FEATURE	PAGE REF

NOTES	
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Elatar Ekted
CHARACTER NAME

7 HIT DICE 46 MAX HIT POINTS 30 ft. BASE SPEED +0 SIZE MODIFIER 0 ARMOR CHECK PENALTY x4 RUN

PLAYER: Wizard 5 / Rogue 3 Elf RACE PhoenixCrawl CAMPAIGN

Chaotic Good ALIGNMENT Medium SIZE 134 yr. AGE Male GENDER 5' 4" HEIGHT 132 lb. WEIGHT

Ability score table with columns for Ability Name, Score, Modifier, Temp. Score, Temp. Modifier. Rows include STR, DEX, CON, INT, WIS, and CHA.

AC, HP, and Initiative calculation boxes. AC: 17 (10 + 3 + 0 + 3 + 0 + 0 + 1 + 0). HP: 37. Initiative: +7 (+3 + 4).

TOUCH ARMOR CLASS 14 FLAT-FOOTED ARMOR CLASS 14

CONDITIONAL AC MODIFIERS: Shield scroll, Spells

SKILLS table header with columns for Skill Name, Ability, Modifier, Misc. Modifier, Ranks, and Misc. Modifier.

Team Mojo

Fortitude, Reflex, and Will save calculations. Fortitude: +5 (+2 + 1 + 2). Reflex: +7 (+4 + 3). Will: +6 (+5 + 1).

BASE ATTACK BONUS +4 SPELL RESISTANCE

GRAPPLE MODIFIER +3 = +4 + -1 + +0 + SPEED 30 ft.

Attack entry for MW silver dagger: +4 attack bonus, 1d4-2 damage, 19-20/x2 critical.

Attack entry for +1 longbow: +8 attack bonus, 1d8 damage, 20/x3 critical.

Attack entry for Skyfire Arrow: +7 (full round) attack bonus, 1d2 +1d6 damage, 20/x3 critical.

Attack entry for ranged touch attack: +7 attack bonus, as spell damage, 20/x2 critical.

Attack entry for ranged touch attack: +7 attack bonus, as spell damage, 20/x2 critical.

Main skills list including Appraise, Balance, Bluff, Climb, Concentration, Craft, Decipher Script, Diplomacy, Disable Device, Disguise, Escape Artist, Forgery, Gather Information, Handle Animal, Heal, Hide, Intimidate, Jump, Knowledge (Arcana, Architecture & Engineering, Dungeoneering, Geography, History, Local, Nature, Nobility & Royalty, Religion, The Planes, Xcrawl), Listen, Move Silently, Open Lock, Perform (Grandstanding, Mugging), Profession, Ride, Search, Sense Motive, Sleight of Hand, Spellcraft, Spot, Survival, Swim, Tumble, Use Magic Device, Use Rope.

Denotes a skill that can be used untrained. Check this box if the skill is a class skill for the character. *Armor check penalty, if any, applies. (Double penalty for Swim)

Racial v

POSSESSIONS

ITEM	LOCATION	COST	WEIGHT
+1 longbow	back	2330	4 lb.
40 arrows	quiver	10	6 lb.
2 tanglefoot bags	haversack	100	0 lb.
mw silver dagger	belt	322	1 lb.
wand of acid arrow (5 charges)	haversack	450	0 lb.
wand of grease (5 charges)	haversack	75	0 lb.
ring of protection +1	ring	2000	0 lb.
bracers of armor +3	arms	9000	1 lb.
MW thieves' tools	haversack	100	0 lb.
potion of cure mod. wounds x2	haversack	600	0 lb.
headband of intellect +2	head	4000	0 lb.
			0 lb.

ITEM	LOCATION	COST	WEIGHT
12 skyfire arrows*	quiver	120	6 lb.
handy haversack	back	2000	2 lb.
amulet of health +2	neck	4000	1 lb.
SCROLLS			
empowered scorch. ray (CL 5)	haversack	700	0 lb.
fireball (CL 5)	haversack	375	0 lb.
lightning bolt (CL 5)	haversack	375	0 lb.
shield (CL 3)	haversack	50	0 lb.
blur (CL 3)	haversack	150	0 lb.
* Xcrawl Specific Item			
Total Costs	26607	TOTAL WEIGHT CARRIED	21 lb.

CARRYING CAPACITY

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD EQUALS MAX LOAD	LIFT OFF-GROUND 2 X MAX LOAD	PUSH OR DRAG 5 X MAX LOAD
< 30 lb.	< 60 lb.	< 90 lb.	90 lb.	180 lb.	450 lb.

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CONTAINERS

CONTAINER	CAPACITY	WEIGHT

LANGUAGES

INITIAL LANGUAGES = Common + racial languages + Int bonus
EACH ADDITIONAL LANGUAGE (Speak Language) = 1 skill rank

Common	_____
Draconic	_____
Elf	_____
Dwarven	_____
Giant	_____
Ignan	_____

WEALTH

MONEY	GEMS	ART	OTHER
CP--			
SP--			
GP--			
PP--			

FEAT		PAGE REF.
Point Blank Shot (1st level)		SRD
NOTES	+1 to hit and damage with ranged attacks within 30'	
FEAT		PAGE REF.
Precise Shot (3rd level)		SRD
NOTES	Ignore penalty for firing at targets engaged in melee	
FEAT		PAGE REF.
Improved Initiative (6th level)		SRD
NOTES	+4 to Initiative rolls	
FEAT		PAGE REF.
Empower Spell (Wizard 5)		SRD
NOTES	Can use the Empower Spell metamagic feat	
FEAT		PAGE REF.
Scribe Scroll (Wizard 1)		SRD
NOTES	Can burn XP to write scrolls	
FEAT		PAGE REF.
Alertness (from Familiar)		SRD
NOTES	+2 to Spot and Listen checks	
FEAT		PAGE REF.
NOTES		
FEAT		PAGE REF.
NOTES		

FEAT		PAGE REF.
NOTES		
FEAT		PAGE REF.
NOTES		

SPELL LIST

0 level - 4/day (DC 15 save)

- acid splash
- detect magic
- ray of frost

1st level - 5/day (DC 16 save)

- burning hands
- chill touch
- ray of enfeeblement
- shocking grasp

2nd level - 3/day (DC 17 save)

- ghoul touch
- scorching ray
- touch of idiocy

3rd level - 2/day (DC 18 save)

- empowered shocking grasp (5d6 + 50% elec. damage)
- haste

Skyfire Arrows

Takes a full round action to fire, rather than a standard action. Inflicts 1-2 piercing damage, plus 1d6 fire damage over 2 rounds (round of impact and following round). Has only half the standard range. During a fall or massive impact, carrier needs to make DC 19 item saving throw, or arrows ignite prematurely -- inflicting fire damage and ruining all other arrows in quiver.

EXPERIENCE		
EXPERIENCE		
NEEDED FOR NEXT LEVEL	LEVEL ADJUSTMENT	ECL

ARMOR/PROTECTIVE ITEMS				
ARMOR/PROTECTIVE ITEM	TYPE	AC BONUS	MAX DEX	
bracers of armor +3		+3		
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM	AC BONUS	WEIGHT	CHECK PENALTY
SPELL FAILURE	SPECIAL PROPERTIES		

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

RACIAL TRAITS	
medium size	
30 feet movement rate	
auto Elf search within 5' of secret/concealed doors	
martial proficiency with longsword and longbow	
low-light vision	
+2 Spot, Search and Listen	
Immune to magic sleep and paralysis	
+2 save versus enchantments	

Creepier, Rat Familiar: Tiny Magical Beast; HD 5d8; hp 18; Init +2; Spd 15 ft., Climb 15 ft., Swim 15 ft.; AC 17, touch 14, flat-footed 15; Base Atk +4; Grp -10; Atk/Full Atk Bite +8 melee (1d3-4); Space/Reach 2-1/2 ft./0 ft.; SA Deliver touch spells; SQ Alertness (to master), empathic link, improved evasion, low-light vision, scent, share spells; AL N; SV Fort +2, Ref +6, Will +6; Str 2, Dex 15, Con 10, Int 8, Wis 12, Cha 2.
Skills and Feats: Balance +10, Climb +12, Hide +16, Move Silently +10, Swim +10; Stealthy, Weapon Finesse

CLASS FEATURES	
CLASS FEATURE	Trapfinding
NOTES	Can search for traps with DC of 20 or higher
CLASS FEATURE	Sneak Attack +2d6
NOTES	Additional damage when opponent flat-footed or denied Dex
CLASS FEATURE	Evasion
NOTES	Take no damage on successful Reflex save for half
CLASS FEATURE	Trap Sense +1
NOTES	+1 AC and +1 Reflex Saves against traps
CLASS FEATURE	Familiar (Rat)
NOTES	Grants +2 to Fortitude Saves. See Stat Block above
CLASS FEATURE	
NOTES	
CLASS FEATURE	
NOTES	
CLASS FEATURE	
NOTES	
CLASS FEATURE	
NOTES	

FEAT	PAGE REF.
Weapon Finesse (1st level)	SRD
NOTES	May use Dex instead of Str when attacking with light weapons

FEAT	PAGE REF.
Power Attack (3rd level)	SRD
NOTES	May take up to -6 to hit in melee, and add same amount to damage

FEAT	PAGE REF.
Deadly Precision (6th level)	SRD
NOTES	Reroll any 1's on sneak attack damage. Must keep the new results.

FEAT	PAGE REF.
NOTES	

FEAT	PAGE REF.
NOTES	

FEAT	PAGE REF.
NOTES	

FEAT	PAGE REF.
NOTES	

FEAT & ABILITY DETAILS
<p>Deadly Precision [General] You empty your mind of all distracting emotion, becoming an instrument of deadly precision.</p> <p><i>Prerequisite</i> Dex 15, base attack bonus +5.</p> <p><i>Benefit</i> You have deadly accuracy with your sneak attacks. You can reroll any result of 1 on any of your sneak attack's extra damage dice. You must keep the result of the reroll, even if it is another 1.</p>

EXPERIENCE		
EXPERIENCE		
NEEDED FOR NEXT LEVEL	LEVEL ADJUSTMENT	ECL

ARMOR/PROTECTIVE ITEMS			
ARMOR/PROTECTIVE ITEM	TYPE	AC BONUS	MAX DEX
+1 mithral chain shirt	Light	+5	+6
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT
0	10%	30 ft.	5 lb.
SPECIAL PROPERTIES			

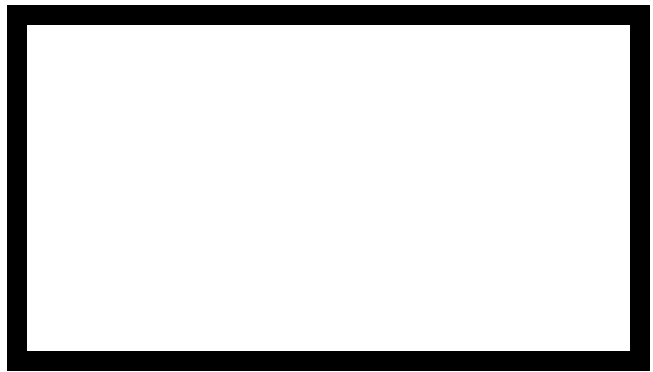
SHIELD/PROTECTIVE ITEM	AC BONUS	WEIGHT	CHECK PENALTY
+1 buckler	+2	3 lb.	0
SPELL FAILURE	SPECIAL PROPERTIES		
5%			

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES
amulet of natural armor +1	+1		

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

RACIAL TRAITS	
Small Size	
Halfling base land speed is 20 feet	
+2 racial bonus on Climb, Jump, and Move Silently checks	
+1 racial bonus on all saving throws	
+2 morale bonus on saving throws against fear	
+1 racial bonus on attack rolls with thrown weapons and slings	
+2 racial bonus on Listen checks	



CLASS FEATURES	
CLASS FEATURE	Trapfinding
NOTE	Can search for traps with DC of 20 or higher
CLASS FEATURE	Evasion
NOTE	Take no damage on successful Reflex save for half
CLASS FEATURE	Uncanny Dodge
NOTE	Retains Dex to AC when flat-footed
CLASS FEATURE	Trap Sense +2
NOTE	+2 to saves and AC from traps and trap effects
CLASS FEATURE	Sneak Attack +4d6
NOTE	Inflict +4d6 damage when flanking or when target denied Dex
CLASS FEATURE	Fast Movement
NOTE	Increase base land speed by 10'
CLASS FEATURE	Rage 1/day
NOTE	Gain +4 Str, +4 Con, other benefits for 6 rounds, then fatigued
CLASS FEATURE	Illiteracy
NOTE	Thunderfoot began 1st level as a rogue, so is not illiterate
CLASS FEATURE	
NOTE	

FEAT		PAGE REF.
Track (Rgr 1)		SRD
NOTES	May follow tracks with a Survival skill check	
FEAT		PAGE REF.
Endurance (Rgr 3)		SRD
NOTES	+4 to Fortitude saves for environmental conditions and effects	
FEAT		PAGE REF.
Rapid Shot (Rgr 1)		SRD
NOTES	May fire an extra arrow on a full attack action, at penalties	
FEAT		PAGE REF.
Manyshot (Rgr 6)		SRD
NOTES	May take 2 shots at the same target with a Standard action (same attack roll)	
FEAT		PAGE REF.
Point Blank Shot (1st level)		SRD
NOTES	+1 to hit and damage with ranged attacks within 30 feet	
FEAT		PAGE REF.
Precise Shot (3rd level)		SRD
NOTES	May ignore penalty for firing into melee with ranged weapons	
FEAT		PAGE REF.
Stunning Shot (6th level)		Sellout
NOTES	May stun opponent with an arrow - see sidebar	
FEAT		PAGE REF.
NOTES		

FEAT		PAGE REF.
NOTES		
FEAT		PAGE REF.
NOTES		

SPELL LIST

2x 1st level spells / day

- delay poison
- resist energy

1x 2nd level spells / day

- barkskin

ARROWS, STUNNER

Stunner arrows have a blunted tip causing bludgeoning damage rather than piercing damage. The range increment for a stunner arrow is two-thirds normal, due to decreased aerodynamics. Skilled users can use a stunner arrow to knock out an opponent (see New Feats, pp. 90).

STUNNING SHOT (GENERAL)

You can use a stunner arrow to make a ranged stunning attack.

Prerequisite: Point Blank Shot, Precise Shot, Base attack bonus +5, DEX 15+

Benefit: When firing a stunner arrow, you can make a special attack to attempt to stun an opponent. The maximum range for a Stunning Shot is two times your point blank range (normally 60'). The shot is at -4 to hit since you have to target your opponent's head. A successful hit means that your opponent must make a Fortitude save (DC = 10 + weapon damage) or be stunned for one round. A stunned character cannot attack, and loses any DEX bonus to armor class. Attackers get an additional +2 to hit versus stunned characters. A Stunning Shot is a full round attack action which provokes an attack of opportunity. Creatures who are immune to critical hits are likewise immune to a Stunning Shot.

EXPERIENCE		
EXPERIENCE		
NEEDED FOR NEXT LEVEL	LEVEL ADJUSTMENT	ECL

ARMOR/PROTECTIVE ITEMS			
ARMOR/PROTECTIVE ITEM	TYPE	AC BONUS	MAX DEX
+2 mithral chain shirt	Light	+6	+6
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT
0	10%	30 ft.	5 lb.

SHIELD/PROTECTIVE ITEM	AC BONUS	WEIGHT	CHECK PENALTY
SPELL FAILURE	SPECIAL PROPERTIES		

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

RACIAL TRAITS	
<p>Medium Size</p> <p>Base land movement rate 30'</p> <p>+1 Spot, Search, Listen</p> <p>+2 Gather Info and Diplomacy</p> <p>Immune to magic sleep effects</p> <p>+2 saving throws vs. enchantment spells & effects</p> <p>Low-light vision</p>	



CLASS FEATURES	
CLASS FEATURE	Combat Style (Ranged) PAGE REF
NOTES	Provides access to Ranged bonuses per Ranger class
CLASS FEATURE	Wild Empathy PAGE REF
NOTES	May use Diplomacy to improve reactions to animals
CLASS FEATURE	Woodland Stride PAGE REF
NOTES	May move through natural undergrowth with limited penalties
CLASS FEATURE	Animal Companion PAGE REF
NOTES	Xcrawl does not permit the use of animal companions
CLASS FEATURE	Favored Enemy (Magic Beasts) +4 PAGE REF
NOTES	Bonus on damage, Bluff, Listen, Sense Motive, Spot, & Survival checks
CLASS FEATURE	Favored Enemy (Animal) +2 PAGE REF
NOTES	Bonus on damage, Bluff, Listen, Sense Motive, Spot, & Survival checks
CLASS FEATURE	Swift Tracker PAGE REF
NOTES	May move normal speed while Tracking (instead of -5 to checks)
CLASS FEATURE	PAGE REF
NOTES	
CLASS FEATURE	PAGE REF
NOTES	

FEAT	PAGE REF.
Weapon Focus (dwarven waraxe)	FTR1
NOTES	+1 to hit with dwarven waraxe
FEAT	PAGE REF.
Team Leader (Mojo - Xcrawl)	FTR2
NOTES	+1 Mojo at the start of every Dungeon Level / Round
FEAT	PAGE REF.
Combat Casting	1ST
NOTES	+4 to Concentration Checks when Casting Defensively
FEAT	PAGE REF.
Extra Turning	3RD
NOTES	Gain 4 extra Turning Attempts per day
FEAT	PAGE REF.
Two-Fisted Healing (Xcrawl)	6TH
NOTES	Can split healing results between two characters adjacent to you

TWO-FISTED HEALING

You can divide the benefits of a healing spell between two recipients.

Prerequisite: Extra Turning

Benefit: A cleric may divide the benefits of a *cure light wounds*, *cure moderate wounds*, *cure serious wounds* or *cure critical wounds* between two recipients. The cleric must have both hands free and be able to touch both injured parties. The cleric rolls normally for the amount of damage healed, and the total is split evenly between both parties, with the odd point going to the cleric's choice.

FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	

DIVINE SPELL LIST

5 / 4+1 / 3+1 / 2+1

0-Level (5/day ... DC 13)

- detect magic
- detect poison
- guidance
- resistance

1st-level (4/day + Domain... DC 14)

- bless
- entropic shield
- protection from evil
- sanctuary (Domain)

2nd-level (4/day + Domain... DC 15)

- remove paralysis
- lesser restoration
- silence
- shield other (Domain)

3rd-level (3/day + Domain... DC 16)

- dispel magic
- prayer
- protection from energy (Domain)
- searing light

EXPERIENCE		
EXPERIENCE		
NEEDED FOR NEXT LEVEL	LEVEL ADJUSTMENT	ECL

ARMOR/PROTECTIVE ITEMS				
ARMOR/PROTECTIVE ITEM		TYPE	AC BONUS	MAX DEX
+1 mithral half-plate of It fortification		Medium	+8	+3
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES
-3	30%	20 ft.	25 lb.	

SHIELD/PROTECTIVE ITEM		AC BONUS	WEIGHT	CHECK PENALTY
+1 heavy mithral shield		+3	8 lb.	0
SPELL FAILURE	SPECIAL PROPERTIES			
5%				

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

RACIAL TRAITS	
Medium Size	
Base movement rate of 20' (even under medium/heavy load)	
Darkvision - 60'	
Stonecunning +2 Search, Appraise, Craft stone/metal	
Dwarven waraxe, urgosh is martial instead of exotic	
+1 attack goblinoids and orcs	
+4 dodge bonus to AC versus giants	
Stability: +4 resist bull rush or trip attempts	

Protection Domain Ability:
 You can generate a protective ward as a supernatural ability. Grant someone you touch a resistance bonus equal to your cleric level on his or her next saving throw. Activating this power is a standard action. The protective ward is an abjuration effect with a duration of 1 hour that is usable once per day.

CLASS FEATURES	
CLASS FEATURE	Aura of Good
NOTES	Emit aura of good equal to Cleric level
CLASS FEATURE	Turn Undead (8x/day)
NOTES	+3 to turning check, +7 to turning damage
CLASS FEATURE	Spontaneous Casting (cure spells)
NOTES	can convert any memorized (non-Domain) spell into healing
CLASS FEATURE	Domains (Healing)
NOTES	Cast all healing spells at +1 CL
CLASS FEATURE	Domains (Protection)
NOTES	See description above
CLASS FEATURE	
NOTES	
CLASS FEATURE	
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CLASS FEATURE	
NOTES	
CLASS FEATURE	
NOTES	