

CHAMPIONS OF ZED
CHARACTER MODIFIERS AND BENEFITS:

Prime Requisite	Experience Pts. Required
3-6	+25%
7,8	+10%
9-12	-
13,14	- 5%
15-18	-10%

STR

> 14: +1 to HP/Level also +2 to damage for Fighters,

Opening Stuck Doors

Strength Trait	d6 result
3-8	1
9-12	1,2
13 +	1- 3

Carrying capacity = 8 pounds per point

INT

> 14: +1 1st level magic-user spell;

Languages Known

Intelligence	Table
3-9	1 language
10-12	3 languages
13,14	5 languages
15,16	7 languages
17,18	8 languages

WIS

> 14: +1 1st Level cleric spell (House Rule: bonus also applies to magic based saves)

DEX

Dexterity Table	
3-8	Shoot any projectile at -1
9-12	no bonus
13-18	Shoot any projectile at +1
14-18	16% (+1 on d6, +3 on d20) to move silently

CON

13, 14: +1 HP per HD, > 14: +2 HP per HD, bonuses also apply to saving throws for any severe physical shock

Health Recovery

Constitution	Effect
3, 4	Double recover time
5, 6	Recovery time increased by ½
7-15	Average recovery time
16, 17	Recovery time reduced by 1/3
18	Recovery time reduced by ½

CHA

Charisma Table		
Score	Loyalty Base	Reaction Modifier
3, 4	-2	-1
5, 6	-1	-1
7-9	0	-
10-12	0	-
13-15	+1	-
16, 17	+2	+1
18	+4	+1

RACE ADJUSTMENTS

Dwarves:

- 10% less XP needed per level
- level 8 fighter maximum
- save at 4 levels higher
- dark sight to 60'
- underground direction sense, 90%
- underground detection sense - traps, secret doors, and slopes, angles, and new construction, 2 in 6 automatic or 4 in 6 when trying
- ½ damage from giant creatures
- hear through doors 2 in 6

Elves:

- detect secret doors and move silently anywhere or silently and unseen outdoors, 2 in 6 or 4 in 6 when trying
- Dark Sight to 60'
- forest direction sense, 100%
- immune to ghoul paralysis
- additional +1 wielding elvish magic weapon
- hear through doors 2 in 6

Hobbits:

- hide/move in wilderness as elves
- +4 FC with bows etc.
- 95% accurate with slings to 150 feet
- 90% chance of drowning
- save at 4 levels higher
- maximum 4th level Fighter
- hear through doors 2 in 6

Orcs:

- -1 combat in bright light
- Dark Sight
- +1 Constitution
- +4 save vs. disease
- tracking sense: 2 in 6 or 4 in 6 when trying.

Bale draug:

- gliding flight for 150 feet
- magic resistance (per table)
- immolation (per table)