

# Dungeons Daring™

## Game Masters Guide

Version 4.01

A Fantasy Roleplaying Game  
Free – With Open Game Content

Extension:  
Updates Version 4.0 to 4.01



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Dungeons



Daring™



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## A Fantasy Role Playing Game

*Book 2a – Game Masters Guide Extension*

Update to Version 4.01

**Authored by the Vintyri™ Project**

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# Foreword

## 1. Why Do I Need This Booklet?

This booklet updates the *Dungeons Daring Game Master's Guide* from Version 4.0 to 4.01. Many game masters need this book simply because it is necessary to handle advanced level NPCs. This book may in fact be of little use to you if you're running a standard *Dungeons Daring* campaign for beginning or low- to middle-level player characters.

However, with the release in 2014 of the *Dungeons Daring* version of the *Jörðgarð*<sup>™</sup> campaign setting, many game masters have told us that they no longer find the original *Dungeons Daring* 4.0 guidelines to be adequate. The introduction in the *Jörðgarð* setting of first generation human Æsir, undead draugs and giants who can be more than 1,000 years old and of elves and dwarves who often are more than a million years old posed the need for extended guidelines on character advancement. Without them many game masters found it difficult to manage such NPC characters in their *Jörðgarð* campaigns.

The material in this booklet is included Version 4.01 of the *Dungeons Daring Game Master's Guide*. This booklet expands upon and in some cases supersedes the guidelines for character advancement found in the version 4.0 *Game Master's* and *Players' Guides*.

## 2. Dungeons Daring Advancement

In fantasy role-playing games (RPGs), *advancement* generally means the ability of a player character (PC) or non-player character (NPC) to gain new strengths and abilities. Most fantasy RPGs use a system of advancement or experience points to determine levels of advancement. Different games use different bases for awarding such points. Some grant advancement points for the amount of treasure an adventurer has gained. Some do it on the basis of the number and type of monsters and foes the character has slain. Other games mix several kinds of criteria, even awarding points for the quality of a player's role-playing.

*Dungeons Daring* provides for advancement on the basis of experience but without an advancement or experience point system. In the case of PCs, the time spent adventuring is the main measuring stick. *Dungeons Daring* assumes that a PC is learning and growing consistently when he or she is out adventuring, as opposed to when the PC is sitting in a tavern feasting and getting drunk or taking the winter off to relax.

*Dungeons Daring* uses two time measures to determine when new abilities have been gained through experience:

- **Campaign Seasons** last three months of campaign time, which is time in the virtual game world that actually is spent adventuring. This has nothing to do with real time in the real world. It's quite possible that a player can steer his or her PC through an entire campaign season or two in a single evening of play. A character gains five new points at the end of each campaign season that he or she can apply to **learned and natural abilities and characteristics** for which he or she meets the prerequisites.
- **Campaign Years** last 12 months of campaign time. A character gains one new point at the end of each campaign season that he or she can apply to the **basic abilities** strength, stamina, dexterity, magical aptitude and mechanical aptitude. The character must rotate the assignment of these points, as is further explained below. Humans also can assign points to the basic ability religion.

One must rotate this campaign year award through four of the six basic abilities before rewarding a repeat point. The exceptions in this system are with the basic abilities *religion*, *magical aptitude* and *mechanical aptitude*. A human also may add one point to *religion* at the end of a campaign year, instead of to one of the other basic abilities, with a rotation of one point every fourth year. However, the assignment of points to religion is a matter of choice.

Due to the rules of Light magic, the abilities *magical aptitude* and *mechanical aptitude* are in conflict with each other in a *Dungeons Daring* game. One may master only one of them, not both. One may advance in one category as one wishes, but in the other, one may have at the most 5 points. Let's look then at how a born sorcerer and a non-sorcerer might rotate basic ability points over a period of 10 campaign years.



**Sorcerer**

Year	Ability Point to:
1	Magical Aptitude
2	Stamina
3	Dexterity
4	Strength
5	Magical Aptitude
6	Dexterity
7	Stamina
8	Strength
9	Magical Aptitude
10	Stamina

**Non-Sorcerer**

Year	Ability Point to:
1	Stamina
2	Dexterity
3	Mechanical Aptitude
4	Strength
5	Strength
6	Mechanical Aptitude
7	Dexterity
8	Stamina
9	Stamina
10	Dexterity

Note first of all that each group of four years represents a full rotation through the four basic abilities. But note too that both PCs chose a different rotation sequence in the fifth and ninth years. That too is allowed. Also note that a player is *not required* to assign a new point to a basic ability every four years. Most players will be more than eager to do so. But if one wishes to assign these points to natural and learned abilities, one may do so.

However, there are some restrictions on the extent to which a PC can advance:

- Humans, halflings and half-elves may gain a maximum of 20 points in magical aptitude before reaching the age 100.
- Strength, stamina and dexterity measure the maximum physical abilities of a creature. However, as in real life, a body can become only so strong, so firm in constitution and so agile. There is a point where a living body has reached its maximum. That is reflected in *Dungeons Daring* through maximum scores for strength, stamina and dexterity. Through magic or the choice of a profession, it sometimes is possible to exceed these maximums.

**Maximum Basic Abilities**

	Strength	Dexterity	Stamina
<b>Human</b>	20	20	20
<b>Halfling</b>	18	22	20
<b>Half-Elf</b>	19	20	21

If we left things as they stand here, character abilities would remain in general balance only as long as your PCs and their foes have a longevity similar to that of real world humans. The fact that physical development has its limits in a *Dungeons Daring* setting but that the development of magical powers continues to grow would make it impossible for ordinary PCs to make a successful stand against high-powered sorcerers, wizards and magi who have lived 1,000 or even 1,000,000 years and who have continued to advance in their arts during that time.

Precisely these kinds of characters exist in the *Jörðgarð* setting. None of them has succeeded yet in employing high-powered magic to conquer or destroy the world. The reason for that is not merely that those who would command such power have opponents equally powerful in magic. That alone would create a world ruled by spellcasters of opposing political camps. Those who are unable to use magic would be at their command.

However, the balance of powers is not so simple in a *Dungeons Daring* campaign. On the one hand, there are the effects that magic has upon its users and its targets and the fact that one who is unable to access magical power gains a growing resistance to it, as is outlined in the *Game Master's* and *Players' Guides*. On the other hand, although one not only ceases to gain strength, dexterity and stamina as one ages but even weakens in these basic abilities, one also gains other abilities to counter adversities as one ages, if one remains active.

### 3. As Abilities Develop

The starting abilities of a PC are defined in the *Players Guide*. But to better understand how abilities grow with time, let's take a look again at these things to refresh our memories.

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Each new PC starts out with a total of 100 points for abilities and characteristics. A beginning PC who is just starting his or her career **should** assign 10 points each to the abilities strength, stamina and dexterity. These are key abilities in a *Dungeons Daring* campaign. That leaves up to 70 points for other characteristics and abilities.

Based upon folk, the following should be noted:

- **Humans** also start out with a 5-point edge in the characteristic religion. These are in addition to the 100 starting points. A human need not be religious, but the ability to become religious always is there. A newly created human PC should have 10 points each in strength, dexterity and stamina. He or she can assign the remaining 70 points to whatever other characteristics and abilities he or she chooses.
- **Halflings** always start out with a handicap of 2 in the strength ability and an edge of 2 in the dexterity ability. As a result, a newly created halfling PC, with the edge and handicap applied, should have 8 points in strength, 12 points in dexterity and 10 points in stamina. He or she can assign the remaining 70 points to whatever other characteristics and abilities he or she chooses.
- **Half-elves** always start out with a handicap of 1 in the strength ability and an edge of 1 in the stamina ability, an edge of 5 in the magical aptitude ability and a handicap of 5 in the mechanical aptitude ability. As a result, a newly created half-elf PC, with the edge and handicap applied, should have 9 points in strength, 10 points in dexterity and 11 points in stamina, a minimum of 5 points in magical aptitude (required) and a minimum of 0 points and a maximum of 5 points in mechanical aptitude. Minus points are not allowed. For that reason, a newly created half-elf must balance out the mechanical aptitude handicap by assigning 5 points to that ability, bringing it to 0 points. He or she can assign the remaining 65 points to whatever other characteristics and abilities that he or she chooses.

At the beginning of an adventuring career, a new PC has a total of 100 ability points, or 105 in the case of a human. In the campaign years that follow, a PC then will gain one new point that can be applied to a basic ability. In addition, at the end of each campaign season (three campaign months), the PC also will gain five new points for other abilities and characteristics. Leaving the 5 extra points that a human gains for religion out of the picture for the moment, the development pattern begins then as follows:

Campaign Year	Basic Ability Points	Other Abilities and Characteristics
First	30 (10-10-10) / 40 (10/10/10/10)*	70
Second	31 (11-10-10) / 41 (11/10/10/10)	90 (4 times 5)
Third	32 (11-11-10) / 41 (11/11/10/10)	110

\* First group: Strength, Dexterity and Stamina in the sequence chosen by the player. Second group: Strength, Dexterity, Stamina and Magical Aptitude or Mechanical Aptitude in the sequence chosen by the player.

At the rates of advancement shown in the table above:

- **A born sorcerer** who begins his or her adventuring career at age 18 will attain a Magical Aptitude score of 20 at the earliest after 37 years of campaigning, at age 55. He or she will have maximum scores of 20 each\* in all four basic abilities at the earliest after 40 years of active campaigning, at age 58.
- **A non-born sorcerer** who begins his or her adventuring career at age 18 will attain maximum scores of 20 each\* in the three basic abilities at the earliest after 30 years of active campaigning, at age 48

\* With variations for halflings and half-elves.

The bodies of elves, dwarves and draugs do not degenerate with time. Elves and dwarves are semi-immortal. Draugs are kept animate and undead through magic, which also stabilizes their unliving bodies. However, human, halfling and half-elf characters age, just as we humans do in real life. Reality shows us two facets that affect abilities with age:

- At some point, a being reaches his or her ultimate physical limits. The body takes one no farther. This is valid for all folk, including elves, giants and dwarves.
- Until possible mental degeneration sets in at advanced age, a person continues to learn more with the years, not less.

*Dungeons Daring* deals with these realities as follows:

- *Dungeons Daring* has no fixed system to deal with possible mental degeneration setting in at an advanced age. This is an individual problem, and it may or may not occur. To the extent that this becomes an issue in your campaign, it should be worked out between the player and the game master.
- Humans, halflings and half-elves who experience physical deterioration through aging begin to lose ability points for strength, dexterity and stamina. They can transfer these lost points to other abilities and characteristics that reflect their learning through experience. See the following table\*.

Folk	Threshold Ages
Human	60, 65, 70, 75, 80, 85, 90, 95, 100, etc.
Halfling	55, 60, 65, 70, 75, 80, 85, 90, 95, etc.
Half-Elf	90, 95, 100, 105, 110, 115, 120, 125, 130, etc.

\* This table updates information presented in the *Dungeons Daring Players' Guide 4.0*

When a human, halfling or half-elf reaches the first threshold age, he or she no longer can assign new ability points to strength, dexterity or stamina. With each additional threshold age, he or she subtracts one point from strength, dexterity or stamina and adds it to other abilities and characteristics that reflect learning, intelligence and gained wisdom. These points may not be assigned to abilities and characteristics that reflect increased physical skills. A new threshold begins every 5 years, and with each new threshold, another point is subtracted.

The subtraction of points for strength, dexterity and stamina must take place in rotation. The character must subtract one each from strength, dexterity and stamina before he or she can take another point from a single one of these abilities. However, no rotation is required for reassigning the point. For example, a character could, with time, take one point each from strength, dexterity and stamina and then assign all three points to spellcraft. If the loss of ability points in strength, dexterity or stamina through aging reduces a character to 0 points in one or more of the basic abilities strength, dexterity or stamina, the character dies of old age.

The aging process that takes place in basic ability point losses can be offset only through magic. Not even divine help can bring a character beyond these limits. Spellcasting class members must meet age requirements to gain access to absolute magic. That too is possible only through magic. Divine help cannot give a character the ability to grow unnaturally old. Spellcasters who gain access to absolute magic continue to be able to add another ability point to Magical Aptitude every four years until they reach the maximum possible of 50 points. After that, they continue to advance in their magical profession, but they gain no more Magical Aptitude points.

## 4. Gaining Extraordinary Special Qualities

The world's first humans had lifespans ranging well beyond 1,000 years. Some of them still live. They are known as early generation humans. As time passed, mankind began to weave from the path of harmony, and lifespans gradually grew shorter. Middle generation humans could live from 400 to 800 years. Some members of this generation also still are among us. The guidelines for aging and gradually losing abilities do not apply to these humans of an earlier time, although they too eventually age and die. Today's humans, on the other hand, seldom celebrate their 100<sup>th</sup> birthdays. Many die much earlier.

Such old and long-lived humans may play a role in your campaign. Giants also are long-lived but not immortal. Elves and dwarves are immortal; they know no illnesses and they die no natural deaths, although they can be slain. Members of these folk might play a role in your campaign. Draugs do not live, but they can continue their undead existences seemingly forever or at least until they are destroyed. They too might play a role in your campaign.

For that reason, you may need guidelines for characters who continue on beyond the limits of old age for contemporary humans. Extraordinarily long-lived (or long-existing in the case of draugs) spellcasters who are born sorcerers gain access to absolute magic, as explained in your *Game Master's Guide*. However, members of the various non-spellcasting professions also gain special qualities if they manage to break the age barrier.

Gaining special qualities that are beyond the reach of ordinary mortals is a slow but continual process. As we've see on the preceding pages, one can gain one ability point for assignment to a basic ability and a maximum of 20 points to other abilities and characteristics each year.

Whether all 21 of those points actually are gained is up to the game master, who must determine whether the PC has had sufficient experience in the time frame in question to merit receiving the maximum points. If we assume that a character who has succeeded in avoiding or postponing the effects of aging receives maximum points every year, then he or she can earn 21 points per year, 210 points every 10 years, 2,100 points every 100 years and 21,000 points every 1,000 years.

In addition to gaining abilities during this time, characters in certain professions also take on special qualities, based on their total number of ability points. In the following tables, an *opponent who is not of advanced level* defines an opponent who still has not ceased earning basic ability points due to age and who has does not have an unnaturally extended lifespan.

## The Warrior Professions

- **Knight**
- **Ranger**
- **Warrior**

\* Not valid for characters who also are natural sorcerers.

### Knight and Warrior

Total Ability Points	Special Quality	Description
2,000	Accuracy	The character gains an additional +2 edge to hit with a weapon that you designate as being your preferred weapon.
4,500	Know Fear	The character detects fear in an opponent and automatically has the initiative if the foe is frightened. If the opponent has this quality, it works for both but the effects are negated.
7,000	Disarm at Will	With a natural roll to hit of 19 or 20, the character disarms an opponent who is not of advanced level. He or she cannot defend against this disarmament.
9,500	Bullseye	With the preferred weapon the character can cause maximum damage upon a hit of his or her choice once per encounter.
12,000	Perfection	In combat rolls, a natural roll of 1 is merely that and not a critical error,
14,500	Slay	Once daily, with a natural roll to hit of 19 or 20, the character immediately can slay an opponent who is not of advanced level whom he or she has hit successfully. The target cannot defend against being slain.
17,000	Ignore Magic*	Once daily, after being hit by a spell, diction or song that targets the character personally, he or she can shake off the effect and ignore it.
19,500	Rapid Charge	The character can charge through a group of foes and attack four of them in one round with initiative against each. This ability can be used only against opponents who are not of advanced level and only once every 10 minutes.
22,000	Attack Target	The character can charge through a group of foes over a distance equal to his or her speed, attack each of them with initiative, cause 6 points of damage to each and then reach a chosen target and attack it with initiative. This ability can be used once daily against opponents who are not of advanced level.
24,500	Ignore Magic Again*	A second time daily, after being hit by a spell, diction or song that targets the character personally, he or she can shake off the effect and ignore it.

### The Ranger

Total Ability Points	Special Quality	Description
2,000	Hound's Nose	When in an unsettled, outdoor environment, the character can smell the scent of a single type of creature or folk or animal that is within 300 feet/90 meters. The character must select the target creature in advance. For every 7,500 ability points, one may add another target creature.
4,500	Intuition	When in an unsettled, outdoor environment, the character can sense the presence of something that does not belong there or should not be there if it is within 500 feet/150 meters. He or she also can sense where it is within a range of 50 feet/15 meters from the true position.
7,000	Bloodhound's Nose	When in an unsettled, outdoor environment, the character can smell the scent of a single type of creature or folk or animal that has passed within the last 24 hours. He or she also can follow the smell to track it. The character must select the target creature in advance. For every 7,500 additional ability points, one may add another target creature.
9,500	Accuracy	The character gains an additional +2 edge to hit with the weapon chosen as the preferred weapon.
12,000	Know Fear	The character detects fear in an opponent and automatically has the initiative. If the opponent has this quality, it works for both but the effects are negated.
14,500	Disarm at Will	With a natural roll to hit of 19 or 20, the character disarms an opponent who is not of advanced level. He or she cannot defend against this disarmament.
17,000	Bullseye	With the preferred weapon the character can cause maximum damage upon a hit once per encounter.
19,500	Perfection	In combat rolls, a natural roll of 1 is merely that and not a critical error.
22,000	Slay	Once daily, with a natural roll to hit of 19 or 20, the character immediately can slay an opponent who is not of advanced level whom he or she has hit successfully. The target cannot defend against being slain.
24,500	Ignore Magic*	Once daily, after being hit by a spell, diction or song that targets the character personally, he or she can shake off the effect and ignore it.

### The Specialist Classes

- Assassin
- Scout
- Spy
- Thief

\* Not valid for characters who also are natural sorcerers.

#### Assassin

Total Ability Points	Special Quality	Description
2,000	Absolute Silence	The character can move through any environment silently, provided that such movement is possible and probable. One cannot, for instance, walk silently over a surface filled with shards of broken glass.
4,500	Distract	The character can make movements or gestures that automatically distract viewers who are not of advanced level for one round. The gesture will cause them to look in a direction that the character chooses.

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<b>Total Ability Points</b>	<b>Special Quality</b>	<b>Description</b>
7,000	Intuition	When in a closed environment with no wall farther than 50 feet/15 meters away, the character can sense the presence of something that does not belong there or should not be there. One also can sense where it is within a range of 10 feet/3 meters from the true position.
9,500	Know Fear	The character can detect fear in an opponent and automatically have the initiative. If the opponent has this quality, it works for both but the effects are negated.
12,000	Automatic Initiative	In a single attack in one encounter, the character automatically may claim the initiative against an opponent who is not of advanced level.
14,500	Hound's Nose	When in a closed environment with no wall farther than 50 feet/15 meters, the character can smell the scent of a single type of creature or folk or animal that is within 300 feet/90 meters. One must select the target creature in advance. For every 7,500 additional ability points, one may add another target creature.
17,000	Bloodhound's Nose	To use this ability, one must have smelled an object that was in possession of the target. When in a closed environment with no wall farther than 50 feet/ 15 meters, the character can smell the scent of the target and pinpoint its location, if it still is there. If not he or she can follow the scent to track it.
19,500	Ignore Magic*	Once daily, after being hit by a spell, diction or song that targets the character personally, he or she can shake off the effect and ignore it.
22,000	Cause Confusion	The character can make ventriloquistic sounds that distract all creatures who are not of advanced level within 30 feet/9 meters for three rounds. The sounds will draw the attention of those within range.
24,500	Slay	Once daily, with a natural roll to hit of 19 or 20 and a deadly weapon, the character immediately can slay an opponent who is not of advanced level whom he or she has hit successfully. The target cannot defend against being slain.

**Scout**

<b>Total Ability Points</b>	<b>Special Quality</b>	<b>Description</b>
2,000	Absolute Silence	The character can move through any environment silently, provided that such movement is possible and probable. One cannot, for instance, walk silently over land filled with dry, broken sticks.
4,500	Distract	The character can throw rocks, use range weapons, etc. that automatically distract viewers who are not of advanced level within 500 feet/150 meters for one round. The distraction will cause them to look in a direction that the character chooses.
7,000	Hound's Nose	When in an unsettled, outdoor environment, the character can smell the scent of a single type of creature or folk or animal that is within 300 feet/90 meters. one must select the target creature in advance. For every additional 7,500 ability points, one may add another target creature.
9,500	Intuition	When in an unsettled, outdoor environment, the character can sense the presence of something that does not belong there or should not be there if it is within 500 feet/150 meters. He or she also can sense where it is within a range of 50 feet/ 15 meters from the true position.
12,000	Bloodhound's Nose	When in an unsettled, outdoor environment, the character can smell the scent of a single type of creature or folk or animal that has passed within the last 24 hours. He or she also can follow the smell to track it. One must select the target creature in advance. For every additional 7,500 ability points one may add another target creature.

Total Ability Points	Special Quality	Description
14,500	Hear	The character knows the sounds that nature makes and those that living and undead creatures make. When in an unsettled, outdoor environment living or undead creatures make any significant sounds within 500 feet/150 meters, he or she can distinguish these from other sounds, and knows approximately where they originate.
17,000	Detect Distant Motion	The character is well accustomed to studying and concentrating upon distant landscapes. After 5 minutes of concentrated scrutiny in daylight, he or she will know with certainty if he or she sees substantial movement (Example: A riding party of four or more creatures) within 10 miles/16 km. After another 5 minutes, one will know about how large the moving body is and in what direction it is moving. If it is kicking up dust, one also will know that. However, this special quality will not overcome objects to vision such as mist, fog, etc.
19,500	Detect Night Motion	As <i>Detect Distant Motion</i> but effective in moonlight.
22,000	Automatic Initiative	In a single attack in one encounter, the character automatically may claim the initiative against an opponent who is not of advanced level.
24,500	Ignore Magic*	Once daily, after being hit by a spell, diction or song that targets the character personally, he or she can shake off the effect and ignore it.

**Spy**

Total Ability Points	Special Quality	Description
2,000	Absolute Silence	The character can move through any environment silently, provided that such movement is possible and probable. One cannot, for instance, walk silently over land filled with dry, broken sticks.
4,500	Hear	The character knows how to distinguish voices and through concentration how to focus upon a single voice. When in a closed environment with no wall farther than 50 feet/15 meters, one can distinguish and understand a chosen voice, even in a relatively noisy environment.
7,000	Echo Voice	The character knows how to distinguish voice patterns and how to emulate them perfectly. When in a closed environment with no wall farther than 50 feet/15 meters, one can reproduce any voice and voice pattern perfectly that one have heard for 5 minutes or more.
9,500	Photographic Memory	If the character makes a concentrated study of a document, a picture, a scene, etc. for 5 minutes per picture, page or scene, one can commit it to memory and recall it completely within 5+d20 days. In one day's time, one can memorize 20 scenes, pictures and pages.
12,000	Know Fear	The character detects fear in an opponent and automatically has the initiative. If the opponent has this quality, it works for both but the effects are negated.
14,500	Automatic Initiative	In a single attack in one encounter, the character automatically may claim the initiative against an opponent who is not of advanced level.
17,000	Hound's Nose	When in a closed environment with no wall farther than 50 feet/15 meters, the character can smell the scent of a single type of creature or folk or animal that is within 300 feet/90 meters. One must select the target creature in advance. For every additional 7,500 ability points, one may add another target creature.
19,500	Cause Confusion	The character can make ventriloquistic sounds of nature that distract all who are not of advanced level within 100 feet/30 meters for three rounds. The sounds will draw the attention of those within range.

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Total Ability Points	Special Quality	Description
22,000	Ignore Magic*	Once daily, after being hit by a spell, diction or song that targets the character personally, he or she can shake off the effect and ignore it.
24,500	Slay	Once daily, with a natural roll to hit of 19 or 20 and a deadly weapon, the character immediately can slay an opponent who is not of advanced level and whom one has hit successfully. The target cannot save or otherwise defend against being slain.

**Thief**

Total Ability Points	Special Quality	Description
2,000	Absolute Silence	The character can move through any environment silently, provided that such movement is possible and probable. One cannot, for instance, walk silently over a floor filled with shards of broken glass.
4,500	Distract	The character can make movements or gestures that automatically distract viewers who are not of advanced level for one round. The action will cause them to look in a direction that one chooses.
7,000	Intuition	When in a closed environment with no wall farther than 50 feet/15 meters, the character can sense the presence of something that does not belong there or should not be there. He or she also can sense where it is within a range of 10 feet/3 meters from the true position.
9,500	Sense Danger	The character automatically senses any danger within 100 feet/30 meters. This danger can be anything from unsafe floors or terrain to hidden foes and magical or non-magical traps. One cannot sense what the exact threat is, but one is certain that it is there.
12,000	Master Devices	The character can open locks and disable or disarm devices with 100% certainty and without a check.
14,500	Hound's Nose	When in a closed environment with no wall farther than 50 feet/15 meters, the character can smell the scent of a single type of creature or folk or animal that is within 300 feet/90 meters. One must select the target creature in advance. For every 7,500 additional ability points, one may add another target creature.
17,000	Cause Confusion	The character can make ventriloquistic sounds of nature that distract all who are not of advanced level within 100 feet/30 meters for 3 rounds. The sounds will draw the attention of those within range.
19,500	Automatic Initiative	In a single attack in one encounter, the character automatically may claim the initiative against an opponent who is not of advanced level.
22,000	Ignore Magic*	Once daily, after being hit by a spell, diction or song that targets you personally, the character can shake off the effect and ignore it.
24,500	Slay	Once daily, with a natural roll to hit of 19 or 20 and a deadly weapon, the character immediately can slay an opponent of who is not of advanced level whom he or she has hit successfully. The target cannot save or otherwise defend against being slain.



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