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Dungeons Daring™

Players Guide

Version 4.01

**A Fantasy Roleplaying Game
Free – With Open Game Content**

**4th
Edition**

Dungeons



Daring™

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A Fantasy Role Playing Game

Book 1 – Players Guide

Version 4.01

Authored by the *Vintyri™ Project*

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6.5 Determining Natural Abilities and Characteristics

Your player character also will have a number of other more specialized abilities. Languages are an important issue. Different people in the various parts of your adventuring world have various native tongues. Your character probably speaks the local tongue of his or her native land and a common tongue as well, but that is something to be determined together with your game master.

Literacy is another important issue. In a *Dungeons Daring* campaign, most commoners speak one or more languages, but few have little talent for reading and writing. Player characters, on the other hand, usually are literate in one or more languages. That, too, is a matter to work out with your game master.

The skills of a character decide what he or she is, can do and can become. If you've played other RPGs, you probably have decided your character's profession through selection of one or more character classes and then picked skills that help the character function well within the chosen class or classes.

Dungeons Daring works in a different manner. After determining your character's basic abilities and characteristics, you then define his or her remaining abilities and characteristics. These determine which additional skills and talents a character can command. The skills and talents of an adventurer also often are decisive in determining the outcome of an encounter. A player can choose any natural abilities and characteristics that he or she wishes for his or her PC as long as the PC meets the prerequisites for the selected skills.

In the following table, you'll find a list of the official natural basic abilities and characteristics. Detailed descriptions can be found in the texts that follow the table. There well may be additional abilities and characteristics available to you that your game master has created specifically for his or her adventure. If so, he or she will inform you.

One column in the table will have little meaning to you at this point: *Profession Groups*. *Dungeons daring* PCs have the option of choosing professions. That has yet to be explained. This column deals with that option. It *does not* limit the ability or skill to the listed profession groups.

However, by their very nature, some abilities and characteristics can be raised only to a certain level. Others require only single ability point or a specific number of ability fully effective. These limits are defined in the statistic *maximum*.



A smith employs his skills at the market

Natural Abilities & Characteristics

Ability or Characteristic	Description	Profession Groups
Appraisal	You can appraise the value of items	Mundane, Specialist
Camouflage	You can conceal yourself	Specialist
Coercion	You can coerce and intimidate creatures into performing deeds	Fighter, Specialist
Concentration	Your concentration is improved	Bardic, Magician, Naturalist, Service
Diplomacy	You are charismatic and convincing	Bardic, Specialist
Disable/Enable Device	You can disarm non-magical traps and other non-magical devices	Specialist
Escape Bindings	You can escape various forms of restraints	Specialist
Evasion	You can avoid magical and unusual attacks	Fighter, Specialist
Forgery	You can forge documents	Mundane, Specialist
Gather Information	You can get a general idea of a city's major news items	Specialist
Hide in Plain Sight	While in any sort of natural terrain, you can sneak while being observed	Specialist
Knowledge of Language	You can speak, read and write additional languages	Bardic, Mundane, Specialist
Knowledge of Local Matters	You are knowledgeable about legends, personalities, inhabitants, laws, customs, traditions, humanoids, etc.	Bardic, Mundane, Specialist
Knowledge of Nobility and Royalty	You are knowledgeable about lineages, heraldry, family trees, mottos, personalities, etc.	Bardic, Mundane, Specialist
Mettle	You can resist fear	Fighter
Notice Objects and Movement	You check every time something makes a noise or moves or you move into a new area	Fighter, Specialist
Open Locks	You can open normal locks	Specialist
Perform	You can perform various artistic techniques	Bardic, Mundane
Religion	You have knowledge of gods and goddesses, mythic history, ecclesiastic tradition, holy symbols, etc.	Mundane
Search	You are talented at finding traps, secret and hidden doors, etc.	Specialist
Sense Direction	Above ground, you automatically know where north, south, east and west are	Mundane, Naturalist, Specialist
Sneak	You can hide well and move quietly	Fighter, Specialist
Swim	You can swim for more than 1 minute	Fighter, Naturalist, Specialist
Tinker	You can make all kinds of minor repairs	Mundane
Track	You can follow tracks	Fighter, Naturalist, Specialist

Appraisal

Type: Ability

Group: Mental

Check: Appraisal points + d20 against a DL

Description: You can appraise the value of items. Appraising an item takes 1 minute (12 five-second rounds). Maximum: None.

Try Again: Not allowed.

Camouflage

Type: Ability

Group: Physical

Check: Camouflage score + sneak score + d20 vs. the opponent's notice objects and movements score + 10

Description: You can use your sneak ability in any sort of natural terrain, even if the terrain doesn't grant cover or concealment. Maximum: None.

Try Again: No

Coercion

Type: Ability

Group: Mental

Check: Coercion points + d20 vs. the opponent's stamina points + 10.

Description: Coercion has no automatic effect upon creatures of free will such as humans, halflings, half-elves, elves, dwarves, giants, dragons and unicorns. With a successful check, you can intimidate and coerce creatures without free will into performing certain actions. If used against NPC creatures without free will, the game master must decide whether the target yields its will to the coercion after a successful check. Maximum: None.

Try Again: No

Concentration

Type: Ability

Group: Mental

Check: Concentration points + d20 vs. a DL set by the game master.

Check at 0 Points: No.

Description: Your chance to concentrate is improved. If the modified concentration check succeeds, you may continue with the action as normal. If the check fails, the action automatically fails and is wasted. If you were in the process of casting a spell, the spell fails and the magic points are lost. If you were concentrating on an active spell, the spell ends as if you had ceased concentrating on it. If you were directing a spell, the direction fails but the spell remains active. If you were using a spell-like ability, that use of the ability is lost. If you were concentrating upon academic, strategic and similar matters, you lose your train of thought and must start your considerations anew. Use of another skill or characteristic that requires concentration also fails, and in some cases a failed check may have other ramifications. If more than one type of distraction is present, make a check for each one. Maximum: None.

Try Again: No

Diplomacy

Type: Characteristic

Group: Mental

Check: Diplomacy + d20 vs. a DL

Description: Adds a charismatic element to arguments that give the character an edge if the check succeeds. This will not negate the free will of a creature. Maximum: None.

Try Again: No

Disable/Enable Device

Type: Ability

Group: Physical

Check: Disable/Enable Device +d20 vs. a DL. The check is made secretly by the game master, so you don't necessarily know whether you've succeeded. If the check succeeds, you disable the device. If it fails by 4 or less, you have failed but can try again. If you fail by 5 or more, something goes wrong. If the device is a trap, you spring it. If you're attempting some sort of sabotage, you think the device is disabled, but it still works normally. You also can rig simple devices such as saddles or wagon wheels to work normally for a while and then fail or fall off some time later (usually after d4 rounds or minutes of use).

Description: You can disarm non-magical traps and other non-magical devices. Maximum: None.

Try Again: No

Escape Bindings

Type: Ability

Group: Physical

Check: Escape Bindings + d20 vs. a DL as described below.

Description: This skill gives you the chance to escape various forms of restraints. Making a check to escape from rope bindings, manacles, or other restraints (except a wrestler) requires 1 minute of work. Escaping from a net or a trapping spell, a wrestle or pin takes 1 round (5 seconds). Squeezing through a tight space takes at least 1 minute, maybe longer, depending on how long the space is. Maximum: The character's dexterity score. There are the following types of checks:

- **Ropes:** Your check is opposed by the binder's Use Rope check.
- **Manacles and Masterwork Manacles:** The DL for manacles is set by the DM on the basis of their construction.
- **Tight Space:** The checks against DLs are for getting through a space where your head fits but your shoulders don't. If the space is long you may need to make multiple checks. You can't get through a space that your head does not fit through.

Try Again: Varies. You can make another check after a failed check if you're squeezing your way through a tight space, making multiple checks. If the situation permits, you can make additional checks, or even take 20, as long as you're not being actively opposed.

Evasion

Type: Ability

Group: Physical

Check: Evasion + Dexterity + d20 vs. a DL as described below. Maximum: None.

Description: You can avoid even magical and unusual attacks with great agility. Evasion stacks with dexterity in such situations. Evasion can be used only if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.

Try Again: No.

Forgery

Type: Ability

Group: Mental

Check: Forgery + d20. Forgery requires writing materials appropriate to the document being forged, enough light or sufficient visual acuity to see the details of what you're writing, wax for seals (if appropriate), and some time. To forge a document on which the handwriting is not specific to a person (military orders, a government decree, a business ledger, or the like), you need only to have seen a similar document before, and you gain a +8 edge on your check. To forge a signature, you need an autograph of that person to copy, and you gain a +4 edge on the check. To forge a longer document written in the hand of some particular person, a large sample of that person's handwriting is needed. Your check is opposed by the forgery check of the person who examines the document to check its authenticity. The opposing check is made secretly. Therefore, you're uncertain how successful your forgery is. No check is made until someone examines the work. Maximum: None. Modifiers for such checks are:

Condition	Reader's Forgery Check Edge/Handicap
Type of document unknown to reader	-2
Type of document somewhat known to reader	+0
Type of document well known to reader	+2
Handwriting not known to reader	-2
Handwriting somewhat known to reader	+0
Handwriting intimately known to reader	+2
Reader only casually reviews the document	-2

Description: You can forge documents. Forgery requires writing materials appropriate to the document being forged, enough light or sufficient visual acuity to see the details of what you're writing, wax for seals, if necessary, and time. Forging a very short and simple document takes about 1 minute. A longer or more complex document takes d4 minutes per page.

Try Again: Usually, no. A retry is never possible after a particular reader detects a particular forgery. But the document created by the forger still might fool someone else. The result of a forgery check for a particular document must be used for every instance of a different reader examining the document. No reader can attempt to detect a particular forgery more than once; if that one opposed check goes in favor of the forger, then the reader can't try using his own skill again, even if he's suspicious about the document.

Gather Information

Type: Characteristic

Group: Mental

Commitment: None

Check: Gather Information + d20 vs. a DL. The higher your check result, the better the information. If you want to find out about a specific rumor, or a specific item, or obtain a map, or do something else along those lines, the DL is higher.

Description: An evening's time and a few gold pieces for buying drinks and making friends get you a general idea of a city's major news items, assuming there are no obvious reasons why the information would be withheld. A typical Gather Information check takes d4+1 hours. Maximum: None.

Try Again: Yes, but it takes time for each check. Furthermore, you may draw attention to yourself if you repeatedly pursue a certain type of information.

Hide in Plain Sight

Type: Ability

Group: Physical

Commitment: None

Check: Hide in plain sight + sneak + d20 vs. a DL. The higher your check result, the better the information. This ability enhances your sneak ability. If you want to find out about a specific rumor, or a specific item, or obtain a map, or do something else along those lines, the DL is higher.

Description: While in any sort of natural terrain, you can use the sneak ability even while being observed. Maximum: None.

Try Again: Yes, but it takes time for each check. Furthermore, you may draw attention to yourself if you repeatedly pursue a certain type of information.

Knowledge of Language

Type: Characteristic

Group: Mental

Profession Group(s): Mundane, Specialist

Commitment: None

Check: None for simple sentences. You check against a DL in difficult cases.

Description: All PCs know the campaign setting's common tongue (if any) and their native tongue. With this skill you can speak, read and write an additional language per point. This is a free action. Maximum: None.

Try Again: Yes, but it takes time for each check. Furthermore, you may draw attention to yourself if you repeatedly pursue a certain type of information.

Knowledge of Local Matters

Type: Characteristic

Group: Mental

Commitment: None

Check: None for simple knowledge. You check against a DL in difficult cases.

Description: You are knowledgeable about legends, personalities, inhabitants, laws, customs, traditions, humanoids, etc. Maximum: None. This is a free action.

Try Again: Not applicable

Knowledge of Nobility and Royalty

Type: Characteristic

Group: Mental

Commitment: None

Check: None for simple knowledge. You check against a DL in difficult cases.

Description: You are knowledgeable about lineages, heraldry, family trees, mottos, personalities, etc. This is a free action. Maximum: None.

Try Again: Not applicable

Mettle

Type: Characteristic

Group: Mental

Commitment: None

Check: Mettle + d20 vs. a DL or a creature ability check.

Description: You are determined and have tenacity. A successful check wards off any fear you might have. Maximum: The character's stamina score.

Try Again: Not applicable

Notice Objects and Movement

Type: Ability

Group: Mental

Commitment: None

Check: Notice Objects & Movements+ d20 vs. a DL or a creature ability check.

Description: Every time someone or something makes a noise or moves or you move into a new area, you can make a check without using an action. Sometimes a creature isn't intentionally hiding or trying to be quiet, but is still difficult to see or hear it, so a successful check is necessary to detect it. Notice objects and movement also is used to detect someone in disguise and to read lips. This ability also may be called to determine the distance at which an encounter begins. A handicap might apply on such checks, depending on the distance between the two individuals or groups, and an additional handicap may apply if the character making the check is distracted or otherwise not concentrating upon being observant. To understand what someone is saying by reading lips, you must be within 6 spaces of the speaker, be able to see him or her speak, and understand the speaker's language. You must maintain a line of sight to the lips being read. If your Notice Objects and Movement check succeeds, you can understand the general content of a minute's worth of speaking, but you still miss certain details. Maximum: None.

Try Again: Yes. Trying to notice something you failed to detect previously is a one-round (5 seconds) action. You can attempt to read lips once per minute.

Open Locks

Type: Ability

Group: Physical

Commitment: None

Check: Open Locks+ d20 vs. a DL.

Description: Attempting an Open Lock check without a set of thieves' tools imposes a -2 circumstance handicap on the check, even if a simple tool is employed. If you use masterwork thieves' tools, you gain a +2 edge on the check. Opening a lock is a 1-minute action. Maximum: None.

Try Again: Yes.

Perform

Type: Ability

Group: Mental

Commitment: None

Check: Perform+ d20 vs. a DL.

Description: You could have ability points in several perform skills, each with its own points. Each of the categories of the perform ability includes a variety of methods, instruments, or techniques, a small list of which is provided below. The type of action varies. Trying to earn money by playing in public requires anywhere from an evening's work to a full day's performance. Maximum: None.

- **Act** (comedy, drama, mime)
- **Comedy** (buffoonery, limericks, joke-telling)
- **Dance** (ballet, waltz, jig)
- **Keyboard instruments** (harpsichord, piano, pipe organ)
- **Oratory** (epic, ode, storytelling)
- **Percussion instruments** (bells, chimes, drums, gong)
- **String instruments** (fiddle, harp, lute, mandolin)
- **Wind instruments** (flute, pan pipes, recorder, trumpet)
- **Sing** (ballad, chant, melody)

Try Again: Yes. Retries are allowed, but not with the same audience. They don't negate previous failures, and an audience that has been unimpressed in the past is likely to be prejudiced against future performances

Religion

Type: Characteristic

Group: Mental

Commitment: None

Check: Normally none. Religion + d20 against a DL for more difficult tasks.

Description: You have knowledge of gods and goddesses, mythic history, ecclesiastic tradition, holy symbols, etc. A check is a free action. Maximum: None.

Try Again: Yes.

Search

Type: Ability

Group: Mental

Commitment: None

Check: Search +d20 vs. a DL. You generally must be within 2 spaces of the object or surface to be searched. The DL for varies with the difficulty of the search task. You generally must be within 2 spaces of the object or surface to be searched. Anyone can use search to find a trap with a DL of 20 or lower. The trap-finding ability is required for traps with a DL of 21 and higher. A dwarf, even one who is not a specialist, can use the search ability to find a difficult trap if the trap is dwarven structural trap.

Description: You are talented at finding traps, secret and hidden doors, etc. It takes a one-round (5 seconds) action to search a 1 space square area or a volume of goods 1 cubic space in size. Maximum: None.

Try again: Not applicable.

Sense Direction

Type: Characteristic

Group: Mental

Commitment: None

Check: Sense direction +d20. Above ground in daylight or at night with starlight, no check is necessary. On a starless night or underground check against a DL.

Description: Above ground in daylight or at night with starlight, you automatically know where north, south, east and west are. On a starless night or underground you have a good chance of sensing direction. Maximum: None.

Try again: Not applicable.

Sneak

Type: Ability

Group: Physical

Commitment: None

Check: Sneak + d20. Your check usually is opposed by the notice objects and movement check of anyone who might see or hear you, although in some cases there may be a DL instead. You can move up to one-half your normal speed with no handicap. When moving at a speed greater than one-half but less than your full speed, you have a -5 handicap on your check roll. It's very difficult (-20 handicap) to sneak or remain unseen while running or charging. Noisy surfaces, such as bogs or undergrowth, are hard to move across silently. A creature larger or smaller than a human has a size edge or handicap on checks to be seen, depending upon its size category. You need cover or concealment in order to attempt a check to remain unseen. No check is needed if you have total cover and you make no noise. If people are observing you, even casually, you can't hide from a notice objects and movement check. You can run around a corner or behind cover so that you're out of sight and then hide, but the others then know at least where you went. If your observers are momentarily distracted, though, you can attempt to hide. While the others turn their attention from you, you can attempt a check to determine if you can get to a hiding place of some kind. As a general guideline, the hiding place has to be within 1 ft/30 cm per point you have in the ability sneak. This check, however, is made at a -10 handicap because you have to move fast.

- **Sniping:** If you've already successfully hidden at least 2 spaces from your target, you can make one ranged attack, then immediately hide again. You have a -20 handicap on your check to conceal yourself after the shot.
- **Creating a Diversion to Hide:** If circumstances allow, you may be able to create a diversion to help you hide.
- **Special:** If you are invisible and immobile, you gain a +40 edge on checks to avoid being seen. The edge is +20 if you're invisible and moving.

Description: You can hide and move quietly. Normally, you make a check as part of movement, so it doesn't take a separate action. However, hiding immediately after a ranged attack is a move action. Maximum: None.

Try again: Not applicable.

Swim

Type: Ability

Group: Physical

Commitment: None

Check: Swim + d20 vs. a DL. You make a check once per minute while you are in the water. Success means you may swim at up to one-half your base speed as a one-round (5 seconds) action or at one-quarter your speed as a move action. If you fail by 4 or less, you make no progress through the water. If you fail by 5 or more, you go underwater. If you are underwater, either because you failed a check or because you are swimming underwater intentionally, you must hold your breath. You can hold your breath for a number of 5-second rounds equal to your stamina score, but only if you do nothing other than take move actions or free actions. If you take a one-round (5 seconds) action or longer, the remainder of the duration for which you can hold your breath is reduced by 1 round (5 seconds). Effectively, a character in combat can hold his or her breath only half as long as normal. After that period of time, you must make a stamina check every round to continue holding your breath. Each round, the DL for that check increases by 1. If you fail the stamina check, you begin to drown. The DL for the check depends on the condition of the water.

Description: You can swim for more than one minute. A successful check allows you to swim one-quarter of your speed as a move action or one-half your speed as a one-round action. Maximum: None.

Try again: Not applicable.

Tinker

Type: Ability

Group: Physical

Commitment: None

Check: Tinker +d20 vs. a DL. The DL reflects the difficulty of the task.

Description: You're talented at making all kinds of minor repairs up to difficulty levels that could be performed by an apprentice. However, you do not have the skills of a journeyman or master. At times (when your check is better than the DL), you might succeed in making a specific repair at journeyman level. You have no ability, regardless of check results, to make master level repairs. Maximum: None.

Try again: Yes for repairs up to apprentice level, provided that you have not broken the item beyond repair on your first attempt. No for journeyman level repairs.

Track

Type: Characteristic

Group: Mental

Commitment: None

Check: Track +d20 vs. a DL. The DL reflects the difficulty of the task.

To find tracks or to follow them for 1 mile/1.6km requires a successful tracking check. You must make another check every time the tracks become difficult to follow. You move at half your normal speed (or at your normal speed with a –5 handicap on the check, or at up to twice your normal speed with a –20 handicap on the check). The DL depends on the surface and the prevailing conditions, as given on the following table. Maximum: None.

Table: Tracking

Surface	Wilderness Survival DL
Very soft ground	5
Soft ground	10
Firm ground	15
Hard ground	20

- **Very Soft Ground:** Any surface (fresh snow, thick dust, wet mud) that holds deep, clear impressions of footprints.
- **Soft Ground:** Any surface soft enough to yield to pressure, but firmer than wet mud or fresh snow, in which a creature leaves frequent but shallow footprints.
- **Firm Ground:** Most normal outdoor surfaces (such as lawns, fields, woods, and the like) or exceptionally soft or dirty indoor surfaces (thick rugs and very dirty or dusty floors). The creature might leave some traces (broken branches or tufts of hair), but it leaves only occasional or partial footprints.
- **Hard Ground:** Any surface that doesn't hold footprints at all, such as bare rock or an indoor floor. Most streambeds fall into this category, since any footprints left behind are obscured or washed away. The creature leaves only traces (scuff marks or displaced pebbles). Several modifiers may apply to the Wilderness Survival check, as given on the table on the previous page.

Difficulty Level Modifiers

Condition	DL Modifier
Every three creatures in the group being tracked	–1
Size of creature or creatures being tracked¹:	
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium	+0
Large	–1
Huge	–2
Gargantuan	–4
Colossal	–8
Every 24 hours since the trail was made	+1
Every hour of rain since the trail was made	+1
Fresh snow cover since the trail was made	+10
Poor visibility²:	
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3
Tracked party hides trail (and moves at half speed)	+5

¹ For a group of mixed sizes, apply only the modifier for the largest size category.

² Apply only the greatest modifier from this category.

Description: You can follow tracks. Tracking is a one-round action in every round in which you track. Maximum: None.

Try again: If you fail a check, you can retry after 1 hour (outdoors) or 10 minutes (indoors) of searching.



The locksmith is an artisan with a craft ability.

6.6 Determining Learned Abilities and Characteristics

After the PC has gone off on a campaign, the question of whether his or her player can assign new ability and characteristic points to any of these categories depends upon whether the PC actually has gained experience in the particular field. That is a decision that requires the game master's concurrence.

The degree to which a PC can handle a horse or a pony might be an example. *Dungeons Daring* assumes that every PC can ride a mount in a basic manner. In an adventure, the game master might define several difficult situations for a rider and require checks to see if the PC succeeds. The next time that the game master awards new ability and characteristic points, the PC's player might wish to assign some of those points to the ability *Ride Mount*, to reflect an improvement in riding skills. If the game master agrees that the desired amount of experience has been gained, he or she will approve this point assignment.

On the other hand, another player might have a PC who fights with both spells and a sword. In actual combat situations, the PC has made little use of his or her spells, relying mostly on sword swinging. Despite that, the player might want to add points to the ability *Combat Casting*. The game master could, in this case, veto or limit the point assignment, because the PC has had little or no experience to merit such an assignment.

In the following table, you'll find a list of the official learned abilities and characteristics. Detailed descriptions can be found in the texts that follow the table. There well may be additional abilities and characteristics available to you that your game master has created specifically for his or her adventure. If so, he or she will inform you.

Learned Abilities & Characteristics

Ability or Characteristic	Description	Profession Groups
Arcane Knowledge	You are knowledgeable in ancient magical lore and mysteries	Bardic, magician
Armor Proficiency	You are proficient in the use of one type of armor	Fighter, Naturalist
Assimilate Staves	you can read another stainer's stave, understand it and duplicate it without research.	Magician
Bind Familiar	You can bind an animal familiar to your service	Bardic, Magician, Naturalist
Casting in Combat	Your concentration during combat improves	Bardic, Magician, Naturalist, Service
Cleaving	Your close combat damage is enhanced	Fighter
Craft	You have artisan skills	Mundane
Craft Toxins	You can create poisons	Service, Specialist
Create Herbal Medicines	You can make herbal remedies	Service
Crippling Strike	You can sneak attack opponents with precision	Fighter, Specialist
Death Attack	Your sneak attack has the additional effect of possibly either paralyzing or killing the target	Fighter, Specialist
Decipher Magical Script	You understand the general content of a magical script	Bardic, Naturalist
Defend Mount	Defend your mount against attack	Fighter
Defensive Roll	You can roll with a potentially lethal blow to take less damage	Fighter, Specialist
Detect Magic	You can detect magical auras.	Bardic, Magician, Naturalist
Dual-Handed Fighting	You can use two close combat weapons simultaneously with equal skill.	Fighter
Evade Traps	You can avoid magical and unusual traps	Fighter, Specialist
Flourish Spell	Your understanding of plants and herbs allows you to redirect spell energies into the healing and restoration of any plant	Service
Handle Animals	You can handle and train animals.	Fighter, Naturalist
Heal	You have various healing abilities	Naturalist, Service
Herbalistic Knowledge	You have knowledge of herbs and their medicinal and other uses	Naturalist, Service
Improved Evasion	Evade attacks with little or no damage	Specialist

Learned Abilities & Characteristics (continued)

Ability or Characteristic	Description	Profession Groups
Improved Uncanny Dodge	You no longer can be the victim of a sneak attack or a death attack when you are capable of acting	Fighter, Specialist
Interactive Reaction	Your initiative checks are improved	Fighter, Specialist
Knowledge of Architecture and Engineering	You are knowledgeable about buildings and most other types of construction in the surface world	Mundane, Specialist
Knowledge of Dungeons	You are knowledgeable about aberrations, caverns, dungeons, oozes, spelunking and constructions in the subterranean world	Mundane, Specialist
Knowledge of Geography	You are knowledgeable about lands, terrain, climates, people, etc.	Mundane, Specialist
Knowledge of Nature	You are knowledgeable about plants, animals, mutations and weather, etc.	Mundane, Naturalist, Service
Make Diagnoses	You have insight into deducing ailments or afflictions	Naturalist, Service
Mounted Archery	You can use a ranged weapon at a reduced handicap while mounted	Fighter
Nature Sense	You gain an edge on Knowledge of Nature and Wilderness Survival checks	Fighter, Naturalist
Point Blank Shot	You have an edge with ranged weapons at ranges of up to 6 spaces	Fighter
Power Attack	You can reduce your attack roll and add the reduction to your damage roll	Fighter
Rapid Reload (Crossbow)	The time to reload your crossbow is reduced	Fighter
Rapid Shot	You can get one extra attack per round with a ranged weapon	Fighter
Read and Write Magic	You can read spellbooks and other magical texts	Bardic, Naturalist
Resist Nature's Lure	You gain an edge against the spell-like abilities of all creatures in the Nymph group	Naturalist
Ride Mount	You can react instantly to guide your mount with your knees so that you can use both hands in combat	Fighter
Runic Knowledge	You have knowledge and understand lore pertaining to the cutting, staining and ensorcelling of magical runes as practiced by dwarves and giants	Bardic, Magician, Specialist
Sense Magic	You have a natural talent for sensing the presence of magic within 500 ft/150 m	Magician, Mundane, Specialist
Sense Mechanics	You have a natural talent for sensing the presence of converted mechanical energy within 500 ft/150 m	Magician, Mundane, Specialist
Sense Motive	You can avoid being fooled	Bardic, Specialist
Sense Traps	You gain an intuitive sense that alerts you to danger from traps	Mundane, Specialist
Sense Advanced Traps	You have a natural talent for sensing the presence of magical traps within 500 ft/150 m	Mundane, Specialist
Sleight of Hand	You can pick pockets, palm objects and hide small items	Specialist
Sneak Attack	If you can catch an opponent when he or she is unable to defend him- or herself effectively from the attack, you can strike a vital spot for extra damage	Fighter, Specialist
Spellcasting/Magic	You can cast spells or use bardic magic	Bardic, Magician, Naturalist
Spellcraft	You can identify spells as they are cast or spells already in place	Bardic, Magician, Naturalist
Swift Tracker	You can move at your normal speed while following tracks	Fighter, Naturalist, Specialist
Trackless Step	You leave no trail in natural surroundings and cannot be tracked	Naturalist, Specialist
Trap-Finding	You can locate difficult traps	Specialist

Learned Abilities & Characteristics (continued)

Ability or Characteristic	Description	Profession Groups
Tumble	You can land softly when you fall or tumble past opponents	Fighter, Specialist
Uncanny Dodge	You can react to danger before your senses normally would allow	Fighter, Specialist
Use Magical Device	Use this skill to activate magical devices you ordinarily would not be able to use	Bardic, Magician, Naturalist
Use Rope	You can do complicated rope tasks	Specialist
Venom Immunity	You are immune to all animal poisons	Naturalist
Weapon Proficiency: Close Combat	You can use a close combat weapon	All
Weapon Proficiency: Ranged	You can use a ranged weapon	All
Wild Empathy	You can improve the attitude of an animal	Naturalist
Wild Shape	You can take the form of a wild creature	Naturalist
Wild Shape Spellcasting	You can cast spells while in wild shape form	Naturalist
Wilderness Survival	You can keep yourself and others safe and fed in the wilderness if food is available	Fighter, Naturalist
Woodland Stride	You may move through any sort of undergrowth at your normal speed	Naturalist

Arcane Knowledge

Type: Characteristic

Group: Mental

Profession Group(s): Bardic, Magician, Naturalist

Prerequisites: Magical aptitude 14

Commitment: 1 point minimum. Maximum: None.

Check: Arcane knowledge points + d20 against a DL to answer a question within this field of study. A successful check also allows you to remember a bit of useful information. For every 5 points by which your check result exceeds the DL, you recall another piece of useful information

Check at 0 Points: No

Description: Arcane Knowledge represents a study of the lore of ancient mysteries, magic traditions, arcane symbols, cryptic phrases, constructs, dragons, magical beasts, etc.

Try Again: Not allowed. The check represents what you know, and thinking about a topic a second time doesn't let you know something that you never learned in the first place.

Armor Proficiency

Type: Ability

Group: Physical

Profession Group(s): Warrior

Prerequisites: None

Commitment: 2 points of armor proficiency per type of armor. Use of an armor type without a proficiency results in a dexterity handicap of -2 all the while the armor is worn. Maximum: 2 per armor type.

Check: None

Check at 0 Points: No

Description: Members of the warrior profession need use only one point of armor proficiency to be proficient with all types of armor. All other PCs require 1 point for each type of armor used.

Try Again: Not applicable.

Assimilate Staves

Type: Ability

Group: Mental

Profession Group(s): Magician

Prerequisites: Dwarven or giant folk, can cut staves, magical aptitude 20

Commitment: Minimum 1 point. Maximum: None.

Check: Assimilate staves + d20 vs. a DL. The DL reflects the difficulty of the task.

Description: With a successful check, you can read another stainer's stave, understand it and duplicate it without research. Stave assimilation is a day-long action.

Try again: Only with an increase in ability points in assimilates staves is a new attempt possible.

Bind Familiar

Type: Ability

Group: Physical

Profession Group(s): Bardic, Magician, Naturalist

Prerequisites: Magical aptitude 12, can cast bardic, magical or naturalist spells

Commitment: 3 points to gain a familiar. Maximum: 3.

Check: Normally none necessary

Description: You can gain a natural animal familiar of your choosing up to human size. You can communicate telepathically with your familiar and ask it to perform deeds for you. Only if you ask the familiar to do a deed contrary to its nature must you make a check of bind familiar + d20 vs. a DL equal to the familiar's stamina score + 10.

Try Again: No.

Cleaving

Type: Ability

Group: Physical

Profession Group(s): Warrior

Prerequisites: Strength 15, Dexterity 15

Commitment: 5 points (one-time commitment). Maximum: 5.

Check: None

Description: If you deal a creature enough damage to make it drop (typically by dropping it to below 0 injury points or killing it), you get an immediate, extra close combat attack against another creature within reach. You cannot take a move action before making this extra attack. The extra attack is with the same weapon and at the same edge as the attack that dropped the previous creature. You can use this ability once per 5-second round.

Try Again: Not applicable

Craft

Type: Ability

Group: Physical

Profession Group(s): Mundane

Prerequisites: At least one point *Mechanical Aptitude* per point of *Craft* up to 18 points. Beginning with the 19th point of *Craft* no further requirement.

Commitment: 5 points per craft. Maximum: 5 each.

Check: Special, see below

Description: Craft represents a number of separate artisan's skills. You could have several craft skills. If so, you must commit 5 points to each skill. A craft skill gives you the chance to create something common to an artisan's craft. If you succeed, what you make is at a quality level that would correspond to the work of a new journeyman in the craft. To become a journeyman, you must have 5 points in craft, and to become a master artisan, you must have 10 points in craft. You know how to use the tools of the trade, how to perform the craft's daily tasks and how to handle common problems. The basic function of the craft skill, however, is to allow you to make an item of the appropriate type. You check for craft with your craft points for the craft in question + d20 against a DL based upon the complexity of the item to be created. All crafts require artisan's tools to give the best chance of success. Generally, you also can repair an item by making checks against the same DL that it took to make the item in the first place. The cost of repairing an item is 20% of the item's price.

Try Again: No

Craft Toxins

Type: Ability

Group: Mental

Profession Group(s): Service, Specialist

Prerequisites: None

Commitment: Minimum 1 point. Maximum: None.

Check: Craft toxins points + d20 vs. a DL set by the game master to succeed

Description: Making poisons and toxins takes a number of hours equal to the creation DL of the toxin.

Try Again: Yes, but each time with new ingredients and starting all over

Create Herbal Medicines

Type: Ability

Group: Mental

Profession Group(s): Service

Prerequisites: None

Commitment: Minimum 1 point. Maximum: None.

Check: None or create herbal medicines points + d20 against a DL for complicated creations

Description: You can create herbal medicines. You understand how to apply herbs medicinally and you can brew or create herbal teas, oiled preserves, cooked preserves, salves, powders, poultices, wines, liqueurs, etc.

Try Again: Yes, but each time with new ingredients and starting all over

Crippling Strike

Type: Ability

Group: Physical

Profession Group(s): Warrior, Specialist

Prerequisites: *Strength* 12, *dexterity* 16, *sneak* 14

Commitment: Minimum 1 point. Maximum: None.

Check: Crippling strike points + d20 vs. the opponent's evasion points + 10.

Description: A crippling strike is an advanced form of a sneak attack. You can sneak attack opponents with such precision that your blows weaken and hamper the target. An opponent damaged by a sneak attack also takes 2 points of strength damage. Ability points lost to damage return on their own at the rate of 1 point per day for each damaged ability.

Try Again: No

Death Attack

Type: Ability

Group: Physical

Profession Group(s): Warrior, Specialist

Prerequisites: 5 points *Crippling Strike*

Commitment: Minimum 1 point. Maximum: None.

Check (Double): Death attack points + d20 (one throw) against *both* the opponent's evasion points + 10 *and* the foe's stamina points + 10.

Description: A death attack is an advanced form of a sneak attack. If you study your victim for 3 minutes (36 rounds) and then make a death attack with a close combat weapon that successfully deals damage, the death attack has the additional effect of possibly either paralyzing or killing the target (your choice). While studying the victim, you can undertake other actions so long as your attention stays focused upon the target and the target either does not notice you or does not recognize you as a potential enemy. You must succeed in the basic evasion check, and your check result also must succeed against the opponent's stamina check. If the attack succeeds, the target is paralyzed and is helpless for d6 rounds (5-30 seconds) plus 1 round (5 seconds) every point that you have in the ability death attack. If the attack fails against the stamina check, the target will be fully aware of you and can prepare to combat you. If you wish to slay the target after paralyzing it, you may do so automatically.

Try Again: No

Decipher Magical Script

Type: Ability

Group: Mental

Profession Group(s): Bardic, Naturalist

Prerequisites: 5 points *magical aptitude* (Not required for those with the ability read and write magic)

Commitment: 1 point minimum. Maximum: None.

Check: Decipher magical script points + d20 vs. a DL

Description: If your check succeeds, you understand the general content of a piece of writing about one page long or the equivalent. If the check fails, you fail to understand the script. Deciphering the equivalent of a single page of script takes 1 minute (12 consecutive five-second rounds).

Try Again: No

Defend Mount

Type: Ability

Group: Physical

Profession Group(s): Warrior

Prerequisites: 12 points *strength*, 15 points *dexterity*, 5 points *ride mount*

Commitment: 1 point minimum. Maximum: None.

Check: Defend mount points + d20 vs. a DL

Description: Once per 5-second round when your mount would be hit in combat, you may attempt to negate the hit. The hit is negated if your check result succeeds.

Try Again: No

Defensive Roll

Type: Ability

Group: Physical

Profession Group(s): Warrior, Specialist

Prerequisites: 16 points *dexterity*

Commitment: 1 point minimum. Maximum: None.

Check: Defensive roll points + d20 vs. a DL equal to the damage that would be dealt

Description: You can roll with a potentially lethal blow to take less damage from it than you otherwise would sustain. Once daily, when you would be reduced to 0 stamina points by damage in combat from a weapon or other blow (but not from not a spell or special ability), you can attempt to roll with the damage.. You must be aware of the attack and be able to react to it in order to use a defensive roll. Your evasion ability does not apply to the defensive roll. If the check succeeds, you take only half damage from the blow; if it fails, you take full damage. Using this ability constitutes a move action.

Try Again: No

Detect Magic

Type: Characteristic

Group: Mental

Profession Group(s): Bardic, Magician, Naturalist

Prerequisites: 5 points *magical aptitude*

Commitment: 1 point minimum. Maximum: None.

Check: Detect magic points + d20 vs. a DL equal to the magic's magic point requirement + 10. Each check constitutes a full round action.

Description: You can detect magical auras. The amount of information revealed depends on how long you study a particular area or subject.

- **1st Round:** You detect the presence or absence of magical auras with a successful check.
- **2nd Round:** You detect the number of different magical auras and the power of the most potent aura with a second successful check..
- **3rd Round:** You detect the strength and location of each aura with a new successful check per each aura. If the items or creatures bearing the auras are in line of sight, you can also make an Arcane Knowledge check to determine the school of magic involved in each with a new check for each aura.

Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras. An aura's power depends on a spell's or item's magic point requirement. If an aura falls into more than one category, detect magic indicates the stronger of the two.

Aura Power

Spell or Object	Faint	Moderate	Strong	Overwhelming
Functioning spell (magic points)	4 or less	5-7	6-10	11+
Magic item (magic points)	5th or lower	6-11 th	12-20	21+ (incl. artifacts)

A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). Detect Magic indicates an aura strength of dim (even weaker than a faint aura) at such a location. How long the aura lingers at this dim level depends on its original power:

Original Strength	Duration of Lingerin g Aura
Faint	d6 rounds
Moderate	d6 minutes
Strong	d6x10 minutes
Overwhelming	d6 days

With this skill your detection can penetrate barriers, but 1 ft/30 cm of stone, 1 inch/2,5 cm of common metal, a thin sheet of lead, or 3 ft/90 cm of wood or dirt blocks it.

Try Again: No

Dual-Handed Fighting

Type: Ability

Group: Physical

Profession Group(s): Warrior, Specialist

Prerequisites: 12 points *strength*, 16 points *dexterity*

Commitment: 1 point minimum. Maximum: 1.

Check: None

Description: You can use two close combat weapons simultaneously with normal attack check for both at a handicap of -1 each. The second weapon attacks after all attacks on both sides in the initiative sequence. If more than one combatant has this ability, the initiative sequence is used again for the second set of attacks.

Try Again: Not applicable.

Evade Traps

Type: Characteristic

Group: Physical

Profession Group(s): Warrior, Specialist

Prerequisites: 14 points *dexterity*

Commitment: 1 point. Maximum: None.

Check: Evade Traps + d20

Description: You can avoid magical and unusual traps with great agility. If your check succeeds against an attack that normally deals half damage on a successful defense, you sustain no damage. If you are helpless, you do not gain the benefit of evasion.

Try Again: No

Flourish Spell

Type: Ability

Group: Mental

Profession Group(s): Service

Prerequisites: Can use healers' spells, 10 points heal, 3 points herbalistic knowledge

Commitment: 1 point minimum with 1 point needed for each magic point of the spell being redirected. A spell with a requirement of 5 magic points, for example, can be redirected only if the caster has at least 5 points in the ability *Flourish Spell*. Maximum: 15.

Check: None

Description: Your understanding of plants and herbs allows you to redirect spell energies into the healing and restoration of any plant. You can change the effects of any Abjuration, Conjunction, Enchantment, Evocation or Transmutation spell and force the energy into a plant to speed it through seasonal growth and changes. Any original effects of the spell are negated in favor of the energy's use in reviving and affecting plant tissues. For each magic point of the original spell, the plant undergoes the changes of one season. If the plant is damaged or dying, it can be healed partially by sacrificing one magic point to heal it rather than force a season of growth upon it. If two magic points are used, the plant is completely healed and healthy according to its current season. This ability is used in emergencies to produce food for starving adventurers or to find the necessary ingredients for an herbal creation despite the current season. It is also used by high-ranking herbalists and spellcasters to aid the forests by healing sick trees, ensuring that saplings survive their first winter by speeding up their growth, etc.

Try Again: Not applicable

Handle Animals

Type: Characteristic

Group: Mental

Profession Group(s): Warrior, Naturalist

Prerequisites: None

Commitment: 1 point minimum. Maximum: None.

Check: *Handle animals* + d20 vs. a DL

Description: You can handle and train animals. The animal must, of course, be able to do what it is taught.

- **Handle an Animal:** This task involves commanding an animal to perform a task or trick that it knows. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DL is higher. If your check succeeds, the animal performs the task or trick on its next action.
- **Push an Animal:** To push an animal means to get it to perform a task or trick that it doesn't know but is physically capable of performing. This category also covers making an animal perform a forced march or forcing it to hustle for more than 1 hour between sleep cycles. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DL is higher. If your check succeeds, the animal performs the task or trick on its next action.
- **Teach an Animal a Trick:** You can teach an animal a specific, possible trick with one week of work and a successful Handle Animal check against the necessary DL. An animal with at least minimal intelligence can learn tricks. Possible tricks include, but are not necessarily limited to, the following:
 - ♦ **Attack:** The animal attacks apparent enemies. You may point to a particular creature that you wish the animal to attack, and it will comply if able. Normally, an animal will attack only humanoids, monstrous humanoids, giants, or other animals. Teaching an animal to attack all creatures (including such unnatural creatures as undead) counts as two tricks.
 - ♦ **Back Down:** The animal breaks off from combat or otherwise backs down. An animal that doesn't know this trick continues to fight until it must flee (due to injury, a fear effect, or the like) or its opponent is defeated.
 - ♦ **Come:** The animal comes to you, even if it normally would not do so.
 - ♦ **Defend:** The animal defends you (or is ready to defend you if no threat is present), even without any command being given. You also can command the animal to defend a specific other character.
 - ♦ **Fetch:** The animal goes and gets something. If you do not point out a specific item, the animal fetches some random object.
 - ♦ **Guard:** The animal stays in place and prevents others from approaching.
 - ♦ **Heel:** The animal follows you closely, even to places where it normally wouldn't go.
 - ♦ **Perform:** The animal performs a variety of simple tricks, such as sitting up, rolling over, roaring or barking, and so on.
 - ♦ **Seek:** The animal moves into an area and looks around for anything that is obviously alive or animate.
 - ♦ **Stay:** The animal stays in place, waiting for you to return. It does not challenge other creatures that come by, though it still defends itself if it needs to.
 - ♦ **Track:** The animal tracks the scent presented to it if it can detect scents.
 - ♦ **Work:** The animal pulls or pushes a medium or heavy load.
- **Calm Panicked Animal:** When an animal panics and goes out of control, you can calm it by making a successful Handle Animals check. The DL is the stamina score of the panicked animal.
- **Train an Animal for a Purpose:** Rather than teaching an animal individual tricks, you can simply train it for a general purpose. Essentially, an animal's purpose represents a preselected set of known tricks that fit into a common scheme, such as guarding or heavy labor. The animal must meet all the normal prerequisites for all tricks included in the training package. An animal can be trained for only one general purpose, although if the creature is capable of learning additional tricks (above and beyond those included in its general purpose), it may do so. Training an animal for a purpose requires fewer checks than teaching individual tricks does, but no less time. Possible purposes are:
 - ♦ **Combat Riding:** An animal trained to bear a rider into combat knows the tricks attack, back down, come, defend, guard, and heel. Training an animal for combat riding takes six weeks. You also may *upgrade* an animal trained for riding to one trained for combat riding by spending three weeks and making a successful Handle Animal check. Warhorses and riding dogs already are trained to bear riders into combat, and they don't require any additional training for this purpose.

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- ♦ **Fighting:** An animal trained to engage in combat knows the tricks attack, back down, and stay. Training an animal for fighting takes three weeks.
- ♦ **Guarding:** An animal trained to guard knows the tricks attack, defend, down, and guard. Training an animal for guarding takes four weeks.
- ♦ **Heavy Labor:** An animal trained for heavy labor knows the tricks come and work. Training an animal for heavy labor takes two weeks.
- ♦ **Hunting:** An animal trained for hunting knows the tricks attack, back down, fetch, heel, seek, and track. Training an animal for hunting takes six weeks.
- ♦ **Performance:** An animal trained for performance knows the tricks come, fetch, heel, perform, and stay. Training an animal for performance takes five weeks.
- ♦ **Riding:** An animal trained to bear a rider knows the tricks come, heel, and stay. Training an animal for riding takes three weeks.
- ♦ **Rear a Wild Animal:** To rear an animal means to raise a wild creature from infancy so that it becomes domesticated. A handler can rear as many as three creatures of the same kind at once. A successfully domesticated animal can be taught tricks at the same time it's being raised, or it can be taught as a domesticated animal later.



Squires handle the horses of tournament knights.

Product Identity

Handling an animal is a move action, while pushing an animal is a one-round (five seconds) action. For tasks with specific time frames noted above, you must spend half this time (at the rate of 3 hours per day per animal being handled) working toward completion of the task before you attempt the Handle Animal check. If the check fails, your attempt to teach, rear, or train the animal fails and you need not complete the teaching, rearing, or training time. If the check succeeds, you must invest the remainder of the time to complete the teaching, rearing, or training. If the time is interrupted or the task is not followed through to completion, the attempt to teach, rear, or train the animal automatically fails.

Try Again: Yes, except for rearing an animal.

Heal

Type: Ability

Group: Mental

Profession Group(s): Naturalist, Service

Prerequisites: None

Commitment: 1 point minimum. Maximum: None.

Check: Heal + d20 vs. a DL

Description: Possible healing tasks are:

- **First Aid:** You usually use first aid to save a dying character. You can make him or her stable. A stable character regains no injury points but stops losing them. First aid is a 10-round action that requires no check but does require 10 rounds of uninterrupted healing.
- **Long-Term Care:** Providing long-term care means treating a wounded person for a day or more. If your check is successful, the patient recovers lost points at twice the normal rate. You can tend as many as six patients at a time. You need a few items and supplies such as bandages, salves, and so on that are easy to come by in settled lands. Giving long-term care counts as light activity for the healer. You cannot give long-term care to yourself. Providing long-term care requires 8 hours of light activity.
- **Treat Wound from Caltrop or Non-Poisonous Stones:** A creature wounded by stepping on a caltrop or non-poisonous growths or stones moves at one-half normal speed. A successful check removes this movement handicap. Treatment requires 10 rounds of uninterrupted healing.
- **Treat Poison:** To treat poison means to tend a single character who has been poisoned and who is going to take more damage from the poison or suffer some other effect. Every time the poisoned character makes a stamina or other check against the poison, you make a heal check. The poisoned character uses your check result or his or hers, whichever is higher.
- **Treat Disease:** To treat a disease means to tend a single diseased character. Every time he or she makes a check against disease effects, you make a heal check. The diseased character uses your check result or his or hers, whichever is higher. Treating a disease or tending a creature wounded by a *Spike Growth* or *Spike Stones* spell takes 10 minutes (120 rounds) of work.

Try Again: Varies. Generally speaking, you can't try a check for healing again without proof of the original check's failure. You always can retry a check to provide first aid, assuming the target of the previous attempt still is alive.

Herbalistic Knowledge

Type: Ability

Group: Mental

Profession Group(s): Naturalist, Service

Prerequisites: None

Commitment: 1 point minimum. Maximum: None.

Check: Herbalistic Knowledge + d20 vs. a DL

Description: You have knowledge of herbs and their medicinal and other uses.

Try again: No. You either know an herb or you don't.

Improved Evasion

Type: Ability

Group: Physical

Profession Group(s): Specialist

Prerequisites: 10 points *evasion*

Commitment: 1 point minimum. Maximum: None.

Check: Improved evasion + d20 vs. a DL

Description: After a successful evasion check, you also take only half damage on a failed dexterity defense. If you are helpless, you do not gain the benefit of improved evasion.

Try again: No.

Improved Uncanny Dodge

Type: Ability

Group: Physical

Profession Group(s): Warrior, Specialist

Prerequisites: 10 points evasion, 5 points uncanny dodge

Commitment: 1 point minimum. Maximum: None.

Check: Improved uncanny dodge + d20 vs. a DL

Description: After a successful uncanny dodge check, you can make an additional improved uncanny dodge check. If you succeed, you no longer can be the victim of a sneak attack or a death attack in the current encounter when you are capable of acting.

Try Again: Not applicable.

Interactive Reaction

Type: Characteristic

Group: Mental

Profession Group(s): Warrior, Specialist

Prerequisites: 14 points dexterity

Commitment: 1 point minimum. Maximum: None.

Check: None

Description: You get an additional edge on initiative checks for each point of interactive reaction.

Try Again: Not applicable

Knowledge of Architecture and Engineering

Type: Characteristic

Group: Mental

Profession Group(s): Mundane, Specialist

Prerequisites: 6 months training under a professional architect or engineer.

Commitment: 1 point minimum. Maximum: None.

Check: None or knowledge of architecture and engineering +d20 vs. a DL

Description: You are knowledgeable about buildings, aqueducts, bridges, fortifications and most other types of construction in the surface world.

Try Again: Not applicable

Knowledge of Dungeons

Type: Characteristic

Group: Mental

Profession Group(s): Mundane, Specialist

Prerequisites: 6 months training under a professional architect or engineer.

Commitment: 1 point minimum. Maximum: None.

Check: None or knowledge of dungeons +d20 vs. a DL

Description: You are knowledgeable about aberrations, caverns, dungeons, oozes, spelunking and constructions in the subterranean world.

Try Again: Not applicable

Knowledge of Geography

Type: Characteristic

Group: Mental

Profession Group(s): Mundane, Specialist

Prerequisites: None. Maximum: None.

Commitment: 1 point minimum.

Check: None or knowledge of geography +d20 vs. a DL

Description: You are knowledgeable about lands, terrain, climates, people, etc.

Try Again: Not applicable

Knowledge of Nature

Type: Characteristic

Group: Mental

Profession Group(s): Mundane, Specialist

Prerequisites: None. Maximum: None.

Commitment: 1 point minimum.

Check: None or knowledge of nature +d20 vs. a DL

Description: You have knowledge of animals, giants, humanoids, plants, seasons and cycles, weather, vermin, etc.

Try Again: Not applicable

Make Diagnoses

Type: Ability

Group: Mental

Profession Group(s): Service

Prerequisites: 10 points heal.

Commitment: 1 point minimum. Maximum: None.

Check: None or make diagnoses +d20 vs. a DL

Description: Your training in the herbal healing arts grants you insight into deducing ailments or afflictions. Your diagnosis can even detect poisons. You gain a +3 circumstance edge in the use of the heal ability. If successful in the use of the heal ability, your proper diagnosis doubles a patient's rate of healing.

Try Again: No

Mounted Archery

Type: Ability

Group: Physical

Profession Group(s): Warrior

Prerequisites: Weapon proficiency in the ranged weapon used and 5 points ride mount.

Commitment: 1 point minimum. Maximum: 1.

Check: None.

Description: You can use a ranged weapon at a reduced handicap while mounted. The handicap you take when using a ranged weapon while mounted is halved: -2 instead of -4 if your mount is taking a double move, and -4 instead of -8 if your mount is running.

Try Again: Not applicable

Nature Sense

Type: Characteristic

Group: Mental

Profession Group(s): Warrior, Naturalist

Prerequisites: 5 points each, sense direction, knowledge of nature and wilderness survival.

Commitment: 1 point minimum. Maximum: None.

Check: Adds an edge to other checks

Description: You gain a +2 edge on sense direction, knowledge of nature and wilderness survival checks. You automatically can sense directions accurately in daylight..

Try Again: Not applicable

Point Blank Shot

Type: Ability

Group: Physical

Profession Group(s): Warrior

Prerequisites: Weapon proficiency in the ranged weapon used.

Commitment: 3 points (additional points unnecessary). Maximum: 3.

Check: None

Description: You get a +1 edge on attack and damage rolls with ranged weapons at ranges of up to 6 spaces.

Try Again: No.

Power Attack

Type: Ability

Group: Physical

Profession Group(s): Warrior

Prerequisites: Weapon proficiency in the close combat weapon used.

Commitment: 3 points (additional points unnecessary). Maximum: 3.

Check: None

Description: On your action, before making attack rolls for a round, you may choose to subtract a number from all attack rolls and add the same number to all damage rolls. This number may not exceed your base attack score. The handicap on attacks and edge on damage apply until your next turn. If you attack with a two-handed weapon, or with a one-handed weapon wielded in two hands, instead add twice the number subtracted from your attack rolls. You can't add the edge from Power Attack to the damage dealt with a light weapon except with unarmed strikes or natural weapon attacks, even though the handicap on attack rolls still applies. Normally, you treat a double weapon as a one-handed weapon and a light weapon. If you choose to use a double weapon like a two-handed weapon, attacking with only one end of it in a round, you treat it as a two-handed weapon.

Try Again: No.

Rapid Reload (Crossbow)

Type: Ability

Group: Physical

Profession Group(s): Warrior

Prerequisites: Weapon proficiency in crossbow used.

Commitment: 3 points (additional points unnecessary). Maximum: 3.

Check: None

Description: The time required for you to reload your chosen type of crossbow is reduced to a free action for a light crossbow or a move action for a heavy crossbow.

Try Again: Not applicable.

Rapid Shot

Type: Ability

Group: Physical

Profession Group(s): Warrior

Prerequisites: Weapon proficiency in the ranged weapon used.

Commitment: 3 points (additional points unnecessary). Maximum: 3.

Check: None

Description: You can get one extra attack per round with the ranged weapon. The attack is at your highest base attack edge, but each attack you make in that round takes a -2 handicap. You must use a 5-second, one round action to use this skill.

Try Again: Not applicable.

Read and Write Magic

Type: Ability

Group: Mental

Profession Group(s): Bardic, Naturalist

Prerequisites: 14 points *magical aptitude*.

Commitment: 1 point minimum. Maximum: None.

Check: Read and write magic + d20 vs. a DL equal to the magic's magic point requirement + 10. For every spell or other magic read or written, a separate check must be made.

Description: You can read spellbooks and other magical texts and copy them. Wizards, Magi and White Druids gain this skill automatically and need not make checks for magic that is within their ability to learn.

Try Again: Only with the gain of at least one new point in read and write magic.

Resist Nature's Lure

Type: Ability

Group: Mental

Profession Group(s): Naturalist

Prerequisites: 15 points *magical aptitude*.

Commitment: 1 point minimum. Maximum: 1.

Check: None

Description: You gain a +4 defensive edge against the spell-like abilities of all creatures in the nymph group.

Try Again: Not applicable.

Ride Mount

Type: Ability

Group: Physical

Profession Group(s): Warrior

Prerequisites: 14 points dexterity, 10 points strength, 5 points handle animals.

Commitment: 1 point minimum, minimums vary based upon action in question. Maximum: None.

Check: Allows dexterity checks for special riding actions.

Description: You can do the following while mounted:

- **Guide with Knees:** You can react instantly to guide your mount with your knees so that you can use both hands in combat. Make your dexterity check at the start of your turn. If you fail, you can use only one hand this round because you need to use the other to control your mount. Minimum: 5 points ride mount.
- **Stay in Saddle:** You can react instantly to try to avoid falling when your mount rears or bolts unexpectedly or when you take damage. This usage does not take an action or a check.
- **Fight with Warhorse:** If you direct your war-trained mount to attack in battle, you can still make your own attack or attacks normally. This usage is a free action that requires no check.
- **Cover:** You can react instantly to drop down and hang alongside your mount, using it as cover. You can't attack or cast spells while using your mount as cover. If you fail your dexterity check against a DL, you don't get the cover benefit. This usage does not take an action. Minimum: 2 points ride mount.
- **Soft Fall:** You can react instantly to try to take no damage when you fall off a mount, when it is killed or when it falls, for example. If you fail your dexterity check against a DL, you take d6 points of falling damage. This usage does not take an action. Minimum: 2 points ride mount.
- **Leap:** You can get your mount to leap obstacles as part of its movement. You may use your own dexterity check or the mount's, whichever is better, to see how far the creature can jump. If you fail your check against a DL, you fall off the mount when it leaps and take the appropriate falling damage (at least d6 points). This usage does not take an action, but is part of the mount's movement. Minimum: 3 points ride mount.
- **Spur Mount:** You can spur your mount to greater speed with a move action. A successful check against a DL increases the mount's speed by 10 feet for 1 round but deals 1 point of damage to the creature. You can use this ability every round, but each consecutive round of additional speed deals twice as much damage to the mount as the previous round (2 points, 4 points, 8 points, and so on).
- **Control Mount in Battle:** As a move action, you can attempt to control a light horse, pony, heavy horse, or other mount not trained for combat riding while in battle. If you fail your check against a DL, you can do nothing else in that 5-second round. You do not need to roll for warhorses or war ponies. Minimum: 2 points ride mount.
- **Fast Mount or Dismount:** You can attempt to mount or dismount from a mount of up to one size category larger than yourself as a free action, provided that you still have a move action available that round. If you fail the check, mounting or dismounting is a move action. You can't use fast mount or dismount on a mount more than one size category larger than yourself. Minimum: 2 points ride mount.

Try Again: When applicable.

Runic Knowledge

Type: Ability

Group: Mental

Profession Group(s): Bardic, magician, specialist

Prerequisites: 5 points *magical aptitude*.

Commitment: 1 point minimum. Maximum: None.

Check: Runic knowledge + d20 vs. a DL..

Description: You have knowledge and understand lore pertaining to the cutting, staining and ensorcelling of magical runes as practiced by dwarves and giants. You cannot cut runes and staves, but you may be able to read them and understand their effect.

Try Again: Only after gaining another point in runic knowledge.

Sense Magic

Type: Characteristic

Group: Mental

Profession Group(s): Magician, mundane, specialist

Prerequisites: 2 points *magical aptitude*.

Commitment: 1 point minimum. Maximum: None.

Check: Sense magic + d20 vs. a DL.

Description: You have a natural talent for sensing the presence of magic within 500 ft/150 m. Artisans, Architects, Engineers and similar people sometimes use this skill to detect magic that would cause malfunctions in things they are building. Specialists use this spell to detect hidden magical traps and other dangers. Spellusers tend to use it to detect magic hidden by other spellusers. A character with this characteristic can sense magic automatically if no attempt has been made to conceal it. If the magic is concealed, the character can succeed with a check.

Try Again: Yes.

Sense Mechanics

Type: Characteristic

Group: Mental

Profession Group(s): Magician, mundane, specialist

Prerequisites: 2 points *mechanical aptitude*.

Commitment: 1 point minimum (no additional points necessary). Maximum: None.

Check: Sense mechanics + d20 vs. a DL.

Description: You have a natural talent for sensing the presence of converted mechanical energy within 500 ft/150 m. Specialists use this spell to help detect hidden mechanical traps that convert energy and other dangers. Spellusers tend to use it to detect mechanical objects that convert energy and thereby threaten the success of their spells and other magic. A character with this skill can sense converted mechanical energy automatically. Because transmitted energy resists magic, it cannot be concealed with magic.

Try Again: Not applicable.

Sense Motive

Type: Characteristic

Profession Group(s): Bardic, specialist

Group: Mental

Prerequisites: None.

Commitment: 1 point minimum. Maximum: None.

Check: Sense motive + d20 vs. diplomacy + 10.

Description: A successful check against the diplomacy check of your target helps you to avoid being fooled. You can also use this skill to determine when something unusual is going on to assess someone's trustworthiness. If you have been taken in by a hoax, your game master will make a secret check to see if you sense that something is foul, and he or she will inform you if that is the case. This use of the characteristic involves making a gut assessment of the social situation. You can get the feeling from another's behavior that something is wrong, such as when you're talking to an impostor. Alternatively, you can get the feeling that someone is trustworthy. Trying to gain information with *Sense Motive* generally takes at least 1 minute per person. You could spend a whole evening trying to get a sense of the people around you.

Try Again: Yes.

Sense Traps

Type: Characteristic

Group: Mental

Profession Group(s): Mundane, specialist

Prerequisites: None.

Commitment: 1 point minimum. Maximum: None.

Check: Sense traps + d20 vs. a DL.

Description: You gain an intuitive sense that alerts you to danger from traps.

Try Again: No

Sense Advanced Traps

Type: Characteristic

Group: Mental

Profession Group(s): Mundane, specialist

Prerequisites: 5 points sense traps.

Commitment: 1 point minimum. Maximum: None.

Check: Sense advanced traps + d20 vs. a DL.

Description: You have a natural talent for sensing the presence of magical traps within 500 ft/150 m. Artisans, Architects, Engineers and similar people sometimes use this skill to detect magic that would cause malfunctions in things they are building. Specialists use this spell to detect hidden magical traps and other dangers. Spellusers tend to use it to detect magic hidden by other spellusers. A character with this characteristic can sense a normal trap automatically if no attempt has been made to conceal it. If the trap is concealed or magical, the character can succeed with a check. Only a person with this skill or a dwarf can sense dwarven structural traps.

Try Again: No.

Sleight of Hand

Type: Ability

Group: Physical

Profession Group(s): Specialist

Prerequisites: 15 points *dexterity*.

Commitment: 1 point minimum. Maximum: None.

Check: Varies as explained below. Sleight of hand + d20 vs. a DL or an opposing check of notice objects and movement + 10 or an opposing check of search + 10.

Description: You can pick pockets, palm objects and hide small items. Maximum: None.

Check: A successful check lets you palm a coin-sized, unattended object. Performing a minor deed of legerdemain, such as making a coin disappear, also works with a successful check against a DL unless an observer is determined to note where the item went. The observer's success doesn't prevent you from performing the action, just from doing it unnoticed. You can hide a small object (including a light weapon or an easily concealed ranged weapon, such as a dart, sling, or hand crossbow) on your body. Your check is opposed by the check for notice objects and movement of anyone observing you or the search check of the search of anyone frisking you. In the latter case, the searcher gains a +4 edge on the check, since it's generally easier to find such an object than it is to hide it. An extraordinarily small object, such as a coin or ring, grants you a +4 edge on your check to conceal it, and heavy or baggy clothing (such as a cloak) grants you a +2 edge on the check. If you try to take something from another creature, you must make a successful check to obtain it. The opponent makes a notice objects and movement check to detect the attempt, opposed by the same check result you achieved when you tried to grab the item. An opponent who succeeds on this check notices the attempt, regardless of whether you got the item. You can also use sleight of hand to entertain an audience as though you were using the Perform ability. In such a case, your *act* encompasses elements of legerdemain, juggling and the like. In this case, the sleight of hand points are added to your perform check. A quick sleight of hand action takes one 5-second round. A careful sleight of hand action takes two 5-second rounds. Both you and any observer get checks in each of these rounds. However, you have a edge of +4 on both checks.

Try Again: No.

Sneak Attack

Type: Ability

Group: Physical

Profession Group(s): Warrior, specialist

Prerequisites: 17 points *dexterity*.

Commitment: 1 point minimum. Maximum: None.

Check: Sneak attack + d20 vs. a DL or an opposing check of notice objects and movement + 10.

Description: If you can catch an opponent when he or she is unable to defend him- or herself effectively from the attack, you can strike a vital spot for extra damage. Your attack deals extra damage any time the target would be denied a dexterity check to avoid being hit. With a blackjack or an unarmed strike, you can make a sneak attack that deals non-lethal damage instead of lethal damage. You cannot use a weapon that deals lethal damage to deal non-lethal damage in a sneak attack, not even with the usual -4 handicap. You can sneak attack only living and undead creatures with discernible anatomies. You must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. You cannot make a sneak attack while striking a creature with concealment or a target whose vital organs are out of reach.

Try again: No.

Spellcasting/Magic

Type: Core Ability

Group: Mental

Profession Group(s): Bardic, Magician, Naturalist

Prerequisites: 5 points *magical aptitude*.

Commitment: 1 point minimum. Maximum: 1.

Check: None.

Description: You can cast spells (or cut and stain runes, but not both) in one class of the the bardic, magician or naturalist groups. It is not possible to cast in more than class of one group.

Try again: Not applicable.

Spellcraft

Type: Characteristic

Group: Mental

Profession Group(s): Bardic, Magician, Naturalist

Prerequisites: 6 points *magical aptitude*, 1 point *spellcasting/magic*.

Commitment: 1 point minimum. Maximum: None.

Check: Spellcraft + d20 vs. a DL equal to the magic points of the spell being cast + 10.

Description: You can use this characteristic to identify spells as they are cast or spells already in place. If you have this characteristic, your game master may tell you at times that you have succeeded automatically without making a check. This skill also is used at times to determine whether your own magic is successful.

Try Again: Varies with the magic involved. Your game master can tell you in a specific situation whether a retry is allowed.

Swift Tracker

Type: Ability

Group: Physical

Profession Group(s): Warrior, Naturalist, Specialist

Prerequisites: 5 points *track*.

Commitment: 1 point minimum. Maximum: None.

Check: Swift tracker + d20 vs. a DL.

Description: You can move at your normal speed while following tracks without taking the normal handicap. You take only half of the normal handicap when moving at up to twice normal speed while tracking. Swift tracker enhances your tracking ability. If you have the swift tracker ability, there is no point in adding additional points to track.

Try again: Yes.

Trackless Step

Type: Ability

Group: Physical

Profession Group(s): Warrior, Naturalist, Specialist

Prerequisites: 16 points *dexterity*.

Commitment: 1 point minimum. Maximum: 1.

Check: None.

Description: You leave no trail in natural surroundings and cannot be tracked. However, you may choose to leave a trail if desired.

Try Again: Not applicable

Trap-Finding

Type: Ability

Group: Mental

Profession Group(s): Specialist

Prerequisites: 14 points *mechanical aptitude*, 10 points *search*.

Commitment: 1 point minimum. Maximum: None.

Check: Trap-finding + search + d20 vs. a DL.

Description: Trap-finding enhances the search ability when a trap has a DL higher than 20. Finding a non-magical trap has a DL of at least 20, or higher if it is well hidden. Finding a magical trap has a DL of 25 + the magic point expenditure of the spell used to create it. You can use the enable/disable device ability to disarm magic traps, if they are traps that can be disarmed by non-magical means. If you beat a trap's DL by 10 or more with an enable/disable device check, you can study the trap, figure out how it works, and bypass it (with your party) without disarming it, if that is physically possible.

Try Again: No.

Tumble

Type: Ability

Group: Physical

Profession Group(s): Warrior, Specialist

Prerequisites: 14 points *strength*, 14 points *dexterity*.

Commitment: 1 point minimum. Maximum: None.

Check: Tumble + d20 vs. a DL.

Description: You can't use this ability if your speed has been reduced by armor, excess equipment, or loot or if the conditions make it impossible. Attempts to tumble in a deep bog would be an example of impossible conditions. You can land softly when you fall or tumble past opponents. You can also tumble to entertain an audience as though using the perform ability. In this case, the tumble points are added to the perform check. In addition, you can use this ability to cross obstructed or otherwise treacherous surfaces, such as natural cavern floors or undergrowth.

Tumble Tasks:

- Treat a fall as if it were 2 spaces shorter than it really is when determining damage.
- Tumble at one-half speed through an area occupied by an enemy (over, under or around the opponent) as part of normal movement. Failure means you stop in the enemy-occupied area and are subject to attack.
- Tumble over lightly obstructed surfaces such as scree, light rubble, shallow bog or undergrowth.
- Tumble over severely obstructed surfaces such as a natural cavern floor, dense rubble or dense undergrowth.
- Tumble over as lightly slippery or wet floors.
- Tumble over as severely slippery floors or ice sheets.
- Tumble over sloped or angled surfaces.
- Accelerated Tumbling: You can try to tumble past or through enemies more quickly than normal. By accepting a –10 handicap on your checks, you can move at your full speed instead of one-half your speed.

Try Again: Usually no. You can try again only by repeating the main action.

Uncanny Dodge

Type: Ability

Group: Physical

Profession Group(s): Warrior, Specialist

Prerequisites: 16 points *dexterity*, 8 points *evasion*.

Commitment: 1 point minimum. Maximum: None.

Check: Uncanny dodge + d20 vs. a DL.

Description: You can react to danger before your senses normally would allow. You retain your dexterity edge (if any), even if you are caught flat-footed or struck by an invisible attacker. However, you still lose your dexterity edge if you are immobilized.

Try Again: Not applicable.

Use Magical Device

Type: Ability

Group: Mental

Profession Group(s): Bardic, magician, naturalist

Prerequisites: 5 points *arcane knowledge*.

Commitment: 1 point minimum. Maximum: None.

Check: You make an arcane knowledge check each time you activate such a device. Each task has its own Difficulty Level.

Description: You can use this ability to activate magical devices you ordinarily would not be able to use. This ability is *not* necessary to activate magic devices that unleash magic inherent to your own magic-using profession, if you have one. A wizard does not need this skill to activate devices of wizardly magic, but a skáld would need the skill to activate a device of wizardly magic.

Some magic items are activated by special words, thoughts, or actions. You can try to activate such an item as if you were using the activation word, thought, or action, even when you're not and even if you don't know it. You do have to perform some equivalent activity in order to make the check. That is, you must speak, wave the item around, or otherwise attempt to get it to activate. You get a special +2 edge on your check if you've activated the item in question at least once before. If you fail by 9 or less, you can't activate the device. If you fail by 10 or more, you suffer a mishap. A mishap means that magical energy gets released but it doesn't do what you wanted it to do. The default mishaps are that the item affects the wrong target or that uncontrolled magical energy is released, dealing 2d6 points of damage to you. The difficulty level equals 10 plus the combined spell levels of the magic contained in the item. You cannot take 10 or 20 with this ability. You also cannot aid another on his or her checks. Only the user of the item may attempt such a check.

Try Again: No.

Use Rope

Type: Ability

Group: Physical

Profession Group(s): Specialist

Prerequisites: 5 points *dexterity*.

Commitment: 1 point minimum. Maximum: None.

Check: Often none, otherwise use rope + d20 vs. DL.

Description: Most rope tasks are relatively simple and require no checks. Throwing a grappling hook, tying a knot, tying a special knot or tying a rope around yourself one-handed is a one-round action (5 seconds). Splicing two ropes together takes 5 minutes. Binding a character takes 1 minute. Various tasks that require a check with this ability are:

- **Secure a Grappling Hook:** Requires a check for every 2 spaces of distance the grappling hook is thrown, to a maximum of 10 spaces. Failure by 4 or less indicates that the hook fails to catch and falls, allowing you to try again. Failure by 5 or more indicates that the grappling hook initially holds, but comes loose after d4 rounds of supporting weight. This check is made secretly by the game master against a DL that he or she sets, so that you don't know whether the rope will hold your weight.
- **Bind a Character:** When you bind another character with a rope, he or she makes an opposing escape bindings check. You get a +10 edge on this check because it is easier to bind someone than to escape from bonds.

Try again: Usually no.

Weapon Proficiency: Close Combat

Type: Ability

Group: Physical

Profession Group(s): All

Prerequisites: None.

Commitment: 1 point minimum. Only one point needed for all close combat weapons. Maximum: 1.

Check: None.

Description: You need a proficiency for close combat weapons. Only with a proficiency can you make attack rolls with the weapon normally and without a handicap. Without a proficiency, the handicap is -4 on attack rolls and damage calculations.

Try again: Not applicable.

Weapon Proficiency: Ranged

Type: Ability

Group: Physical

Profession Group(s): All

Prerequisites: None.

Commitment: 1 point minimum. Only one point needed for all ranged weapons. Maximum: 1.

Check: None.

Description: You need a proficiency point to use ranged weapons. Only with a proficiency can you make attack rolls with the weapon normally and without a handicap. Without a proficiency, the handicap is -4 on attack rolls and damage calculations.

Try again: Not applicable.

Wild Empathy

Type: Characteristic

Group: Mental

Profession Group(s): Naturalist

Prerequisites: 5 points *Knowledge of Nature*.

Commitment: 1 point minimum. Maximum: None.

Check: Wild empathy + d20 vs. a DL.

Description: You can improve the attitude of an animal. The typical domestic animal has a starting attitude of indifferent, while wild animals usually are unfriendly. To use wild empathy, you and the animal must be able to study each other, which means that you must be within 6 spaces of one another under normal visibility conditions. Generally, influencing an animal in this way takes 1 minute.

Difficulty Levels for *Wild Empathy*:

Attitude Shift	DL
Hostile to unfriendly	10
Hostile to neutral	20
Hostile to friendly	30
Hostile to very friendly	40
Unfriendly to neutral	10
Unfriendly to friendly	20
Unfriendly to very friendly	30
Neutral to friendly	10
Neutral to very friendly	20
Friendly to very friendly	10

Try Again: No

Wild Shape

Type: Characteristic

Group: Mental

Profession Group(s): Naturalist

Prerequisites: 10 points *Knowledge of Nature*.

Commitment: 1 point minimum. Maximum: 6.

Check: None.

Description: You can take the form of a wild creature. The daily available life forms depend upon the number of points you have for the Wild Shape ability. Taking a Wild Shape is a 1-Round action.

- **Wild Shape as a Medium-Sized Creature:** 4 points.
- **Wild Shape as a Plant:** 4 points.
- **Wild Shape as a large Animal:** 5 points.
- **Wild Shape as a Non-Magical Mutation:** 5 points.
- **Wild Shape as a Magical Mutation:** 6 points.
- **Wild Shape as a Dragon:** 6 points.

Try Again: Not applicable.

Wild Shape Spellcasting

Type: Characteristic

Group: Mental

Profession Group(s): Naturalist

Prerequisites: 5 points *wild shape*.

Commitment: 1 point minimum. Maximum: 1.

Check: None.

Description: You can cast spells while in wild shape form.

Try Again: Not applicable.

Wilderness Survival

Type: Characteristic

Group: Mental

Profession Group(s): Warrior, Naturalist

Prerequisites: 5 points *knowledge of nature*.

Commitment: 1 point minimum. Maximum: None.

Check: Wilderness survival + d20 vs. a DL.

Description: You can keep yourself and others safe and fed in the wilderness if food is available. The DLs for tasks that require checks vary. You can attempt to hunt and forage, to avoid getting lost, to avoid falling into hazards, to predict the weather and, to a limited extent, to follow tracks but not difficult tracks. You also can increase your stamina temporarily. A single check for wilderness survival may represent activity over the course of hours or a full day. With a successful check against DL 22, you also can temporarily increase your stamina score by 2 points for 24 hours. If you have 5 or more points in wilderness survival, you can use the skill to determine automatically where true north lies in relation to yourself.

Try Again: Varies. For getting along in the wild, you make a check once every 24 hours. The result of that check applies until the next check is made. To avoid getting lost or avoid natural hazards, you make a check whenever the situation calls for one. Retries to avoid getting lost in a specific situation or to avoid a specific natural hazard are not allowed. For finding tracks, you can retry a failed check after 1 hour (outdoors) or 10 minutes (indoors) of searching. A check to temporarily increase your stamina score can be made only once every 24 hours.

Woodland Stride

Type: Ability

Group: Physical

Profession Group(s): Naturalist

Prerequisites: 5 points *sneak*, 13 points *dexterity*.

Commitment: 1 point minimum. Maximum: None.

Check: Wilderness stride + d20 vs. a DL.

Description: You may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at your normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect you.

Try Again: Not applicable.



The wilderness ... it beckons and threatens.

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The rest ...

A campaign setting for
Dungeons Daring

