



Chapter 2: Classes



Player character classes in the UnderDeep are very similar to those on the surface world. The same basic categories still exist: priest, rogue, warrior, and wizard. Experience, hit points, and other aspects are applied the same as described in *The Players Handbook*. This section will go over each class, describing the differences, if any, associated with the Fathoms version of that character class.

Warrior

The warrior class consists of three subclasses: the fighter, paladin, and ranger. All warriors are allowed to use any weapon or don any type of armor. They are restricted, however, in the magical items and spells they may use. The warrior class in Fathoms use the same table that a surface warrior uses for experience and hit die.

Fighter

The primary attribute of a fighter is Strength, which must be at least 9. A good Dexterity are also helpful. A fighter character who possesses a Strength score of 16 or above gains a 10% bonus to his/her experience points. Any race in the UnderDeep can become a fighter.

Fighters in the UnderDeep are very common, and are often hunters and defenders of the community. Most oceanic races have great respect for the fighters in their schools.

When a fighter reaches 9th level, he/she automatically attracts followers. In most communities, these followers will be a group of lower level fighters that the PC will lead in defending the community, hunting, etc. All statistics of a fighter are identical to those found in the *Player's Handbook*.

Paladin

Only merfolk and tritons are able to become paladins in *Fathoms*. In order to become a paladin, the character must have a minimum of 12 in Strength, 9 Constitution, Wisdom 13, and a Charisma of 17. Strength and Charisma are their primary ability scores. The paladin is also limited in alignment to Lawful Good. Any change in alignment will cause the paladin to lose all bonuses and abilities specialized to that class. If the paladin is able to regain the Lawful Good alignment, they may or may not get these class benefits back, dependent on the campaign and DM. A paladin

with both a Strength and Charisma score above 16 gain a 10% bonus to awarded experience points.

All special abilities and restrictions for the paladin are identical to those found in the *Player's Handbook* except for the following: a holy sword in the UnderDeep may be either a holy short sword or a holy trident; and the war horse gained at 4th level and beyond may be a giant seahorse, hippocampus, or any other animal that can be used as a stead under the ocean.

Ranger

A ranger in the Fathoms can be merman, aquatic elf, or locathan. This class requires a minimum Strength and Dexterity of 13, and a Constitution and Wisdom score of not less than 14. If Strength, Dexterity, and Wisdom scores all exceed 16, the character gains the 10% bonus to experience. A ranger must be of good alignment, but this can be lawful, neutral, or chaotic nature.

Rangers in the UnderDeep have the same priest spellcasting and rogue abilities of the surface counterpart. They are very fond of all natural sea life and will protect the well-being of the ocean. The following abilities of the ranger are modified for an ocean-dwelling ranger:

The rangers skill with trained and untamed creatures are limited to those creatures found naturally in the oceans and seas. This would include whales, sharks, dolphins, fish, etc. Giant versions of these animals are also included, such as the giant sea horse and squid. This ability does not apply to rare or unique sea creatures, though, such as the leviathan, kraken, or a megalodon. The final decision on whether a certain type of creature is affected is up the DM.

The type of followers a ranger will gain in the UnderDeep are different than that of a surface ranger, of course. The DM may assign specific followers and/or use the following table as a guide to determine rangers followers:

Table 5: Ranger Followers

Die Roll	Follower
01-08	Barracuda
09-12	Crab, Giant
13-20	Dolphin
21-24	Eel, Giant



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25-27	Fighter (aquatic elf)
28-30	Fighter (locathan)
31-33	Fighter (quirden)
34-37	Fighter (merfolk)
38-39	Fighter (triton)
40	Fighter/mage (octoman)
41-51	Hippocampus
52-54	Lamprey
55-58	Octopus, Giant
59-62	Ranger (aquatic elf)
63-66	Ranger (locathan)
67-70	Ranger (merfolk)
71-75	Ray, Manta
76-78	Ray, Sting
79-86	Sea Horse, Giant
87-90	Shark
91	Thief (quirden)
92	Thief (merfolk)
93-97	Whale
98-99	Whiplash
00	Other sea creature chosen by DM

The tracking ability of a ranger does not exist in the UnderDeep, as creatures leave no tracks or visible evidence of their passing when swimming. A ranger does, however, gain the ability to detect whether the natural surroundings of an area has been altered, changed, lived in, or passed through by M or larger sized creatures. For example, a ranger can detect whether a creature makes it's home in an area of a coral reef, or determine whether a kelp bed has been recently passed through. The base chance of detecting this type of occurrence is a roll of less than the rangers Wisdom score on a d20. This ability gains a bonus of +1 for every 3 levels the ranger earns (+1 at 3rd to 5th level, +2 at 6th to 8th, etc.). The DM may administer penalties to this roll according to how old the evidence is, enviromental changes, etc. A roll of a one will always cause the ranger to detect the evidence.

Wizard

The UnderDeep is a very magical world, and the wizard is a common and accepted class in most areas. The wizard in Fathoms uses the same

experience and level tables of that found in the Player's Handbook. Spell progression in the UnderDeep is also identical to that of the standard wizard. Another kind of wizard is also introduced with Fathoms, the summoner.

Mage

The mage in Fathoms is identical to that found on the surface. Note, however, that some magic functions very differently underwater. See the Spells chapter for more information on these changes.

A mage can be merman, hai nu, triton, octofolk, and aquatic elf. A minimum of a 9 Intelligence is required to be a mage. Characters with an Intelligence of 16 or higher gain a 10 percent bonus to experience points.

Illusionist

The illusionist is a specialty class of a wizard. Only mermen and quirden are able to become illusionists. Because of the difficult nature of this wizardry field, a character must have a Dexterity of at least 16 and an Intelligence of 9 to become an illusionist. A character with an Intelligence of 16 or better gains a 10 percent bonus in awarded experience.

Illusionists are not as common in the UnderDeep as they are in the land world. This is primarily because races with a lateral line system are often able to detect standard illusions. The increased olfactory of some creatures can also hamper the effectiveness of an illusion.

Summoner

A summoner is a subclass of a wizard who's magical art revolves solely around conjuring creatures to be under his/her control. A player who controls a summoner will probably rarely engage themselves in actual melee. Just as a wizard deals with opponents with magic spells, a summoner battles his foes with the creatures he conjures up.

In order to become a summoner, the character must have an Intelligence, Wisdom, and Constitution score of at least 15. A character who has a 17 or greater score in all these abilities gains a 10% bonus to awarded experience.

Due to the nature of calling a living creature to serve (and probably die) against it's will, a summoner character cannot be of any good alignment. Most summoners, in fact, tend to be of evil alignment, but many neutral characters become



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summoners and justify what they do as a natural selection process.

A summoner in the UnderDeep can be mermen, locathan, or quirden. In the surface world, they can be of human, half-elven, or gnomish race. A summoner cannot be multi-classed or dual-classed.

A summoner has the same armor and weapons restrictions as the wizard. The summoner's conjured creatures, however, can use anything that they are normally allowed. When a summoner summons a creature through conjuring, that creature appears by the summoner's location with everything it wore or held before it was transported. This often means a creature such as an orc or goblin may appear with a short sword, club, or other item. The DM should be careful to restrict what items summoning creatures bring with them to maintain balance in their campaign.

Table 6: Summoner's Conjuring Points

Summoner Level	Conjure Points	Control Points	Save Penalty
1	1	1	0
2	1	2	0
3	2	3	0
4	2	4	-1
5	3	5	-1
6	4	6	-1
7	5	7	-1
8	6	9	-2
9	7	10	-2
10	6	11	-2
11	9	13	-2
12	11	15	-3
13	13	16	-3
14	14	18	-3
15	16	20	-3
16	17	22	-4
17	19	25	-4
18	20	27	-4
19	22	29	-5
20	23	31	-5

Conjure Points: This indicates the maximum hit die amount of creatures the summoner can conjure at one time.

Control Points: This score shows how many hit die of creatures the

summoner can control at one time.

Save Penalty: Each time a summoner attempts to conjure a creature, that creature is allowed a saving throw vs. paralyzation to see if it resists conjuration (even though the creature will be unaware of the attempt). Depending on the summoner's level, the creature will apply this penalty to its save. Note that magic resistance will not have any effect on conjuring success.

The conjuring ability of a summoner is very similar to the *monster summoning* spells, with a few differences. First, unlike *monster summoning*, the summoner is able to control what type of creature is conjured. Each type of creature the summoner wants to conjure must be researched, just like a spell. If the summoner has not learned how to conjure that type of creature, they will be unable to summon it.

Another difference is that conjuring is permanent. The summoned creature does not vanish upon death or have a duration. The summoner cannot dispel the conjured creature by any means. This will mean the summoner is stuck with the creature he/she conjured until it dies, or the *link* they have with the creature is somehow broken.

Summoners have a telepathic 'Link' with their conjured subjects in which they can communicate, similar to that a wizard has with a familiar. They can also see and hear everything that the conjured creature can, although they must concentrate intently for this ability to function. The Link extends 100 feet from the caster with an additional 50' per level after first. This telepathic link will not let the summoner read the creature's mind, but will be able to know all innate abilities and other skills the creature possesses.

Once the creature is conjured, it is under the total control of the summoner. The DM can control these creatures as NPCs, but is controlled by the player. All hit points and other statistics are generated randomly at the time of summoning.

A summoned creature will maintain its servitude until the conjure Link is broken. This can happen in a variety of ways:

- The summoner willfully breaks the Link.
- Death or unwillful loss of consciousness or mental control by the summoner. When a summoner goes to sleep with a conjured creature under his control, he is able to give it a mental command which will be followed until the summoner wakes up. However, if a summoner is put to sleep unwillingly, the Link is broken. Anything that causes loss of mental control;



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feblemind, sleep spell, charm person, etc. will break the Link. However, hold person, in which the summoner still has mental control, will not.

- The conjured creature goes out of range of the summoner. Note that conjured creatures will not try to leave the radius of the conjure Link of their own will. The only way this can happen is if the creature is forced out of range or the summoner makes the mistake of sending the conjured monster out of range.
- The summoner attempts to control more conjured creatures than his maximum controlled hit dice (see Table 3). When this happens, all creatures under the summoners control are allowed a saving throw vs. spells (adjusted by the summoners constitution modifier). All creatures who make the save are free from the summoners control - and probably not very happy with the summoner. All conjured creatures are allowed to make this saving throw every round that the summoner attempts to control more than his maximum. Note that magic resistance does not apply to breaking the Link between summoner and conjured creature.

Table 7: Summoner Intelligence Modifier

Intelligence Base Score	Additional Conjure HD	Creatures per Level
15	0	5
16	1	6
17	2	7
18	3	8
19	4	9
20+	5	10

Additional Conjure HD: This is the amount of conjure HD points gained in addition to the normal allotted amount per level. This bonus is not gained all at once. Rather, it is gained at the rate of one per level until the bonus amount is reached. i.e. A summoner with 18 Intelligence would gain a conjured HD bonus of 1 at level one, 2 at second level, and 3 at third.

Creatures per Level: A summoner is only able to conjure a limited amount of different creatures. This number indicates the number of new creatures the summoner can learn to conjure per level. Thus, a Summoner with 16 INT would know how to conjure 6 creatures at first level, and would gain an additional 6 creatures per level afterward. Note that each creature must be researched in order to conjure, similar to how a wizard learns a spell.

Table 8: Summoner Constitution Modifiers

Constitution Base Score	Additional Control HD	Penalty to Save
15-16	0	0
17	1	0
18	2	-1
19	3	-2
20+	4	-3

Additional Control HD: This is the amount of hit die the conjurer is able to control successfully in addition to the normal amount for that level. This bonus is gained at the rate of one per level until full bonus amount is reached, just as Additional Conjure HD.

Penalty to Save: This penalty is in addition to the penalty per level that creatures have to their saving throws when trying to avoid being conjured.

Many adventures refuse to travel with a conjurer because of the risk involved in the Link breaking. When a link breaks, the conjured creature will almost always be infuriated with the summoner and immediately attack him and his companions. Many cities and communities do not allow conjurers within their limits, partially due of the risk and also because many people consider summoning creatures away from their home to probably die is an evil, or at least shady, act.

A summoner's power to conjure is magic based. This puts the same restrictions on conjuring as spellcasting. Wild magic and magic dead areas affect conjuring ability in the same manner as any other magic. *Dispel magic* will negate conjuring ability if cast at the same time the summoner attempts to call forth a subject. *Dispel magic* has no effect once conjuring is complete, and does not affect the telepathic 'Link'. All conjuring requires verbal and somatic actions which are somewhat similar to spellcasting. A summoner does not need to memorize anything like a wizard does. Rather, he meditates and gains conjuring power, similar to the way a psionist gains psionic points.

A conjured creature will appear anywhere the summoner desires, as long as it is within 20 feet of the player character. Creatures which are conjured are allowed a saving throw (modified by the summoners constitution) before they are transported to the summoners location. If this saving throw is successful, the conjure attempt has failed. When this happens, the summoner loses one-half the hit dice of the creature he/she attempted to conjure from his



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Table 9: First Time Conjuring Attempt Modifiers

+0%	Base chance to conjure
+2%	Per Intelligence and Wisdom point of summoner over 15
+4%	Per level of summoner
+5%	Summoner talks to a knowledgeable person about the creature to be conjured *
+15%	Summoner researches creature through literature in libraries, etc. **
+15%	Summoner is able to observe creature for at least two hours
+15%	Creature is charmed by someone in the summoner's adventuring party
+25%	Character researches another summoner's notes on a particular creature **
+25%	Summoner is able to closely examine a specimen (alive or dead) ***
+70%	Creature has been conjured by summoner doing a wild summon
+15%	Creature frequency is Common ****
+0%	Creature frequency is Uncommon ****
-20%	Creature frequency is Rare ****
-40%	Creature frequency is Very Rare ****

* DM determines whether a person is knowledgeable. This usually refers to a sage, bard, etc., but can be anyone with a high amount of knowledge.

** This research takes 1d20 days to complete. DM may apply adjustments if he/she sees fit.

*** This examination takes 1d4-1 days to complete. If the result is 0, the examination takes 1d20 turns.

**** Unique creatures cannot be conjured.

conjuring hit dice available.

Example: A summoner character has 10 conjure hit dice available and attempts to conjure a 6 hit die shark. The shark makes it's saving throw, and resists the conjuring. The summoner loses 3 summoner points for the failed attempt (1/2 6 hit dice).

Just as a wizard gains new spells, a summoner gains conjuring knowledge by long hours of research and study. A summoner obtains the ability to conjure new monsters by studying and researching that particular type of creature. This knowledge is not inscribed in any books as a wizard keeps a spellbook, but only memorized by the summoner (however, many summoners do keep notes).

When a summoner desires the ability to conjure up a certain creature, he/she begins the process of researching that being. When the character has decided that he has accomplished all of the studying he wants to, a conjuring attempt is made on the creature. The percentile dice are rolled and modifiers are applied to see if the conjure is successful. If the roll is successful, the creature has

been conjured and the summoner will always possess the ability to call forth that type of monster. If unsuccessful, the summoner may try again at next level, at the DM's digression (after more studying and research). The modifiers to first time conjuring are listed in Table 6.

Another way to conjure new creatures is called 'wild conjuring'. When a summoner wishes to wild conjure, he/she simply informs the DM of how many conjuring hit die that are going to be applied. The DM then randomly chooses a creature that has that many hit dice. This creature is allowed the normal save that applies to conjuring. If the save fails, the summoner has brought forth that creature. The summoner does not automatically gain the ability to conjure this monster at will in the future. He does, due to the telepathic Link, gain a sizable bonus in learning how to conjure this creature next time.



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Priest

Priests are very common in the UnderDeep. Most races tend to follow at least one common deity, causing the priest to normally be a highly respected member of society. All priest have certain powers such as spellcasting and deity granted powers. The primary purpose of the priest is to do the will of his/her deity, furthering their cause. Priest in the Fathoms use the same experience points and spell progression tables that are found in the *Player's Handbook*. There are no druids in the Fathoms.

Shaman

Most races in the UnderDeep are tribal by nature, which has often earned them the name of shaman. This is similar to the shaman kits discussed in various AD&D products, but is different from the character class described in the TSR accessory *Shaman*. Most shamans in the UnderDeep gain their spellcasting abilities from a divine source, and would be effectively classified as clerics. (This does not mean that an aquatic priest could not be a shaman of the spirit nature, however.) A character must have a minimum Wisdom ability score of 9 to become a shaman. A Wisdom score of 16 or higher earns the character a 10 percent bonus to experience points.

All aquatic races can become shamans, although some are more restricted than others in the level they may attain. Most shamans have a very strong bond with their community, and it is not uncommon for shamans to go out of their way - even give their lives - for the good of the school.

Shamans are not restricted in the type of armor they can wear. They have a wide variety of weapons available to them, depending on their deity. The primary function of the shaman is as a spellcaster. All spheres in the UnderDeep function identically to those on the surface, with the exception of elemental fire. Refer to the spells section to see what changes are made to common priest spells.

All other functions of a shaman are identical to the clerical statistics found in the *Player's Handbook*.

Rogue

While the close communities of most oceanic races reduces the amount of rogues in Fathoms, they are still found. Most schools make an effort to see that no individual goes without the basic necessities of life. Since this is the reason many people turn to the life of a rogue, this makes the rogue a less

prominent class undersea than on the land. Rogues are most abundant in mixed racial cities, where the trust and caring found in racial communities are not found. Rogues are often found as specialist spies or agents for their school.

Thief

Similar to a thief found on land, all races in the UnderDeep can participate in this class. The prime requisite of the thief is Dexterity, and a 16 score in this ability gains a 10 percent experience bonus for the thief. A thief cannot be of Lawful Good alignment.

The thieving skills work very similar in Fathoms as those for the standard thief, but there are a few differences due to an underwater environment. Thieves start out with the same base scores and earn the same adjustment points each level as found in the *Player's Handbook*. The following section covers the changes thieving skills have in an underwater world.

Pick Pockets, Open Locks, Find/Remove Traps, Read Languages: Function the same in the UnderDeep as on the surface.

Move Silently: This skill underwater allows the character to glide silently through the water, causing no thrashing noise or bubbles to form. As on land, the movement rate of the thief is reduced by a normal. Note that the moving silently skill has a -30% modifier when used around a creature with a lateral-line system.

Hide in Shadows: Hiding in the shadows of the ocean will fool all of the senses except increased olfactory, unless the thief has a way to mask his/her scent as well. the quirden have a natural camouflage ability that gives them a 20% bonus to this skill.

Detect Noise: Many sounds underwater will be muffled, while others may become more pronounced. A creature gliding slowly through the water does not make the same amount of noise as footsteps on land do. In the same respect, sharp and higher pitched sounds carry much farther underwater than through the air. A low pitched noise gives the thief a -20% base chance to hear it, while a high pitched noise (such as weapon hitting a hard object) gives the thief a +20% bonus to hear.

Squeeze Through Opening: Since climbing walls is not a skill a thief could use in the UnderDeep, a new skill *squeeze through openings* ability replaces it.



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Aquatic thieves have an uncanny ability to slip through holes in coral reefs and other small openings. This skill allows S sized humanoid to fit through an opening of only 1 foot around, and a M sized to squeeze through a 1.5 foot opening. If the character's weight modifier is over 1/2 the maximum modifier for that race, the character is considered too large to use this skill effectively.

Example: Skopella is a siren male thief who weighs 200 pounds. The base weight for a siren is 150 pounds plus 7d10 (note that some weigh far more than this, but this is the maximum for a standard adventurer). Since Skopella's weight adjustment of 50 (randomly rolled on a 7d10 when the character created) is greater than 1/2 the maximum of 35, Skopella is too large to use this skill. Whether from being too stocky, plump, or just plain large, a thief who exceeds the weight requirement cannot use this skill. This is why most thieves tend to be lean and wiry.

Bard

The bard class in the UnderDeep is open only to Mermen. In order to be a bard, the character must have a Dexterity of at least 12, a minimum Intelligence of 13, and Charisma of 15 or better. The bard must always be at least part neutral, although they can be lawful, chaotic, good, or evil.

Bards can use any weapon and wear any armor except shell. An oceanic bard is much like a land bard, traveling the sea telling stories, singing, and entertaining those he meets. Although all sirens have the singing ability, bard characters are especially adapt at it. Their singing can be heard for miles in the ocean. They will often have whales, dolphins, and other sea creatures joining in with them.

Bards are able to use wizard spells as described in the *Player's Handbook*. The bard also has rogue abilities, although the *climb walls* is replaced by *squeeze through opening*. All other abilities of the bard are identical to those of a standard land bard.

Racial Level Limits

As with surface races, the humanoids of the UnderDeep must also follow the racial level limits for some character classes. As discussed in the *Dungeon Master's Guide*, this is an optional rule intended to balance the game for higher powered races.

The merfolk are the closest thing the UnderDeep has to humans, and also have no level limits restricting them, just as humans. Refer to Table 7 above for specific racial level limitations in *Fathoms: Aquatic Adventures*, and consult the *Dungeon Master's Guide* for general information on level limits.

Table 10: Racial Level Limits

	Aquatic Elf	Hai Nu	Locathan	Octofolk	Merfolk	Quirden	Triton
Bard	--	--	--	--	U	--	--
Cleric	12	12	9	14	U	11	10
Fighter	12	9	15	14	U	12	11
Illusionist	--	--	--	--	U	16	--
Mage	15	13	--	16	U	--	11
Paladin	--	--	--	--	U	--	14
Ranger	15	--	13	--	U	--	--
Summoner	--	--	12	--	U	16	--
Thief	12	13	15	12	U	13	12