

# BOOK OF RACIAL ABILITIES



# PHILARP

PARK HILLS MO 573-516-3099

WRITTEN BY: JASON L. SMITH (AKA: NORTH) AND THROUGH A COLLABERATIVE EFFORT MADE BY EVERY SINGLE PHLARPER.



# HUMAN



Uses	∞	Level	<h1>The Human Condition</h1>
Casting Time	N/A	<b>1</b>	
Duration	Passive		
Target	Self		
Range	N/A	Mechanics	
Component	N/A	You granted one additional Ability Point at every level, up to 9th, which you can spend in any Class that you have achieved at least one level in.	
Inferred Prerequisite	N/A		
	Verbal		
	N/A		

# WOOD ELF

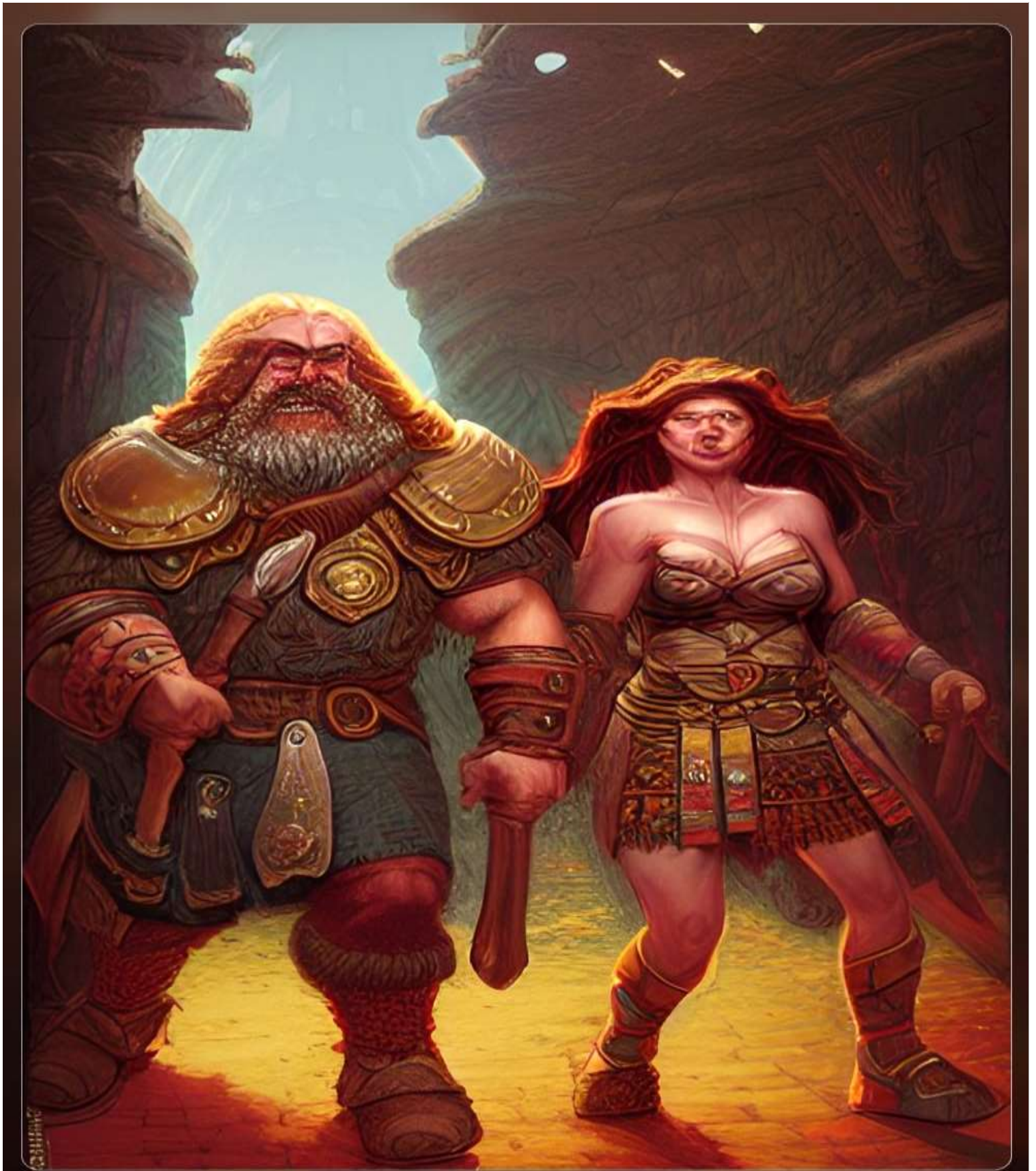


Uses	∞	Level	<h1>Available Wood Elf Classes</h1>
Casting Time	N/A	<b>1</b>	
Duration	N/A		
Target	Self	<b>Mechanics</b> You can achieve levels in the Priest, Ranger, Wizard, or Rogue Class.	
Range	N/A		
Component	N/A		
Inferred Prerequisite	N/A		
	Verbal		
	N/A		

Uses	∞	Level	<h1>Bow Training</h1>
Casting Time	N/A	<b>5</b>	
Duration	Passive		
Target	Self	<b>Mechanics</b> You can shoot a bow. You cannot defend with a bow that is not safely covered in foam. Your bow can be any factory-made bow that has a draw of up to 30 lbs. You can create an effective inexpensive bow if you run a 10.5' piece of paracord through a 5' length of 3/4" electrical conduit and then tie the cord back to itself in a large loop. Bows must be fired within the bounds of reason based upon the proximity of your target (DO NOT OVERDRAW!) You cannot carry more than one weapon, shield, arrow, or item per undamaged hand. You cannot carry around arrows, although you can toss them with a free hand. If you are allowed a bow you must have a quiver to hold multiple arrows and if you have an arrow notched you must put it in your quiver to pick another arrow up off of the ground.	
Range	N/A		
Component	Special		
Inferred Prerequisite	Both Arms		
	Verbal		
	N/A		

Uses	1	Level	<h1>Tumble</h1>
Casting Time	Instant	<b>6</b>	
Duration	Special		
Target	Self	<b>Mechanics</b> You can ignore normal damage for up to 3 consecutive summersaults, or until you attack an enemy, if you shout the verbal as you perform each one.	
Range	Special		
Component	Tag		
Inferred Prerequisite	All Limbs		
	Verbal		
	"Tumble!"		

# DWARF



Uses	∞	Level	<h2>Available Dwarven Classes</h2>	
Casting Time	N/A	<b>1</b>		
Duration	N/A			
Target	Self			
Range	N/A	Mechanics		
Component	N/A	You can achieve levels in the Warrior, Priest, Paladin, or Rogue Class.		
Inferred Prerequisite	N/A			
	Verbal			
	N/A			

Uses	1	Level	<h2>Hammer Throw</h2>	
Casting Time	Instant	<b>5</b>		
Duration	Special			
Target	An Enemy			
Range	Thrown	Mechanics		
Component	Special	You can disarm an enemy or deliver the effects of a staff to an enemy if you shout the verbal as you throw and strike him, his weapon, or his shield with a hammer shaped thrown weapon. A strike from a staff does not deliver damage. Instead, a strike delivered to an enemy's arm disarms his arm, a strike delivered to his leg causes him to have to touch his knee to the ground and a strike to his chest causes him to be stunned for 3 seconds. If your Hammer strikes his weapon or shield then it is Disarmed.		
Inferred Prerequisite	Arm			
	Verbal			
	"Hammer Throw!"			

Uses	1	Level	<h2>Charge</h2>	
Casting Time	Instant	<b>6</b>		
Duration	Up to 3 Steps			
Target	1 Enemy			
Range	3 Steps	Mechanics		
Component	Tag	You can cause yourself to become removed of and immune to all movement impairing effects for the next three immediate steps by speaking the verbal.		
Inferred Prerequisite	Legs			
	Verbal			
	"Charge!"			