

SAGE ADVICE

by Skip Williams

If you have any questions on the games produced by TSR, Inc., "Sage Advice" will answer them. In the United States and Canada, write to: Sage Advice, DRAGON® Magazine, P.O. Box 111, Lake Geneva WI 53147, U.S.A. In Europe, write to: Sage Advice, DRAGON Magazine, TSR Ltd., 120 Church End, Cherry Hinton, Cambridge CB1 3LD, United Kingdom

This month, "Sage Advice" covers a potpourri of questions on various topics related to TSR® games.

D&D® game

The D&D Expert Set says that only maidens can ride unicorns. How can my female PC become a maiden?

Females don't become maidens. Maidens are born, not made. In fantasy literature, a maiden is a young, unmarried woman. In the D&D game, a true maiden also has a Lawful alignment. You might also look up the word "virgin" in a dictionary.

At what level can PC mystics start on a path to Immortality? Does any path favor Mystics?

Mystics can seek immortality any time after reaching 16th level. A mystic's intense devotion to his discipline makes the Epic Hero the only suitable path for a mystic; the DM must decide if this is also the favored path (see the *Master DM's Book*, page 15).

Will a *weapon of wounding* negate a troll's regeneration ability in the D&D game?

Only insofar as the troll suffers the extra damage caused by the "wound" (1 hp per round). The troll can regenerate this damage, however.

STAR FRONTIERS® game

I enjoyed the article "Armored and Dangerous" in issue # 129 (page 70), but I have a few questions. Does the basic suit of powered armor come with a bodycomp and any special scanners? I assume there is a bodycomp because *Zebulon's Guide to Frontier Space* says that an enviro-

comp is required, and implies that a master-comp is also required.

The basic suit has no scanners, but it does have a bodycomp with a type D processor and a kingpack power supply. The standard progit's are: master-comp, med-inject (three of them), body-scan, and enviro-comp. Additional progit's can be added to the computer, up to the kingpack's 12-progit limit.

I like the helmet rafflurs and grenade launchers in *Zebulon's Guide*, but I can't find costs and weights for them.

As explained on page 70 of that book, helmet attachments cost 20% more than their regular counterparts. The weights of the helmet and regular versions are identical. Helmet rafflurs, for example are merely two rafflur M-1s attached to a helmet. The cost and weight of the rafflur M-1 are given on page 34 as 300 Cr and .50 kg. Therefore, helmet rafflurs cost 720 Cr ((300 X 2) X 1.2) and weigh 1 kg.

AD&D® game

Why does a paladin become a cavalier instead of a fighter when he loses his paladinhood?

With the appearance of *Unearthed Arcana*, paladins became a subclass of the cavalier, not the fighter.

Both the *Monster Manual I* and the *Best of DRAGON Magazine Anthology*, vol. III, say that halflings have a +3 "to hit" with missile weapons. Do PC halflings get this bonus in addition to any adjustments for dexterity?

No; the +3 bonus is given only to NPC halflings, who are assumed to spend a lot of time practicing with short bows or slings (as well as to have high dexterities). The +3 bonus applies only to these two weapons.

Are elves immune to *charm* effects that aren't from spells, such as a vampire's gaze or a harpy's song?

Elves and half-elves are resistant (not immune) to all forms of sleep and *charm*, including those above.

If a dwarven character and a human character got married and had kids, wouldn't their offspring be half-dwarves? What would the

racial characteristics of half-dwarves be?

We suppose that a human and a dwarf would produce a half-dwarf, if they could produce a child at all. Such a child, however, might be either a tall, hairless dwarf or a short, hairy human, as there are no half-dwarves in the AD&D game. While it is possible to create more crossbreeds than are already present in the AD&D game, we recommend that you stick with the ones in the rules.

Can humanoids such as gnolls or orcs use weapon specialization?

No; weapon specialization is for the fighter class only. We suppose that some very extraordinary humanoids might actually have fighter training and so could specialize. This would be very rare.

Here is my 8th-level troll thief. What do you think of him?

See the *DMG*, page 21, "The Monster as a Player Character:" for the official view on this and all other cases like it involving monsters as PCs.

Can a character worship a deity from the pantheon of another race? Why or why not?

Yes, he can, but he might find himself outcast, accepted neither by his own race nor the race associated with the deity. This depends on how appropriate the deity is for the character. The Greek deity Hephaestus, for example, is very appropriate for dwarves or gnomes. Likewise, deities who are associated with a particular class are generally appropriate for any character of that class regardless of race. A dwarven worshiper of a giants' deity, however, is likely to be unwelcome wherever he goes. Clerics are a different matter; refer to the individual descriptions of each deity to determine which races the deity will accept as clerics.

When can a character build a stronghold and attract followers?

Characters who are allowed to construct strongholds in order to attract followers may do so when they reach "name" level. "Name" level is the level at which a class no longer gains additional hit dice or constitution bonuses (see *Unearthed Arcana*, page 12). DRAGON issue #117, pages 16-17 ("Feuds and Feudalism"), has some suggestions for midlevel strongholds as well. Any PC with the money may build a stronghold - but attracting followers other than the usual henchmen and hirelings could be difficult if the PC is of low level.

Which classes get a constitution bonus higher than +2 per hit die?

To be absolutely clear: fighters (including rangers and barbarians) and cavaliers (including paladins).

Do nonthief characters have any