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EVERQUEST  
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# EVERQUEST

25th  
ROLE-PLAYING GAME





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# Introduction

You hold in your hands several pounds of paper detailing some of the best fantasy ever created and opening the door to some of the best fantasy yet to be created... by you. Welcome to the *EverQuest Role-Playing Game*!

If you're reading this you probably either play the *EverQuest* online game or play a pen and paper fantasy roleplaying game, or perhaps both. Here are some words of introduction for you:

**If you play pen and paper fantasy roleplaying but have never played *EverQuest* online** — Don't worry, you're still in the right place. You've got hundreds of pages of source material on new races, character classes, a new mana-based magic system, over a thousand spells, new feats, new skills, a new bard magic system and much more, all of which make this one heck of a sourcebook for your game. Since this book is published under the Open Game License it legitimately and legally uses the exact same rules system as the most popular fantasy role-playing pen and paper game system out there. The license lets us print all the rules like "roll a d20 to attack and compare it to your opponent's Armor Class," but the license just doesn't allow us to say the name of that game you're already playing — but a rose by any other name and all that... Looking through this book, you will immediately see that it is 100% compatible with that game you're already playing. Please enjoy this book, use whatever new races, classes or systems you like; start a new campaign in the world of Norrath or integrate the parts you like into your own campaign world. If you are interested in playing *EverQuest* online, head over to [www.everquest.com](http://www.everquest.com) <<http://www.everquest.com/>> and see what all the talk is about.

**If you play *EverQuest* online but are new to traditional pen and paper role-playing games** — Then read the rest of this Introduction. It will familiarize you with many of the commonalities of pen and paper gaming and give you an overview on how to get started quickly (you don't have to read this whole book before you start playing). You'll need at least one friend, but preferably at least a couple, willing to try this out with you, so be ready to rope some people into playing *EverQuest* a whole new way. Even the most experienced 60th-level-character-playing *EverQuest* online fan will learn something new about the game and about Norrath — and have a lot of fun creating adventures with this pen and paper version of *EverQuest*.

**If you play pen and paper fantasy roleplaying and play *EverQuest* online** — then you're already home free! Have at it. Bring it to your pen and paper gaming group and let them see more of this *EverQuest* thing you keep raving about! Start a new pen and paper campaign in Norrath or integrate your *EverQuest* character into your existing game. It's your world now, so do what you want with it.

## [www.EQrpg.com](http://www.EQrpg.com)

You'd think a book this size would have everything you could possibly want, but *EverQuest* is so huge that not even this volume can contain it all. Please surf over to the official EQrpg website at [www.EQrpg.com](http://www.EQrpg.com) to find tons of free resources, information and advice. Downloadable and printable character sheets, pre-generated characters and adventures, statistics for all those conjured "pets" creatures, designer forums and previews of coming attractions will hopefully make your visit time well spent.

## Getting Started

Although it may look daunting at first, creating a character for the *EverQuest Role-Playing Game* is actually a fairly simple, straightforward process. Before you begin, you'll need a pencil, a character sheet (photocopy the one from the back of this book or visit us at [www.eqrpg.com](http://www.eqrpg.com) to download a printable version), and some dice (most likely just one die to determine hit points for the moment, but you'll need lots of dice later so you might as well get them now — see our site above or visit your local hobby/game store to find the specialty dice you'll need).

## Talk to your Gaming Group

The first thing you'll want to do is talk to your gaming group, and particularly the person in your group who has decided to be your Game Master (GM). Your GM can tell you what kind of game she plans to run, approve your character once you're done, and likely help you form an idea for a character. Your GM may also have new rules or options she wants to use for her game, which you'll want to know about before you put a lot of work into character creation. Since the GM runs the game, she is the final authority regarding how rules work, what is acceptable in a character, and what other sources of information you can draw from.

Talking to other people who are making characters is a good idea as well. A well-balanced group of questing characters is far more likely to be successful, and that means making sure not everyone is playing a magician. Especially for beginning players, it's probably a good idea to have at least one dedicated divine spellcaster (cleric, druid or shaman), one dedicated arcane spellcaster (enchanter, magician, necromancer or wizard) and one strong fighting character (monk, paladin, ranger, rogue, shadow knight or warrior). A good mix of races is also a good idea if you can arrange it.

You may also want to look through the various race and class descriptions first, to familiarize yourself with the options presented. Don't worry about making the "best" character possible, just come up with a basic idea you like.