**ELECTIVE SKILLS**

<table>
<thead>
<tr>
<th>Skill</th>
<th>Level 1</th>
<th>Level 2</th>
<th>Level 3</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hand to Hand Non-Men of arms O.C.C.</td>
<td></td>
<td></td>
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</tr>
<tr>
<td>Hand to Hand Soldier</td>
<td></td>
<td></td>
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<tr>
<td>Hand to Hand Mercenary</td>
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**SECONDARY SKILLS**

<table>
<thead>
<tr>
<th>Skill</th>
<th>Level 1</th>
<th>Level 2</th>
<th>Level 3</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hand to Hand Paladin</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Hand to Hand Knight</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Hand to Hand Thief</td>
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</tr>
</tbody>
</table>

**COMBAT REFERENCE KEY**

**Attacks per melee**: this indicates the number of strikes or attacks a character has per melee (minute) in combat.

**Critical strike**: the numbers indicate when a character rolls to hit when he inflicts a critical strike doing double the usual damage. This must be a natural roll only and not subsidized by bonuses to hit.

**Kick attack**: This is an offensive assault using only the foot and leg strength much like a karate kick. It is not an additional melee attack, but an optional attack ability.

**Stun**: Again this applies to unmodified (natural) rolls to strike. The attack renders the opponent temporarily stunned/incapacitated for 1-6 melee rounds.

**Critical from behind**: inflicts double damage from behind.

**Critical from behind (x3)**: inflicts triple damage from this sneak attack.

**Critical from behind (x4)**: inflicts quadruple damage.

**Death blow**: the assassin, skilled in death dealing, scores an instant death with the roll of a natural 20 to strike. A natural 20 is a strike roll **that is not modified** by bonuses to strike.
WIZARD

Level  Magic Combat
1  +1 save vs. circles
2  +1 circle strength
3  Recognize enchantment 40%
4  +1 save vs. spell magic
5  +2 ward strength
6  +2 save vs. wards
7  Recognize magic item 50%
8  +1 save vs. circles
9  +3 circle strength
10 +2 save vs. wards
11 +3 save vs. circles
12 Sense evil 60%
13 +3 save vs. wards
14 +3 save vs. spell magic
15 +4 save vs. circles

WARLOCK

Level  Magic Combat
1  +1 save vs. spell magic
2  +1 save vs. circles/wards
3  +1 spell strength
4  2 SPELL ATTACKS per melee
5  Recognize enchanted 30%
6  2+ save vs. spell magic
7  +2 spell strength
8  +3 save vs. circles/wards
9  Recognize enchanted 50%
10 +2 save vs. circles/wards
11 +3 spell strength
12 +3 save vs. spell magic
13 +4 save vs. circles/wards
14 +4 save vs. spell magic
15 +5 save vs. circles/wards

MIND MAGE

Level  Magic Combat
1  +1 save vs. psionic attack
2  Recognize illusions 30%
3  +1 save vs. spell magic
4  2 psionic attacks per melee
5  +2 save vs. circles/wards
6  +2 save vs. spell magic
7  +3 save vs. circles/wards
8  Recognize illusions 50%
9  +3 save vs. psionic attack
10 +2 save vs. spell magic
11 +3 save vs. circles/wards
12 +3 save vs. spell magic
13 +4 save vs. psionic attack
14 +4 save vs. circles/wards
15 +4 save vs. spell magic

PRIEST/PRIESTESS

Level  Magic Combat
1  +1 Save vs. Spell magic
2  +1 Save vs. Circles/wards
3  +1 Spell Strength
4  Sense Evil 40%
5  2 Spell Attacks per melee
6  Recognize enchanted 30%
7  +2 Save vs. Spell magic
8  +2 Save vs. Circles/wards
9  +2 Spell Strength
10 +2 Save vs. Circles/wards
11 +3 Spell Strength
12 +3 Save vs. Spell magic
13 +3 Spell Strength
14 +3 Save vs. Circles/wards
15 +3 Recognize enchantment 70%

THE SUMMONER

Level  Magic Combat
1  +1 save vs. circles
2  +1 circle strength
3  Recognize enchantment 40%
4  +1 save vs. spell magic
5  +2 circle strength
6  +2 save vs. wards
7  Recognize magic item 50%
8  +1 save vs. circles
9  +3 circle strength
10 +2 save vs. spell magic
11 +3 save vs. circles
12 Sense evil 60%
13 +3 save vs. wards
14 +3 save vs. spell magic
15 +4 save vs. circles

THE DIABOLIST

Level  Magic Combat
1  +1 save vs. circles
2  +2 save vs. wards
3  Recognize enchantment 40%
4  +2 ward strength
5  +1 save vs. spell magic
6  Recognize magic item 50%
7  +1 circle strength
8  +3 ward strength
9  +2 save vs. spell magic
10 +3 save vs. wards
11 +2 circle strength
12 +4 ward strength
13 +4 save vs. circles
14 +4 save vs. wards
15 +3 save vs. spell magic

SHAMAN

Level  Magic Combat
1  +1 Save vs. Spell magic
2  +1 Save vs. Circles/wards
3  +1 Spell Strength
4  Sense Evil 40%
5  2 Spell Attacks per melee
6  Recognize enchanted 30%
7  +2 Save vs. Spell magic
8  +2 Save vs. Circles/wards
9  +2 Spell Strength
10 +2 Save vs. Circles/wards
11 +3 Spell Strength
12 +3 Save vs. Spell magic
13 +3 Spell Strength
14 +3 Save vs. Circles/wards
15 +3 Recognize enchantment 70%

PSIONICS

LEVEL ONE Page 127
aura of truth
detect psionics
hypnotic suggestion
meditation/trance
LEVEL TWO Page 128
object reading
presence sense
resist cold
resist thirst
resist fatigue
see aura
sense good or evil
sense magic
LEVEL THREE Page 129
bio-regeneration
commune with spirits
death trance
empathy
levitate
limited telepathy
limited telekinesis
mind block
mind vision
resist fire
resist hunger
spontaneous combustion
LEVEL FOUR Page 130
astral projection
command groups of animals
float
fuel flame
mind wipe
sense traps
LEVEL FIVE Page 131
basic force field
cute insanity
curse insanity
dispell spirits
extended telekinesis
mentally possess others
negate poison
water walk
LEVEL SIX Page 132
create illusion with sound
heal others
mass hypnotic suggestion
mind bond
psychic surgery
resist vacuum
teleport self
LEVEL SEVEN Page 132
generate personal aura
induced cataclysm state
induced nightmares
recurring nightmares
multiple phantoms
SAVING THROWS VS CIRCLES
Summoning: 13 or better
Power: 13 or better
Protection: 16 or better

CIRCLE MAGIC

Circles of Protection
Protection from Angels
Protection from Demons
Protection from Elemental Beings
Protection from Elders
Protection from Elemental Beings
Protection from Entails
Protection from Witches
Protection from Evil

Circles of Summoning
Angels
Animals
Demons/Devils (lesser)
Demons/Devils (greater)
Elemental Beings
Faerie Folk
Gargoyles
Ghosts
Insects
Indians
Plants
Seraphs
Spells
Undead

Circles of Power
All Seeing
Animated Dead
Command
Death
Dimensional Rift
Domination/control
Fire
Healing
Insanity
Knowledge
Knowledge
Nature
Pain
Passion
Power
Power Leech
Power Matrix
Strength
Wonder

THE SUMMONER

Level  Magic Combat
1  +1 save vs. circles
2  +1 circle strength
3  Recognize enchantment 40%
4  +1 save vs. spell magic
5  +2 circle strength
6  +2 save vs. wards
7  Recognize magic item 50%
8  +1 save vs. circles
9  +3 circle strength
10 +2 save vs. spell magic
11 +3 save vs. circles
12 Sense evil 60%
13 +3 save vs. wards
14 +3 save vs. spell magic
15 +4 save vs. circles

MIND MAGE

Level  Magic Combat
1  +1 save vs. psionic attack
2  Recognize illusions 30%
3  +1 save vs. spell magic
4  2 psionic attacks per melee
5  +2 save vs. circles/wards
6  +2 save vs. spell magic
7  +3 save vs. circles/wards
8  Recognize illusions 50%
9  +3 save vs. psionic attack
10 +2 save vs. spell magic
11 +3 save vs. circles/wards
12 +3 save vs. spell magic
13 +4 save vs. psionic attack
14 +4 save vs. circles/wards
15 +4 save vs. spell magic

PRIEST/PRIESTESS

Level  Magic Combat
1  +1 Save vs. Spell magic
2  +1 Save vs. Circles/wards
3  +1 Spell Strength
4  Sense Evil 40%
5  2 Spell Attacks per melee
6  Recognize enchanted 30%
7  +2 Save vs. Spell magic
8  +2 Save vs. Circles/wards
9  +2 Spell Strength
10 +2 Save vs. Circles/wards
11 +3 Spell Strength
12 +3 Save vs. Spell magic
13 +3 Spell Strength
14 +3 Save vs. Circles/wards
15 +3 Recognize enchantment 70%

THE DIABOLIST

Level  Magic Combat
1  +1 save vs. circles
2  +2 save vs. wards
3  Recognize enchantment 40%
4  +2 ward strength
5  +1 save vs. spell magic
6  Recognize magic item 50%
7  +1 circle strength
8  +3 ward strength
9  +2 save vs. spell magic
10 +3 save vs. wards
11 +2 circle strength
12 +4 ward strength
13 +4 save vs. circles
14 +4 save vs. wards
15 +3 save vs. spell magic

SHAMAN

Level  Magic Combat
1  +1 Save vs. Spell magic
2  +1 Save vs. Circles/wards
3  +1 Spell Strength
4  Sense Evil 40%
5  2 Spell Attacks per melee
6  Recognize enchanted 30%
7  +2 Save vs. Spell magic
8  +2 Save vs. Circles/wards
9  +2 Spell Strength
10 +2 Save vs. Circles/wards
11 +3 Spell Strength
12 +3 Save vs. Spell magic
13 +3 Spell Strength
14 +3 Save vs. Circles/wards
15 +3 Recognize enchantment 70%
OCCUPATIONAL CHARACTER
CLASS (O.C.C.)

Men of arms
- Mercenary Fighter
- Soldier: P.S. 7
- Knight: P.S. 10, P.E. 8
- Paladin: I.Q. 7, P.E. 10, P.P. 12, P.S. 10
- Long Bowman: I.Q. 10, P.E. 10, P.P. 12, P.S. 10
- Ranger: I.Q. 9, P.E. 13, P.S. 10
- Thief: P.P. 9
- Assassin: I.Q. 9, P.P. 14

Men of Magic
- Wizard (spell magic): I.Q. 10
- Witch (devil worshiper): I.Q. 5 (evil alignment)
- Warlock (elemental magic): I.Q. 6, M.E. 10
- Diabolist (circles/symbols): I.Q. 12
- Summoner (monology): I.Q. 10, M.E. 14
- Mind Mage (psionics): I.Q. 9 (psionics)
- Alchemist (Non-player class)

Members
- Priest/Priestess: I.Q. 7
- Druid: I.Q. 9, P.E. 12
- Shaman: I.Q. 9, P.E. 9
- Healer: M.E. 15

Optional O.C.C.'s
- Peasant/Farm/ Stable hand: P.P. 7
- Squire: I.Q. 7, P.S. 6
- Scholar: I.Q. 10
- Merchant: I.Q. 10
- Noble: I.Q. 7

LANGUAGES
Common Racial Languages
- Human: Northern tongue (barbarian)
- Southern tongue
- Eastern tongue
- Western tongue
- **Elven: (includes)
- Elf
- Changeling
- Titan
- **Dwarven: (includes)
- Dwarf
- Kobold
- Gnome
- Troglodyte
- **Goblin: (includes)
- Goblin
- Hob-goblin
- Orc
- **Troll: (includes)
- Troll
- Most Giant tongues
- Wolfen: One common tongue
- Ogre: One common tongue
- **Faerie: (includes all faerie folk, even
- Goblins, Hob-goblins, Orcs
- and Kobolds, but is distinctly
different than the Goblin
language.)

INITIAL EQUIPMENT FOR THE
DIFFERENT O.C.C.'S

Men at Arms
- All have a set of clothes, boots, belt, one large sack, one small sack
- and one low quality weapon (of any type). Amount of gold (to buy
- more equipment under G.M. supervision) 120.

NOTE: Soldiers start off with the same, but are provided with more
- equipment when they enlist. See Soldier.

Men of Magic
- All have a set of clothes, boots, belt, large sack, unused notebook
- (blank pages), ink, pen and quill, chalk, candle, one knife. Amount
- of gold 110 gold.

Clergy
- All have a set of clothes, boots, belt, back pack or sack, one vial of
- holy water, one scented candle, bandages, ½ dozen sticks of incense,
- one knife and 105 gold.

Optional O.C.C.'s
- All have a basic set of clothes, boots, sack, one low quality weapon
- and 50 gold. (Noble has same as Men at Arms and 200
- gold)

Weapons: pages 45-47

Additional Equipment: pages 48-50

Magic Items (See Alchemist): pages 135-139

Wards, Runes, Symbols (See Diabolist): pages 103-113

Gods and Religions: pages 154-171

Demons and Devils: pages 172-186

EXPERIENCE POINTS

Awarding experience points

Experience | The action
---|---
25 | Performing a skill (successful or not).
25 | Clever, but futile idea.
100 | Clever, useful idea or action.
100 | Quick thinking idea or action.
200 | A critical plan or action that saves the character's life
and/or a few comrades.
400-1000 | A critical plan or action that saves the entire group or
many people.
100-300 | Endangering the character’s own life to help others.
500-700 | Self-sacrifice (or potential self-sacrifice) in a life and death
situation (like leaping in front of a fireball meant for
someone else to save that person, even though likely to
die, or offering own life to save the group or another).
100 | Avoiding unnecessary violence.
100-200 | Deductive reasoning and/or insight.
50 | Good judgement.
50 | Playing in character bonus.
50-100 | Daring (clever or not).
25-50 | Killing or subduing a minor menace.
75-100 | Killing or subduing a major menace.
150-300 | Killing or subduing a great menace.
**ATTRIBUTE BONUS CHART**

<table>
<thead>
<tr>
<th>I.Q. add to all skills. This is a one time bonus</th>
</tr>
</thead>
<tbody>
<tr>
<td>16</td>
</tr>
<tr>
<td>+2%</td>
</tr>
</tbody>
</table>

**M.E. save vs. psionic attack**

- +1 +1 +2 +2 +3 +3 +4 +4 +5 +5 +6 +6 +7 +7 +8

**M.A. trust/intimidate**

- 40% 45% 50% 55% 60% 65% 70% 75% 80% 85% 90% 95% 99% 100%

**P.S. Hand to Hand combat: damage**

- +1 +2 +3 +4 +5 +6 +7 +8 +9 +10 +11 +12 +13 +14 +15

**P.F. parry and dodge bonus**

- +1 +1 +2 +2 +3 +3 +4 +4 +5 +5 +6 +6 +7 +7 +8

**P.E. save vs. coma/death**

- +4% +5% +6% +7% +8% +9% +10% +11% +12% +13% +14% +15% +16% +17% +18%

**P.B. charm/impress**

- 30% 35% 40% 45% 50% 55% 60% 65% 70% 75% 80% 85% 90% 95% 100%

Spd. No special bonuses other than the raw, natural ability to run.

**RACIAL ATTRIBUTE CHART**

<table>
<thead>
<tr>
<th>RACE</th>
<th>AVERAGE LIFE SPAN</th>
<th>CANNIBALISM</th>
<th>IQ</th>
<th>M.E.</th>
<th>MA</th>
<th>PS</th>
<th>PP</th>
<th>PE</th>
<th>PB</th>
<th>Spd.</th>
</tr>
</thead>
<tbody>
<tr>
<td>HUMAN</td>
<td>60 years</td>
<td>8%</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
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<tr>
<td>ELF</td>
<td>600 years</td>
<td>0</td>
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<td>3</td>
<td>4</td>
<td>3</td>
<td>5</td>
<td>3</td>
</tr>
<tr>
<td>DWARF</td>
<td>200 years</td>
<td>0</td>
<td>3</td>
<td>3</td>
<td>2</td>
<td>4</td>
<td>3</td>
<td>4</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>GOBLIN</td>
<td>80 years</td>
<td>18%</td>
<td>2</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>2</td>
<td>3</td>
</tr>
<tr>
<td>HOB-GOBLIN</td>
<td>60 years</td>
<td>50%</td>
<td>2</td>
<td>4</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>2</td>
<td>3</td>
</tr>
<tr>
<td>KOBOLD</td>
<td>160 years</td>
<td>90%</td>
<td>3</td>
<td>3</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>3</td>
<td>3</td>
<td>3</td>
</tr>
<tr>
<td>ORC</td>
<td>50 years</td>
<td>60%</td>
<td>2</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>4</td>
<td>3</td>
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</tr>
<tr>
<td>OGRE</td>
<td>90 years</td>
<td>99%</td>
<td>3</td>
<td>3</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>3</td>
</tr>
<tr>
<td>TROLL</td>
<td>120 years</td>
<td>99%</td>
<td>3</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>5</td>
<td>3</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>TROGLODYTE</td>
<td>90 years</td>
<td>30%</td>
<td>2</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>3</td>
<td>4</td>
<td>3</td>
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<tr>
<td>CHANGELING</td>
<td>800 years</td>
<td>40%</td>
<td>3</td>
<td>3</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>GNOME</td>
<td>300 years</td>
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<td>3</td>
<td>3</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>WOLFEN</td>
<td>50 years</td>
<td>90%</td>
<td>3</td>
<td>3</td>
<td>2</td>
<td>4</td>
<td>3</td>
<td>3</td>
<td>4</td>
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</table>

**COST (gold)**

**LIGHT ARMOUR**

<table>
<thead>
<tr>
<th>COST</th>
<th>ARMOUR DESCRIPTION</th>
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</thead>
<tbody>
<tr>
<td>20</td>
<td>Cloth (full suit)</td>
</tr>
<tr>
<td>50</td>
<td>Padding or Quilt (full suit)</td>
</tr>
<tr>
<td>75</td>
<td>Soft Leather (full suit)</td>
</tr>
<tr>
<td>150</td>
<td>Hard Leather (full suit)</td>
</tr>
<tr>
<td>200</td>
<td>Studded Leather (Bezained) (full suit)</td>
</tr>
</tbody>
</table>

**HEAVY ARMOUR**

<table>
<thead>
<tr>
<th>COST</th>
<th>ARMOUR DESCRIPTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>280</td>
<td>Chain mail (full suit)</td>
</tr>
<tr>
<td>340</td>
<td>Double mail (full suit)</td>
</tr>
<tr>
<td>500</td>
<td>Scale mail (half suit)</td>
</tr>
<tr>
<td>650</td>
<td>Scale mail (full suit)</td>
</tr>
<tr>
<td>700</td>
<td>Splat mail (half suit)</td>
</tr>
<tr>
<td>800</td>
<td>Splat mail (full suit)</td>
</tr>
<tr>
<td>1000</td>
<td>Splat mail (full suit)</td>
</tr>
<tr>
<td>1450</td>
<td>Splat mail (full suit)</td>
</tr>
</tbody>
</table>

**FULL SUIT:** Leggings (chausses) or leg plating; knee, shoulder, and elbow guards; helmet; coif (protects neck), hauberks, (protects chest/thigh) or plating; arm bands or platting; gloves or gauntlets; surcoat.

**HALF SUIT:** Protects chest, neck, joints (knees, elbows, and wrists), and head (helmet).

**COST (gold)**

**Barding (Armour for horses)**

<table>
<thead>
<tr>
<th>ARMOUR DESCRIPTION</th>
<th>A.R.</th>
<th>S.D.C.</th>
<th>WEIGHT</th>
</tr>
</thead>
<tbody>
<tr>
<td>400 Leather (full suit) average size</td>
<td>10</td>
<td>40</td>
<td>44 lbs</td>
</tr>
<tr>
<td>500 Leather (full suit) war horse size</td>
<td>10</td>
<td>40</td>
<td>56 lbs</td>
</tr>
<tr>
<td>750 Studded leather and chain (full suit)</td>
<td>14</td>
<td>60</td>
<td>55 lbs</td>
</tr>
<tr>
<td>900 Studded leather and chain war horse</td>
<td>14</td>
<td>70</td>
<td>70 lbs</td>
</tr>
<tr>
<td>1700 Plate (full suit) average</td>
<td>17</td>
<td>125</td>
<td>70 lbs</td>
</tr>
<tr>
<td>2400 Plate (full suit) war horse</td>
<td>17</td>
<td>160</td>
<td>100 lbs</td>
</tr>
<tr>
<td>1200 Plate (½ suit) average</td>
<td>13</td>
<td>70</td>
<td>50 lbs</td>
</tr>
<tr>
<td>1600 Plate (½ suit) war horse</td>
<td>13</td>
<td>80</td>
<td>60 lbs</td>
</tr>
</tbody>
</table>