## OCCUPATIONAL CHARACTER CLASS (O.C.C.)

<table>
<thead>
<tr>
<th>Men of arms</th>
<th>Requirements</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mercenary Fighter</td>
<td>P.S. 7</td>
</tr>
<tr>
<td>Soldier</td>
<td>I.Q. 7, P.E. 10, P.P. 12, P.S. 10</td>
</tr>
<tr>
<td>Knight</td>
<td>I.Q. 10, P.E. 10, P.P. 12, P.S. 12</td>
</tr>
<tr>
<td>Paladin</td>
<td>P.S. 10, P.P. 12</td>
</tr>
<tr>
<td>Long Bowman</td>
<td>I.Q. 9, P.E. 13, P.S. 10</td>
</tr>
<tr>
<td>Ranger</td>
<td>P.P. 9</td>
</tr>
<tr>
<td>Thief</td>
<td>I.Q. 9, P.P. 14</td>
</tr>
<tr>
<td>Assassin</td>
<td></td>
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</tbody>
</table>

<table>
<thead>
<tr>
<th>Men of Magic</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Wizard (spell magic)</td>
<td>I.Q. 10</td>
</tr>
<tr>
<td>Witch (devil worshiper)</td>
<td>I.Q. 5 (evil alignment)</td>
</tr>
<tr>
<td>Warlock (elemental magic)</td>
<td>I.Q. 6, M.E. 10</td>
</tr>
<tr>
<td>Diabolist (circles/symbols)</td>
<td>I.Q. 12</td>
</tr>
<tr>
<td>Summoner (demolology)</td>
<td>I.Q. 10, M.E. 14</td>
</tr>
<tr>
<td>Mind Mage (psionics)</td>
<td>I.Q. 9 (psionics)</td>
</tr>
<tr>
<td>Alchemist (Non-player class)</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Clergy</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Priest/Priestess</td>
<td>I.Q. 7</td>
</tr>
<tr>
<td>Druid</td>
<td>I.Q. 9, P.E. 12</td>
</tr>
<tr>
<td>Shaman</td>
<td>I.Q. 9, P.E. 9</td>
</tr>
<tr>
<td>Healer</td>
<td>P.E. 15</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Optional O.C.C.'s</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Peasant/Farm/Stable hand</td>
<td>P.P. 7</td>
</tr>
<tr>
<td>Squire</td>
<td>I.Q. 7, P.S. 6</td>
</tr>
<tr>
<td>Scholar</td>
<td>I.Q. 14</td>
</tr>
<tr>
<td>Merchant</td>
<td>I.Q. 10</td>
</tr>
<tr>
<td>Noble</td>
<td>I.Q. 7</td>
</tr>
</tbody>
</table>

**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 quills, 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

**LANGUAGES**

**Common Racial Languages**  
- **Human:** Northern tongue (barbarian)  
- **Southern tongue**  
- **Eastern tongue**  
- **Western tongue**

- **Elf:**  
- **Changeling**  
- **Titan**

- **Dwarf:**  
- **Kobold**  
- **Gnome**  
- **Troglydite**

- **Goblin:**  
- **Goblin**  
- **Hob-goblin**  
- **Orc**

- **Troll:**  
- **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.)

* Humans have 4 distinctly different languages depending on geographic point of origin.

**Those languages with 2 asterisks indicate the same language is spoken by several races.

**EXPERIENCE POINTS**

**Awarding experience points**

<table>
<thead>
<tr>
<th>Experience</th>
<th>The action</th>
</tr>
</thead>
<tbody>
<tr>
<td>100-200</td>
<td>Performing a skill (successful or not).</td>
</tr>
<tr>
<td>250</td>
<td>Clever, but futile idea.</td>
</tr>
<tr>
<td>300</td>
<td>Clever, useful idea or action.</td>
</tr>
<tr>
<td>400</td>
<td>Quick thinking idea or action.</td>
</tr>
<tr>
<td>500</td>
<td>A critical plan or action that saves the character's life and/or a few comrades.</td>
</tr>
<tr>
<td>600</td>
<td>A critical plan or action that saves the entire group or many people.</td>
</tr>
<tr>
<td>700</td>
<td>Endangering the character's own life to help others.</td>
</tr>
<tr>
<td>800</td>
<td>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).</td>
</tr>
<tr>
<td>900</td>
<td>Avoiding unnecessary violence.</td>
</tr>
<tr>
<td>1000</td>
<td>Deductive reasoning and/or insight.</td>
</tr>
<tr>
<td>1100</td>
<td>Good judgement.</td>
</tr>
<tr>
<td>1200</td>
<td>Playing in character bonus.</td>
</tr>
<tr>
<td>1300</td>
<td>Daring (clever or not).</td>
</tr>
<tr>
<td>1400</td>
<td>Killing or subduing a minor menace.</td>
</tr>
<tr>
<td>1500</td>
<td>Killing or subduing a major menace.</td>
</tr>
<tr>
<td>1600</td>
<td>Killing or subduing a great menace.</td>
</tr>
</tbody>
</table>
**ATTRIBUT BONUS CHART**

<table>
<thead>
<tr>
<th>Time Bonus</th>
<th>I.Q. Add to All Skills</th>
<th>This is a One</th>
<th>+2%</th>
<th>+3%</th>
<th>+4%</th>
<th>+5%</th>
<th>+6%</th>
<th>+7%</th>
<th>+8%</th>
<th>+9%</th>
<th>+10%</th>
<th>+11%</th>
<th>+12%</th>
<th>+13%</th>
<th>+14%</th>
<th>+15%</th>
<th>+16%</th>
</tr>
</thead>
<tbody>
<tr>
<td>M.E. Save vs. Psionic Attack</td>
<td>+1</td>
<td>+1</td>
<td>+2</td>
<td>+2</td>
<td>+3</td>
<td>+3</td>
<td>+4</td>
<td>+4</td>
<td>+5</td>
<td>+5</td>
<td>+6</td>
<td>+6</td>
<td>+7</td>
<td>+7</td>
<td>+8</td>
<td></td>
<td></td>
</tr>
<tr>
<td>M.E. Save vs. Endurance</td>
<td>+1</td>
<td>+1</td>
<td>+2</td>
<td>+2</td>
<td>+3</td>
<td>+3</td>
<td>+4</td>
<td>+4</td>
<td>+5</td>
<td>+5</td>
<td>+6</td>
<td>+6</td>
<td>+7</td>
<td>+7</td>
<td>+8</td>
<td></td>
<td></td>
</tr>
<tr>
<td>M.A. Trust/Intimidate</td>
<td>40%</td>
<td>45%</td>
<td>50%</td>
<td>55%</td>
<td>60%</td>
<td>65%</td>
<td>70%</td>
<td>75%</td>
<td>80%</td>
<td>84%</td>
<td>88%</td>
<td>92%</td>
<td>94%</td>
<td>96%</td>
<td>97%</td>
<td></td>
<td></td>
</tr>
<tr>
<td>P.S. Hand to Hand Combat: Damage</td>
<td>+1</td>
<td>+2</td>
<td>+3</td>
<td>+4</td>
<td>+5</td>
<td>+6</td>
<td>+7</td>
<td>+8</td>
<td>+9</td>
<td>+10</td>
<td>+11</td>
<td>+12</td>
<td>+13</td>
<td>+14</td>
<td>+15</td>
<td></td>
<td></td>
</tr>
<tr>
<td>P.F. Parry and Dodge Bonus</td>
<td>+1</td>
<td>+1</td>
<td>+2</td>
<td>+2</td>
<td>+3</td>
<td>+3</td>
<td>+4</td>
<td>+4</td>
<td>+5</td>
<td>+5</td>
<td>+6</td>
<td>+6</td>
<td>+7</td>
<td>+7</td>
<td>+8</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Bonus to Strike</td>
<td>+1</td>
<td>+1</td>
<td>+2</td>
<td>+2</td>
<td>+3</td>
<td>+3</td>
<td>+4</td>
<td>+4</td>
<td>+5</td>
<td>+5</td>
<td>+6</td>
<td>+6</td>
<td>+7</td>
<td>+7</td>
<td>+8</td>
<td></td>
<td></td>
</tr>
<tr>
<td>P.E. Save vs. Coma/Death</td>
<td>+4%</td>
<td>+5%</td>
<td>+6%</td>
<td>+7%</td>
<td>+8%</td>
<td>+9%</td>
<td>+10%</td>
<td>+12%</td>
<td>+14%</td>
<td>+16%</td>
<td>+18%</td>
<td>+20%</td>
<td>+22%</td>
<td>+24%</td>
<td>+26%</td>
<td>+28%</td>
<td>+30%</td>
</tr>
<tr>
<td>P.E. Save vs. Magic/Poison</td>
<td>+1</td>
<td>+1</td>
<td>+2</td>
<td>+2</td>
<td>+3</td>
<td>+3</td>
<td>+4</td>
<td>+4</td>
<td>+5</td>
<td>+5</td>
<td>+6</td>
<td>+6</td>
<td>+7</td>
<td>+7</td>
<td>+8</td>
<td></td>
<td></td>
</tr>
<tr>
<td>P.B. Charm/Impress</td>
<td>30%</td>
<td>35%</td>
<td>40%</td>
<td>45%</td>
<td>50%</td>
<td>55%</td>
<td>60%</td>
<td>65%</td>
<td>70%</td>
<td>75%</td>
<td>80%</td>
<td>83%</td>
<td>86%</td>
<td>90%</td>
<td>92%</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

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>ME</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>
</tr>
<tr>
<td>Elf</td>
<td>600 years</td>
<td>0</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>3</td>
<td>5</td>
</tr>
<tr>
<td>Dwarf</td>
<td>200 years</td>
<td>0</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>3</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>3</td>
<td>3</td>
</tr>
<tr>
<td>Hob-Goblin</td>
<td>60 years</td>
<td>50%</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>3</td>
<td>3</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>2</td>
<td>2</td>
<td>3</td>
<td>2</td>
<td>3</td>
</tr>
<tr>
<td>Orc</td>
<td>50 years</td>
<td>60%</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>3</td>
<td>2</td>
</tr>
<tr>
<td>Ogre</td>
<td>90 years</td>
<td>90%</td>
<td>3</td>
<td>3</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>Troll</td>
<td>120 years</td>
<td>90%</td>
<td>3</td>
<td>3</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>Trogloodyte</td>
<td>90 years</td>
<td>80%</td>
<td>3</td>
<td>3</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>Changeling</td>
<td>800 years</td>
<td>80%</td>
<td>3</td>
<td>3</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>Gnome</td>
<td>300 years</td>
<td>0</td>
<td>3</td>
<td>3</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>Wulfen</td>
<td>50 years</td>
<td>90%</td>
<td>3</td>
<td>3</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
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</tr>
</tbody>
</table>

**COST (gold)**

<table>
<thead>
<tr>
<th>Item</th>
<th>Description</th>
</tr>
</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 (Bezainted) (full suit)</td>
</tr>
</tbody>
</table>

**EQUIPMENT COST (gold)**

<table>
<thead>
<tr>
<th>Item</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>280</td>
<td>Chain mail (full suit)</td>
</tr>
<tr>
<td>170</td>
<td>Chain mail (half suit)</td>
</tr>
<tr>
<td>340</td>
<td>Double mail (full suit)</td>
</tr>
<tr>
<td>200</td>
<td>Double mail (half suit)</td>
</tr>
<tr>
<td>650</td>
<td>Scale mail (Jazermint) (full suit)</td>
</tr>
<tr>
<td>300</td>
<td>Scale mail (half suit)</td>
</tr>
<tr>
<td>700</td>
<td>Splint armory (Laminated metal) (full suit)</td>
</tr>
<tr>
<td>400</td>
<td>Splint armory (half suit)</td>
</tr>
<tr>
<td>800</td>
<td>Plate and chain (full suit only)</td>
</tr>
<tr>
<td>1000</td>
<td>Plate (full suit only)</td>
</tr>
<tr>
<td>450</td>
<td>Plate (half suit)</td>
</tr>
</tbody>
</table>

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

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

**COST (gold)**

<table>
<thead>
<tr>
<th>Item</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>400</td>
<td>Leather (full suit) average size</td>
</tr>
<tr>
<td>500</td>
<td>Leather (full suit) war horse size</td>
</tr>
<tr>
<td>750</td>
<td>Studded leather and chain (full suit)</td>
</tr>
<tr>
<td>900</td>
<td>Studded leather and chain war horse</td>
</tr>
<tr>
<td>1700</td>
<td>Plate (full suit) average</td>
</tr>
<tr>
<td>2400</td>
<td>Plate (full suit) war horse</td>
</tr>
<tr>
<td>1200</td>
<td>Plate (1/4 suit) average</td>
</tr>
<tr>
<td>1600</td>
<td>Plate (1/4 suit) war horse</td>
</tr>
</tbody>
</table>

**ARMOUR RATING (A.R.)**

<table>
<thead>
<tr>
<th>Item</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>5</td>
<td>6</td>
</tr>
<tr>
<td>8</td>
<td>15</td>
</tr>
<tr>
<td>9</td>
<td>20</td>
</tr>
<tr>
<td>10</td>
<td>30</td>
</tr>
<tr>
<td>12</td>
<td>38</td>
</tr>
<tr>
<td>13</td>
<td>44</td>
</tr>
<tr>
<td>14</td>
<td>55</td>
</tr>
<tr>
<td>10</td>
<td>28</td>
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<tr>
<td>15</td>
<td>82</td>
</tr>
<tr>
<td>17</td>
<td>160</td>
</tr>
<tr>
<td>18</td>
<td>100</td>
</tr>
<tr>
<td>17</td>
<td>160</td>
</tr>
<tr>
<td>13</td>
<td>60</td>
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</tbody>
</table>
## ELECTIVE SKILLS

<table>
<thead>
<tr>
<th>Skill</th>
<th>Non-Men of arms O.C.C.</th>
<th>Soldier</th>
<th>Mercenary</th>
</tr>
</thead>
<tbody>
<tr>
<td>Disguise</td>
<td>Level 1 +2 to dodge only</td>
<td>Level 1 +1 to damage</td>
<td>Level 1 +1 to damage</td>
</tr>
<tr>
<td>Dowsing</td>
<td>2 +1 to parry only</td>
<td>2 +2 to parry/dodge</td>
<td>2 +2 to parry/dodge</td>
</tr>
<tr>
<td>Forging</td>
<td>3 +2 to damage</td>
<td>3 +3 to parry/dodge</td>
<td>3 +3 to parry/dodge</td>
</tr>
<tr>
<td>Hand to Hand Combat</td>
<td>4 2 attacks per melee</td>
<td>4 +2 to damage</td>
<td>4 +2 to damage</td>
</tr>
<tr>
<td>Horsemanship</td>
<td>5 Kick attack: 1-6 damage</td>
<td>5 3 attacks per melee</td>
<td>5 3 attacks per melee</td>
</tr>
<tr>
<td>Identify plants/fruit</td>
<td>6 Critical strike on from behind</td>
<td>6 +3 to damage</td>
<td>6 +3 to damage</td>
</tr>
<tr>
<td>Identify tracks</td>
<td>7 +2 parry</td>
<td>7 Critical strike 18-20</td>
<td>7 Critical strike 18-20</td>
</tr>
<tr>
<td>Locate secret compartments/doors</td>
<td>8 +3 parry/dodge</td>
<td>8 +4 to damage</td>
<td>8 +4 to damage</td>
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<tr>
<td>Medical</td>
<td>9 3 attacks per melee</td>
<td>9 4 attacks per melee</td>
<td>9 4 attacks per melee</td>
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<tr>
<td>Pick locks</td>
<td>10 +3 to damage</td>
<td>10 +5 to damage</td>
<td>10 +5 to damage</td>
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<tr>
<td>Pick pockets</td>
<td>11 Critical strike on 19 or 20</td>
<td>11 Stun on 18-20</td>
<td>11 Stun on 18-20</td>
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<tr>
<td>Prowl</td>
<td>12 +4 to parry/dodge</td>
<td>12 +4 to parry/dodge</td>
<td>12 +4 to parry/dodge</td>
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<tr>
<td>Read/write (Native Language)</td>
<td>13 +6 to damage</td>
<td>13 +6 to damage</td>
<td>13 +6 to damage</td>
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<tr>
<td>Scale Walls</td>
<td>14 4 attacks per melee</td>
<td>14 5 attacks per melee</td>
<td>14 5 attacks per melee</td>
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<tr>
<td>Track</td>
<td>15 +5 to damage</td>
<td>15 +5 to parry/dodge</td>
<td>15 +5 to parry/dodge</td>
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<tr>
<td>Trap/skin small animals</td>
<td>Use poison</td>
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<td></td>
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<tr>
<td>Trap/skin large animals</td>
<td>Weapon Proficiency (W.P.):</td>
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<tr>
<td></td>
<td>W.P. Throwing axe W.P. Large sword</td>
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<td>W.P. battle axe W.P. Staves</td>
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<tr>
<td></td>
<td>W.P. ball and chain W.P. Small shield</td>
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<tr>
<td></td>
<td>W.P. blunt W.P. Large shield</td>
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<tr>
<td></td>
<td>W.P. Knives W.P. Sling</td>
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<tr>
<td></td>
<td>W.P. Lance W.P. Short bow</td>
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<tr>
<td></td>
<td>W.P. Pole arms W.P. Long bow</td>
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<tr>
<td></td>
<td>W.P. Spears/Forks W.P. Cross bow</td>
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<tr>
<td></td>
<td>SECONDARY SKILLS</td>
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<td></td>
<td>Carpentry</td>
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<td>Cook</td>
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<td>Demon and Devil Lore</td>
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<td></td>
<td>Faerie Lore</td>
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<td>Imitate voices</td>
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<td>Mathematics</td>
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<td></td>
<td>Paint</td>
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<td></td>
<td>Play string instruments</td>
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<td>Play wind instruments</td>
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<td>Plant/Farm Lore</td>
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<td></td>
<td>Preserve food</td>
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<td></td>
<td>Racial Histories</td>
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<tr>
<td></td>
<td>Read/write additional Language</td>
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<tr>
<td></td>
<td>Recognize Poison</td>
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<td></td>
<td>Recognize Precious metals/stones</td>
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<td></td>
<td>Recognize Weapon quality</td>
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<td>Religious Doctrine</td>
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<td>Sailing</td>
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<td>Sense of direction</td>
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<td></td>
<td>Sing</td>
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<td></td>
<td>Speak additional Language</td>
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<tr>
<td></td>
<td>Swim</td>
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<td>Tailor</td>
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<tr>
<td></td>
<td>Ventriloquism</td>
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</table>

## SECONDARY SKILLS

<table>
<thead>
<tr>
<th>Skill</th>
<th>Level 1 +2 to damage</th>
<th>Level 1 +1 to parry/dodge</th>
<th>Level 1 +2 to dodge only</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hand to Hand Paladin</td>
<td>2 2 attacks per melee</td>
<td>2 2 attacks per melee</td>
<td>2 2 attacks per melee</td>
</tr>
<tr>
<td>Hand to Hand Knight</td>
<td>3 Kick attack: 1-6 damage</td>
<td>3 +3 to parry/dodge</td>
<td>3 +3 to parry/dodge</td>
</tr>
<tr>
<td>Hand to Hand Thief</td>
<td>4 Critical strike from behind</td>
<td>4 +2 to damage</td>
<td>4 +2 to damage</td>
</tr>
<tr>
<td>Hand to Hand Assassin</td>
<td>5 3 attacks per melee</td>
<td>5 +2 to damage</td>
<td>5 +2 to damage</td>
</tr>
<tr>
<td>Hand to Hand Ranger</td>
<td>6 Critical strike on 17-20</td>
<td>6 3 attacks per melee</td>
<td>6 3 attacks per melee</td>
</tr>
<tr>
<td>Hand to Hand Long Bowman</td>
<td>7 +2 to parry/dodge</td>
<td>7 +2 to parry/dodge</td>
<td>7 +2 to parry/dodge</td>
</tr>
<tr>
<td></td>
<td>8 Stuns on 18-20</td>
<td>8 +3 to damage</td>
<td>8 +3 to damage</td>
</tr>
<tr>
<td></td>
<td>9 Death blow on natural 20</td>
<td>9 4 attacks per melee</td>
<td>9 4 attacks per melee</td>
</tr>
<tr>
<td></td>
<td>10 4 attacks per melee</td>
<td>10 Stuns on 18-20</td>
<td>10 Stuns on 18-20</td>
</tr>
<tr>
<td></td>
<td>11 +3 to parry/dodge</td>
<td>11 Critical strike on 18-20</td>
<td>11 Critical strike on 18-20</td>
</tr>
<tr>
<td></td>
<td>12 +2 to strike</td>
<td>12 +4 to damage</td>
<td>12 +4 to damage</td>
</tr>
<tr>
<td></td>
<td>13 Critical strike from behind (x4)</td>
<td>13 +3 to parry/dodge</td>
<td>13 +3 to parry/dodge</td>
</tr>
<tr>
<td></td>
<td>14 5 attacks per melee</td>
<td>14 5 attacks per melee</td>
<td>14 5 attacks per melee</td>
</tr>
<tr>
<td></td>
<td>15 +4 to damage</td>
<td>15 +4 to parry/dodge</td>
<td>15 +4 to parry/dodge</td>
</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 a 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 attack 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.

- **HP:** Hit points. A character cannot begin to roll for new hit points until he has taken 50% or less of his normal hit points. Damage to a character's hit points is reduced by armor and other defensive factors. Extra damage can be caused by an attack roll that is critical.
**SPELL MAGIC**

**Level One** Page 61

- charm
- charismatic aura
- decelerate
- global of silence
- increase weight
- paralysis bolt
- reduce self (6 inches)
- sense evil
- sense magic
- ventriloquism
- weightlessness

**Elemental Spells**

- binding
- flash
- cloud of smoke
- dust storm
- water to wine

**Level Two** Page 62

- carpet of adhesion
- invisibility (self)
- immobilize
- levitate (self)
- love charm
- mesmerism
- see the invisible
- sense traps
- swim as a fish
- tongues
- walls of confusion

**Elemental Spells**

- chameleon
- darkness
- dowsing
- fog of fear
- identifies minerals
- resists cold
- rock to mud
- sphere of day light
- wind rush

**Level Three** Page 64

- commune with dead
- fleet feet
- fly as a eagle
- levitate others
- mask of decent
- multiple image
- reduce object
- sphere of invisibility
- speed of the small
- the armour of ethan
- the fairies dance
- turn self into mist
- words of truth

**Elemental Spells**

- call lightning
- circle of flame
- breath underwater
- fireball
- grow plants
- massima
- resist fire
- wall of day

**Level Four** Page 66

- animate/control dead
- commune with spirits
- control the beasts
- death trance

- diminish others
- familiar link
- magic pigeon
- magic net
- mystic illusion
- negate magic
- size of the Behemoth
- spirit of the wolf
- turn objects invisible

**Elemental Spells**

- clay to lead
- extinguish fires
- fifteen foot air bubble
- hail
- phantom
- wall of ice
- wall of thorns
- wither plants

**Level Five** Page 68

- blind
- create bread and milk
- detect poison
- eyes of the wolf
- heal self
- induce epilepsy
- mite
- metamorphosis (self)
- shadow beast
- shadow walk/meld
- teleport (self)
- the strength of Utgard Loki
- turn the dead
- x-ray vision

**Elemental Spells**

- animate plants
- circle of rain
- heal burns
- melt metal
- part waters
- wall of stone
- water seal
- whirlwind

**Level Six** Page 70

- age
- animate object
- dispel magic barriers
- exorcism
- mind whip
- mystic alarms
- mystic portal
- metamorphosis (other)
- schizophrenia
- telekinesis
- the fairies dance
- the sorcerers seal
- witch bottle

**Elemental Spells**

- calm storm
- encase object in stone
- snow storm
- walk the waves

**Level Seven** Page 72

- astral projection
- curse of bolts
- empathy
- impenetrable wall of force
- gas
- remove curse
- see wards

**Elemental Spells**

- eternal flame
- quicksand
- suspended animation
- ten foot wheel of fire

**Level Eight** Page 73

- create zombies
- curse of fever
- doublepunter
- expel demons
- expel devils
- swords to snakes
- restoration

**Elemental Spells**

- close fissure
- earthquake
- river of lava
- stone to flesh

**Level Nine** Page 74

- teleport (superior)
- summon greater familiar

**Elemental Spells**

- rainbow
- tornado

**Level Ten** Page 74

- death
- havoc
- scroll creation

**Elemental Spells**

- hurricane
- magnetism

**Level Eleven** Page 75

- dimensional teleport
- resurrection

**Elemental Spells**

- petrification

**ELEMENTAL MAGIC**

**AIR SPELLS**

**Level One** Page 81

- breath without air
- clap of thunder
- cloud of smother
- cloud of steam
- create light
- create mild wind (2 mph)
- howling wind
- stop wind

**Level Two** Page 81

- change wind direction
- create air
- heavy breathing
- levitate
- mesmerism
- massima
- northwind
- silence (15 feet radius)
- wind rush (60 mph)

**Level Three** Page 82

- call lightning
- darkness
- fingers of the wind
- float in air
- fifteen foot air bubble
- northern lights
- resist cold
- walk the wind

**Level Four** Page 83

- ball lightning
- calm storm
- dissipate gases
- freeze water
- invisibility
- leaf rustler
- phantom footman
- protection from lightning

**Level Five** Page 84

- breath of life
- circle of rain
- darken the sky
- detect the invisible
- invisible wall
- phantom
- whirl-wind

**Level Six** Page 85

- electric field/wall
- electromagnetism
- mist of death
- snow storm
- vacuum
- whisper of wind

**Level Seven** Page 85

- atmosphere manipulation
- hurricane
- rainbow
- tornado

**EARTH SPELLS**

**Level One** Page 86

- chameleon
- dowling
- dust storm
- fool's gold
- identify minerals
- rock to mud
- rot wood

**Level Two** Page 87

- create dirt or clay
- dirt to clay
- dirt to sand
- grow plants
- hopping stones
- track
- wall of clay
- wither plants

**Level Three** Page 88

- animate plants
- create mound
- crumble stone
- dig
- earthumble
- encase object in stone
- locate minerals
- wall of stone

**Level Four** Page 88

- animate object
- cocoon of stone (self)
- mend stone
- quicksand
- repel animals
- rust
- sand storm
- wall of thorns

**Level Five** Page 89

- charm
- clay to lead

- clay to stone
- close fissures
- mud mound
- river of lava
- travel through earth

**Level Six** Page 89

- clay to iron
- earthquake
- mend metal
- sculpt and animate clay animals
- stone to flesh
- travel through stone
- wood to stone

**Level Seven** Page 90

- create golem
- metal to clay
- metal to wood
- petrification
- wall of iron

**Level Eight** Page 91

- cap volcano
- magnetism
- soul transference
- suspended animation

**FIRE SPELLS**

**Level One** Page 91

- blinding flash
- cloud of smoke
- create coal
- flame lick
- globe of day light
- nightvision (60 feet)
- resist fire
- stench of Hades

**Level Two** Page 92

- cloud of ash
- darkness
- flery touch
- freeze water
- resist cold
- spontaneous combustion
- swirling lights
- tongue of flame

**Level Three** Page 92

- circle of cold
- circle of flame
- create heat
- extinguish fires
- fire ball
- lower temperature
- wall of flame

**Level Four** Page 93

- cloud of steam
- flame friend
- fuel flame
- heat burns
- heat objects/water
- mini-fireballs

**Level Five** Page 94

- blue flame
- breath fire
- eat fire
- screaming wall of flame
- wall of ice

**Level Six** Page 94

- dancing fires
- eternal flame
- flame of life
- ten foot wheel of fire
### PSIONICS

#### LEVEL ONE Page 127
- Aura of truth
- Detect psionics
- Hypnotic suggestion
- Meditation/trance

#### LEVEL SEVEN Page 132
- Generate personal aura
- Induced catatonic state
- Induced nightmares
- Recurring nightmares
- Multiple phantoms

### SAVING THROWS VS CIRCLES

#### LEVEL EIGHT Page 133
- Advanced trance state
- Group mind block
- Insert memory

#### LEVEL NINE Page 133
- Alter personality
- Fantasy experience

#### LEVEL TEN Page 134
- Death trap

### LEVEL THREE Page 129
- Extended telepathy
- Mental bolt of force
- Precognition
- See the invisible
- Teleport object
- Turn invisible
- Evil eye
- Despair
- Paralysis
- Stun
- Sleep
- Fear
- Blind
- Pain
- Death

### LEVEL FIVE Page 130
- Astral projection
- Commune with animals
- Float
- Fuel flame
- Mind wipe
- Sense traps

### LEVEL SIX Page 131
- Basic force field
- Cure insanity
- Cause insanity
- Dispel spirits
- Extended telekinesis
- Mentally possess others
- Negate poison
- Water walk

### THE SUMMONER

#### Level Magic Combat
1. +1 save vs. circles
2. +1 circle strength
3. Recognize enchantment 30%
4. +1 save vs. spell magic
5. +2 save vs. wards
6. Recognize magic item 15%
7. +2 save vs. circles/wards
8. Recognize magic item 30%
9. +3 save vs. wards
10. +2 save vs. spell magic
11. +3 save vs. circles
12. Sense evil 50%
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 39%
3. +1 save vs. spell magic
4. 2 psionic attacks per melee
5. +2 save vs. insanity
6. 2 save vs. psionic attack
7. +1 save vs. circles/wards
8. Recognize illusions 39%
9. +3 save vs. psionic attack
10. +2 save vs. spell magic
11. +3 save vs. insanity
12. +2 save vs. circles/wards
13. Recognize illusions 92%
14. +4 save vs. psionic attack
15. +4 save vs. insanity

### 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 enchantment 30%
7. +2 Save vs. Spell magic
8. +2 Save vs. Circles/wards
9. +2 Spell Strength
10. Sense Evil 65%
11. Recognize enchantment 50%
12. +3 Save vs. Spell magic
13. +3 Spell Strength
14. +3 Save vs. Circles/wards
15. Recognize enchantment 71%

### 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 items 38%
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. +2 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 enchantment 30%
7. +2 Save vs. Spell magic
8. +2 Save vs. Circles/wards
9. +2 Spell Strength
10. Sense Evil 65%
11. Recognize enchantment 50%
12. +3 Save vs. Spell magic
13. +3 Spell Strength
14. +3 Save vs. Circles/wards
15. Recognize enchantment 71%