ooner or later you will want to make up your own new character. Before you start, get a pencil and the multisided dice used with the D&D® game. You will also need a blank character sheet (or a piece of notebook paper) to keep track of the details. A sample character sheet is found in Appendix 1.

f you are using a blank piece of paper, copy the form of the character sheet onto it—in other words, allow a space for your name and the character's name at the top left, a place for character class, level, armor class, and hit points below that, and so forth. The DM should be present and should watch the creation of any player character, including all dice rolls.

our first try at creating a new character will probably take an hour or so. Even when you are used to the procedure, it will still take 10-60 minutes. If the Dungeon Master is just beginning a new campaign, he should call everyone together for a session where all players create their characters and where he describes the campaign world in which the others will be playing. Once the campaign is underway, a player shouldn't try to create a character at the beginning of a play-session (unless the DM specifically asks him to)—it delays the start of the game. All the rolling, adjusting, buying, and so forth should be done beforehand. The following is a list of the steps to take when making a new character; each step is then explained in detail.

Choose a race

he player has chosen a race from the above Racial chapters. The DM gives which PC races are allowed in his campaign. He should however allow the basic Human, Dwarf, Halfling and Elf races. The player should mark that these different creatures have a very different life-style, way of thinking, handling, etc. It is very difficult to truly play another species in the way it actually should be played. For us humans, it is almost impossible to think like any other creature, especially players seem vulnerable to the normal way of human thinking, and therefore forgetting how the species normally naturally would act, think in specific circumstances.

t is therefore advised to leave most other races to the more experienced players. He should, however, always allow the character to play a basic human, Elf, Dwarf or Halfling race, except in the case where these races in his campaign don't exist. Humans should, however, very rarely be excluded from the choices. The DM may (preferably) help the character in this choice, if the character is unsure, but should rarely enforce a race, and never a race the Player doesn't want to play. Remember, the game is for fun, not dominance over one another.

Basic Abilities

oll just once for the character itself if using the rapid creation way. Or roll for each ability twice (once for each parent) to create a genetic base. Use the method applied according the race (see there) or roll 3d6 for each attribute. Don't use methods (as those mentioned in AD&D books) to generate higher statistics. A good role-player can play with even feeble characters. The DM may overrule this by letting the player roll completely anew; when the combined statistics are lower than 63 or higher than 98, to prevent the existence of weak or 'super-characters' . Otherwise, accept what and how you are and try to fit in the world. The abilities may be changed after class choice according the rules given there. Any adjustments given later can't adjust beyond the natural limits.

DM may imbue the character role-playing such a feeble character good or even better with up to 10% for the XP of that game-session. This also includes playing an overweight or skinny character, or one with some serious defect or affliction. But give this bonus per game-session according role-play, never automatic.

any of the attributes that make up a character—for instance, his physical might and his level of intelligence—are represented by numbers in the game. Seven of these are the character's abilities: Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma, and Comeliness. These abilities always follow the racial limitations, and never can cross these boundaries, even by magic (unless the DM allows this temporarily) as it will mostly harm the campaign.

Strength

Strength (Str) is the character's physical might. It affects the amount of damage the character does with hand-to-hand weapons (such as swords and clubs) and thrown weapons (such as thrown spears and knives), affects his chance to hit with hand-to-hand weapons, and determines his ability to do such things as break down locked doors (see Open Door Rules). High Strength affects how well a character hits with melee weapons—that is, hand-held weapons. It affects how much damage the character does with melee weapons, and with thrown weapons like hurled knives and spears. And it affects how often a character can budge stuck doorways. The character's adjustment for a high Strength score is applied to any roll he makes to hit someone in melee combat. For instance, if a character has a Strength of 17 (therefore, a +2 adjustment), and rolls a 9 on his 1d20 to hit someone, he gets to add his Strength adjustment to that roll. He has actually achieved a roll of 11 (9 + 2 = 11). If the character has a Strength of 8 (therefore, a - 1 penalty) and rolls a 9, he has to subtract his penalty; he has actually achieved a roll of 8 (9 - 1 = 8).

The character's adjustment for Strength is also applied to damage he does with melee weapons. For example, let us say a character with Strength 18 (adjustment +3) hits someone with a sword and does 8 points of damage. He adds his Strength bonus to the damage, and so has actually done 11 points of damage. Likewise, a character with a Strength of 5 (adjustment -2) who rolls 8 points of damage has actually only done 6 points of damage (8 — 2 = 6).

Intelligence

Intelligence (Int) is the character's mental might. It affects the number of languages the character can learn. High Intelligence affects the number of languages a character knows. It also affects the number of general skills the character knows. A human character of "average" Intelligence (a score of 9-12) knows two languages: the Local tongue and a neighboring nation's tongue. The character can read and write those languages. (The Common tongue is the "standard" tongue for the campaign. A campaign set in modern America would have English as its Common tongue, for example.) Demihuman characters usually know additional languages, as

Int.	Languages
3	Has trouble Speaking
	Can't Read/Write
4-5	Can't Read/Write
6-8	Can Write simple native words
9-12	Read/Write native languages (usually 2)
13+	Read/Write native languages +1 per adjustment

described for each Demihuman character class. If the character receives an adjustment from an Intelligence over 12 (a bonus, in other words), this is the number of additional languages the character can read and write. Your Dungeon Master will tell you what languages are available. You must choose your added languages before you play the character in a game. If the Intelligence adjustment is a penalty, then the character has trouble writing and perhaps speaking. In either case, look at the Table. Most worlds and thus campaigns make use of a lot of languages—especially common in a campaign where the player characters travel through a lot of foreign lands, or where there are a lot of talking monster species—a character's ability with languages can be very important. Intelligence also affects the number of spells a character can memorize, and the limit of its level. See The Ultimate Spellbook for more information. Some races or locations need a minimum of intelligence to enable spellcasting.

Wisdom

Wisdom (Wis) is the character's strength of understanding of the world, the way things work, the forces of nature, and so forth. It affects the character's natural ability to resist magical spells. If a character has a Wisdom score of 13 or more, he receives a bonus to one of his saving throws; if his Wisdom is 8 or less, he receives a penalty. Take a look at the Bonuses and Penalties for Ability Scores Table below. If your Wisdom score is high or low enough for a bonus or penalty, record that on your character sheet beside your Wisdom score. This bonus or penalty affects your character's saving throws vs. spells. When rolling your save vs. spells, you can add the character's Wisdom bonus to his save (or must subtract the penalty, if he has a penalty instead). Some races or locations need a minimum of Wisdom to enable spellcasting. It can sometimes also affect the Turning Power.

Dexterity

Dexterity (Dex) is the character's nimbleness and grace. It affects the character's ability to wield missile and thrown weapons (such as bows and throwing knives) and can make it harder for enemies to hit the character. The effects of a high Dexterity are discussed above, under "Armor Class." Adjustments for high Dexterity scores affect the character's AC. They also affect the character's ability to hit with missile weapons—any thrown weapons or weapons launched through the air. The character's adjustment for a high or low Dexterity is applied to his roll to hit when he is using missile weapons. For example, a character with a 17 Dexterity (adjustment + 2), using a bow, is trying to shoot a distant enemy. He needs a 13 to hit his enemy. On his 1d20 attack roll, he rolls a 12. He has failed. But now he adds his bonus for high Dexterity (+ 2) and his 12 becomes a 14: He has actually hit his opponent. Dexterity is often used to handle balance, evasion, motion vs. coordination, and similar dexterous feats.

Constitution

Constitution (Con) is the character's physical health and vigor. It influences the character's resistance against diseases, infections, wounds, fatigue, exhaustion, in other words how long the body can function at it best, or at it longest without suffering the circumstances. Your Constitution score can affect the number of hit points you have. Look earlier in this chapter for the Bonuses and Penalties for Ability Scores table, and apply the bonus or penalty to the number of hit points you rolled. But whatever the adjustments, your hit points can't be lowered to 0 (zero); you will have at least 1 hit point for each roll. Each time a character gains a level of experience (a measure of how experienced he is), roll for more hit points. And each time you roll, you adjust the roll according to your Constitution score. Eventually, your character will stop gaining dice of hit points every time he earns a level of experience, and will no longer gain bonuses for a very high or very low Constitution score. Instead, he'll start getting a pre-set number of hit points every level, and his Constitution bonus will not apply to that number. But that's off in the future; don't worry about it right now.

Charisma

Charisma (Cha) is the character's force of personality and presence. It affects the way other characters, especially non-player characters controlled by the DM, react to the character. A character's Charisma score will affect how others, whether characters or monsters, react to him—when the character is talking to them (but not unless he is talking). If he tries to hire retainers (bodyguards, assistants, and so forth), his Charisma will determine the number he can hire, and how loyal they will be. Your Dungeon Master will tell you if any retainers are available, and will play the roles of the retainers your character finds and (possibly) hires.

Whenever your character is talking to any creature (monster or character) controlled by the DM, tell the DM what your reaction adjustment is. If your Dungeon Master allows the use of retainers and you attempt to employ some, you will need to tell him your character's maximum number of retainers, as well as the Retainer Morale score (which is a measure of loyalty and courage). Reaction adjustments due to high Charisma never adjust any rolls you make; they only affect rolls made by the Dungeon Master, so he needs to know this information.

Comeliness

This ability depicts the actual beauty over the average races, that means is equal to any race. A 12 comeliness kobold will be as beautiful to a 12 comeliness elf. This is of course not really so, but it depicts the chances of physical attraction between members of the same race and same sexual attraction. This ability is used in determining the strength and possibility of falling in love. Therefore it is the least used ability rolled for and most DM's discard it.

You should end up with **seven** numbers, including racial modifiers, if any.

Remember to keep the numbers within the racial limits. When these are not given use 3-18 as racial limit (as with Humans, Elves, Dwarves).

Write the scores down as you roll them, next to the names of the abilities. High scores can help the character in certain things. For example, high Strength allows the character to deal out more

Ability Score	Adjustment	Charisma Max #	Morale	Strength Effects	Enc.
These first rates can only be reached by draining attacks from diseases, specific creatures or magic.					
0	Death	0	0		x0
1	-4	0	3	All medium weapons used as 2H weapons/ini-6 Str. Check to move more than 1 T or exhausted 1T	x0.5
These rates are allowed by most races (see there).					
2-3	-3	1	4	All large weapons used as 2H weapons/ini-6	-3x adj
4-5	-2	2	5		-2xadj
6-8	-1	3	6		-1xadj
9-12	**0**	**4**	**7**		**normal**
13-15	+1	5	8		+1xadj
16-17	+2	6	9		+2xadj
18-19	+3	7	10	2H Swords used two-handedly (ini-0) Draw H. Crossbows one handed firing once/round	+3xadj
These rates are only possible by some races (like Giants) and can only temporary by gained by other races by magic.					
20-21	+4	8	11		x2
22-23	+5	9	12	Use 2H weapons one handed (initiative-6)	
24-27	+6	10	+1		x3
28-32	+7	11	+2	Use 2H weapons one handed (initiative-0)	
The Following rates are impossible for any mortal race, (even by Magic) Only an Immortal can have the following Ability scores.					
33-38	+8	12	+3		x4
39-45	+9	13	+4	Cock Ballistae by himself at double Fire rate	
46-53	+10	14	+5	Wield Bore / Ram by himself	x5
54-62	+11	15	+6	Cock light catapults by himself at double Fire rate	
63-70	+12	16	+7		x6
71-77	+13	17	+8	Cock Heavy catapults by himself at double Fire rate	
78-83	+14	18	+9		x7
84-88	+15	19	+10	Cock Trebuchet by himself at double Fire rate	
89-93	+16	20	+11		x8
94-96	+17	21	+12		
97-98	+18	22	+13		x9
99	+19	23	+14		
100	+20	24	+15		x10

damage in combat; a high Constitution helps a character survive injury, high Charisma helps a character attract friends. Low scores have the exact opposite effects.

These initial scores may be adjusted later, but first you must decide what character class your character will be. If you don't choose the character class the abilities and further rolls will decide for you.

You've already seen, on several occasions, that high abilities give your character special bonuses, while low ones give the character special penalties. In the table are the character's abilities and notes on what sorts of adjustments high and low abilities will bring him.

When you have high scores in abilities, note the specific adjustments, which result from them; if you're not using a character sheet which already has blanks for these adjustments, place them beside the abilities (Strength, etc.) which grant them to the character. The Bonuses and Penalties for Ability Scores Table shows ability adjustments.

Y ou roll dice to find each ability score. This is done by rolling the six-sided die three times and adding the results. Or, if you have three six sided dice, roll the dice together. (This is normally referred to in the text as "rolling 3d6.") For example, if you roll ones each time, then the total score is 3, the least score possible. If you roll all sixes, then the total is 18, the highest score you can have. You should end up with six numbers, each between 3 and 18. These are your character's ability scores. Write the scores down as you roll them, next to the names of the abilities. High ability scores can help the character in certain things. For example, high Strength allows a character to deal out more damage in combat; a high Constitution helps a character survive injury; a high Charisma helps a character attract friends. Low scores have exactly the opposite effect. We'll discuss these effects in the Bonuses and Penalties for Ability Scores Table. You can adjust the ability scores in Step 3 ("Adjust Ability Scores"), but first you must decide what class your character will be.

Prime Requisites

E ach character class requires prowess in one of the abilities—in other words, each class has an ability that is of utmost importance to that class. (For example, a fighter's most important ability is Strength and a cleric's is Wisdom.) These are known as prime requisites. Each character class has its own prime requisite. This means each class is talented at certain things, such as fighting (fighters because of their Strength), healing (clerics because of their Wisdom), sneaking about (thieves because of their Dexterity), and so on. The higher a character's prime requisite score, the more skill he will have in his class (his "job"). Prime requisites for each class are listed with the character class.

Average by Parental Creation

T his system will give the attributes that the character will have once he reaches adulthood (which is usually a few years after puberty). Of course, as a child the baby will show potential or problem areas if statistics are high or low; especially in areas of Intelligence and Wisdom. To figure out the attributes, the first step is to average each attribute of the parents which will give you the "genetic" bases.

T o make this system work roll each 3d6 seven times twice, for each parent and ability once (if in haste and character creation is done easily, just roll as normal; only for the character itself). To make the character a bit different from its parents, a random factor is added to the process. First, add 1d4 (or else see table) to each parent's genetic base and then subtract 1d4 from that number. This means that each of the character's statistics can be up to 4 above or 4 below its parents' average. If the result isn't an integer, there is a 50% chance to round up and a 50% to round down. Example: A baby is to be born, but what will his Strength be? His father's Strength is 17 and his mother's Strength is 14. This averages to 15.5, which becomes the genetic base. Before figuring in the random factor, we know that the character's Strength will fall between 12.5 - 18.5. On the first 1d4, a 3 is rolled and added to the genetic factor giving us a 18.5. On the second 1d4, a 2 is rolled and subtracted from the 18.5 giving us Strength 16.5. Well decimals are unacceptable so on the percentile roll; a 23% is rolled causing the Strength to be rounded down to 16. The character's Strength will be 16 when it reaches adulthood. The same process is followed for the remanding attributes. Note that the character's attributes must still obey its race's limits. For example, no Human can be born with more than 18 or less than 3 in any attribute. Then roll for alignment. Then roll for the traits generated by the alignment of the character. For Piety and the basic Social Modifier each look at the trait score and see what they become.

Choose the Character's Sex

P robably the most popular topic of a newborn child is its sex. This may be chosen or rolled. Generally the probability of having a female is slightly greater than a male. But this can differ greatly on non-human races. A child has 1 in 1000 (roll 3d10 if all are 0) to have a magical defect caused by magic during pregnancy, (see there) and a 1% +1% chance for each social class living in that is lower than typical freeman, to have Fetal alcohol syndrome caused by alcohol abuse of the pregnant mother. (See there). Look at pages and adjust the character correspondingly. The DM and the player may choose for a character to have such defects, and affected bodies, but aren't allowed to choose which defect affected the character, that must always be rolled, by either DM or Player.

01-52%	Female
53-99%	Male
00%	Other

Physical Appearance

P hysical appearance is the way the character looks like. How thick or skinny, how small or large, how shaped, what color eyes, hair and beard, length of beard and hair. Also remember that wounds untreated by magic, and healed naturally will always leave scars, which can't be removed unless by special magic (see wounds). But scars (including lost limbs, eyes, etc.) also characterize the character in a way recognizable. This chapter is in so far important, that it depicts the way the character appears. It also decides on the corporeal limitations by its sizes.

Height and Weight

T he player can choose or roll any height and weight for his character according the racial limits as given, which the DM agrees is appropriate. Some races use the Height and Weight table (like Humans, Dwarves, Elves, Halfling) but also others. Were no calculation method is given in the racial main table use this table instead. Also use this table when only dices are indicated, instead of actual numbers. The following table will give you an idea what height and weight ranges are average for character races. For use with later encumbrance rules, all character weights are given in coin-weights: one coin equals one-tenth of a pound, so a character weighing 2,000 en actually weighs 200 Lbs.

T o figure out what the character's adult height will be, look at the generic table right-up the creatures listing, when not given use the table below as followed. For fast rolling roll 1d12 for humans and check the steps along the table. To make a more realistic, genetic, coarse; first roll for each parent according the table, then average the parents height (in inches). Next, add the Genetic Base Adjustment of the race found on the height table below. Finally, add the adjustment found next to it, based upon the sex. The result is the baby's adult height in inches.

To figure out what the Character's adult natural weight will be, check along the table. To make a more realistic, genetic, coarse; check for each parent according the table, then average the parents Weight and Fitness. Next, add the social modifier found to the Average Fitness. (A social modifier rarely changes, ask your DM, otherwise use the same for each parent according the male line, as they originally were responsible for the most of the income, and thus are the base for the social modifier). A Fitness adjustment never raises or sinks more than possible. Round the average weight down or up as given above. Finally, adjust the weight as given. The result is the baby's adult natural weight. It is of course possible that different circumstances greatly change these natural statistics, be it at an earlier or later date than the Player takes control over the character. No Race will be larger or smaller than the table gives for that race. An Elf will never be smaller than 3'8" nor larger than 5'8". There are no exceptions to this rule. Only temporary magic can enlarge or reduce a creature beyond these limits. The Gargantuan Magic Rule will work only on some Humanoids (not listed in this table) or on animals.

	Halfling			Dwarf			Elf			Human		
	1d6			**1d10**			**1d12**			**1d20+2**		
	Height	Weight		Height	Weight		Height	Weight		Height	Weight	
		Male	Female		Male	Female		Male	Female		Male	Female
1	2'10	580cn	580cn	3'8"	1300cn	1250cn	4'10"	900cn	750cn	4'10"	1100cn	1050cn
2	2'11"	590cn	590cn	3'9"	1350cn	1300cn	4'11"	950cn	775cn	4'11"	1150cn	1075cn
3	3'0"	600cn	600cn	3'10"	1400cn	1350cn	5'0"	1000cn	800cn	5'0"	1200cn	1100cn
4	3'1"	610cn	610cn	3'11"	1450cn	1400cn	5'1"	1050cn	850cn	5'1"	1250cn	1150cn
5	3'2"	620cn	620cn	4'0"	1500cn	1450cn	5'2"	1100cn	900cn	5'2"	1300cn	1200cn
6	3'3"	630cn	630cn	4'1'	1575cn	1500cn	5'3"	1150cn	950cn	5'3"	1350cn	1225cn
7				4'2"	1650cn	1550cn	5'4"	1200cn	1000cn	5'4"	1400cn	1250cn
8				4'3"	1725cn	1650cn	5'5"	1250cn	1050cn	5'5"	1450cn	1275cn
9				4'4"	1800cn	1675cn	5'6"	1300cn	1100cn	5'6"	1500cn	1300cn
10				4'5"	1875cn	1700cn	5'7"	1350cn	1150cn	5'7"	1525cn	1350cn
11					+75cn/1"	+25cn/1"	5'8"	1400cn	1200cn	5'8"	1550cn	1400cn
12							5'9"	1450cn	1250cn	5'9"	1600cn	1450cn
13								+50cn/1"	+50cn/1"	5'10"	1650cn	1500cn
14										5'11"	1700cn	1550cn
15										6'0"	1750cn	1600cn
16										6'1"	1800cn	1650cn
17										6'2"	1850cn	1700cn
18										6'3"	1925cn	1750cn
19										6'4"	2000cn	1800cn
20										6'5"	2100cn	1875cn
21										6'6"	2200cn	1950cn
22										6'7"	2300cn	2025cn
23										6'8"	2400cn	2100cn
24										6'9"	2500cn	2200cn
Genetic Base Adjustment												
	+1d2	-1d2		+1d3	-1d3		+1d3	-1d3		+1d4	-1d4	

Fitness

His section mostly uses 1d12 to determine the characters fitness, but the racial table may determine differently. This may be chosen (within racial limits) or rolled. To change the weight on a later date (i.e. during Game Play), a character can change 1% weight per week of good feeding and action, but the chance of any relapse will be as given. This chance is once a month, and when failed it will negate the diet completely for the last month. Any failure means the character fell back to its normal eating/action habits.

Fitness			Effects							Diet	Width
	Weight		Con	Str	Cha	Com	Dex	Temp. adj.	MV	Relapse	adjustment
1	Grossly Overweight	+50%+1d100%	-2	-1	-2	-2	-2	+10	50%	50%	+36+3d4"
2	Fat	+10%+2d20%	-1	0	-1	0	-1	+8	75%	25%	+24+2d4"
3	Overweight	+1d10%	0	0	0	0	0	+5	100%	10%	+12+1d4"
4-9	**Normal**	**+0%**	**0**	**0**	**0**	**0**	**0**	**0**	**100%**	**0**	**0"**
10	Underweight	-1d10%	0	0	0	0	0	0	100%	5%	-1d2"
11	Skinny	-(10%+1d10%)	-1	-1	-1	0	0	-5	100%	10%	-1d4"
12	Severe Underweight	-(20%+2d20%)	-2	-2	-2	-2	-1	-10	75%	15%	-1d6"

Shoe size => length =1/100weight+20+1d8, some races like giants may have bigger feet, or smaller, like kobolds.

Width

Width is important to know if a character can crawl through small openings. Any smaller will cause the character to become stuck or unable to proceed. But this width isn't always located at the same spot, males with overweight will have it in their waist, while females show any overweight first on the hips before it adds on their waist. Muscular persons show it in their shoulders.

A character's circumference will be 3 times its width, as humanoids of any race tend to be smaller than they are thick.

A character's arm length / reach will be twice his or her width, unadjusted by the character's fitness. However, his or her arm diameter will be the total of all modifiers (including Armor and fitness).

Width / Thickness / Diameter			
Race	Width / Thickness		
Elves / Fairies	Size in inches / 3.5	+2	Add Str. Modifiers
Human Female	Size in inches / 2.6	+2	Str 8 or lower — -1
Human Male	Size in inches / 2.8	+3	Str 9 to 12 — 0
Halfling	Size in inches / 2.5	+2	Str 13 to 15 — +1
Kobold	Size in inches / 3	+1	Str 16 or higher — +2
Humanoid / Giant	Size in inches / 3	+3	Add Fitness Adjustment
Dwarf	Size in inches / 2.5	+4	= Width Character
Ogre	Size in inches / 2	+5	+ AV = Width character in Armor
	Round Up		For genetic Base
	Then add Racial Modifier		add modifiers on finished number not on parental data

Players with Female characters must adjust their width by their breast size as per Breast Table. Remember this is only for characters that have breasts (mostly female mammalian characters). First check the race and Comeliance, then roll breast and check the given Cupsize / Cup. Of coarse, bigger breasts will affect the width accordingly. Normally a character can't have breast larger than the natural limit, but magic (spell; Lactation) can break this barrier. Thus if a dice gives cup bigger than the natural limit, apply the limit instead.

This has rarely any game value, except for Comeliance checks, seducer class, and width, etc. This is more used as a way to envision a character, no means to offense. Use the Width table to determine

Breast				Bust	Natural
Comelience	Breast	Cupsize	Cup	Width	Racial Limits
3	1d2-1	1 or lower	AA	+0	Kobold
4-5	1d2	2	A	+0	Fairy
6-8	1d3	3-4	B	+0	Elf/Halfling
9-11	1d4	5-6	C	+0	Gnome
12-15	1d6	7	D	+1	Goblin (hanging)
16-17	1d8	8	DD	+1	Dwarf
18	1d10	9	E	+2	Troll (hanging)
		10	F	+3	Ogre/Human
			Bigger	+1/cup	

other measurements. The average healthy woman has a 100% Breast / 65% Waist / 90% Hip ratio, and men have 100% Width / 80% Waist / 90% Hip ratio. Unhealthy fat people will have an average of 70 to 85% Breast / 100% Waist / 75 to 90% Hip ratio. Skinny persons will mostly have a 100% Breast/Shoulder / 75% waist / 95% Hip Ratio.

A player playing a character may choose or roll the number given under Breast in the table according to the character's Comeliance. But the natural maximum is the racial limit; bigger breasts are only possible with magic. The spell Lactation can be used for this, but is therefore forbidden in many religions and / or countries.

Remember a human can be big-breasted, but this is rare, even in the today-silicon enhanced age. This would not be different in the magic-based worlds. The average size would, however, never be more than 2 additional points on any roll. Mostly it are male players who play over-enhanced women, forgetting reality (see the average women depicted in art). The D&D game is partially fantasy, partially reality, and to keep this balanced, this table is given. This table gives—more or less—realistic measurements (according to average human measurements according Encyclopedia Brittannica 2005). Also keep in mind that in a well-faring region, elder people (mature or older) have a tendency to lower their fitness, and thus increase their weight. (this will be about equal to their Comeliance penalty and the above fitness table.).

Players further roll or choose (according race and national and religious rules) the length and color of the character's hair and for males the moustache and beard.

Hair and Beard Length

The character chooses the hairstyle, what is rolled here is the basis the character starts from.

Race	Hair Roll	Hair Info	Beard Rolls		Beard Start	Beard Info
Human	1d20		1d20	1d10	Teenager	
Dwarf	1d20-2	-1"	1d20+1	1d20+1	Youngster	full
Elf	1d20+1	+3"/year age	1d10-1	1d4-1	Mature	thin
Halfling	1d12	24" maximum	1d12	1d6-1	Adult	20" maximum
Humanoid	1d8	x1d2	1d10+1	1d4-1	Adult	x 0.5
Other	DM	DM	DM	DM	DM	DM

Roll	Hair	Length	Beard	Roll	Moustache	Length
0-1	none or shaven	0	none or shaven	1	small	0.5'-1'
2-3	partially shaven	1d3"	none or shaven	2-3	medium	1d3'
4-6	short	1d4"	moustache only	4-6	normal	1d6'
7-8	medium	2d4"	beard only	7-8	large	2d4'
9-12	normal	2d6"	both roll separate for each	9	very large	2d6'
13-15	long	3d6"	both roll separate for each	10+	supreme	3d6'
16-18	very long	4d8"	both roll separate for each	Roll	Beard	Length
19+	extremely long	4d12"	both roll separate for each	1	short	0.5'-1'

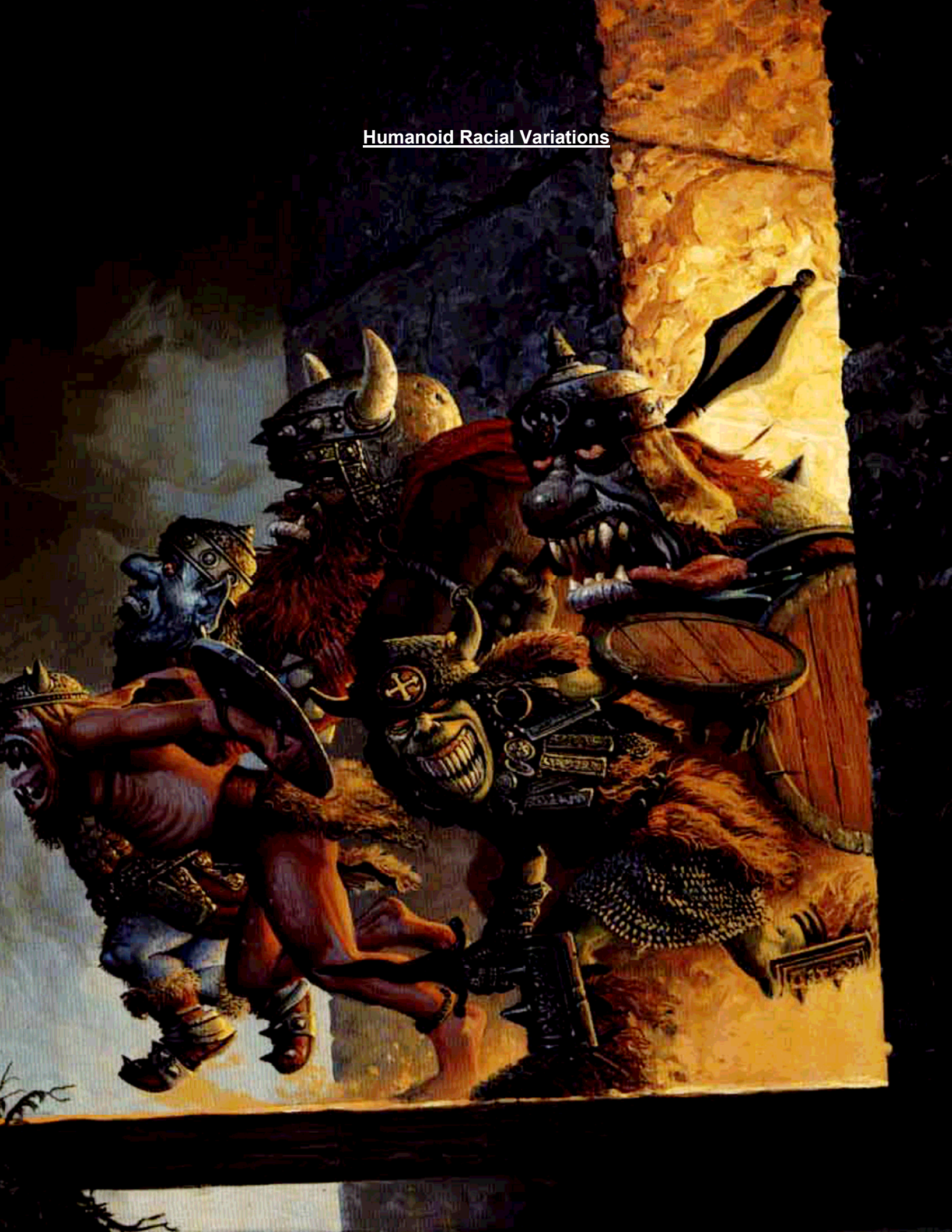|		
Hair and Beard length take time to grow, therefor it is impossible to grow a	2-3	medium	1d3'
beard longer than the amount of years above the racial limits in inches	4-7	normal	1d6'
or to grow hair longer than the amount of years in inches	8-9	long	2d4'
When a beard/moustache roll adjusts to 0 then they're minor stopples	0	very long	3d6'

Also are rolled the colors of the skin and eyes. The Genetic base system can be used here also, to reveal parental resemblances.

But keep in mind that an appearance other than that mostly encountered will mostly cause discrimination, bigotry or even outright violence, disgust and hate. These negative forces exist in most races and cultures, and are a true difficult influence upon the character, and the player.

Remember, the game is for fun, not to

Color Statistics for Humans, Dwarves, Elves, Halflings and related creatures.

Roll or Determine each seperately

1d100	Hair/Beard Color	Iris Color	Sclera Color	Pupil Color	Skin Color
01-13	silver	light blue	white	black	white
14-26	white blond	bright blue	white	black	blanc
27-34	light blond	dark blue	white	black	blanc
35-42	dark blond	grey blue	white	black	tanned blanc
43-50	light brown	grey green	bloodshot white	dark brown	tanned blanc
51-58	dark brown	dark green	bloodshot yellow	dark brown	tanned blanc
59-67	black	auburn	yellow	dark brown	copper
68-75	red	hazel	yellow	dark red	copper
76-89	grey	brown	reddish	dark red	brown
90-91	greenish blond	red/brown	red	dark grey	black
92-99	light green	black	black	dark green	black
00	bald	roll again for each eye ignore 00	black	red	greenish

discriminate people, races, individuals, sexes, preferences etc. But it is good to use it (sparingly) in the game to give a sense of realism. Example; Elves and Dwarves rarely get along and have great racial inacceptance. Followers of different Immortal may not get along or may become enemies (DM; Adventure and role-playing possibilities!).

Humanoid Racial Variations

Humanoids are races with have a more chaotic genetic origin (with the Beastman as the top chaotic example). Aside from the general racial features described, the character can have some of the following physical features described below.

Choose 1d6 directly or enjoy the fun and see how the dice "corrupt" your dear humanoid. This will count for all following humanoid races; Orcs, Goblins, Bugbears, Hobgoblins, Troll, Ogres, Thouls, Kobolds, Gnolls, Hill Giants, Cyclopes. Most other Humanoid races (like the Rakasta, Tortle, Lizardmen, Lupin) are genetically stable like the human race and show little variation.

Once you have decided or rolled on the looks of your character, record these on your character sheet. Except joy and fun and an overall character impression, these have no game effect whatsoever. It creates a perfectly presentable adventurer.
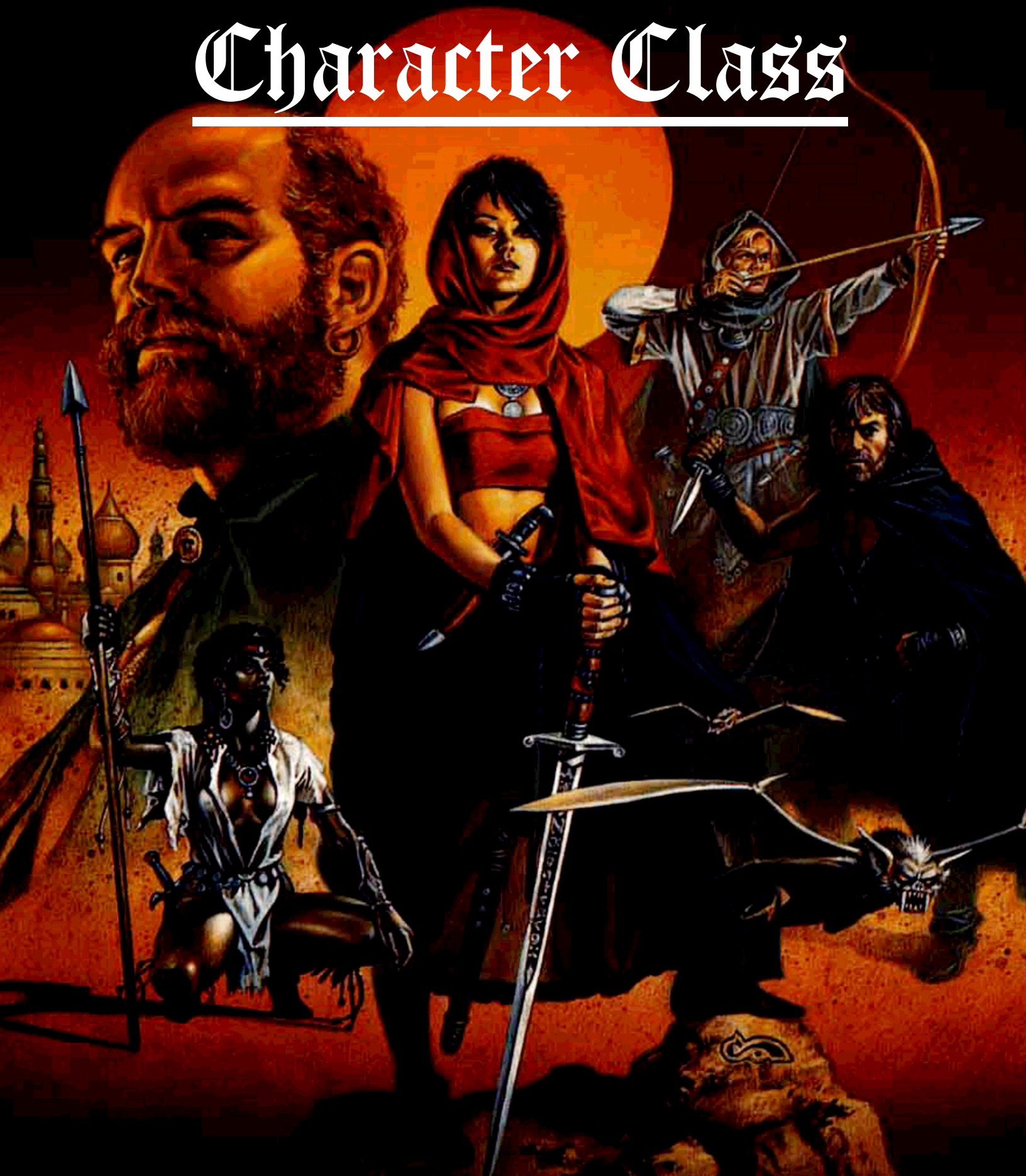
Aquatic Humanoid Racial Variations
As well as the general racial features described for each aquatic race, players can use the distinctive features and personality traits listed to personalize the characters. Choose 1d8 directly or roll, or make up your own. DM Judgment does apply. It counts for Merrow, Triton, Kna, Kopru, Aquatic Elf, Nixie, Sea Giant, and Sharkkin. Etc.

Humanoid Racial Variations

1-3	Bald	Extra Hair on Shoulders
4-6	Big Wrinkles	Flabby Flesh
7-9	Blue Splotches on snout	Tattoos
10-12	1d6 Broken teeth	Funny wig
13-15	Brown hanging tongue	Foul breath
16-18	Cold, slimy snout	Wooden leg
19-21	Drooping, Gaping mouth	Tattoos
22-24	Drooping Ears	Tusk Upward
25-28	Leather Eye-patch	Fur Eye-patch
29-31	Green Splotches on snout	Hiccup
32-34	Hairless spots	Tattoos
35-37	Hairy warts	Furry feet
38-40	Hunchback	Broad Shoulders
41-43	Limping	Whining
44-46	Mane, Mohawk, Plume or Tuft	Tattoos
47-49	Occasional Convulsion	Occasional Twitch
50-52	One upright ear/one drooping	Tattoos
53-55	Oozing lumps and pimples	Tattoos
56-58	Orange lumps on snout	Tattoos
59-62	Oversized ears	Oversized nostrils
63-65	Prognathous Jaw	Foul Breath
66-68	Small horns	Small boar tusks
69-71	Split lip exposing teeth	Split tongue
72-74	Twitching	Nervous attitude
75-77	Upright ears	Oversized lips
78-80	Various ugly, seamed scars	Bulging eye
81-82	Wet. Slimy hair under chin	Pointy Chin
83-00	Roll twice more on this chart	

Aquatic Humanoid Racial Variations

1-2	Bald
3-4	Beard(tendrils for fishy types)
5-6	Broad Shoulders
7-8	Color variation (Bright, Drab, Spotted, Striped, Marked. All over or only fins,Crests, arms, heads, etc.)
9-10	Hair/Tendrils; Short, Long, Curly, Unusual, Brightly Colored, etc.
11-12	Teeth Broken or perfect
13-14	Cough
15-16	Deep Booming Voice
17-18	Dorsal Fin
19-20	Ears;pointy, Flat, Missing, Big, Small, etc.
21-22	Eye patch
23-24	Eyes; Goggle, Squint, Large, Small, Constant Stare, Blinks a lot, etc.
25-26	Fingers: Long, Stumpy, Broken Dingernails, Claws, Extra finger(s), missing finger(s)
27-28	Hairy
29-30	Head; Large, Round, Small
31-32	High-pitched voice
33-34	Humpbacked
35-36	Large ears/Small ears
37-38	Large eyes/Small Eyes
39-40	Large fins/Small fins
41-42	Large gills/small gills
43-44	Large teeth /Small teeth
45-46	No Scales
47-48	Scales only upper body or only lower body
49-50	Nose; Pointed, Flat, Bulbous, None.
51-52	Scarred; All over, Face, Hands, Legs, etc.
53-54	Tattooed
55-56	Variegated Scales
57-58	Always wears shells
59-60	Likes to eat clams
61-62	Dislikes Shrimps
63-64	Impatient with youngsters
65-66	Dislikes Fishermen
67-68	Dislikes all Dry Skins
69-70	Likes to show off
71-72	Always acts like Gentleman (gentlefish)
73-74	Wears earrings
75-76	wears necklace
77-78	chews lip
79-80	talks too much
81-82	taciturn
83-84	likes to play practical jokes
85-86	Keeps pet fish
87-88	Shy
89-90	Abrupt, Rude or Pushy
91-92	Smelly
93-94	Lewd
95-00	Roll Twice more

Character Class

A character class is a character's main profession in the campaign. Think of each character class as a sort of stereotype. For instance, all warriors in books and movies have some features in common and those specific features, translated into the D&D® game terms, are what make up the fighter character class. The player character (PC) classes available for you are those limited for your specific race. Remember that it is a character that chooses how he wants to function in his or her world according the possibilities and circumstances offered. This is often determined by the character's abilities, social class, alignment, profession, nation, religion, and may other circumstances. This step may thus be taken after completing the total character, but then the player is bound to whatever rolls determined this background. This may be fun, but as most players want to choose a class they may do this first and later complementing the character's history. But in these circumstances the DM's word is final. Especially seen in the context of basic skills, as these are determined by the character's history and it's environment.

Most races have only their racial class, which mostly resembles that of the fighter class nearest. Some races can learn to become Shaman or Wicca/Wokani at any level wanted, but they need specific rituals and extra experience to enable this.

The only extra class available to many races is the merchant class. It is not normally possible for any character to have a class outside the racial limitations.

You've probably noticed that the names of the Demihuman character classes sound more like race or species names than professions. That's because demihumans are more limited in their options than humans are, so the entire race can be represented by a single character class.

The DM may (extremely rare!!!) decide to allow a character to break the racial limitations, by an Immortal Quest, secretive racial identity (even by the PC), etc., but do this only in the utmost of choices, where no other options are available.

The spells of the religiously based character classes (Cleric / Druid / Healer / Exorcist / Shaman / Shamani / Dervish / Humanoid Shaman, etc. are explained in detail in the Pages of Virtue (PoV).

The magic using spellcasting classes are explained in detail in the Ultimate Spell book (USB). Always read the race before the classes. Wherever there are discrepancies, the racial information will take precedence.

Types of Character Classes or Races

The DM might not want to use several racial or classes in his campaign; it's easier for him to make and enforce this decision if they're set aside. This is always the decision of the DM solely. The Players have no say in this.

1d4		USB=Ultimate Spellbook	PoV=Pages of Virtue		Page
1	Warrior	1d100			
		01-80	Fighter		410
		81-85	Paladin/Knight/Avenger		413
		86-00	Forester		416
2	Thief	1d100			
		01-75	Thief		417
		76-85	Rake		430
		86-95	Scout		431
		96-00	Bard		432
		NPC	Headsman/Thug		436
3	Wizard	1d100			
		01-50	Magic User		437
		51-60	Specialist	1d8	438
			1	Abjurer	USB
			2	Conjurer/Summoner	USB
			3	Diviner	USB
			4	Enchanter	USB
			5	Illusionist	USB
			6	Invoker/Evoker	USB
			7	Necromancer	USB
			8	Transmuter	USB
		61-70	Elementalist	1d10	USB
			1	Frost Mage	USB
			2-4	Fire Elementalist	USB
			5-6	Earth Elementalist	USB
			7-8	Water Elementalist	USB
			9-10	Air Elementalist	USB
		71-80	Craft Mages	1d8	USB
			1	Alchemists	USB
			2	Dracomancer	USB
			3	Cryptomancer	USB
			4	Necromancer	USB
			5	Elementalist	USB
			6	Dreammaster	USB
			7-8	Witch	USB
		81-00	Sub Mages	1d8	USB
			1	Death Master	USB
			2	Scribe	USB
			3-5	Hedgewizard	USB
			6-7	Rhabdomancer	USB
			8	Seducer	USB
	Humanoid only	Wicca/Wokani			USB
1	Priest	1d100			
		01-66	Cleric		
	Humanoid only	Shaman			PoV
		67-70	Healer		PoV
		71-83	Druid		PoV
		84-88	Shamani		PoV
		89-92	Excorsists/Inquisitors		PoV
		93-95	Dervishes		PoV
		96-98	Human Shaman		PoV
		99-00	Mystic/Ninja		PoV
	Minrothad Merchant				463
	Darokin Merchant				466

Basic Descriptions of Character Classes

Priest is a character who has dedicated his life to one or more Immortals. Often, this is based upon the cleric's alignment. A Lawful cleric, for example, would be dedicated to spreading law and order throughout the campaign world. The cleric wields magic, and he can use almost as many weapons and armor types as a fighter. The cleric's prime requisite is his Wisdom. There are several sub-classes to the priest; Druid (nature based), Shamani (animal spirit based), Exorcists (demon based), Dervishes (water/desert based), Human shaman (spirit based), Mystic-Ninja (Contemplation based). These are more explained in Pages of Virtue (PoV).

Fighter is a character whose main skill is his prowess at arms. A fighter can be a heavily armored knight or a lightly armored swashbuckler, but it's his extraordinary skill in combat that makes him special. In the game, a fighter's prime requisite is his Strength. The fighter has several (religiously based) sub-classes; the Paladin, Avenger and Knight. The Forester sub-class is a different sort of fighter; a mixture between mage and fighter, almost equal to a standard Elf.

Magic-User is a character who wields magic. He has little or nothing in the way of fighting ability, and in the early part of his career he has little in the way of magical ability either. But as he gains in experience, he becomes a powerful character and can wield powerful magical spells. The magic-user's prime requisite is his Intelligence. The magic-user class has many variations, often depending upon his chosen speciality of spell casting.

Thief is a character who has spying abilities. Whether he actually makes his living stealing from other people, he has many skills appropriate to that livelihood. He can move stealthily, climb sheer surfaces, pick locks, and so forth. He has combat abilities better than a magic-user's, but he's not a strong combatant. The thief's prime requisite is his Dexterity. The Thief has a few sub-classes; the rake (without thieving skills), the scout (with nature & tracking skills), the bard (with musical, scald and some minor magical skills), and the Assassin / Thug (not open to Player character choices).
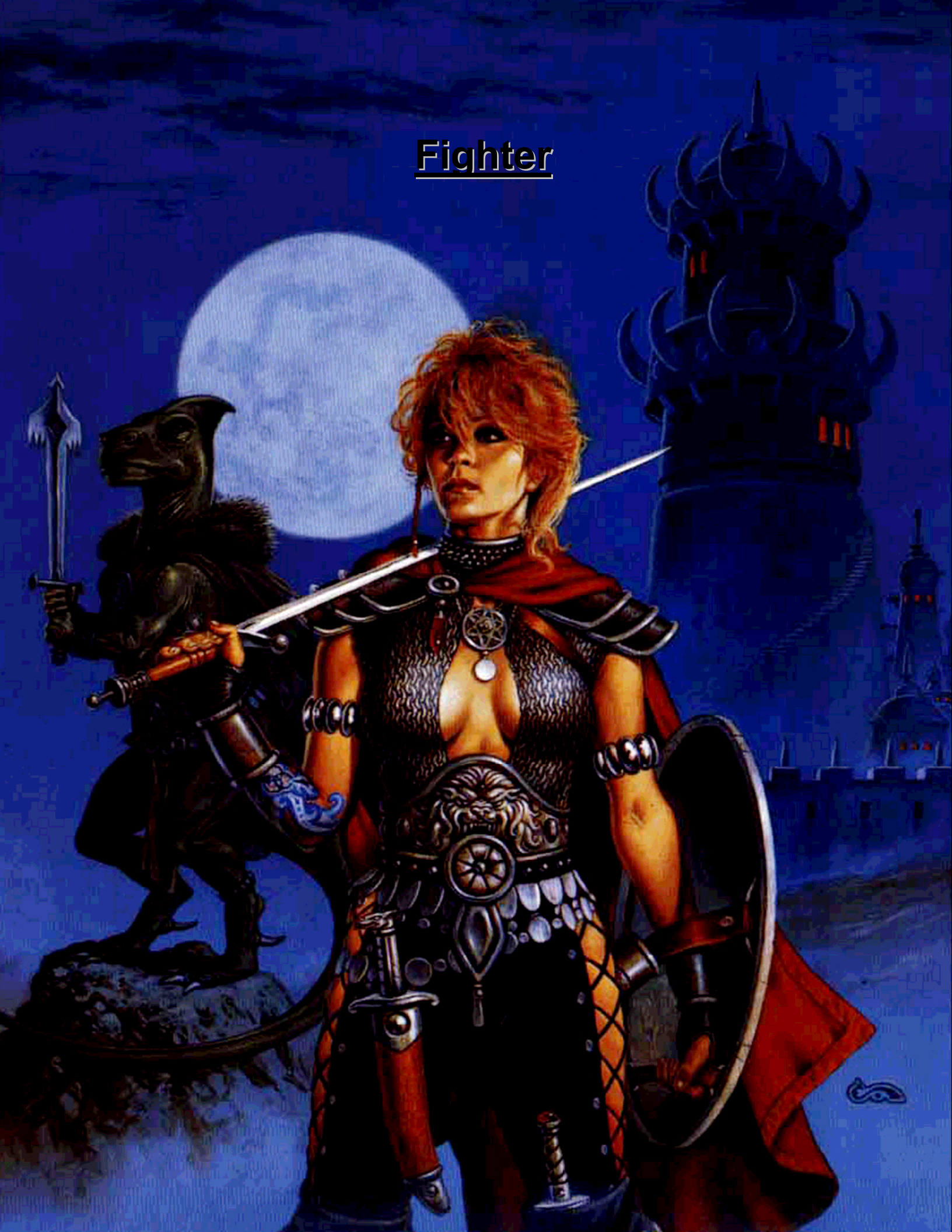
ll these character classes will be described in greater detail. If you don't yet know enough about these classes to decide what your new character should be, read there, then return here and make your choice. When you've decided what character class your character will be, continue with the next step.

character class is a character's main profession in the campaign. The player character classes available for you are listed below. They are several Human classes, some Demi-Human classes, and some classes for other species. Also are most classes divided in sub classes, from which the character can choose (preferred) or roll to determine randomly.

Humanoids are Fighters as their racial class, sometimes with Wokani, and / or Shaman powers (which they may acquire even at any later level, or very rarely they may become Scout. Any character may become Merchant at any time if the requirements are met.

Fighter

Prime Requisite	Strength		
Experience Bonus	-20%	Strength	3-5
	-10%	Strength	6-7
	+5%	Strength	13-15
	+10%	Strength	16+
Hit Dice	1d8 per level up to 9th level	+2hp/level Constitution bonus no longer applies.	
Armor	any		
Weapons	any		
Special	Lance Attack / Set Spear / Fighter Combat Options		
Weapon Mastery	4 different weapons at Basic Mastery		
Maximum level	36		

Fighter is a Human whose main ability is fighting skill. Fighters often have greater Strength than other classes. Their great Strength hit points; strong armor and many weapons make them a powerful class. Fighters protect their weaker friends and allies. A party made up only of Fighters would probably survive most dungeon and wilderness encounters, even those where magic would be useful. Every group of explorers should have at least one or two Fighters.

In group adventures, the Fighters should stay in front and act as "frontline" in combat situations. If there are three or more Fighters in the group, one should stay in the back, in case enemies approach the group from the rear. In battle itself, Fighters have a better chance at surviving physical damage, since they have more hit points and can wear better armor than most other classes. Fighters also suffer more damage than most other characters. Therefore they have become Fighters in the first place.

A Fighter will be able to use a variety of weapons, be it hand-to-hand or missile weapons. In effect he is able to use any weapon and has more basic weapon skill than any other class. Fighters may advance as high as 36th level, both in combat ability and in their amount of hit points, make them natural leaders in settlements, especially small ones. High-level Fighters spend a lot of their time training and leading men-at-arms, clearing the wilderness of monsters, and expanding settlements.

A Fighter begins initially with only a couple special abilities and need no other special abilities to survive and prosper. Their great Strength, hit points, strong armor, and many weapons make them a powerful character class without special abilities. At higher experience levels, though, they receive some additional fighting abilities. The two special abilities they do receive immediately are Lance attack and set spear vs. charge.

Lance attack

If the character is on a riding (or flying or swimming) steed such as a horse and is using a Lance, many fighters use a special long spear called a lance. He can perform the Lance attack if the mount runs, flies, or swims for 20 yards or more towards the Fighter's target. The Fighter gets his Strength and magic adjustments to the attack roll and damage with the Lance attack maneuver. The Lance, if it hits, will inflict double damage—roll damage for the weapon according weapon mastery, multiply the result by 2 and then add all Strength and magic bonuses. Without room to charge, the lance can be thrust (not thrown), as a spear—if the mount moves less than 20 yards or is stationary—the Lance does normal damage only. Other Human classes can't use a lance effectively. Magical and silver-coated lances are very rare.

Fighters, Humanoids, Dwarves and Elves can use a Lance attack, but no other class can do so. If a character has the multiple attacks maneuver, he may choose the Lance attack for any attacks he makes in a round. However, he can't hit the same target time after time, he must choose a new target along his mount's line of movement for each attack, and there he must be capable of hitting each target with an attack roll of 2.

Set Spear vs. Charge combat:

Many fighters carry a normal spear, pike sword shield, or Lance in addition to other weapons. If a monster charges—that is, runs for 20 feet indoor, or 20 yards outdoors, before its attack—the fighter may "set the spear." A spear can't be "set" on horseback, but a Lance or Pike Sword shield can. If the charge is by surprise, there is no time to set the spear. A character can also set spear vs. a Lance attack maneuver.

When the character "sets vs. charge", he holds the weapon firm, braced against the ground and towards the onrushing enemy. The character, if he hits, will inflict double damage—roll damage for the weapon according weapon mastery, multiply the result by 2 and then add all Strength and magic bonuses. If the attacker moves less than 20 yards or is stationary—the set spear will not work at all (thus causing no damage). The character must clearly declare the set spear maneuver before he is in hand-to-hand combat with the creature charging him. If the set spear hits the target before it hits the character and kills it, the charging attack will result in a massive falling maneuver by the charger.

Their rapid advances, both in combat ability and in their amount of hit points, make them natural leaders for the normal Human settlements. High-level fighters usually spend their time training and leading men-at-arms, clearing the wilderness of monsters, and expand- ing Human settlements. A fighter with enough money may build a castle regardless of level. When a fighter reaches Name level, the character is eligible for selection as a Baron (or Baroness).
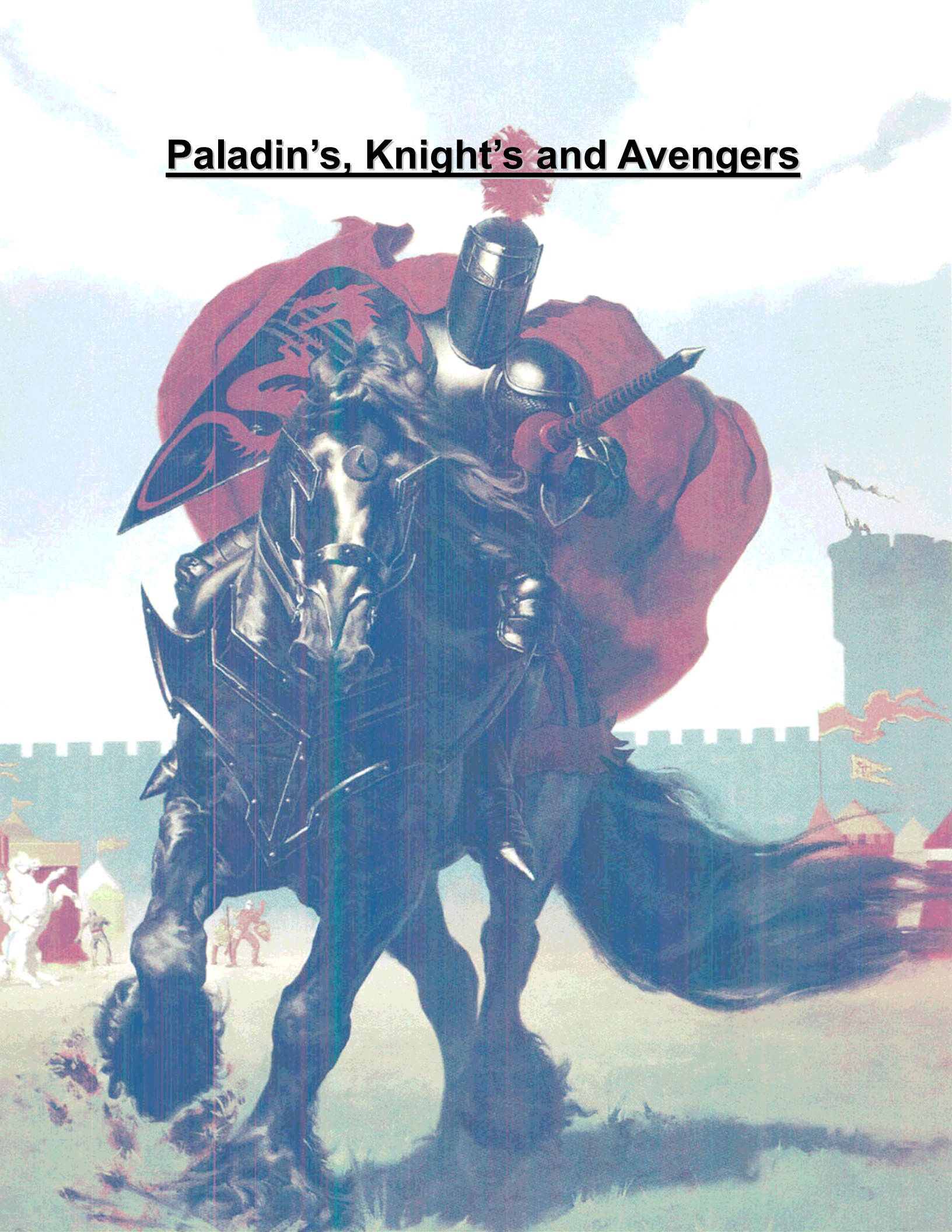
Fighter experience table

Level	Xp	HD	Hp	DR	MW	TS	DB	SP	Special Abilities		
Normal Man		1/2	1d4	14	15	16	17	17		2 Basic	
1	0	1	2d4	12	13	14	15	16	Lance Attack / Set Spear	4 Basic	
2	2000	2	+1d8	12	13	14	15	16			
3	4000	3	+1d8	12	13	14	15	16		5 Basic	
4	8000	4	+1d8	10	11	12	13	14			
5	16.000	5	+1d8	10	11	12	13	14			
6	32.000	6	+1d8	10	11	12	13	14		6 Basic	
7	64.000	7	+1d8	8	9	10	11	12			
8	120.000	8	+1d8	8	9	10	11	12			
9	240.000	9	+1d8	8	9	10	11	12	Smash / Parry / Disarm	7 Basic	All SK Allow ed
10	360.000	9	+2*	6	7	8	9	10			
11	480.000	9	+2*	6	7	8	9	10			
12	600.000	9	+2*	6	7	8	9	10	2 Attacks	8 Basic	
13	720.000	9	+2*	6	6	7	8	9			
14	840.000	9	+2*	6	6	7	8	9			
15	960.000	9	+2*	6	6	7	8	9		9 Basic	
16	1.080.000	9	+2*	5	6	6	7	8			
17	1.200.000	9	+2*	5	6	6	7	8			
18	1.320.000	9	+2*	5	6	6	7	8			
19	1.440.000	9	+2*	5	5	6	6	7		10 Basic	All XP Allow ed
20	1.560.000	9	+2*	5	5	6	6	7			
21	1.680.000	9	+2*	5	5	6	6	7			
22	1.800.000	9	+2*	4	5	5	5	6			
23	1.920.000	9	+2*	4	5	5	5	6		11 Basic	
24	2.040.000	9	+2*	4	5	5	5	6	3 Attacks		
25	2.160.000	9	+2*	4	4	5	4	5			
26	2.280.000	9	+2*	4	4	5	4	5			
27	2.400.000	9	+2*	4	4	5	4	5		12 Basic	All MS Allow ed
28	2.520.000	9	+2*	3	4	4	3	4			
29	2.640.000	9	+2*	3	4	4	3	4			
30	2.760.000	9	+2*	3	4	4	3	4		13 Basic	
31	2.880.000	9	+2*	3	3	3	2	3			
32	3.000.000	9	+2*	3	3	3	2	3			
33	3.120.000	9	+2*	3	3	3	2	3		14 Basic	All GM Allow ed
34	3.240.000	9	+2*	2	2	2	2	2			
35	3.360.000	9	+2*	2	2	2	2	2			
	3.480.000	9	+2*	2	2	2	2	2	4 Attacks	15 Basic	

Building a Stronghold

Once a fighter has become a Baron or Baroness, up to 50 Normal Men and Fighters of levels 1-3 will come to apply for jobs and training. These NPCs will be of any alignment. The character may have some trouble finding weapons and equipment enough to supply the mercenaries. The ruler bestowing the title will usually keep a careful watch on any large orders for supplies, to prevent possible future revolts.

Paladin's, Knight's and Avengers

Prime Requisite	Strength		
Experience Bonus		-20%	Strength 3-5
		-10%	Strength 6-7
		+5%	Strength 13-15
		+10%	Strength 16+
Hit Dice	1d8 per level up to 9th level	+2hp/level Constitution bonus no longer applies.	
Armor	any		
Weapons	any		
Special	Lance Attack / Set Spear / Fighter Combat Options, possibility to special powers		
Weapon Mastery	4 different weapons at Basic Mastery		
Maximum level	36		

aladins, Knights and Avenger's are specialized fighter classes, some with access to Clerical powers. These classes are only available to Humanoid, Humans and Elves, of name level or higher. There doesn't exist something like Halfling Paladins or Avenger Dwarfs or the like, but Orc Avengers or Rakasta Knights, or Lupin Paladin's do surely exist.

Paladin

lawful traveling Human or Humanoid fighter may be known as a Paladin if he meets the following requirements. If he doesn't meet these requirements he can only become a knight.

Lawful Order

he fighter must swear fealty (an oath of service) to a Lawful Clerical Order to gain Paladin status. The fighter must be at least Name level or greater to be accepted by the Clerical Order (whatever Immortal they follow, there are no exceptions of this rule), yet the Paladin may try to function like a Paladin before reaching name level, but he will not have to swear fealty, nor has any special abilities of the Paladin. Thereafter, the Paladin may be summoned by the Order's leaders at any time, and must do as they command, as long as the service aids the powers of Good and the Immortal, be it direct or indirect.

Detection suite

A Paladin can Detect Evil (as per Cleric spell) as often as once per round, simply by concentrating. (range 120'). The Paladin can't use this ability and attack, speak, cast spells, use items or anything else in the same round.

Clerical Spellcasting

f the Wisdom score of the Paladin is 13 or greater, the character can cast Clerical spells as if he were a Cleric of one-third his actual experience level (round fractions down!). If a fighter becomes a Paladin right at 9th level, he'll immediately gains the spellcasting abilities of a third level Cleric. If the character his Wisdom score is 12 or less, he still can be a Cleric, but can't cast spells. The Paladin learns how to meditate and cast spells (if his Wisdom is high enough) from the Clerics of the Order. The Clerics will refuse any offer of compensation or payment for this service.

Turn Undead ability

Paladin can Turn Undead (not Devils), as if he were a Cleric of one-third of his actual level of experience. (round fractions down). When a character wants to become a Paladin from the first level this is possible, but then he must first proof himself to the Clerical Order and the Immortal(s) in question that he is worthy of this task. He will not acquire free studies, will not be able to cast any spells, but he will be able to Turn Undead (if he strongly presents his Holy Symbol). Thus a Fighter willing to become a Paladin and still being only 6th level, could Turn Undead as a Cleric level 2. This ability will instantly be revoked, when the character misbehaves, and loses more than 10 Piety points in a week. The character can still become a Paladin, but he must, more than before atone, and proof he is worthy of the task and responsibilities.

Hirelings

Paladin may only travel with a number of hirelings equal to or less than his Clerical level. In other words, if he can cast spells or Turn Undead as a 5th level Cleric, he can have no more than 5 personal hirelings.

Call to Arms

Paladin must assist anyone who asks for help—with two exceptions: He doesn't have to help evil characters or achieve evil goals, and if the Paladin is on a mission for a higher authority (such as a Quest, serving a Duke, etc.), he can offer only a small amount of help (such as sheltering or advising the person in need of aid), along with an explanation of his refusal. Assistance never involves donations of money or items, but only service for a short period of time. A Paladin is further free to go forth on the world, as long as he behaves according to his chosen faith. Therefore he can go adventuring, solve major political problems, or even become a land ruler.

Visitation Right

Paladin may visit any allied Temple, any castle, and request sanctuary. The castle owner must, by the customs of land, give the paladin a place to stay for up to three days, along with food and drink. He does not have to Paladin cannot challenge or attack his host or members of his host's court or family, either. Should he do so, his sanctuary is at an end, and his host is now free to punish him.) In campaigns modeled after medieval Europe, this custom is nearly universal, but the DM is free to indicate that the custom is not present if his nations are not similar to Europe's.

Lay on Hands

he Paladin May cast a Cure Light Wounds spell (as per spell) on touch with an open exposed hand, at double the normal casting time (1hp cured per round segment). This ability may only be used on those belonging to the paladin's faith, or those somehow important to it (DM!!).

Elven Paladins

Elves can also become a Paladin between 9th and 12th level of experience. When this is done the Elf gains abilities, restrictions, and obligations specific to Paladins. This includes spellcasting if the Elf has a Wisdom score of 13 or higher. The Elf retains all normal Elven abilities, including attack ranks, special defenses, and wizardly spellcasting, if any. He uses the normal Elven experience table, with each new attack rank becoming equivalent of one new experience level for purposes of Clerical spellcasting or Turning the Undead. Further there is no difference between an Human, Humanoid or Elven Paladin, except maybe the religion and the character itself.

Important: The Elf permanently ceases to gain new levels in wizardly spells upon swearing fealty to a Church. The Elf also loses one level of Wizard spells each time he gains a new level of Cleric spells, other than the ones gained upon swearing fealty. For example: a 9th level Elf can normally cast 5th level wizard spells. Upon swearing fealty to a church and an Immortal, that Elf becomes a Paladin with the addition of 1st level Clerical spells. When reaching 12th level (or attack rank E), the Elf would gain the ability to cast second level Clerical spells, but would lose all 5th level wizard spells. This represents the effects of the time spent studying Clerical scriptures, meditating, praying, and acting as a Paladin, which inevitably alters the Elf's skills and experience in magic use. Remember that the Elf can no longer swear fealty at level 13 (attack rank F) or higher. It is assumed that the Elf has lingered too long in the ways of magic and profane warfare, and thus no longer can faithfully embrace the ways of the church. This doesn't count for pure fighter Elves, they may even become Paladin far beyond the level 13.

The best an Elven Paladin could ever achieve is 12th level of Clerical spellcasting, with four 1st level spells, and four second level spells. This assumes the Elf has sworn fealty to a church at level 12. An Elf who swears fealty at 9th level must eventually lose all wizardly spellcasting abilities and related skills. An Elf who makes this ultimate sacrifice, permanently gains enough Wisdom to reach a score of 13 (one point per level), or if he is beyond that one single extra point of Wisdom (to a maximum of 18). Once lost, magic-use can't be regained without permanently losing the status and abilities of the Paladin (including any Wisdom gains), and spends a whole year in studies for each of the spell levels originally lost. During that time the "fallen champion" can not gain any experience nor learn any new spells.

Knights

A Neutral traveling fighter may become a knight. Lawful traveling fighters who do not become paladins, or Chaotic traveling fighters who do not become an avengers (described below) are also able to become knights. To gain knighthood, a name level fighter must swear fealty to a prince, king, or emperor. In return, the ruler will declare the character a knight; that ruler then becomes the knight's "liege." In most campaigns, knights are the most common sort of traveling fighters. Any fighter longing to become a knight before reaching name level is named a squire, is always accompanied by its teaching knight, until he reaches name level. He must obey his liege and his teaching knight the same as the knight has to obey the liege. He has only visitation rights when accompanied by his knight teacher, or with a specific message of that knight or the liege requesting visitation right. The following rules apply to knights.

The Liege

If summoned by his liege the knight must report to him as quickly possible, and must serve as the liege orders. If the knight ever refuses to obey the liege, or ever swears fealty to any other liege, the knight loses three levels of experience. (The DM may increase this penalty if the offense warrants it.) The previous liege may even order he offender slain for his treachery. In addition, rumors and tales of the "traitorous knight" may haunt the character forever after; the character may find it difficult to help in places where his reputation is known. If his liege dies, the knight is free to choose another. Additional benefits (lands, money, etc.) may be awarded to knights who swear fealty to the successor of a liege who dies. A knight may petition the liege for a peaceful end to his oath; however rarely granted. The knight would be banished, at the least, and could be striped of al possessions as well.

Visitation Right

A knight may visit any castle, of territory, and request sanctuary. The castle owner must, by the customs of land, give knight a place to stay for up to three days, along with food and drink. He does not have to be friendly the knight, but, according to this custom, may not challenge, attack, or refuse sanctuary to the knight. (Note that the knight cannot challenge or attack his host or members of his host's court or family, either. Should he do so, his sanctuary is at an end, and his host is now free to punish him.) In campaigns modeled after medieval Europe, this custom is nearly universal, but the DM is free to indicate that the custom is not present if his nations are not similar to Europe's.

Call to Arms

If a cal to arms sounds (cal for knights to battle for justice), the knight must respond. This declaration can only be issued by the ruler of a large town (Mayor) or territory (Archduke or greater status), and the knight need only respond if it sounds in the area through which he is passing or if it called by his liege. When the call to arms sounds, the knight must immediately travel as fast possible to the ruling castle of one who made the call to arms, and fight as ordered by the ruler—within the constraints of any knightly oaths he took in the course of campaign. (If the ruler who made the call to arms orders him to kill innocents or helpless prisoners, the knight may choose to refuse, but he will make an enemy of that ruler.) The knight is entitled to compensation for this service; the ruler issuing cal to arms must grant the knight a gift appropriate to the value of the knight' services. (Many rulers will offer the gift out of gratitude; some will not. The knight has the right to demand gift; he does not have to demand it if he does not wish to.)

There are two notable exceptions to the custom of the call to arms. In lands where the civilization is very different from medieval Europe, this custom might not be used (in wilderness areas where there are no rulers, it would naturally be unknown). If the knight is within a territory that has declared itself hostile to the knight's liege, knight need not respond—if the cal to arms is against the land of his liege, he must not respond. In fact, the knight would be in great danger when the call to arms sounds.

Avenger

A Chaotic traveling Human or Humanoid fighter may be known as a Avenger if he meets the following requirements. If he doesn't meet these requirements he can only become a knight. Further they are equal to a Paladin, when not mentioned otherwise.

Chaotic Order

The fighter must make an alliance with an chaotic Clerical order. The fighter must be at least Name level or greater to be accepted by the Clerical Order (whatever Immortal they follow, there are no exceptions of this rule), yet the Avenger may try to function like an Avenger before reaching name level, but he will not have any special abilities of the Avenger. This is not swearing fealty, but a loose agreement of loyalty and support. The order may decline the offer. If the Order accepts, the Order's leaders may summon the Avenger at any time, and he must do as they command. If he disobeys them, he loses all special abilities and benefits of an Avenger until he does atone. Even then, the fighter may regain Avenger status negotiating with a different Order.

Detection suite

A Avenger can Detect Good or Evil (as per Cleric spell) as often as once per round, simply by concentrating. (range 120'). The Avenger can't use this ability and attack, speak, cast spells, use items or anything else in the same round.

Clerical Spellcasting

If the Wisdom score of the Avenger is 13 or greater, the character can cast Clerical spells as if he were a Cleric of 1/3 his actual experience level (round fractions down!). If a fighter becomes a Avenger right at 9th level, he'll immediately gains the spellcasting abilities of a 3rd level Cleric. If the character his Wisdom score is 12 or less, he still can be an Avenger, but can't cast spells. He learns how to meditate and cast spells (if his Wisdom is high enough) from the Clerics of the Order. The Clerics must be paid a minimum of 10.000gp/ spell level gained, and this can be much more depending upon the order.

Turn Undead ability

An Avenger can Turn Undead (not Devils)or Choose to Control them, as if he were a Cleric of one-third of his actual level of experience. (round fractions down). If the result is Turn of Destroy on the Table, the Avenger may choose to control them instead. If control is chosen, it lasts for 1 turn per level of the Avenger. Undead thus controlled behave as if Charmed, obeying the Avenger as if they were friends. However, if the Undead are Turned or destroyed by a Cleric during the duration of the control, the control is dispelled immediately and can't be renewed for at least 24 hours. The Turning of the Cleric will in these cases not Turn, neither Destroy, but only break the control. When a character wants to become a Avenger from the first level this is possible, but then he must first proof himself to the Clerical Order and the Immortal(s) in question that he is worthy of this task. He will not be able to cast any spells, but he will be able to Turn Undead (if he strongly presents his Holy Symbol). Thus a Fighter willing to become a Avenger and still being only 6th level, could Turn Undead as a Cleric level 2. This ability will not be revoked, when the character "misbehaves".

Hirelings

A Avenger may only travel with a non-human or Demihuman hirelings (even those chaotic). However, the Avenger may persuade monsters of chaotic alignment or use Humanoids to become his hirelings. If a chaotic monster is not immediately hostile, the Avenger may offer food or treasure, indicating thorough word or gestures friendship. If this fails, threats or combat resulting in surrender may accomplish nearly the same result. If the creature is instantly friendly toward the Avenger, he is impressed and as thus persuaded to follow and obey the Avenger. The effect lasts for a duration identical to the Charm Magic -user spells, and it can't be renewed. The Avenger may have the number of chaotic monster hirelings that his Charisma score allows for, once he loses one he may persuade another.

Visitation Rights

A Avenger may visit any castle, ruin, or dungeon known to be ruled by an intelligent monster or character of the same or aligned faith, and demanding sanctuary. An Avenger may pretend to be a Knight and request sanctuary of other rulers. If he deceives the ruler and is not tripped up by some revealing magic, the ruler will provide him with normal sanctuary. An Avenger is further free to go forth on the world, as long as he behaves according to his chosen faith. Therefore he can go adventuring, solve major political problems, or even become a land ruler.

Animate Undead

The Avenger may cast an Animate Dead spell (as per spell) on touch with an open exposed hand, at double the normal casting time (animating 1HD/ Wisdom Bonus).

Elven Avengers

Elves can also become a Avenger between 9th and 12th level of experience. When this is done the Elf gains abilities, restrictions, and obligations specific to Avengers. This includes spellcasting if the Elf has a Wisdom score of 13 or higher. The Elf retains all normal Elven abilities, including attack ranks, special defenses, and wizardly spellcasting, if any. He uses the normal Elven experience table, with each new attack rank becoming equivalent of one new experience level for purposes of Clerical spellcasting or Turning the Undead. Further there is no difference between an Human, Humanoid or Elven Avenger, except maybe the religion and the character itself.

Important: The Elf permanently ceases to gain new levels in wizardly spells upon swearing fealty to a Church. The Elf also loses one level of Wizard spells each time he gains a new level of Cleric spells, other than the ones gained upon swearing fealty. For example: a 9th level Elf can normally cast 5th level wizard spells. Upon swearing fealty to a church and an Immortal, that Elf becomes a Avenger with the addition of 1st level Clerical spells. When reaching 12th level (or attack rank E), the Elf would gain the ability to cast second level Clerical spells, but would lose all 5th level wizard spells. This represents the effects of the time spent studying Clerical scriptures, meditating, praying, and acting as a Avenger, which inevitably alters the Elf's skills and experience in magic use. Remember that the Elf can no longer swear fealty at level 13 (attack rank F) or higher. It is assumed that the Elf has lingered too long in the ways of magic and profane warfare, and thus no longer can faithfully embrace the ways of the church. This doesn't count for pure fighter Elves, they may even become Avenger far beyond the level 13.

The best an Elven Avenger could ever achieve is 12th level of Clerical spellcasting, with four 1st level spells, and four second level spells. This assumes the Elf has sworn fealty to a church at level 12. An Elf who swears fealty at 9th level must eventually lose all wizardly spellcasting abilities and related skills. An Elf who makes this ultimate sacrifice, permanently gains enough Wisdom to reach a score of 13 (one point per level), or if he is beyond that one single extra point of Wisdom (to a maximum of 18). Once lost, magic-use can't be regained without permanently losing the status and abilities of the Avenger (including any Wisdom gains), and spends a whole year in studies for each of the spell levels originally lost. During that time the "fallen champion" can not gain any experience nor learn any new spells.

Elves and Foresters
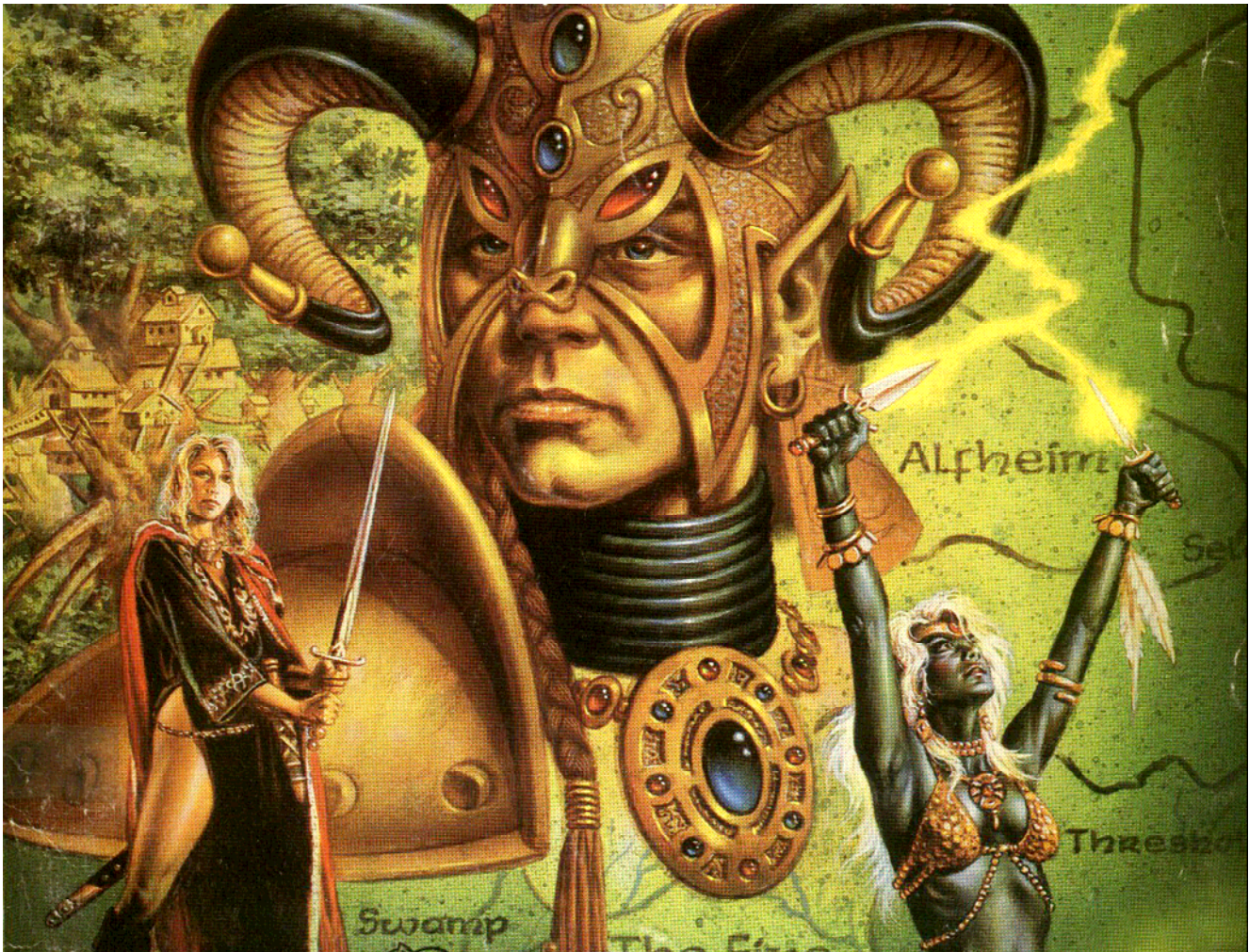
Prime Requisite	Strength and Intelligence
Requirements	Strength and intelligence of 12 minimal
Experience Bonus	+5% Strength 13+
Hit Dice	1d8 per level up to 9th level +2hp/level Constitution bonus no longer applies.
Armor	any
Weapons	any
Special	Lance Attack / Set Spear / Fighter Combat Options, Elvish Spell casting.
Weapon Mastery	4 different weapons at Basic Mastery
Maximum level	36

The Elfish race is also able to cast Magic. In fact they are naturally born with Magical abilities, they are a Magical race. They are different from Human Magic-Users in such a way that they are able to be a fighter and a Magic-User at the same time. They may use all types of armor and weapons and still being able to cast Magic unhindered. Few Elves are adventurers: most prefer to spend their time feasting and frolicking in woodland glades. Except for adventurers, Elves rarely visit the Cities of man. Elves are fascinated by Magic and never grow tired of collecting spells and Magical items, especially if the items are beautifully crafted. Further they are as equal as any normal Magic user. They can best perform as a fighter if he is undamaged or only slightly hurt before entering a battle; otherwise, he should stay back and help with Magic spells, as a Magic-User does. To know more about Elves read the racial description.

A Forester is a human raised by Elves, as an Elf. Therefore he is taught magic and fighting like the Elves. They reach their maximum spellcasting ability at 10th level if through Human, or Self study. They are only able to cast specific Elfish Magic. This is all due to the Elves special link with the world around him and due the inherent corruptive power of the magic of

Humans, and will as thus affect the Elf with its natural link more. However this is balanced by the Elf's special abilities, especially the combination of fighting and spellcasting. This combination makes an Elf far more powerful than a Human of the same level.

Foresters have two prime requisites like Elves: Strength and Intelligence but they must have these at least 12 to become a Forester), only when they have a 13 or more in both abilities, they gains a 5% bonus to his experience points earned. If both are 16 or higher, the bonus will be 10%.

The minimum Intelligence to be able to cast Magic must be 9. A forester may use any weapon or armor. Elves are immune to Ghoul paralysis, and due their higher senses, they are able to locate secret and hidden doors more easily, they also have a natural infravision of 60', Foresters don't have these biological Elven Abilities. They speak normally Elven and a local Common, but also basic local Gnoll, Hobgoblin, and Orc languages.

Foresters are almost equal to normal Elves, except biological differences (as immunities, infravision, etc.), they use the same table as normal Elves. Only when a Human is adopted in the way of the Elves in ceremonies invoking Elvish Immortals (especially Ilsundal) can they learn to fight and use Magic like the Elves.

Though Foresters are not very different from Elves in abilities, they are very different in the campaign. They can pretend to be mere Fighters or mere Magic-Users until crucial points in the campaign. It is very useful and dramatic for a Forester to pretend

XP	Lvl	HD	Hp	pells 1	2	3	4	5	Saves DR	MW	TS	DB	SP	Skills
0	1	1	1d6	1	-	-	-	-	12	13	13	15	15	4+1/int
4000	2	2	+1d6	2	-	-	-	-	12	13	13	15	15	
8000	3	3	+1d6	2	1	-	-	-	12	13	13	15	15	
16.000	4	4	+1d6	2	2	-	-	-	8	10	10	11	11	
32.000	5	5	+1d6	2	2	1	-	-	8	10	10	11	11	+1
64.000	6	6	+1d6	2	2	2	-	-	8	10	10	11	11	
120.000	7	7	+1d6	3	2	2	1	-	4	7	7	7	7	
250.000	8	8	+1d6	3	3	2	2	-	4	7	7	7	7	
400.000	9	9	+1d6	3	3	3	2	1	4	7	7	7	7	+1
600.000	10	9	+1	3	3	3	3	2	2	4	4	3	3	
850.000	11	9	+1	3	3	3	3	2	2	4	4	3	3	
1.100.000	12	9	+1	3	3	3	3	2	2	4	4	3	3	
1.350.000	13	9	+1	3	3	3	3	2	2	4	4	3	3	+1
1.600.000	14	9	+1	3	3	3	3	2	2	4	4	3(x ½)	3	
1.850.000	15	9	+1	3	3	3	3	2	2	4	4	3(x ½)	3	
2.100.000	16	9	+1	3	3	3	3	2	2	4	4	3(x ½)	3	
2.350.000	17	9	+1	3	3	3	3	2	2	4	4	3(x ½)	3	+1
2.600.000	18	9	+1	3	3	3	3	2	2	4	4	3(x ½)	3	
2.850.000	19	9	+1	3	3	3	3	2	2	4	4	3(x ½)	3	
3.100.000	20	9	+1	3	3	3	3	2	2	4	4	3(x ½)	3	
+500.000	20	9	+1	3	3	3	3	2	2	4	4	3(x ½)	3	+1

to be an ordinary fighter until the point in the adventure when his magical abilities will help save the day for his allies. Additionally, Foresters provide a link between Human and Elf characters. It is the influence of the Immortals (and then mostly Ilsundal) that allows Foresters to learn both Magic and fighting. Only through adopting into a Elf-clan requiring a ritual honoring these Immortals, and becoming a member of the Forester class, can a character learn Magic-use and fighting. Ordinary Fighters can't learn Magic; ordinary Mages can't wear armor and use most weapons. Period. Foresters function further as Elves do, this includes when he reaches name level, and so forth.

The Thief

Prime Requisite	Dexterity		
Experience Bonus	-20%	Dexterity	3-5
	-10%	Dexterity	6-7
	+5%	Dexterity	13-15
	+10%	Dexterity	16+
HD/hp	1d4/level + Constitution bonus, +2/level after 9, Constitution no longer applies		
Maximum level	36		
Armor	Any supple Leather, shield not permitted.		
Weapons	Any small or medium melee weapon.		
	Any small or medium sized missile weapon.		
Special Abilities	At 1st level Open Locks, Find Traps, Remove Traps, Climb Walls, Move Silently, Hear Noise,		
	Hide in Shadows, PickPocket and Backstab.		
	At 4th level read any normal language 80%		
	At 10th level cast Magic user spells from scroll.		

Thief is a person who specializes in stealth, lockpicking, trap removing, and other such activities. As the name indicates, however, most characters belonging to the Thief class do steal. They rarely steal from friends or members of their own groups, however. A Thief who steals from friends is usually not permitted to adventure with them ever again or worse!

Thieves belong to an organization (sometimes called a guild). Every town has a building, called guildhall, where thieves any live and eat (for a Price of course). Every Thief learns "the arts" (n Thief's unique skills) from teachers at the guild. Thieves are a normal part of life because their unique and useful skills, but they are not usually welcome in the better parts of society. The Thief's job is to use his special abilities where needed. A Thief's skills can be very useful, and they can be used over and over. For example, a Magic-user might use a spell to open a lock, but the spell works only once; a Thief may try to open locks whenever desired. Consequently, thieves are found in most groups of adventurers. Most thieves have high Dexterity scores. Since this can improve their ability to use missile weapons, most thieves use one or more types of missiles. The Thief will also find it useful to have a sword or dagger in situations where he can't avoid close combat.

Special Abilities

Thieves have numerous special abilities. They receive most of them at first level, when they begin their carrier, and receive others as they gain experience levels. Each number on the table is the percentage the Thief is successful in that ability. If the d% roll is less or equal than the number given, the Thief's attempt is successful.

Open Locks   OL

With successful use of this ability, and with professional lockpicks (often called; "thieves tools"), the Thief may open locks and locking mechanisms. The Thief may try this ability only once per lock. The Thief may not try again with that particular lock until he gains another level of experience, or with the use of another set of lockpicks. If he has three sets of lockpicks he may try to open the lock three times. Without lockpicks he can't use this ability.

If the check was failed by 25% or more the lockpicks are damaged and the chance to open the lock is reduced by 25%. Another failure of 25% or more further damages the lockpicks, making them useless. The sort, state and difficulty of a door adjust this skill. But when all fails the door can be broken open as the walls can be torn down. See next tables.

A lock or door can also be forced open by brute force or physical Strength, but thieves despise this, for both the noise, the damage and probably the most Important the flair of the "game" to knack a lock, twist a trap and so on. The brute force is more for the Fighters.

And especially low-level Thieves like to have at least one around to protect their back or force a door down when all else fails. To open a door and or lock forcefully, use the following tables, add all adjustments applied, total al used Strength adjustments, add +1 for each person trying simultaneously. (Remember; no more than 2 persons can ram 4' width door, use a crowbar, or kick the door. When a ram is used (or Improvised) with at least 10' swaying space (excluding the ram) in front of the door, then you may add one more persons per 2' length of the ram. If there is more than 30' running space in front of the door (excluding ram), +5 is added to the open door roll. A breaking door is heard at least 100' further, ramming a door even 500' or more, due the echo.

	C	AV	Average Hp	Open Door adjustments (cumulative):	Info
	issile damage x ½ – full AV (ex. Hammer) & Slashing damage – full AV (ex. Spear, Sword) Thrusting damage – ½ AV (ex. Axe, Ram)				
	3	3	50/ 6" thickness	-3/6" thickness	
	3	3	60/ 6" thickness	-4/6" thickness	
	3	4	80/ 6" Thickness	-4/6" thickness	
	3	4	100/ 6" thickness	-5/6" thickness	
	3	6	120/ 6" thickness	-6/6" thickness	
	3	4	100/ 6" thickness	-3/6" thickness	(vs. heat damage x2)
	1	4	10	-1	
	1	6	25	-2	
	1	8	50	-2	
	1	10	50	-3	
Lock, internal	0	10	10-25	depends on quality	
Lock, external	0	10	25-35	depends on quality	
Padlock	2	6	5-15	-1/5 hp	
Chain	2	4	10	-3	
Leather, slabs	2	1	3	-1	
Rope	2	0	3	-1	
Nails	0	0	10(hidden in material)	-1 to -2	
Wedge	4	2	2	-1	
Open Door rolls are adjusted by the Strength adjustment with the following Quality and Lock adjustments.					
Rotten, Rusted		-2		+3	
Bad state		-1		+2	
Worn out				+1	
Wet, Moldy (stuck)		+1		-1	
Overgrown		+2		-2	

Made by	d Lo k	OL	FT	RT	Failure	Adjustment	Adjustment
	90%	0%	0%	0%	0%	-0	0%
	90%	+30%	0%	+10%	0%	-0	0%
	80%	+10%	+10%	+10%	0%	-0	0%
	65%	-10%	+10%	-20%	20%	-4	0%
	50%	-5%	-20%	-15%	10%	-1	0%
Elven	50%	0%	-20%	0%	20%	-0	0%
Fire Giant	40%	-15%	-10%	-5%	10%	-3	0%
Dwarf	30%	-10%	-10%	-10%	0%	-1	0%
Shadow Elf	20%	-10%	-10%	+5%	10%	-1	0%
Stone Giant	10%	-15%	+5%	0%	30%	-6	+10%

Quality Lock	Thief abilities Adjustments	Hp Lock	Time to Open per Try	Open Door Adjustment	XP Gained if opened
Magic	-10%/lvl spell	na	30 minutes	only Magic	+10xp/Caster lvl
Molten/ Fused	-80%	-5	30 minutes -Dex.adj.	+5	+5 xp
Worn out	+15%	-2	-5 minutes -Dex.adj.	+2	0 xp
Bad state	+5%	-1	-5 minutes -Dex.adj.	+1	0 xp
Overgrown	-5%	-0	-5 minutes -Dex.adj.	-1	0 xp
Wet, Moldy (stuck)	-10%	-1	-5 minutes -Dex.adj.	-2	0 xp
Wretched	+30%	50%	6 rounds -Dex.adj.	+2	+1 xp
Poor	+15%	75%	12 rounds -Dex. Adj.	+1	+5 xp
Good (Normal)	0%	100%	5 minutes -Dex. Adj.	-0	+10 xp
Excellent	-20%	125%	10 minutes -Dex. Adj.	-2	+20 xp
Superior	-40%	150%	15 minutes -Dex.adj.	-3	+40 xp
Masterful	-60%	200%	30 minutes -Dex. Adj.	-4	+100 xp

Doors	Blunt & Missile damage apply Strength adjustments				Open Door			
Single	Piercing & Slashing damage – full AV (ex. Spear, Sword)				add all Strength adj. Used			
	Cutting & Thrusting damage – ½ AV (ex. Axe, Ram)				+1 /person, and +5 with ram			
	AC	AV	Hp	Average Size			on:	Info
Wood	2	4	10-20	3' x 7' x 2"	5+		on 1d6	
Wood, reinforced	2	6	25-50	3' x 7' x 3"	6+		on 1d6	
Wood, Castle	2	6	125-250	5' x 15' x 12"	6+		on 1d6	
Wood, Exterior	2	6	50-100	4' x 7' x 4"	7+		on 1d8	
Iron	2	8	35-70	3' x 7' x 2"	10+		on 1d10	
Steel	2	10	35-70	3' x 7' x 2"	10+		on 1d10	
Stone	2	9	35-70	3' x 7' x 6"	18+		on 1d20	
Leather	2	2	5-10	3' x 7' x 1"	3+		on 1d6	
Ice	2	4	25-50	3' x 7' x 4"	5+		on 1d8	(vs. heat damage x2)
Web	2	2	5-10	3' x 7' x 1"	10+		on 1d10	(vs. cutting, Slashing AV 0)
Foliage, Reet	2	1	5-10	3' x 7' x 2"	2+		on 1d6	(vs. piercing, cutting AV 2)
Cloth	2	0	2-5	3' x 7' x ½"	1+		on 1d100	(vs. piercing, cutting AV 2)
Cloth, framed	2	0	4-10	3' x 7' x 1"	2+		on 1d20	(vs. piercing, cutting AV 2)

W							
Ea							
Inc. Floors, Ceilings, Pillars	Cutting & Thrusting damage – ½ AV (ex. Axe, Ram)						Cave-in +10%/supporting Pillar
normal or created	AC	AV	Hp	Av.Thickness	Info		
Wood	6	10	5/1"	12"			1%
Plank	6	10	5/1"	2"			1%
Stone	6	10	8/1"	12"			1%
Marble, polished tiles	6	10	8/1"	12"			1%
Brick	6	8	6/1"	5"			1%
Concrete	6	10	5/1"	12"			1%
Concrete, weaponed	6	10	8/1"	12"			1%
Iron	2	12	15/1"	2"			1%
Steel	2	12	20/1"	1"			1%
Cloth	9	10	2/½"	½"	(vs. piercing, cutting only AV 2)	-1hp/2 damage	10%+
Web	13	10	1/½"	½"	(vs. cutting, Slashing AV 0)	as normal	5%+
Ice	6	10	3/1"	12"		as normal	1%
Foliage, Reet	9	4	1/1"	3"	(vs. piercing, cutting only AV 2)	as normal	25%

Find Traps   FT

With successful use of this ability, the Thief may examine a room or any object and determine whether it is rigged with traps. He may check only once per trap, and failure prevents the character from finding any trap in or on the object researched. Since the DM does the actual rolling, the player doesn't know how many traps he is rolling to find. If he finds a trap he may use his remove traps ability to disarm, deactivate or even remove it. This ability is penalized by 50% of the number to be rolled for the detection of outdoor traps. Example, a Thief of 4th level has 25% basic chance to detect the traps on a chest, but only 50% of 25% = 13% (rounded up!) to detect a stringtrap in the wild. But when he is 24th level the chances will be normally 98%, but 50% of 98%=49% to detect a string trap. This reveals the mostly indoor life of a Thief. The skill is adjusted by the state, sort, and difficulty of the trap. They suffer similar penalties in trying to remove these traps due lack of understanding how it works in its environment.

Quality Trap	FT / RT Adjustments	Time to Find / Defuse per Try	XP Gained Defused
Magic	-10%/lvl spell	30 minutes	+10xp/Caster lvl
Molten/ Fused	-80%	30 minutes -Dex.adj.	+5 xp
Worn out	+15%	-5 minutes -Dex.adj.	0 xp
Bad state	+5%	-5 minutes -Dex.adj.	0 xp
Overgrown	-5%	-5 minutes -Dex.adj.	0 xp
Wet, Moldy (stuck)	-10%	-5 minutes -Dex.adj.	0 xp
Wretched	+30%	6 rounds -Dex.adj.	+1 xp
Poor	+15%	12 rounds -Dex. Adj.	+5 xp
Good (Normal)	0%	5 minutes -Dex. Adj.	+10 xp
Excellent	-20%	10 minutes -Dex. Adj.	+20 xp
Superior	-40%	15 minutes -Dex.adj.	+40 xp
Masterful	-60%	30 minutes -Dex. Adj.	+100 xp
FT/RT	Outdoor Traps	Animal/Vegetable Traps	Indoor Traps
Thieves	25% normal	50% normal	100% normal
Rakes	25% normal	50% normal	100% normal
Scouts	100% normal	100% normal	50% normal

Remove Traps   RT

With successful use of this ability the Thief may remove or deactivate a trap he has found. The Thief may try this ability only once per trap. Failure will trigger the trap with all its effects. The Thief's saving throws used for the trap will be penalized by 1-10 depending on the danger of the trap because he is the most near to it and mostly in some more or less awkward position (crouched, lying down, hanging at a wall, door, ceiling, etc.). The skill is adjusted by the state, sort, and difficulty of the trap. They suffer similar penalties as in Finding a Trap as in trying to remove these traps due lack of understanding how it works in its environment. See the table.

Move Silently   MS

Successful use of this ability allows the character to move silently. When the Thief tries to use this skill, he always believes to be successful (therefore the DM makes this roll) but a failed roll means that someone can hear his passage if someone is there and able to hear. The roll is adjusted by the following modifiers cumulatively, if applicable. The skill will also be adjusted by the successful amount a Hear Noise user is successful; this will be subtracted from the base percentage.

Surfaces covered with noisy material	-15%	Other sounds near	+5%
Surface covered with water 0"-12" deep	-25%	Noisy surrounding	+15%
Surface covered with water 1'-3' deep	-15%	Loud surrounding	+25%
Surface covered with water 3'+ deep	-5%	Many different sounds around	+10%
Affecting Area Effects		**Personal Effects**	
Leaving water	-10%	Wearing metallic objects /Armor	+10%
Entering water	-5%	Causing a Explosion	-50%
Triggering a minor trap	-15%	Dropping object on hard surface	-25%
Triggering a major trap	-25%	Breaking object/Sneezing	-50%
Listener Effects		**Listener Effects**	
Listener has hearing malfunction	+10%	Listener has better hearing than normal	-10%
Small Predator animal is listener (Cat/Dog)	-25%	Large Predator is listener (Tiger/Lion)	-50%
Small Prey animal is listener (Mouse/Rat)	-50%	Large Prey is listener (Deer/Goat)	-25%
Listener is deaf	+50%	(remember a deaf person is trained to "hear" vibrations.).	

Hide in Shadows   HS

Successful use of this skill means that the Thief moves into and remains in Shadows, making him very hard to see. While the Thief remains in the Shadows, observers only get a chance to see him if they look directly at him, at which time he must roll again; success means that he remains unobserved. While in Shadows, the Thief may use his Move Silent ability, but attacking reveals the Thief. If the Thief tries to Hide in Shadows but fails, he will not know that his position of concealment is a failure until someone sees him and announces the fact. If the Thief is under direct observation, he can't Hide in Shadows against the people observing him; they'll be able to follow his progress with no problem. This skill is rolled by the DM and is modified by the following modifiers.

Shadows effects		**Color effects**	
No shadows available nearby	-100%	Thief is wet or glistening	-20%
Minor shadows available nearby	-75%	Thief is colored opposingly	-30%
Small shadows available nearby	-50%	Thief is colored differently	-15%
Broken shadows available nearby	-25%	Thief is colored equally	-5%
Moving shadows nearby	-15%	Thief is colored equal	-0%
Moving small lightsource causing the shadows (Candle)			+50%
Moving medium lightsource causing the shadows (Torch)			+25%
Moving bright or large lightsource causing the shadows (Magic Light)			-5%
Light Effects		**Cover Effects**	
Character carries a minor light source	-15%	Lots of local cover (plenty of trees, etc.)	+5%
Character carries any other light source	-50%	Little cover (some low bushes, etc.)	-5%
Changing lights nearby	+5%	Very little cover (patches of grass)	-15%
Viewer behind lightsource	+15%	No cover (grassless plain)	-25%
Personal Effects			
Character reveals visible perspiration (cold breath)	-15%	Viewer has Infravision	-20%
Character moves while hiding	+10%	Viewer was Raised in the area	-5%
Character was raised in the area	+5%	Viewer moves towards Character	-10%
Hiding others		**Hiding Items**	
Hiding an unconscious character	+0%	Hiding a small object	+15%
Hiding a conscious silent character	-5%	Hiding a large object	+5%
Hiding a conscious non-silent character	-20%	Hiding a small object	+15%

Climb Walls   CW

With successful use of this ability, the Thief can climb steep surfaces, such as sheer cliffs, walls, and so forth. The chances for success are good (much better than any non-Thief), but if failed the Thief slips at the halfway point and falls. The chance for success is rolled every 100' climbed (under normal circumstances—some surfaces require a check every 10'), and the first 10', to investigate the surface. When the Thief falls, he will take all falling damages as normal. Many modifiers are used with this skill listed in the following table. If using rope and falling, double the character's weight/ 20' rope to see if it breaks (use rope statistics from "What Can Be Bought"). If the rope holds the characters fallen take half normal falling damage, and only take 1d6-1 breaks at most, from the sudden rope pull and slamming into the wall. (1/4 damage if there is no wall and only 1d3-1 breaks and then only back/ribs or arms/legs or the neck (very rare and unlucky fall) at most (floating continents, etc.). 1/spike is normally used per 10'-20' area crossed. If equal/higher than needed =slip and fall Ø

Climbing Modifiers	Climbing Speed	Base
Has Thief Climbing Skill	10'/round	as **CW**%
Mountaineering Skill	10'/round	+30%
or has No Climbing Skill	5'/round	30%
Add all adjustments cumulatively		roll 1d100
if lower than needed then success		Adjustments
Unskilled but guided by someone with Climbing Skill		+10%
No Equipment (spike, crampon, rope, etc.)		-40%
Armor Modifier	AV(1-2)	-5%
	Chain/Splint/Scale/Banded (AV3-4)	-15%
	Better than Chain (AV 4+)	-20%
	-100% Severe Slopes/Cliffs	
Encumbrance modifiers	None/Light encumbered	+0%
	Moderate Encumbered	-5%
	Heavy Encumbered	-10%
	Severe Encumbered	-20%
Racial Modifiers	Dwarf	+5%
	Orc	+10%
	Any other Humanoid, ½ Orc	+5%
	Gnome	-10%
	Halfling	-5%
	Any Other Race	+0%
Strength Modifier	16	+5%
	17	+10%
	18+	+15%
Rappelling Free-fall	Failed Dex.Check 2+	+30%
	Successful Dex. Check +2	+50%
Roping Together and falling	Per Character Fallen per rope end	-10%
	If falling between two characters	-5% to each

Wooden Pallisade Wall	+10%
Wooden Wall	+0%
Brick Wall	-10%
Rock Brick Wall	as Cliff
Stone Wall	as Cliff
Steel/Iron Wall	-50%
Ice Wall	-30%
Fabric	+20%
Overgrown Wall	as Cliff
Tiled Roof	as Smooth Slope
Organic Roof	as Normal Slope
Ceiling	-50%

Slope	Angle	Non Slippery	Slightly Slippery	Slippery	Climbing Speed
Rough	Gentle (15°-30°)	+70%	+55%	+35%	80% normal
	Moderate (31°-50°)	+60%	+40%	+20%	50% normal
	Severe (51°-70°)	+40%	+20%	+10%	30% normal
Normal	Gentle (15°-30°)	+60%	+40%	+20%	70% normal
	Moderate (31°-50°)	+50%	+25%	+10%	40% normal
	Severe (51°-70°)	+30%	+15%	+0%	20% normal
Smooth	Gentle (15°-30°)	+50%	+25%	+10%	60% normal
	Moderate (31°-50°)	+30%	+10%	+0%	30% normal
	Severe (51°-70°)	+10%	+0%	-10%	10% normal
Cliff Rough or Tree 5"-10" Ø	With Ledges (+71°)	+0%	-10%	-20%	50% normal
	Without Ledges (+71°)	-10%	-20%	-30%	25% normal
Cliff Smooth or Tree 10"-50" Ø	With Ledges (+71°)	-10%	-25%	-40%	25% normal
	Without Ledges (+71°)	-20%	-35%	-50%	15% normal
Reverse Cliff or Tree 50"+ Ø	With Ledges (+110°)	-40%	-45%	-70%	10% normal
	Without Ledges (+110°)	-80%	-90%	-110%	1% normal

Pick Pockets   PP

This ability allows the character to steal things from another character without him noticing. If the attempt succeeds, the Thief is able to pick the other's pockets without anyone noticing.

If the roll is a failure the Thief fails to get his hands on the item sought. If the roll is greater than twice what the Thief needed to succeed or an adjusted 00 or less, his intended victim and/or others catch the Thief in the act, and he could not take the item.

When using this skill, substrate 5% per level or HD of the victim higher than the thief.

Example; a 1st level Thief tries to pick the pocket of a 1st level Fighter walking along the street. His chance is 20% (normal) minus 5 (5% x 1 Fighter level) =15%.

The DM rolls the percentile dice and rolls a 41. This is over twice what needed to roll, so the Thief is caught in the act. The skill is adjusted by cumulative modifiers;

Successful use of Hide in Shadows, Move Silently, and Pick Pockets.

Thief Personal Effects		Thief Personal Effects	
Thief wears soft gloves	-5%	Thief wears hard gloves	-15
Thief wears Gauntlets	-25%	Thief wears more than 1 ring per hand	-10%
Targeted Item Effects		**Targeted Item Effects**	
Targeted item worn on body	-30%	Targeted item under clothing	-50%
Targeted item under armor	-70%	Targeted item between loose other items	-20%
Targeted item fastened (rope/thread)	-10%	Targeted item connected (chain/Metal link)	-30%
" Without a cutting utensil	-20%	" , Without a metal cutting utensil	-60%
Target Effects		**Target Effects**	
Target is Fatigued	+20%	Target is drunk	+40%
Target is distracted	+20%	Target is forcefully pushed or moved in people mass	+30%
Target is animal	-15%	Target is Predator	-10%
Target is small prey	-15%	Targeted animal is used to people nearby	+5%

Hear Noise　　　　HN

This ability enables the Thief to hear faint noises—such as breathing on the other side of a door, or the clatter of approaching footsteps. This skill is made by the DM and is adjusted by the amount of sound available and made near the Thief. The skill will also be adjusted by the successful amount a Move Silent user is successful; this will be subtracted from the base percentage.

Very faint noise	(Breathing +30' away behind a door, or a heartbeat directly behind a door)	-15%
Faint noise	(Breathing of several creatures between 10'-30' away behind a door)	-10%
Some noise	(Breathing of a creature less than 10' away behind a door)	-5%
Clear noise	(Speaking creature behind a door between 10'-30' away behind door)	+5%
Loud noise	(Armored feet approaching, loud speaking creatures behind a door)	+15%

Ammount of Noise Effects		Local Effects	
Some speaking next to Thief	-5%	Other sounds next to Thief	-10%
Much speaking next to Thief	-15%	Dropping objects next to Thief	-20%
Loud speaking next to Thief	-25%	Arguing next to Thief	-30%

Personal Effects	
Loud noise next to Thief or hearing impairment by Thief	-40%
Deaf Thief	-50%

Some things have to be put into consideration also. These skills are based upon the secretive nature of a Thief and there for there can be applied some other modifiers. But the Thief must take care of the side effects, bright or artificial light and or magic will reveal the

	25% fuse/melt delicate Lock-mechanisms		
Grease gives a	+15%	Open Locks	
	-5%	Remove Traps	
Growth/ Shrink/ Warp Wood magic will greatly (and loudly) damage			
or even destroy a door but have 20% chance to cause splinters in 10' radius for 1d10 (save DR for ½) - AV damage			
Magic missiles	75% destroy a padlock	if of normal quality	+10% per quality step better / -10% if worse.
	50% destroy an internal lock	if of normal quality	+10% per quality step better / -10% if worse.
	25% destroy any other lock	if of normal quality	+10% per quality step better / -10% if worse.
Adjust the percentage by the reversed lock modifiers. But any failure will also fuse the mechanisms of then lock			

Near Light sources (0-12" away)			Bright daylight		
	+5%	Open Locks,		+15%	Open Locks,
	+5%	Find Traps,		+15%	Find Traps,
	+5%	Remove Traps		+15%	Remove Traps
				+5%	Climb Walls

Thief more easily and could expose him to several dangers.

Read Languages　　RW

When 4th level (Burglar) is reached, a thief gains an 50% chance to read any normal writing or language (including simple codes, dead languages, treasure maps, and so on, but not magical writings) in addition to the usual Thief abilities. If the attempt to read a piece of writing fails, the thief must gain at least one level before trying to read it again. At 10th level, a thief gains the ability to cast magic-user spells from spell scrolls. However, he must roll each scroll read, a percentage roll.

0%-10%	Spell will backfire, creating an unexpected result, because of the thief's imperfect understanding of magical writings.
11%-60%	Spellcasting successful, spell released at writers level if it was lower than that of the Thief, but at the Thief's Level if it was Higher than the Thief, because of the thief's imperfect Verbal and Somatic ability of magic casting.
61%-90%	Spell casting Failed, Scroll Destroyed.
91%-100%	Spell casting Failed, Scroll Intact.

This ability only allows thieves to cast spells from existing magic scrolls, not to write their own.

Thieves Equipment

Thieves can make use of a lot of material, and thus this list is far from complete, but their most used items of use are enlisted here. (Taken from "What Can Be Bought").

Legality of the items is Important. Items are listed as L (legal; freely available on the open market), S (shady; available in more liberal countries and in dodgy back-street shops under the counter), and I (illegal; from a thieves' guild only). Some items get a split classification, e.g., "L/S." This may be because they are borderline, or because they are legal for some narrow, specific occupational usage only (and there may be restrictions on their sale).

Finally, items marked with two asterisks (**) may be hard to obtain even if not illegal, for various reasons. They may need rare craftsmen to make, basic ingredients may be hard to find (e.g., skill Dragon acid!), and such. The item description should make clear why an availability problem might exist.

Special Function Arrows

Throwing grapples is by no means the most efficient way of attaching a rope to a wall, battlement or similar structure. Greater range is ensured by the use of arrows, and many special arrowheads have been developed to help the Thief's chances with such operations. Two distinct methods are used with special function arrows. The first is known as the one-rope method. The rope is simply affixed to the arrow, and when the arrow has found its mark the Thief merely climbs directly up the rope. This method is simple, but the rope attached must be strong enough to bear the Thief's weight, and this considerably reduces the effective range of the bow (and incurs penalties of -2 to hit and damage rolls if the arrow is used in combat for any reason). It also means that the bow shot, being less accurate and powerful, is less likely to provide a good purchase on the target.

The second method is the two-rope method. Here, a light string is threaded through a loop attached to the arrow, and both ends of the string are kept by the Thief. The string is light enough not to affect the flight of the arrow. When the arrow has struck the target, a stout rope is attached to one end of the string and the string pulled through to play out the rope, thread it through the loop, and extend it fully in place of the string. This method is obviously more time consuming than the one-rope method; it takes one round to play out 20' of rope in this manner. Twice the length of rope is needed, of course, since the rope goes from the Thief to the target and back. This method is more likely to obtain a firm fixing of the arrow into the target.

Either of these two methods can be used with any of the special function arrows below, with the single exception stated.

Wood Biter: This has a broad, flat head with backward-facing barbs. It is specifically designed to give a good grip when shot into wooden surfaces.

Stone Biter: The stone biter has a narrow, heavy head of metal, with small ridges rather than barbs. Careful craftsmanship is needed to produce these arrows, with high-quality metal being used and the arrow sharpened to the greatest possible extent. It is designed to give a grip when shot into stone, but will only work on relatively soft stone such as sandstone or brick.

Minor Grapple: This has a small, three-pointed grappling hook as its head, perhaps some 3 inches in total width. This is usually shot through a window, over a palisade, etc., in much the same way as a conventional grappling iron is thrown.

Major Grapple: The major grapple is a far more complex piece of apparatus than the minor grapple, and because of its method of use it can only be employed with the one-rope method. The head of this arrow at first appears to be a fairly long arrowhead of normal width. Its true function is shown only when fired. The rope must be securely fixed at one end by the Thief, and as the major grapple arrow closes in on its target and reaches as far as the rope will allow, the sudden tension pulls at the head of the arrow, which opens out into a large three-pointed grappling hook. This is some 6 to 8 inches in width, fully the equal of most ordinary grappling irons. The major grapple has better aerodynamics than the minor grapple and a better chance of gripping, but a considerably reduced range.

Thief example equipment	Description	Legal	Cost	Enc(cn)
Gloves, Thieves	fingertip free gloves, with small pockets, prevents damage from scraping, splinters, burns, and cuts	S	50sp	5*
Crampons	for movement on ice and alike	L	400sp	50
Hollow staff	can hold Gems, Jewelry, Papers, and some even up to 2 doses liquid (potion)	I	1500sp	70
Sword cane	as club 1d4dm, inside secret short sword 1d6dm	I	2500sp	30
Sword cane, silver	as club 1d4dm, inside secret short silver sword 1d6dm	I	6000sp	30
Thief's cane	head = removable ball attached to hidden iron pry bar, 1d6dm, foot = storage for booty, Thievestools (upto 100cn)WM as staff	I	2000sp	25
Lockpicks	does not permit trap removal	S	150sp	5
Reed, hollow	to breath through (under water MV x ½ , 10 % revealing position)	L	1sp	1
Magnifying glass	for studying fine details and fire starting (sun needed!)	L	30sp	5
Tigerclaws	to climb walls defense weapon	S	100sp	15
Wax	for making Impressions or candles	L	3sp	10
Candle,	standard burns 1hr, light 10' radius, (seen 500 yards afar)	L	1sp	1
Lantern, Hooded	burns 4 hr, light 30' radius (seen 200yards afar)	L	70sp	20
Thieves tools	needed for picking locks & removing traps, if failure in use reroll, failure is breakage of tools used; 10 needles, 2' thin copper wire, 1' metal wire, 0.5' wire saw, 10 toothpicks, 5' fishwire "1", 10 metal lockpicks (all different (-1 = -10% of total Thief abilities), tiny file, 1 cn vial of acid	I	50sp	10
Chisel	for chipping away stone / wood, different sizes / shapes	L	20sp	10
File	to soften surfaces (different graduations or materials)	L	40sp	10
Flint and steel	to make fire	L	5sp	1
Handdrill	for drilling holes through wood or metal (1 on 30 / T to break)	L	100sp	30
Tong, pincer,	nipper, to hold small objects	L	25sp	12
Utility hammer	1d3dm if used as weapon	L	20sp	10
Utility knife	1d3dm if used as weapon	L	10sp	5
Whetstone	to polish tools and weapons	L	2cp	1
Wood hammer	1d3dm if used as weapon	L	10sp	10
Glue	1jar for 10 square foot surface	L	11sp	50
Lard	lubricant, + 2 dm if on fire, insulation vs. hypothermia	L	2cp	10
Ring, Slash	brass mostly, else iron, copper, steel, + 1 punch dm . + 5 % pickpockets	I	50sp	1*
Slash Silver	+ 1punch dm . + 5 % pickpockets	I	1000sp	1*
Spike	holds tiny hidden (poisonous) spike, only 25 % noticed by attack	I	250 – 2000 sp	1*
Assassins	2 rings with wire (40 % to come loose) , to strangle victims	I	750sp	1
Magical**	can contain different enchantments	L/S	100. 000 - 2. 500. 000sp	1*
Compartment	can hold one dose of poison (can be encoded to open)	I	100 - 1000sp	2*
Thieves Pick	small pick,	I	300sp	1
Acid,	Metal eating, 1 vial**	L	500sp	5
Lock Chisels,	set of 3	L	20sp	1
Hacksaw Blade	foldable saw blade	L	6sp	1
Metal File	to file metal, many models and shapes available	L	5sp	1
Wire Cutters	to cut metal wire	L/S	10sp	4
Leather straps	(pair)	L	3sp	1
Charcoal, bundle	to make markings	L	2cp	1
Listening Cone	(brass) HN + 25 %	L	20sp	1
Climbing Spikes,	iron (10)	L	5sp	4
Crowbar	to force doors open,	L	6sp	4
Glasscutter (handled)**	to cut glass	L/I	1200sp	1
Keymaking Set	complete set of files, clamps	I	600sp	6
Limewood	as bark strips, 10)	L	3cp	5
Sharkskin (per sq. ft.)	to sand of wood	L/S	120sp	1
Skeleton Key**	made to measure one type of lock (+10%)	I	var.	2
Caltrops (10)	to walk, slippery surfaces	L/S	30sp	1
Dog Pepper, packet	to ward of bloodhounds	S	1sp	5
Hollow Boots**	to keep up to 50 cn items of maximum 2"	I	150sp	3
Marbles, bag (30)	to trip followers, covers 1d3x10' (Dex / 10' covered to prevent fall MV x1/2)	L	2cp	15
Blinding Powder**	to temporary blind an opponent (Dex. To prevent)	var.	var.	5
Wrist Sheath	keep wrist dagger or thieve-tool hidden but near and easily accessible	S	3sp	5*
Blade Boots	keep a dagger blade in boot, kick +1d3 damage if ejected	I	150sp	3
False Scabbard**	Keeps up to 50-150 cn contents of no larger than 1"	L/S	120sp	1-2
Marked Cards, Deck**	to cheat card play	I	50sp	25
Biased Dice,	bone, box of 4	I	50sp	10
Biased Dice,	ivory, box of 4	I	200sp	10
Arrow, wood biter**	+15 CW for Tree Branches and Wooden Walls	L	10sp	1
Arrow, stone biter**	+10 CW for Stone Parapet and Stone Wall Top, +5 CW to Wooden Wall	L	10sp	1
Arrow, stone biter, adamantine**	+20 CW for Stone Parapet and Stone Wall Top, +5 CW to Wooden Wall	L	70sp	1
Arrow, minor grapple**	+10 CW to Stone Parapet, +5 CW to all others	L/S	60sp	1
Arrow, major grapple**	+15 CW to Stone Parapet, +10 CW to Rocky Ledge, Wooden Wall,; +5 CW to Stone Wall Top	L/S	100sp	1

Illegal Services

Forgery				
Forge a royal pardon	5 days		1500	sp
Forge a military pass	3 days		500	sp
Forge a city pass	2 days		200	sp
Forge official's signature	1 day		100 / 200	sp
Counterfeit coins	setup 10 + days		10 – 50 %	coins
Counterfeit jewelry	2 - 7 days		5% value	
Copy deed or title	4 - 5 days		1200	sp
Copy a work of art	2 - 3 weeks		2000 / 5000	sp

Whores / Dance girls (or boys)				
Basic free girl	often have manager who takes upto 80%		3	sp / hr
Exotic free girl	often have manager who takes upto 80%		10	sp / hr
New style free girl	often have manager who takes upto 80%		20	sp / hr
Basic club girl	manager who takes upto 50%		4	sp / hr
Exotic club girl	manager who takes upto 50%		15	sp / hr
New style club girl	manager who takes upto 50%		30	sp / hr
Multiple club girl	manager who takes upto 50%		2x + 10%	sp / hr

Guild judgment				
Guild judgment fees	basic fee		(lvl + 1d4) x500	sp
Guild judgment fees	petty matters		1000	sp
Guild judgment fees	moderately Important matters		5000	sp
Guild judgment fees	major matters		10. 000	sp

Loans		
	Any amount	+ 50% / month
	after 3 months or threats will follow	+ 20% / month if guildmember
	after 4. 5 months or bonebreaking will follow	
	after 6 months or elimination + selling items owned will follow	

Behavior modification	Pressure (under the threats of more harsh methods) to let a person think and /act a specific way.			
	Bribes can negate a threat completely (to 50% price)			
Bone breakers	nobody special	(lvl0 or lower class)	100	sp
Bone breakers	known locally	(lvl1 - 3or middle class)	300	sp
Bone breakers	well known locally or known in city	(lvl4 - 6)	1200	sp
Bone breakers	well known in city or petty official	(lvl7 - 9 or upper class)	4500	sp
Bone breakers	minor city official	(lvl10 - 12 or noble)	6000	sp
Bone breakers	major city official	(lvl13 - 15 or wealthy noble)	15. 000	sp
Bone breakers	very high profile	(lvl16 + or ruler, royalty, governor, etc)	250. 000 +	sp

Bone breaking	Bodily harm done to victim to create immediate attention to the thief guilds orders			
	Bribes will lessen damage (to 50% price)			
Bone breakers	nobody special	(lvl0 or lower class)	200	sp
Bone breakers	known locally	(lvl1 - 3or middle class)	600	sp
Bone breakers	well known locally or known in city	(lvl4 - 6)	2000	sp
Bone breakers	well known in city or petty official	(lvl7 - 9 or upper class)	8000	sp
Bone breakers	minor city official	(lvl10 - 12 or noble)	12. 000	sp
Bone breakers	major city official	(lvl13 - 15 or wealthy noble)	30. 000	sp
Bone breakers	very high profile	(lvl16 + or ruler, royalty, governor, etc)	500. 000 +	sp

Elimination	To permanently remove a person or give a last and final warning to others			
	Bribes will make the kill painless (to 50% price)			
Assassination fees	nobody special	(lvl0 or lower class)	1000	sp
Assassination fees	known locally	(lvl1 - 3or middle class)	5000	sp
Assassination fees	well known locally or known in city	(lvl4 - 6)	10. 000	sp
Assassination fees	well known in city or petty official	(lvl7 - 9 or upper class)	50. 000	sp
Assassination fees	minor city official	(lvl10 - 12 or noble)	100. 000	sp
Assassination fees	major city official	(lvl13 - 15 or wealthy noble)	500. 000	sp
Assassination fees	very high profile	(lvl16 + or ruler, royalty, governor, etc)	1. 000. 000 +	sp

Kidnapping	To bring a person to a specific place (or person) and act as powerful threat to this person			
	or the ones some how related to this person, be it in blood or by any other means,			
	to be bribed to pay high amounts of money or to do what the guild or a employer wants to be done.			
Kidnappers	nobody special	(lvl0 or lower class)	300	sp
Kidnappers	known locally	(lvl1 - 3or middle class)	900	sp
Kidnappers	well known locally or known in city	(lvl4 - 6)	3000	sp
Kidnappers	well known in city or petty official	(lvl7 - 9 or upper class)	12. 000	sp
Kidnappers	minor city official	(lvl10 - 12 or noble)	18. 000	sp
Kidnappers	major city official	(lvl13 - 15 or wealthy noble)	45. 000	sp
Kidnappers	very high profile	(lvl16 + or ruler, royalty, governor, etc)	750. 000 +	sp

Fixers			
Avoid arrest robber	bribe	250	sp
Fixers	turn minor infraction (short Imprisonment, flogging, pillory) into	fine of 1000sp + (pay also to fixers)	
Fixers	turn major infraction (long Imprisonment, branding, amputation) into	fine of 500sp + (pay also to fixers)	
Fixers	assist in escape from town	2000	sp +
Fixers	cleanup / dispose embarrassing evidence	20% take or 2000sp whichever higher	
Fixers	escape if capital crime	5000	sp +
Fixers	do a " personal favor"	5000	sp +
Fixers	cross thief guild on characters behalf	10. 000	sp +

Tipsters	(to acquire information)			
Tipsters	common knowledge	99% known	1	sp
Tipsters	uncommon knowledge	80% known	10	sp
Tipsters	specific information	30% known	50	sp
Tipsters	ex AC ting information	15% known	100	sp
Tipsters	to bribe a tipster to silence or wrong information (chance to know x1 / 2)		cost x 4 +	
Tipsters	planning and investigation	1 day (chance to know 1 step better)	100	sp
Tipsters	planning and investigation	1 week (chance to know 2 steps better)	1000	sp
Tipsters	dangerous information to tipster (30% slain in 1d6days)		100	sp / lvl
Tipster search	1week + 20% success (every 250 sp / lvl + 10% = 50% max)		250	sp / lvl
Street urchins	common knowledge	60% known (x1 / 2if paid copper)	1	sp / cp
Street urchins	uncommon knowledge	30% known (x1 / 2if paid copper)	1	sp / cp
Street urchins	perform minor service	30% willing to do	2	cp
Street urchins	perform minor service	60% willing to do	2	sp

These "services are more accessible to thieves as they are mostly an integrate part of Thieves guilds. The prices are almost anywhere equal to those mentioned but will be greatly different if one does not belong to that particular guild, or is no Thief. Remember the "services" are named illegal, and in most countries and cities they are illegal, and punishment are often harsh or even deadly.

Glossary of Thief Slang

Box-Man: Strictly speaking, a Thief specialized in cracking safes.
Burn: To underreport the take in a job to one's partners. "Luigi burned us. He told us there were only 3 diamonds, and kept 2 for himself."
Cannon: Pickpocket, cutpurse.
Contraband: Illegal goods (stolen or prohibited by local law).
Fencing: Selling stolen goods. "We stole the duke's jewels and fenced them later the same night."
The Fix: Ties with corrupt officials to have criminal charges "fixed" = thrown out. This will usually require bribes or favors. Money collected from the local underworld to free a captured Thief by bribing officials.
Hit Man: Assassin; an "executioner" for crime bosses, paid to kill their enemies.
Lone Wolf: A solitary, independent Thief. He is probably self-taught and not allied with a guild.
Made-Guy: A burglar who is in good standing with the local thieves' guild; a guildsman.
Mark: The target of a confidence game. "We have to bring the mark to the Burnt Goose Tavern."
Mob: A group of thieves.
Pennyweighter: A Thief who operates by replacing valuable items (especially jewelry) with worthless ones.
Piece Man: Someone who trades knowledge on where stolen property can be sold.
Pigeon: Victim of a con or swindle.
Pigeon Plucker: Swindler, con artist.
Racket: Any sort of larceny, from pickpocketing and burglary through embezzlement.
Rootin':   Committing crimes.
Roper: Someone who pulls in a mark for a con.
Rounder: A good, professional burglar.
Score: Loot from a theft. "We got a good score from the duke."
Squeal: To identify one's partners to the local authorities, usually in return for a lighter penalty for one's own crimes.
Tipster: Someone who has knowledge to share with burglars about good targets.

What is a Thieves' Guild anyway?

Thieves' guild is a grouping of thieves who agree to work together, in at least some ways. Often because of external threat and danger, it makes better sense for them to cooperate a little. This group typically has a guildmaster—or maybe a small ruling council. It has laws by which members must abide; there can be many of these, or few. A guild will usually only exist in a reasonably sized town or city, where there is enough work for thieves. It will usually also have a central meeting-place, almost always secret; this is usually referred to as the guild house. Finally, it's also usually true that the large majority of these thieves are not of good alignment—they tend towards neutrality at least, if not towards actual evil. It is not the case that every guild will provide all the benefits listed below, but certainly almost all guilds will provide training, access to necessary equipment, and the like.

Training

Having a character train with a master, mentor, or tutor—probably with others of his profession around—allows many, many things to happen naturally. Rumors and news can be caught up on. Hints and tips (e.g., concerning the usefulness of some of the new equipment items reviewed elsewhere) can be exchanged. New friends and contacts can be made. Intrigues and scams can be plotted, gossiped about, and initiated; employment can be offered; schisms and factions within the guild can become a focus for adventuring. All this is just for starters. Training is a natural way to enrich the world in all sorts of ways.

Second, while certain skill gains can be seen as the result of practice, this does not apply to all the advances experience brings. New weapon and skills are the most obvious example. How can a Thief who has never used a short sword, for example (because he has not previously been skilled with it), suddenly develop a skill in its use without training? This is obviously wholly unrealistic. How can a Thief learn an Etiquette skill, enabling him to pull scams on the rich and haughty more easily, without a tutor to coach him in upper crust, high society ways? He sure can't learn Etiquette from a dungeon crawl or wilderness hike! So, training is an important element of the game, and the thieves' guild is the place where the Thief will have the best chance of finding a tutor to train him. He may have to wait a week or two, or maybe a little longer, but by and large the guild will go to some lengths to make tutors available.

Equipment

This is a major advantage for a thieves' guild member. It goes without saying that many items of use to a Thief are hardly available on the open market in almost any society! Armor and weapons can be had, and likewise straightforward items such as ropes, iron spikes, crowbars, and the like. But where does the Thief get lockpicks, tiger's claws, razor rings, silenced armor, and suchlike? From the thieves' guild, of course.

In addition to being a source of equipment for sale (and possibly even for loan), here is an obvious chance for role-playing possibilities. In some powerful guilds, magical items may be available for exchange (for other magical items, obviously ones of superior value!) or even possibly for loan (with a fat deposit securing the item). Loaning allows Thief to enjoy having a magical item without the them have it permanently! It should go without saying that absconding with the item will lead to relentless and murderous pursuits until the item is returned.

Information

The thieves' guild will make it its business to know about many things which are of interest to its members, and that can mean just about anything, so a few examples are given here:

Security: The blueprints for sewer networks (allowing ingress and egress through manhole covers), times of changing guards at major guarded buildings (the Treasury, the Mint, etc.), times of watch patrols (in rich residential areas), the nature and positions of guards (Warriors, dogs, etc.) and traps in key buildings, and the like.

Commercial: Who is richer than he looks (and why and how), arrivals and departures of valuable cargoes and items, where certain valuables are cached, hidden, disguised; and more in this vein.

Friends and Enemies: This will depend in a big way on the relationship of the guild with other associations, dealt with later. Sometimes such information will be given to a novice Thief for obvious reasons; "don't rob merchants X, Y, Z or else. Understand?" (reasons—X and Y pay protection money and Z is actually Deputy Guildmaster; the novice might be told some or none of this). But other possibilities include which corrupt officers of the law are in the pockets of the guild (and therefore should not be dealt with too harshly during a robbery), which servants of the rich are very happy to talk for what magnitude of bribe, which barmen in the rough taverns in the docks will help thieves (e.g., by putting a little something in someone's drink so they can be "helped home" by the Thief later), and so on.

General Information: This is a catch-all category. To take but one possible illustrative example: a guild might keep records of legal punishments for various Thiefly crimes in neighboring (maybe even distant) locations ("Over there? Not if you value your hands, brother!"). These may not always be accurate and up-to-date, of course.

What the guild knows, who within the guild knows it, and whether they will tell what they know obviously depends on how "hot" the information is, the seniority of the person inquiring, and other factors. These complications don't need our attention now; the important thing is the basic idea here, that the guild is a vital information source. And, to anticipate the responsibilities guild members have to the guild, this is a two-way process. The Thief will be expected to report certain information to the guild seniors!

Fencing

This is an often-overlooked aspect of the thieves' guild. A Thief may steal all kinds of things, which he hasn't any idea about, so far as their price goes. He didn't find the hidden safe in the merchant's house, so out he comes with a bag containing a jade statuette of a cat (actually imitation jade so it's mostly worthless), a crystal vase (exceptional elfin work, worth a fair sum), a crude wooden idol (an antique, and thus worth far more than the Thief thinks), and more. Indeed, in the absence of any skills (such as Gem-cutting and the like) the Thief may often have little idea how much non-monetary treasure he has stolen are worth. Even with the Appraising skill, the Thief's estimates may often be wrong and a fair proportion of items too unusual or singular for the Thief to be sure anyway. This is one area where the fence can help the Thief.

A resourceful thieves' guild will have members who can accurately value different sorts of items, and will also have contacts with certain specialists who aren't actually thieves but who also aren't terribly ethical either. They can handle real rarities.

A special case is that of magical treasure. A simple detect magic spell from a Mage in the guild, working with the fence, can tell a Thief that the nice gold signet ring he filched from the drunk Fighter is a magic item, worth far, far more than its value as gold. The same character can tell the Thief (from an analyze spell) that the ring is a ring of protection +2, worth thousands. This only needs a 1st-level Magic-user with the fence, but it's a priceless service for the Thief!

The other role for the fence, obviously, is that the Thief gets "hot" property off his hands quickly. It will probably be out of town very fast, to be sold in some distant location where its illicit nature will not be suspected. Obviously, fences never pay more than a fraction of the market price for goods; but a fraction may still be a fair sum, and the Thief runs no risk of being apprehended.

Obviously, the fence is a form of specialist help, but the guild can also act to put members in touch with specialists to help them with certain ventures in more direct ways.

First, certain guild members will be specialists in themselves—expert lockpickers with exceptional Open Locks skill levels and others such. There are also Important people for many jobs—a Mage with such spells as invisibility, levitate, and knock (to consider but second-level spells) is of obvious value. Having one accompany a Thief on a robbery increases the chances for success considerably, but even if this isn't possible, a simple invisibility spell precast on the hopeful robber gives an Important edge for sneaking past guards and the like. Then again, other adventurers might be called upon. Depending on the guild's relations with other bodies, a Cleric (with find traps, among other spells) would be a most useful accomplice for many tasks. Clerics of such a Thief-friendly Immortals might well have very cordial relations with a thieves' guild. This is considered in more detail below.

The guild can thus act as a clearing-house, with names and meeting places to assist a Thief hoping to pull a job but needing help. Again, whether these contacts actually agree to help will depend on many things—notably the reputation of the Thief! However, the fact that they are there at all can be helpful for the Thief, possibly for his friends as well, and can be very useful indeed if the Thief wants to pull some job away from the rest of his usual adventuring group, when he must have some such extra help for success.

Of course, a Thief may simply need the assistance of others of his own kind for some job he has planned. This may be a simple decoy person to help with pickpocketing in the streets, or an eagle-eyed lookout for a warehouse job. Either way, the guildhouse may be a better bet than hanging around dubious taverns and hostelries. The flipside of this, of course, is that an impoverished can hang around the guildhouse touting for offers of work himself!

Finally, a well-organized guild will even be able to help its members if they get into serious difficulties. A jailer may be bribed, a magistrate bribed or skillmailed, a man of law paid to plead the Thief's case in the courts (if the judge or magistrate can't be bribed). If the captured Thief is very senior in the Guild, even a commando-style "liberation" may be possible! Such actions will leave the Thief indebted to his guild for some time to come . . .

So, these are the main functions of the thieves' guild, as far as a Thief entering the guild can see them. There are certainly other things the guild will do, and we'll look at them in due course. Before that, let's look at the other side of the coin—the responsibilities the Thief has to the guild. For all the advantages, what does the guildmember have to pay one-way or another?

Responsibilities of Guild Membership

Guild Dues

The most obvious responsibility is that the guild member must pay dues to the guild. These will be variable. One guild may include training costs in the basic dues, which will then be fairly high; another guild might not, charging for training as and when the guild member needs it, so their basic dues will be that much lower.

In addition to a basic membership due, the guild may insist on taking a certain percentage cut of the rewards the guild member gains from his thieving activities. Here, it is likely that there will be a ``basic rate'' for normal operations, with guild seniors considering special cases individually. For example, if the guild provided the Thief with certain important information, which made a big difference (and indeed without which a robbery would have been unsuccessful), the guild may take a larger slice of the goodies than normal. What cut the guild takes will again be variable. Some guilds may discount the yearly dues (possibly in part) from later cuts from income.

Secrecy

This is just as Important as paying dues. The guild member will be expected to keep the identity of the Guildmaster (if he knows it), the guildhouse, and planned guild activities secret from outsiders. He must never inform on a guild member.

In a guild dominated by a lawfully aligned Guildmaster or group, secrecy may be the most Important of all commitments the guildmember has to make. Some form of oath of loyalty is very likely to be demanded of the novice in almost any thieves' guild.

Providing Information

There are two quite specific ways in which a Thief will be expected to supply his seniors within the guild with information. First, information concerning his own plans; second, general information possibly of value to guild members.

A Thief will be expected to keep the guild informed about important ventures he has planned. This does not include dungeon bashing, wilderness adventures, and the like! Rather, robberies and break-ins which may net particularly good rewards or strike at "sensitive" targets (such as a temple, or the warehouse of a notable merchant), particularly nefarious crimes such as kidnapping, and major scams are examples of crimes which a Thief will always be expected to notify the guild seniors or Guildmaster of. Many guilds will insist that such major crimes can only be committed with the Guildmaster's permission. This is especially likely to be true with a strong guild, and in a lawful or repressive society where such actions may stir up a hornet's nest of trouble for the guild.

Feeding back general information to the guild will also keep a Thief in good standing with his fellows. A Thief casing a joint for a later break-in might see an unusual number of guards around in the courtyard of an adjacent building as some crates are being taken inside from a wagon, and one crate splits slightly at the top revealing the glint of gold or ivory in the bright sun. The Thief knows that he can't organize a robbery over there as well as in the place he's casing already, so he reports the pleasant view to the guild. Doing so will certainly keep the Thief in good favor. The Thief will be expected to provide such information should he come across it, but the Guildmaster might well reward particularly helpful guild members, mark them for promotion, give them a sinecure role in some other guild job, pay a small percentage of the guild take to the helpful informant, and the like.

Snitches: These can be of special Importance to a thieves' guild. Basically, a snitch is someone paid to provide "inside information." A snitch can be a corrupt officer of the law, a valet or servant of a rich man (or at a club of some kind), a nightwatchman, and so on.

A few guilds might insist that only the very senior guild members can have their own snitches; juniors must turn over promising contacts who could be developed into snitches to the guild. More likely, though, is that individual members can have their own snitches who are regarded as sacrosanct by other guild members. A guildsman does not tamper with another Thief's pet snitch! This is obviously going to be easiest if the identities of the snitches are actually commonly known within the guild—how can you not poach a snitch if you don't know who is one, after all? But, because some thieves may be very nervous about this, the identity of certain really important snitches may be kept secret. The guild will protect them by warning thieves away from the key snitches indirectly (e.g., with an edict that no one is to try to "make friends" with the staff of such-and-such an establishment). This does not make the identity of the snitch known, but serves to warn other thieves away.

Limited Territory

The Thief will almost certainly be told that certain areas and activities are definitely off-limits. This is likeliest to apply to major crimes and big heists when junior thieves are the hopeful plotters (the guild is unlikely to allow such inexperienced people the chance to bring the wrath of the law down on everyone's head). But territorial restrictions may be just as Important.

The simplest form of this is that certain thieves will have their "own patch". Pickpockets are the most clear-cut example. A notably busy thoroughfare, one where merchants and (especially) foreigners throng, is a patch which a skilled group of pickpockets will fight determinedly to keep as their own, exclusive territory. Protection rackets are another obvious case of a demarcated territory where other guild members don't stick their noses in. These will include warehouses and offices and homes, which are off-limits to burglars, because their owners pay a sum to the guild to avoid being robbed.

A more complex example of this is where sub-guilds control definite sections of a city and expect that only their own people are usually allowed any activity at all within that section. Exceptions are allowed only after careful consideration by the leader(s) of this group. This situation may happen if a guildmaster is weak and the second-rankers start carving out territory for Themselves, but it might arise for simple reasons of historical accident (in a walled city with major internal divisions, gates between town quarters, and so on. At its most extreme, a city might in effect (if not in name) have several thieves' guilds, each controlling one section or quarter of the city, with the boss of each splinter faction meeting with the others at regular times to try to co-ordinate efforts and defuse tensions.

Other Duties

Depending on the individual guild, the Thief may have other responsibilities. These can vary considerably, but some of the more common cases are detailed here.

Training:

The Thief may only be allowed to train apprentices of his own with the knowledge and permission of the guild, and the guild will probably want a cut of the training fee. Some guilds will regulate the allocating of apprentices to trainers. In busy times when the guild is expanding, middling-level thieves may have to give up a certain amount of time, demanded by the guild, to train new apprentices.

Legwork:

Especially with apprentices and low-level thieves, the guild may require them to do some of the tedious day-to-day legwork, at least as backup reserves. This can involve collecting money from the victims of protection rackets, collecting and carrying bags of small change from illegal street gambling, acting as a messenger boy, keeping a part-watch on a warehouse, and so on. This shouldn't be too oppressive, but a sudden need for extra help on the part of the guild is a nice plot device for keeping a Thief PC in town and maybe having him see things, and meet people, that widen the scope of his future adventuring.

Effects of armor on Thief skills

If a Thief in case of safety or camouflage, or even mimicry must or insists on wearing armor heavier than leather, his abilities will be greatly hindered, with a 10% / AV cumulative over 2 (Plate Mail AV6 would cost 10% (AV3) + 20% (AV4) + 30%(AV5)+ 40% (AV6) =100% penalty. Use the changed statistics listed with the thief ability when given, they take precedence over this rule. (As CW).

Thieves may not build strongholds or castles like other characters. However, upon reaching Name level, a thief may construct a hideout (a fortified house in a city, a cave network, etc.). A thief who has constructed a hideout will attract 2-12 apprentice (1st level) thieves, who come to learn from a master. These will generally (though not always) be loyal, but will not be replaced by others if they die or leave. At this point, a player character thief may want to consider setting up a Thieves' Guild. These may be of any alignment, and are usually (but not always) loyal. At least one NPC thief will be a spy from the Guild, sent to keep an eye on the character's progress. The DM should decide on the income gained by the character from the minor pilfering of his followers.

Lvl	XP	HD	Hp	Rank	OL	FT	RT	PP	MS	HiS	HN	CW	DR	MW	TS	DB	SP	Weapon Mastery
0-36	NA	0.5		Any other class	7	7	7	7	7	7	7	70 or 30						
1	0	1	1d4	Apprentice	15	10	10	20	20	10	30	87	13	14	13	16	15	2 Basic
2	1200	2	+1d4	Footpad	20	15	15	25	25	15	35	88						
3	2400	3	+1d4	Robber	25	20	20	30	30	20	40	89						3 Basic
4	4800	4	+1d4	Burglar	30	25	25	35	35	24	45	90						
5	9.600	5	+1d4	Cutpurse	35	30	30	40	40	28	50	91	11	12	11	14	13	
6	20.000	6	+1d4	Sharper	40	35	34	45	44	32	54	92						4 Basic Skilled Allowed
7	40.000	7	+1d4	Pilferer	45	40	38	50	48	35	58	93						
8	80.000	8	+1d4	Thief	50	45	42	55	52	38	62	94						
9	160.000	9	+1d4	Master Thief	54	50	46	60	55	41	66	95	9	10	9	12	11	5 Basic
10	280.000	9	+2*	Master Thief	58	54	50	65	58	44	70	96						
11	400.000	9	+2*	Master Thief	62	58	54	70	61	47	74	97						6 Basic
12	520.000	9	+2*	Master Thief	66	62	58	75	64	50	78	98						Expert Allowed
13	640.000	9	+2*	Master Thief	69	66	61	80	66	53	81	99	7	8	7	10	9	
14	760.000	9	+2*	Master Thief	72	70	64	85	68	56	84	100						
15	880.000	9	+2*	Master Thief	75	73	67	90	70	58	87	101						7 Basic
16	1.000.000	9	+2*	Master Thief	78	76	70	95	72	60	90	102						
17	1.120.000	9	+2*	Master Thief	81	80	73	100	74	62	92	103	5	6	5	8	7	
18	1.240.000	9	+2*	Master Thief	84	83	76	105	76	64	94	104						
19	1.360.000	9	+2*	Master Thief	86	86	79	110	78	66	96	105						
20	1.480.000	9	+2*	Master Thief	88	89	82	115	80	68	98	106						
21	1.600.000	9	+2*	Master Thief	90	92	85	120	82	70	100	107	4	5	4	6	5	
22	1.720.000	9	+2*	Master Thief	92	94	88	125	84	72	102	108						
23	1.840.000	9	+2*	Master Thief	94	96	91	130	86	74	104	109						8 Basic
24	1.960.000	9	+2*	Master Thief	96	98	94	135	88	76	106	110						Master Allowed
25	2.080.000	9	+2*	Master Thief	98	99	97	140	89	78	108	111	3	4	3	4	4	
26	2.200.000	9	+2*	Master Thief	100	100	100	145	90	80	110	112						
27	2.320.000	9	+2*	Master Thief	102	101	103	150	91	82	112	113						
28	2.440.000	9	+2*	Master Thief	104	102	106	155	92	84	114	114						
29	2.560.000	9	+2*	Master Thief	106	103	109	160	93	86	116	115	2	3	2	3	3	
30	2.680.000	9	+2*	Master Thief	108	104	112	165	94	88	118	116						9 Basic Grand Master Allowed
31	2.800.000	9	+2*	Master Thief	110	105	115	170	95	90	120	117						
32	2.920.000	9	+2*	Master Thief	112	106	118	175	96	92	122	118						
33	3.040.000	9	+2*	Master Thief	114	107	121	180	97	94	124	118	2	2	2	2	2	
34	3.160.000	9	+2*	Master Thief	116	108	124	185	98	96	126	119						
35	3.280.000	9	+2*	Master Thief	118	109	127	190	99	98	128	119						
36	3.400.000	9	+2*	Master Thief	120	110	130	195	100	100	130	120						10 Basic.

Thief Experience Table — Thief Abilities — Saves — Weapon Mastery
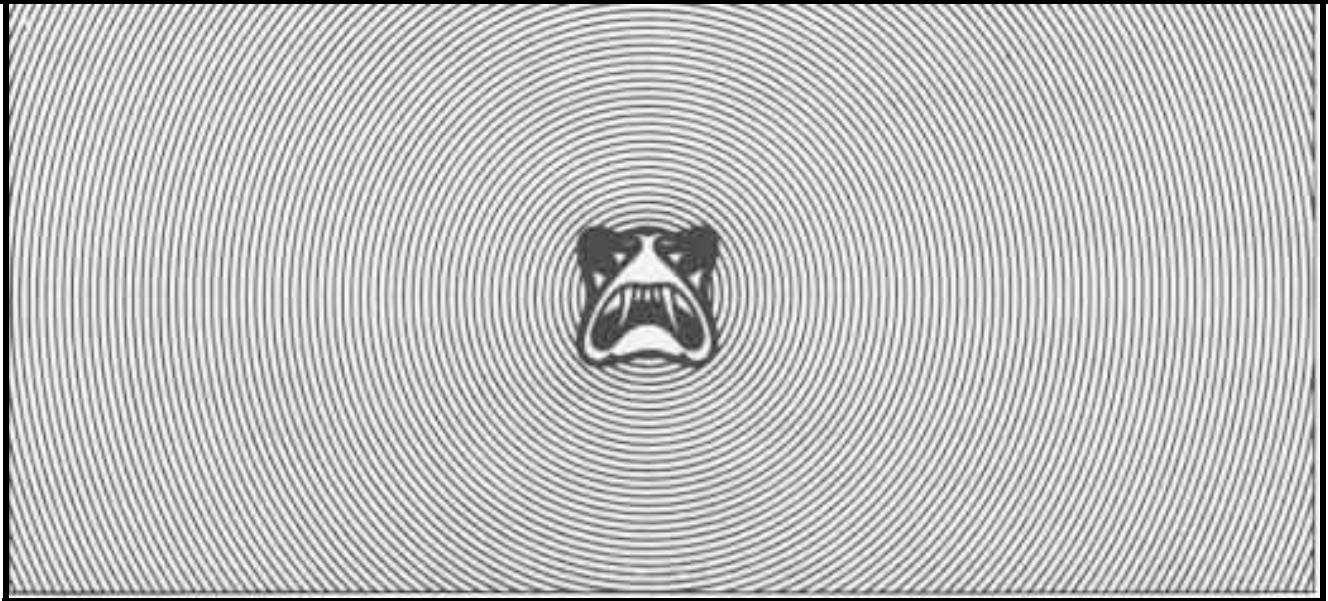
The Rake
A "Thief" without the Thieving.

Prime Requisite	Dexterity (minimum 9)
Experience Bonus	+5% Dexterity 13-15
	+10% Dexterity 16+
HD	1d4/level + Constitution bonus, +2 / level after 9, Constitution no longer applies
Maximum level	36
Armor	Any supple Leather, Mithril Chain Mail, shield permitted.
Weapons	Any small or medium melee weapon.
	Any small or medium sized missile weapon of no longer than 3.5' that can be used one-handed.
Special Abilities	At 1st level Open Locks, Find Traps, Remove Traps, Climb Walls, Move Silently, Hear Noise,
	Hide in Shadows.

The Rake class is a sub-class of the Thief class. Rakes use many of the abilities inherent to the original Thief class. The trickery, agility, and cleverness of the Thief are often liked but not the stealing. These Rakes have first been developed on the Pearl-islands. Rakes don't steal. They have all Thief abilities, but no pickpockets or stabbing skills. The Rake is more liked than the Thief and most are lawful. Rakes earn experience, gain levels, wear armor and carry arms, and so on exactly like thieves. However they never belong to Thief guilds. Thieves don't consider them to be in their profession. They can never change this class to that of Thief.

They have a bit more time to gain more access to weapon mastery, but train all Thief skills themselves. Not like a Thief who is trained by others.

A healthy Rake gets double the Constitution bonus as extra hit points, but loses only 1 per Constitution penalty. Further there is no difference with the Thief class.

The Rake sees no difference in difficulty for indoor or outdoor traps, locks and such. They may use their abilities to the best they can with only the normal penalties.

A Rake in case of safety or camouflage, or even mimicry must or insists on wearing armor heavier than leather, his abilities will be greatly hindered, as given in the adjustments here, or use the adjustments per skill, they take precedence.

Armor Adjustments to Rake Abilities				
Armor Worn	OL	FT	RT	MS
None to AV1	-	-	-	+10
Leather to AV2	-	-	-	-
Mithril Chain Mail	-5	-5	-	-10
Leather to AV3	-10	-10	-	-20
Other Armor AV4+	-10/AV	-5/AV	-10/AV	-20/AV

Rake experience table				Thief Abilities							Saves					
Level	Xp	HD	Hp	OL	FT	RT	MS	HS	HN	CW	DR	MW	TS	DB	SP	Weapon Mastery
1	0	1	1d4	15	10	10	20	10	30	87	13	14	13	16	15	4 Basic
2	1200	2	+1d4	20	15	15	25	15	35	88						
3	2400	3	+1d4	25	20	20	30	20	40	89						5 Basic
4	4800	4	+1d4	30	25	25	35	24	45	90						
5	9.600	5	+1d4	35	30	30	40	28	50	91	11	12	11	14	13	
6	20.000	6	+1d4	40	35	34	44	32	54	92						6 Basic Skilled Allowed
7	40.000	7	+1d4	45	40	38	48	35	58	93						
8	80.000	8	+1d4	50	45	42	52	38	62	94						
9	160.000	9	+1d4	54	50	46	55	41	66	95	9	10	9	12	11	7 Basic
10	280.000	9	+2*	58	54	50	58	44	70	96						
11	400.000	9	+2*	62	58	54	61	47	74	97						8 Basic
12	520.000	9	+2*	66	62	58	64	50	78	98						Expert Allowed
13	640.000	9	+2*	69	66	61	66	53	81	99	7	8	7	10	9	
14	760.000	9	+2*	72	70	64	68	56	84	100						
15	880.000	9	+2*	75	73	67	70	58	87	101						9 Basic
16	1.000.000	9	+2*	78	76	70	72	60	90	102						
17	1.120.000	9	+2*	81	80	73	74	62	92	103	5	6	5	8	7	
18	1.240.000	9	+2*	84	83	76	76	64	94	104						
19	1.360.000	9	+2*	86	86	79	78	66	96	105						
20	1.480.000	9	+2*	88	89	82	80	68	98	106						
21	1.600.000	9	+2*	90	92	85	82	70	100	107	4	5	4	6	5	
22	1.720.000	9	+2*	92	94	88	84	72	102	108						
23	1.840.000	9	+2*	94	96	91	86	74	104	109						10 Basic
24	1.960.000	9	+2*	96	98	94	88	76	106	110						Master Allowed
25	2.080.000	9	+2*	98	99	97	89	78	108	111	3	4	3	4	4	
26	2.200.000	9	+2*	100	100	100	90	80	110	112						
27	2.320.000	9	+2*	102	101	103	91	82	112	113						
28	2.440.000	9	+2*	104	102	106	92	84	114	114						
29	2.560.000	9	+2*	106	103	109	93	86	116	115	2	3	2	3	3	
30	2.680.000	9	+2*	108	104	112	94	88	118	116						11 Basic Grand Master Allowed
31	2.800.000	9	+2*	110	105	115	95	90	120	117						
32	2.920.000	9	+2*	112	106	118	96	92	122	118						
33	3.040.000	9	+2*	114	107	121	97	94	124	118	2	2	2	2	2	
34	3.160.000	9	+2*	116	108	124	98	96	126	119						
35	3.280.000	9	+2*	118	109	127	99	98	128	119						
36	3.400.000	9	+2*	120	110	130	100	100	130	120						12 Basic.

The Scout

A handy fellow to have around in the outside.

Prime Requisite	Dexterity		
Experience Bonus	+5%	Dexterity 13-15	
	+10%	Dexterity 16+	
HD	1d4/level + Constitution bonus, +2/level after 9, Constitution no longer applies		
Maximum level	36		
Armor	Any supple Leather, Mithril Chain Mail, shield not permitted.		
Weapons	Any small or medium melee weapon of no longer than 3.5'.		
	Any small or medium sized missile weapon of no longer than 3.5' that can be used one-handed.		
Special Abilities	At 1st level Open Locks, Find Traps, Remove Traps, Climb Walls, Move Silently, Hear Noise, Hide in Shadows, Rope Walk, Tumble Fall.		
	At 4th level Back Protection.		
	At 6th level Find Secret Doors.		
	At 8th level Detect Illusion.		

The Scout class is a sub-class of the Thief class. Scouts use many of the abilities inherent to the original Thief class while adding a few skills from other classes. Scouts have been called "rangers of the dark" because their functions and abilities lend themselves to leading parties through underground caves, dungeons, and so on. Scouts tend to be quiet and intense, well knowing the amplifying effects of caverns, valleys and hallway echoes. They love to explore nature realms, usually in wilderness areas having canyons, mountains, Underground and other rocky areas with climbable surfaces. Parties prefer to travel with Scouts as opposed to Thieves or Assassins whose ways are usually misunderstood (or are understood all too clearly). Good-aligned characters such as Paladins, Cavaliers, and Clerics are wary of Thieves and Assassins, so the former usually employ Scouts for their adventuring needs. Scouts are often mistaken for thieves at first glance, as most of them wear the same type of armor and are of the same stature and build (often short, wiry, thin, and not very muscular but still in good shape). However, a character's eyes usually give him away. Thieves have shifty eyes that examine other people and their purses and valuables. Scouts evaluate their surroundings, not people, always searching for deadfalls, traps, and places to which they can safely climb. There are no Scout guilds or Scouting organizations. But a Scout can usually be found near any civilized area, as most make their living from guiding adventurers or sightseers underground. The only people Scouts abhor are Assassins, a cowardly lot who often lurk in the dark waiting for the advance members of adventuring parties (which often are Scouts).

Abilities and skills

A character must have prime requisite Dexterity of at least 9 to become a Scout (a Scout with a Dexterity of 16 or better gains a 10% bonus to his experience points), if later lowered below 9, they can't use their abilities anymore and as such stop being a Scout in effect, until restored.

A healthy Scout gets double the Constitution bonus as extra hit points, but loses only 1 per Constitution penalty. A Scout can be of any alignment, as all alignments make use of them.

Scouts are not restricted in their use of poison, oil, or magical items (other than restrictions defined by the magical item itself or those laid down here), other than by alignment. They never use shields and can wear only supple Leather, padded, or studded Leather, or Mithril Chain Mail armor, opting for maximum maneuverability. Their weapon choices are limited only in that Scouts can't use weapons longer than 3½', nor can they use two-handed weapons such as pole-arms, pikes, staves, spears, battle axes, bastard swords, bows, crossbows, lassos, etc. Swords are preferred, and hand axes, daggers, and hammers are also used (doubling as tools). Scouts may use slings and hurled weapons such as javelins, throwing axes, daggers, and so forth.

Scouts gain one basic weapon skill every few levels if there is time and exposure to the weapon (i.e. seen how it is used) and they train for it. The basic THAC0 is 3 worse than that of a Thief.

Unlike a Thief, a Scout gains no bonuses for backstabbing, though he has normal bonuses for attacking from behind or with surprise. Scouts also can't pick pockets or set traps, and stealing is neither their specialty nor purpose. They usually avoid doing anything that might allow someone to track them, leaving everything just as they found it (doing otherwise only in rare cases).

Scouts don't have a separate language like thieves' cant and have no extraordinary ability to read languages. Scouts may only gain the skills given, or gain 25% XP penalty per skill other. A Scout never takes on followers, henchmen, or hirelings, and he may build an abode only within sight of a town (the source of his income). Scouts have certain other special abilities, as follows:

Surprise:

A Scout's surprise function operates under the following conditions: If operating alone, or 30' away from a party, or in a party composed entirely of Scouts, a Scout surprises foes on a 1-2 on 1d6, and is surprised on a 1 on 1d4.

Back protection   BP

At 4th level, a Scout gains the back-protection ability. Back protection allows the Scout to sense an attack from behind, as from a Thief or Assassin, and the back attack then loses all bonuses to hit and damage. The Scout is not allowed to strike back if he has completed normal melee for that round.

Detect secret doors:

At 6th level, the Scout can detect secret doors. The Scout can detect concealed or secret doors by merely passing within 10' of them and rolling a 1 on a 1d8. If he is searching for such doors, he has a chance to find a secret door on a 1-2 on 1d8, and a concealed portal on a 1-3 on 1d8.

Scouts are an option that could be lacking for most adventuring parties: a "Thief" who won't pick your pocket. The Scout offers excellent investigative abilities and survival skills useful to everyone. Even Thieves might like to have a Scout around to check the corridor ahead for monsters.

Rope Walk   RW

The ability to walk on ropes, but not on branches. However a scout with a Tree-walking skill gains a +1 to that skill. They suffer -20% / encumbrance level above not encumbered, and a -10% for each wind Strength over 5.

Tumble Fall   TF

The ability to fall with minimal damage when expecting to fall, if successful then minimum basic falling damage +1/dice for each encumbrance level above not encumbered is taken. Ex. A character falls 30' originally would take 3d6 falling damage; if TF is successful he would take only 3 damage. If he was heavy encumbered—3 steps above unencumbered—he would take 3+9 (3 / step) = 12 damage, and no more. Always 100% for heights lower than given, and normal falling damage for heights higher than given. He also reduces the chance of broken bones by 1 per 2 levels of experience. The character originally would have a chance of 1d8-1 broken bones, here he would have 1d8 –1 (–1 per 2 levels) +1 per encumbrance step. It is clear Scouts prefer to go unencumbered or at least as low as possible.

Find/Remove Traps   FT/RT

As the scout prefers an outdoor life they suffer -25% on indoor traps, -50% on lock or door traps, and a -75% on miniature traps (jewelry, etc.).

Dexterity Adjustments to Scout Abilities								
Dex.	OL	FT/RT	MS	HS	CW	RW	TF	BP
9	-10	-10	-20	-10	-	-	-	-15
10	-5	-10	-15	-5	-	-	-	-10
11	-	-5	-10	-	-	-	-	-5
12	-	-	-5	-	-	-	-	-
13-15	-	-	-	-	-	-	-	-
16	+5	-	+5	-	-	+5	-	-
17	+10	+5	+10	+5	-	+10	-	+5
18	+15	+10	+15	+10	-	+15	+5	+10
Armor Adjustments to Scout Abilities								
Armor Worn	OL	FT/RT	MS	HS	CW	RW	TF	BP
None to AV1	-	-	+10	+5	+10	+10	-	+10
Leather to AV2	-	-	-	-	-	-	-	-
Mithril Chain Mail	-5	-5	-10	-10	-20	-10	-5	-
Leather to AV3	-10	-10	-20	-20	-30	-20	-10	-10
Greater than AV3	-5/AV	-5/AV	-10/AV	-10/AV	-15/AV	-10/AV	-5/AV	-5/AV

Allowed Skills for Scouts (other skills are not allowed without experience penalty of 25% / other skill).			
Alertness	Animal Lore	Animal Training	Animal Noise
Area Knowledge	Blind-Shooting	Bravery	Boating
Caving	Ceremony Immortal	Direction Sense	Endurance
Evade	Fire-Building	Fishing	Fungus Identification
Healing	Hunting	Jumping	Knowledge
Know Terrain	Language	Ledge Hopping	Lip-reading
Mapping/Cartography	Mimicry	Miner	Mountaineering
Nature Lore (Type)	Navigation	Observation	Orientation
Odour Tracking (-4)	Piloting	Quick Draw	Rope Use
Riding Land / Water-based	(Medium and Small)	Riding Air-based (Small)	Signaling
Sound Analysis	Snares	Survival Terrain	Swimming
Tracking	Treewalking	Veterinary Healing	Weapon Mastery

LVL	XP	HD	Hp	OL	FT/RT	MS	HS	HN	CW	RW	TF	BP	DI	DR	MW	TS	DB	SP	Weapon Mastery
						Thief Abilities								Saves					
1	0	1	1d6	15	10	15	10	10	80	50	25/10'	-	-	13	14	13	16	15	2 Basic
2	1250	2	2d6	18	15	21	15	12	81	55	50/10'	-	-						
3	2500	3	3d6	22	20	27	20	15	82	60	75/10'	-	-						3 Basic
4	5000	4	4d6	25	25	33	25	17	83	65	25/15'	20	-						
5	10.000	5	5d6	30	30	39	31	20	84	70	50/15'	25	-	11	12	11	14	13	
6	20.000	6	6d6	35	34	45	37	23	85	75	75/15'	30	-						4 Basic 1 SK Allowed
7	45.000	7	7d6	40	38	51	43	25	86	80	25/20'	35	-						
8	90.000	8	8d6	45	42	57	49	27	87	85	50/20'	40	20						
9	180.000	9	9d6	50	46	63	56	30	88	90	75/20'	45	27	9	10	9	12	11	5 Basic
10	360.000	9	+2*	54	50	69	63	30	89	95	25/25'	50	34						
11	400.000	9	+2*	58	54	75	70	35	90	100	50/25'	55	41						6 Basic
12	540.000	9	+2*	62	58	81	77	37	91	105	75/25'	60	48						1 EX Allowed
13	680.000	9	+2*	66	61	87	85	40	92	110	25/30'	65	55	7	8	7	10	9	
14	720.000	9	+2*	70	64	93	93	42	93	115	50/30'	70	62						
15	860.000	9	+2*	74	67	99	99	45	94	120	75/30'	75	69						7 Basic
16	1.000.000	9	+2*	78	70	99	99	43	95	125	25/35'	80	75						
17	1.140.000	9	+2*	81	73	99	99	50	96	130	50/35'	85	75	5	6	5	8	7	
18	1.280.000	9	+2*	84	76	99	99	55	97	135	75/35'	90	75						
19	1.420.000	9	+2*	86	80	99	99	60	98	140	25/40'	95	75						
20	1.560.000	9	+2*	88	83	99	99	65	99	145	50/40'	100	75						
21	1.700.000	9	+2*	90	86	99	99	70	99	150	75/40'	100	75	4	5	4	6	5	
22	1.840.000	9	+2*	92	89	99	99	75	99	155	25/45'	100	75						
23	2.000.000	9	+2*	94	92	99	99	80	99	160	50/45'	100	75						8 Basic
24	2.140.000	9	+2*	96	94	99	99	85	99	165	75/45'	100	75						1 MS Allowed
25	2.280.000	9	+2*	98	96	99	99	90	99	170	25/50'	100	75	3	4	3	4	4	
26	2.420.000	9	+2*	100	98	99	99	95	99	175	50/50'	100	75						
27	2.560.000	9	+2*	102	99	99	99	100	99	180	75/50'	100	75						
28	2.700.000	9	+2*	104	100	99	99	105	99	185	25/55'	100	75						
29	2.840.000	9	+2*	106	101	99	99	110	99	190	50/55'	100	75	2	3	2	3	3	
30	3.000.000	9	+2*	108	102	99	99	115	99	195	75/55'	100	75						9 Basic 1 GM Allowed
31	3.140.000	9	+2*	110	103	99	99	120	99	200	25/60'	100	75						
32	3.280.000	9	+2*	112	104	99	99	125	99	205	50/60'	100	75						
33	3.420.000	9	+2*	114	105	99	99	130	99	210	75/60'	100	75	2	2	2	2	2	
34	3.560.000	9	+2*	116	106	99	99	135	99	215	25/65'	100	75						
35	3.700.000	9	+2*	118	107	99	99	140	99	220	50/65'	100	75						
36	3.840.000	9	+2*	120	108	99	99	145	99	225	75/65'	100	75						10 Basic

The Bard

A Thief with a sense of entertainment

Prime Requisite	Dexterity		
Experience Bonus	-20%	Dexterity	3-5
	-10%	Dexterity	6-7
	+5%	Dexterity	13-15
	+10%	Dexterity	16+
Hit Dice	1d6 per level up to 9th level	+2hp/level Constitution bonus no longer applies.	
Maximum Level	36		
Must have;	Int13+, Cha15+, Dex 12+ or lose special abilities (not Thief abilities).		
Armor	Any supple Leather, Scale Mail, Brigandine Mail Chain Mail, shield not permitted.		
Weapons	Any small or medium melee weapon of no longer than 3.5'.		
	Any small or medium sized missile weapon of no longer than 3.5', that can be used one-handed.		
Special Abilities	At 1st level Climb Walls, Move Silently, Hear Noise, Hide in Shadows, Read Languages.		
	Charm Abilities depending on level.		
	Legend Lore		
	Skald Skill in addition to basic skills.		

Bards are an essential part of the Robrenn culture. The bard must choose music, singing, and storytelling skills, but he does not have the backstabbing and pickpocket abilities (they frown upon theft). In addition to their many special abilities, bards dabble a bit in wizardry. They gain no spells until 5th level and they progress through the spell levels slower than true wizards. Besides just dabbling in wizardry, 9th level bards have the powerful ability to use any written magical item, whether it is a scroll, book, map, or other written form (thus no wands, rods or staves unsuitable for fighters). This skill is not limited by normal class restrictions. Thus, bards can use clerical scrolls, wizard scrolls, and even magical books restricted to other classes.

Spell Casting

Since all bards are dabblers and not devotees of the magical arts, their understanding of written magic is imperfect. There is a 25% chance that they use each work incorrectly. The consequences of incorrect use are as a normal spell miscasting. (It is common for a bard's allies to flee in panic when he begins to read such items.) Bards are most renowned for their communication and entertainment talents. To enhance these skills, they pick up a number of thief skills (Move Silently, Hide in Shadows, Hear Noise, Read Languages, Climb Walls). Of course, when times are lean, many bards ply these abilities in less-than-honorable manners. All five of these skills are treated as the equivalent thief skills. Bards can't cast Necromantic, Elemental or Nature based magic except from scroll. They Prefer Illusion or Enchantment based spells due the lack of destructive power, which they themselves fear also. A Bard casting a Fireball would be possible, but he would be frightened until the spell's effects have passed, as if the spell somehow still could wreak havoc there where it should not do.

Charm Ability

At 3rd level, the bard gains the charm person ability once per day, as per the Magic-user spell. He affects a number of Hit Dice or levels equal to one-third his own level (rounded down). The attempt requires the bard to recite poems, sing, or play an instrument for three rounds. He must make a skill check on the weakest of his three mandatory skills. If he fails the skill check, his victims get a +3 to their saving throws. The bard fails completely if interrupted or wounded. Likewise, the bard may use this ability to negate another bard's charm attempt. At 9th level, the bard may extend his charm ability to intelligent monsters (except Undead, as per the fourth-level wizard spell, charm monster). At 15th level, his ability extends to plants as well (as the seventh-level wizard spell, charm plants). A successful saving throw vs. spells always negates the charm. The bard may use his charm ability to affect Morale (either a +2 bonus to his companions, or a -2 to his opponents), or their eagerness to fight (+ 1 to hit for his companions, or- 1 to hit for his opponents). These effects are automatic after three rounds (no save).

Living

The bard can make a living from his trade. He can earn up to 5 cp. per person every time he sings, plays his music, or tells stories in public (boost the reward to silver or gold pieces if performing for a noble (depending upon rank / wealth)). He must make the appropriate skill check. If he fails, he gains nothing. If he succeeds, he makes 1 cp. per person (+ 1 cp. per point scored under his skill). For example, a bard succeeding his skill check by a margin of two points would make 3 cp. per person. If he uses his charm ability, assume he automatically succeeds, though if his skill check failed this bard will not be viewed very positively by his victims when the charm wears off.

Instruments Known

A Bard gains the skill to use another musical instrument with each 2nd level he gains, in addition to existing or learned skills. He learns to use these instruments by a teacher, or autodidactive (but then never better than half his possible chance).

Armor allowed

Bards can wear any armor providing Armor Class 5 (chain mail) or worse. Other forms of armor are simply too constraining, heavy, and awkward for true entertainers to wear. Likewise, bards can't employ shields, as these get in the way of activities such as playing instruments or performing sleight-of-hand tricks. Carrying a lute around in the dungeon is hard enough without worrying about a large metal shield banging around and getting in the way.

		-40%	-25%	-50%
		-50%	-30%	-90%
		-75%	-50%	-95%
		-75%	-50%	-95%
Field Plate		-95%	-70%	-95%
Full Plate		-95%	-70%	-95%

Whatever armor they wear this restricts them in the casting of spells. They get 10% (additional to their scroll casting penalty) failure per AV-point spellcasting failure.

Leather Armor, Padded Armor, Studded Leather, Ring Mail, Hide Armor, Brigandine Armor, Scale Mail, and Chain Mail, any other Armor will induces penalties as given in the table here.

Although bards fight as Thieves and calculate their THAC0s accordingly, they are allowed to use any weapon. After 9th level, bards gain 2 hit points per level advanced. A hit die is no longer rolled and Constitution adjustments no longer apply.

Weapon Mastery

Bards have a greater difficulty to learn the use of weapons, as they rarely use them. Due to this they're more easily accepted in courts and near important persons. Therefore they see this more as a benefit than a nuisance.

Skald

Bards use the Skald skill intensively, as if they have invented it, and possibly the have. They get the skill in addition to any other skills they might have. Of all the persons the meet, or acquire information about they keep up information and spread over the other Bards they meet. There is a stubborn rumor that when one Bard knows a personal secret of a King, the next morning all the Country will know and the next month, the whole world. Though their information gathering and spreading is great and fast, they prefer to keep up the borders of ethic and decency.

Legend lore

The bard is able to know the statistics or history of a named magical item, as for their songs and ballads they often search information on item or persons interesting to them, and thus to their art to the public. For each level of experience add 1% to the roll, For each magical bonus or penalty of the item sought information about, subtract 1%. For each other power subtract 2%, to a maximum of 10%. An artifact for example would be penalized by –25% only.

The Initial Roll

The bard may check first to see if he himself has somewhere in his mind something hidden about what he searches for. First roll the initial 1d100 roll. This roll may be made only once a level for one specific item. Person, etc. For each time, the item sought for is used in the last decade in some greater performance, a +1% is added to the roll.

The DM will know this or rolls a 1d8-1 to find how often it is used. If information is known, then roll 1d100 for each row, add all modifiers, and see if the bard knows that piece of information by himself. When information is known but the subsequent roll reveals nothing, then only that information is known at least, and no further rolls need to be made.

Information Gained	No Library	sm. Library	sm. Library	L. Library	Serraine M Glantri
					0/45.000
	90%	80%	50%	30%	20%
	20%	30%	50%	70%	80%
Name	15%	30%	40%	65%	75%
Famous past owners	13%	26%	35%	60%	70%
Age of item	11%	29%	30%	55%	65%
	09%	17%	25%	50%	60%
	07%	13%	20%	45%	55%
	05%	10%	15%	40%	50%
	03%	08%	13%	35%	45%
	01%	06%	11%	30%	40%
	01%	05%	09%	25%	35%
	01%	04%	07%	20%	30%
	01%	03%	05%	15%	25%
	01%	02%	03%	13%	20%
	00%	00%	01%	11%	15%
	00%	00%	01%	09%	13%
No information known	80%	65%	50%	30%	20%
	20%	35%	50%	70%	80%
	15%	27%	40%	65%	75%
	11%	20%	30%	55%	65%
	09%	17%	25%	50%	60%
	07%	13%	20%	45%	55%
	05%	10%	15%	40%	50%
	01%	06%	11%	30%	40%
	01%	03%	05%	15%	25%
	01%	02%	03%	13%	20%
magical items/ effects used	00%	00%	01%	11%	15%

Item Library Search

For each week study in a library up to 80+(Int adj. x 10) books can be sorted out to find more information. This amount of books influences the availability of searched knowledge. There is a greater chance that the information will be available in that library, as can be seen in the table. But first (for the ease of gameplay) roll if any information is found at all. This roll may be made each week of study, or per 80+(Int adj. x 10) books. For each time, the item sought for is used in the last decade in some greater performance, a +1% is added to the roll. The DM will know this or rolls a 1d8-1 to find how often it is used. Then roll 1d100 for each roll, add all modifiers, and see what information is found. When information is known but the subsequent roll reveals nothing, then only that information is known at least, and no further rolls need to be made.

Person/Region History

The bard is able to know the history of a named person, city or region. The DM penalizes the roll by the distance of the country the Bard normally lives in; subtract 5% for each border or 100 miles distance. For each other greater barrier (mountains, desert, swamp etc. also subtract 5%. For persons do the same but penalties are –1% for each 10 years history up to 120 years then –5% for each 100 years. Border and distance or barriers give penalties like those of regions or cities also apply.

Person/Region Library Search

For each week study in a library up to 80+(Int adj. x 10) books can be sorted out to find more information. This amount of books influences the availability of searched knowledge. There is a greater chance that the information will be available in that library, as can be seen in the table. But first (for the ease of gameplay) roll if any information is found at all. This roll may be made each week of study, or per 80+(Int adj. x 10) books.

Traveling Bard who has not been a total of ½ year in the same country in the last 10 years is penalized by –20%, but distance penalties only apply when the Bard has not been within 1000 miles (or 5 borders of the country/city in the last year. To find this out randomly roll 1d100, these are the months the Bard was away from the targeted location. Each month over 24 induces another –2% penalty (any roll over 50 indicates the Bard never came within reach, and so gets all penalties full). For each time, the target sought for, has been of any political influence in the Bard's basic country in the last decade in some greater performance, a +2% is added to the roll. The DM will know this or rolls a 1d8-1 to find how often.

Performances

Now that you have your bard fully defined, it is time to put on a show. Bards perform in every situation, from street shows to elaborate performances in the town's grand theater. This section contains the information you and your DM need to determine the cost, turnout, and income from such performances.   In several places in this section, a proficiency check is asked for without the exact proficiency being specified. The actual proficiency depends upon the type of performance. If the bard is playing an instrument, use the musical instrument proficiency; if he is juggling knives, use the juggling proficiency; and if he is singing, use the singing proficiency. Thus, the proficiency check matches the performance being given.

Street-side Performances

Street-side performances include any situation in which the bard plays for a changing audience in a public place. Bards can try playing on the sides of streets, in front of public buildings, in the town bazaar, *etc*. All a bard needs to perform street-side is a coin collection device (a box, cup, or open knapsack), his performing implements, and some time. In some towns and villages, the law considers street-side performers to be beggars and vagrants. In such towns a permit containing a wax seal set with the appropriate official's ring must be carried or the performer is likely to end up paying twice the amount he made and possibly spending a night in the town dungeon. The typical fee for such a document is 1 gp. The document is good as long as it lasts (which is usually 1d8 days, due to the fragile nature of the wax).

y Street income		
Succesful Checks		
Conditions	0	1	2
0	1cp	1d2cp
0	1d2cp	1d4cp
1cp	1d4cp	1d8cp
1d4cp	1d2sp	1d4sp
1d10cp	1d4sp	1d8sp
1d4sp	1d8sp	1d4gp

The big danger or thrill (depending upon point of view) of performing street side lies in the performer's exposure. Thieves consider street-side performers to be easy pickings; even beggars have been known to loot a bard's takings. On occasion a gang of ruffians will attack the performer in an attempt to gain his valuables (instruments are well worth such a risk). Performing street side for money is considered a desperate act; a bard with a reputation of 10 or above loses two places on the ladder during any week in which he gives such a performance. The income gained from a street-side performance is figured by rolling both a proficiency check and a reputation check. The number of successful rolls (0 {both fail}, 1, or 2 {both succeed}) is checked against the conditions, as determined by the DM The bard's total income from the performance is determined by multiplying the hourly income by the number of hours the bard performs that day. New checks are needed for each day's performance.

Booked Performances

A booking is an arrangement in which a bard entertains the crowd of some private business (usually a tavern). The tavern master and bard come to some prearranged agreement as to the income, hours, and type of entertainment. The bard (and his assistants if any) simply show up and perform. The tavern master always has a place set aside for the performer. Perhaps a small stage, a corner of the tavern floor, or even some old keyboard instrument. Typically, it's the bard's responsibility to bring all the instruments required for his performance. Other than that, the bard has no set expenses. Drinks are usually on the house as long as the bard doesn't select the more expensive items. However, it is considered professional to tip the bar maids and wenches heavily when they bring a performer drinks (it sets a good example for the customers).

	Free room
	Free meal
	Room and Board
4	Collection x2
	5 ep/night
	5gp/night
	2d8gp
	2d12gp

Few cities have any legal limitations on booked performances. Although a booked performer is a bit more protected from snatch-and-run thieves, the danger from bar fights and brawls is almost as bad. It is unlikely that the bard will lose money in such situations, but his body and instruments can be severely damaged. Bookings are considered a good starting place for bards. Such performances satisfy the requirement for a bard to perform locally in a town in order to maintain his reputation. However, highly reputable bards (13 or higher) suffer a -1 reputation adjustment for giving a booked performance in any but the most lavish surroundings. The method of payment varies widely from tavern to tavern and from low to high social level. The tendency is for the tavern master to pay the bard a set salary once a night, week, or month. On top of this, wise tavern masters also allow bards to put out a collection bowl. This ensures that the bard gives his all during the performance. Collection bowls gain money at the street-side performance rate. The salaried income should be determined randomly. The bard can then adjust this random result by one in any direction if he rolls a successful reputation check or a skill check, or by two if he succeeds with both checks.

Carnivals

The term carnival is used here to include any circus, carnival, caravan, or other traveling form of entertainment. All of these groups arrive at most towns from time to time. During the local harvest season, circuses often arrive to join in the celebration and festivities. Holidays are often targeted by carnival bands. Occasionally the governing body of a large city actually contracts for a carnival as part of a fund raising drive. Carnival bands are complex and expensive operations to run, and they include multiple performers. It is easiest for a bard to join in an existing carnival, but if he wants to start his own he has to invest some time and money.

	3+(#ok checks)*
	4
Carpenter	3
Teamster	2
Stage Hands	1
Guards	1/lvl

The base list of needed assets includes at least one wagon (though a one-wagon carnival is unlikely to see much success), horses or oxen to pull it, entertaining implements, portable performance area (a stage, tents, *etc*.), several high-quality performers, and the necessary support crew (teamster, cook, carpenter, *etc*.). Total outlay of gold for such an operation is in the thousands of gold pieces. It is illegal in most towns and villages for a carnival to simply set up tents and begin performing (unless it is well outside of the town walls). Legal permission ranges from simple verbal approval to purchasing a carnival or circus permit from the town. Such permits typically cost 50gp per tent, stage, or performing area and are generally good for one week. The dangers a carnival faces are much the same as those faced by a traveling merchant: highway robbery, pirates (during water transport), and monster raids are common.

ATTENDANCE PER PERFORMER		
	Successful Checks	
Conditions	0	1	2
Horrid	1d4	2d4	3d4
Poor	1d6	2d6	3d6
Fair	1d8	2d8	3d8
Good	1d10	2d10	3d10
Excellent	1d12	2d12	3d12
Fabulous	1d20	2d20	3d20

Even within the walls of a town, a carnival is far from safe. Thieves and beggars are attracted to carnivals like flies. Although these lowlifes typically play the crowd, they aren't against making off with a valuable instrument or the carnival strong box. Even more dangerous are the rival carnivals and performers who are in competition for the same audience. Such groups occasionally resort to practical jokes, vandalism, employing bullies, or even hiring assassins to drive off the competition. Performing in a carnival is considered quite reputable and satisfies the performance criteria of reputation up to and including a reputation of 17. If a more reputable bard performs for any but the most elite carnivals, he will suffer a -1 adjustment to his local reputation. Carnival performers are given free room and board while on the road (typically some blankets and a mat to throw in, under, or around the wagon or tents at night and relatively good food from the traveling cook). On top of this, they make wages. The normal arrangement is that each performing night's income is divided up as follows: 50% to the carnival master and 50% to the crew. The crew's half of the money is not split evenly. Each member is assigned a number of shares. *Roll one proficiency check and one reputation check; the number of successful checks is used on this table and on Attendance Table as well.

The night's total income is equal to the total number of attendees (attendees plus patrons) times the carnival fee. Each performer draws in a number of attendees based upon a reputation and proficiency check. The number drawn by each performer should be checked separately (for simplicity, DMs may use the "1" column on Table for all NPC performers). Roll both a proficiency check and a reputation check, then consult the following table to determine how many attendees that performer drew into the carnival. Note that this doesn't mean that this is the number that the performer entertains, as attendees drawn in by other performers wander around and observe all the acts. The typical fee for a night at the carnival is one electrum piece per person (except infants, who are admitted for free). If this carnival's entrance fee is higher or lower, the Dungeon Master will take this into account when he determines the nightly conditions for the purposes of the Table (higher fees effectively improve the conditions, lower fees worsen the conditions).

Shows and Productions

Shows and productions are the big time for performers. These include any performance that takes place in an established building or place where the audience shows up specifically for the performance and nothing else. Some examples include plays and recitals given at the local theater or opera house, concerts at the local music hall, and productions put on at local bard colleges. Such a performance is either a regularly scheduled event or is accompanied by a lot of promotion and advertising. The cost of putting on a show or production is large. Costs include advertising, facility rental, stage hands, performer's fees, *etc*. A typical outlay is 1d4 silver pieces times the maximum possible crowd (this is usually equal to the available seating).

Shows and performances are usually outside the domain of city laws. Even if there are fees, the owner of the facility is generally responsible for payment (typically an additional silver piece per audience member). A nice side benefit to such extravagant performances is the unlikely event of victimization. The only crooks who dare mess with such events are high-ranking master thieves or a fully planned hit by the local thieves' guild, though these are very rare occurrences. It is considered an honor to perform in shows or productions. This satisfies performance requirements for any reputation level and actually boosts reputations of 10 or less by +1. However, it is rare for any performer below a 10 reputation to be invited to perform at such events. The standard auditions eliminate all but the best performers.

Of all performances, productions provide the greatest for potential income, but they are also the most risky. As with carnivals, the net nightly income is equal to the number of attendees times the admittance fee. Typical admittance fees to productions are 1 gold piece, although really elaborate performances put on in extravagant theaters can range up to a platinum piece or more. Before the actual number of attendees is determined, the maximum possible number must be found. If the performance is to take place within a building, the maximum equals the building's seating capacity.

Otherwise, some reasonable number will be set by the DM. Once the maximum possible crowd is determined, each performer rolls both a reputation check and a skill check. Take the total number of successful checks from all performers and divide this by the number of checks that were rolled. This gives a number between 0 and 1, inclusive. Multiply this number by the maximum possible crowd to determine how many people actually show up. If every performer succeeds at both checks, then the maximum possible crowd shows up. If only half of the checks succeed, then the number of attendees is only half the maximum. If 25% succeed, then 25% show up, etc. On top of this, bards have their applicable patrons show up. Half of the net income (attendance fees minus production costs) goes to the facility's owner and the other half is divided among the performers and stage hands using the carnival's share system.

Bard XP table				Abilities					Saves					Spells (MU)			special music	Musical	Weapon
Lvl	Xp	HD	Hp	MS	HS	HN	RL	CW	DR	MW	TS	DB	SP	1	2	3	ability (3rounds+)	Instruments	Mastery points
1	0	1	1d6	20	10	30	5	67	13	14	13	16	15	-	-	-		1	1 BS Allowed
2	1200	2	2d6	25	15	35	10	68	13	14	13	16	15	-	-	-		2	1
3	2400	3	3d6	30	20	40	15	69	13	14	13	16	15	-	-	-	Charm Person HD= 1/3 level	2	1
4	4800	4	4d6	35	24	45	20	70	13	14	13	16	15	-	-	-		3	1
5	9.600	5	5d6	40	28	50	25	71	11	12	11	14	13	1	-	-		3	1
6	20.000	6	6d6	44	32	54	30	72	11	12	11	14	13	1	-	-		4	2
7	40.000	7	7d6	48	35	58	35	73	11	12	11	14	13	2	-	-		4	2
8	80.000	8	8d6	52	38	62	40	74	11	12	11	14	13	2	-	-		5	2
9	160.000	9	9d6	55	41	66	45	75	9	10	9	12	11	2	1	-	Charm Monster HD= 1/3 level	5	2
10	280.000	9	+2*	58	44	70	50	76	9	10	9	12	11	2	1	-		6	2
11	400.000	9	+2*	61	47	74	54	77	9	10	9	12	11	3	1	-		6	2
12	520.000	9	+2*	64	50	78	58	78	9	10	9	12	11	3	1	-		7	3
13	640.000	9	+2*	66	53	81	62	79	7	8	7	10	9	3	2	-		7	3
14	760.000	9	+2*	68	56	84	66	80	7	8	7	10	9	3	2	-		8	3
15	880.000	9	+2*	70	58	87	70	81	7	8	7	10	9	3	2	1	Charm Plants HD= 1/3 level	8	3
16	1.000.000	9	+2*	72	60	90	73	82	7	8	7	10	9	3	2	1		9	3
17	1.120.000	9	+2*	74	62	92	76	83	5	6	5	8	7	3	3	1		9	3
18	1.240.000	9	+2*	76	64	94	79	84	5	6	5	8	7	3	3	1		10	4
19	1.360.000	9	+2*	78	66	96	82	85	5	6	5	8	7	3	3	2	Sleep HD=1/3 level	10	4
20	1.480.000	9	+2*	80	68	98	85	86	5	6	5	8	7	3	3	2		11	4 1 SK allowed
21	1.600.000	9	+2*	82	70	100	87	87	4	5	4	6	5	3	3	3		11	4
22	1.720.000	9	+2*	84	72	102	89	88	4	5	4	6	5	3	3	3		12	4
23	1.840.000	9	+2*	86	74	104	91	89	4	5	4	6	5	3	3	3		12	4
24	1.960.000	9	+2*	88	76	106	92	90	4	5	4	6	5	4	3	3		13	5
25	2.080.000	9	+2*	89	78	108	93	91	3	4	3	4	4	4	3	3	Visual Illusion as moving illustrations to	13	5
26	2.200.000	9	+2*	90	80	110	94	92	3	4	3	4	4	4	3	3	song/story by smoke/visions	14	5
27	2.320.000	9	+2*	91	82	112	95	93	3	4	3	4	4	4	4	3	/watersurfaces etc.	14	5
28	2.440.000	9	+2*	92	84	114	95	94	3	4	3	4	4	4	4	3		15	5
29	2.560.000	9	+2*	93	86	116	95	95	2	3	2	3	3	4	4	3		15	6
30	2.680.000	9	+2*	94	88	118	95	96	2	3	2	3	3	4	4	4	Smell/Taste/Hearing effect to illusion	16	6 1XP allowed
31	2.800.000	9	+2*	95	90	120	95	97	2	3	2	3	3	4	4	4		16	6
32	2.920.000	9	+2*	96	92	122	95	98	2	3	2	3	3	4	4	4		17	6
33	3.040.000	9	+2*	97	94	124	95	98	2	2	2	2	2	4	4	4	Touch effect to illusion,	17	6
34	3.160.000	9	+2*	98	96	126	95	99	2	2	2	2	2	4	4	4	without affecting it	18	7
35	3.280.000	9	+2*	99	98	128	95	99	2	2	2	2	2	4	4	4		18	7
36	3.400.000	9	+2*	100	100	130	95	100	2	2	2	2	2	4	4	4	Illusion has 10% to temporarily bring	19	7 1 MS allowed
																	listeners in the story where they can		
																	influence it if the Bards wants to		

Headsman, Assassin, Thug

AC:	4 or better
AV;	By Armor (never more than 3).
Hit Dice:	1** to 12******
Race;	Human, Goblin, Orc, Hobgoblin, Lupin, Rakasta.
Hp	1d8/HD
Move:	120'(40')
Attacks:	1 weapon
Damage:	By weapon or special
Save As:	Thief of equal level
Morale:	7 or better
Alignment:	Neutral Evil
No. Appearing:	1-6 (2-24)
Treasure Type:	(U + V), F

XP Value by HD:		
1**	=	16
2**	=	30
3**	=	65
4**	=	175
5**	=	425
6***	=	950
7***	=	1,650
8****	=	2,850
9***	=	3,700
10*****	=	4,750
11*****	=	5,100
12******	=	6,500

eadsmen (also called Executioners) are only NPC Humans commonly employed by dominion rulers. They are trained in the business of killing criminals who have received the death penalty for any of various crimes. Most headsmen are skilled in the proper use of bladed weapons, ropes, and poisons, and are able to execute criminals quickly and neatly. All professional headsmen belong to their own guild, which is a branch of the Thieves' Guild. Headsmen keep their true identities completely secret, wearing hoods or disguises when engaged in professional activities. Many own ordinary shops, and can seem to be perfectly ordinary townsfolk. Headsmen of 6 HD or more are 90% undetectable in their disguises, and study languages of all sorts to improve their masquerades. Headsmen of 10 HD or more can even use the secret languages of other alignments.

Thugs or Assassins

secret organization exists within the Guild of Headsmen, and its members can be dangerous. These evil headsmen enjoy their work too much, and offer their services for open hire. Others call them Assassins or Thugs; they call themselves Pragmati ("the practical people"). Unlike the Thieves' Guild, the Pragmati are not supported by adventurers or rulers. They are sometimes hired by other NPCs, especially evil ones. However, PCs do not normally contact these headsmen for any reason; their organization is dangerous as either an enemy or an ally. Thugs are treacherous and self-serving, known to extort money from their previous ''clients'' with threats of exposure, kidnapping, or even murder. Thugs often use poisoned weapons, and strongly prefer stealth, treachery, and ambush to normal attacks. They often use magical devices when attacking powerful opponents; potions, rings, and miscellaneous items are preferred. Thugs rarely use magic weapons, preferring cheap but effective tools that could easily be left behind. They never use spells, though they may hire (or even be led by) evil spell casters. Thugs usually retreat if damaged, and may flee even if merely discovered, depending on the situation. They rarely attack adventurers, knowing well that magic and other special attacks can be deadly. However, a group of thugs may try to ambush a party if the chance for success is good, especially if the party has recently been wounded in a difficult battle. Sometimes thugs may be hired as guards, if assured of high-level Clerical assistance when injured or slain. They may rarely be found working with bandits or other renegade groups, usually in disguise and often unbeknownst to the bandits themselves.

Special Abilities

hugs know methods to kill quickly, neatly, and silently. A thug also has the same Special Abilities as a thief of the same level; for example, a 6 Hit Die thug can Climb Walls with a 92% chance of success. Thugs need 50% more experience than normal thieves, but further are equal. Only their hit points and abilities are better. Thugs use standard monster Hit roll charts, not those for characters. A thug may make preparations to surprise a victim; if so, a roll of 1-3 (instead of 1-2) indicates surprise. These preparations often include disguise, success at moving silently (as the thief ability), and a strong cord or edged weapon held ready, possibly while successfully hiding in shadows. If a prepared thug gains surprise, the victim (only demi-human-oids not greater than 7') may be slain with a single blow, regardless of hit points. No Hit roll is made; instead, the base chance of success is 50 %, modified by the difference in Hit Dice, as follows: if the victim's level is greater than the Thug's, subtract 5 % per Hit Die; if the victim's level is less than the Thug's, add 5% per Hit Die. If the thug does not gain surprise, a normal Hit roll is made, and normal damage is inflicted if the attempt succeeds. A successful hit may also require the victim to make a Save vs. Poison if the thug is using a poisoned blade. Example: A 7HD thug attempting to kill a sword master (3HD fighter) has a chance of 50% plus 20% (for 4 HD difference in the headsman's favor), or 70%. If the same thug tried to kill a 25th level fighter lord, the chance is 50% minus 10% (2 HD difference in the victim's favor), or 40%. Remember that the fighter has only 9 HD (despite his or her added hit points per level above that), for a difference of only 2 Hit Dice in this example.

Magic-Users
Read The Ultimate Spellbook

Prime Requisite	Intelligence		
Experience Bonus	-20%	Intelligence	3-5
	-10%	Intelligence	6-7
	+5%	Intelligence	13-15
	+10%	Intelligence	16+
Hit Dice	1d4 per level up to 9th level	+1hp/level Constitution bonus no longer applies.	
Armor	None; no shield permitted.		
Weapons	Dagger, staff, blowgun, flaming oil, holy water, net, thrown rock, sling, whip.		
Special	Spellcasting		
Maximum Level:	36.		

Magic-User is a Human, or Demihuman or even a Humanoid character who studies the power of Magic. They are also known as Mages, Wicca's and Wokani, some other regional names are also possible but rarely used outside these regions and therefore not mentioned in this text. Magic-Users find spells, put them into books, and study those books to learn the spells. Magic-Users have their own spells, entirely different from clerical spells (their power is not granted by divine powers or Immortals, but comes from the innate Elemental powers of all that is). A Magic-User has poor fighting skills, and should avoid combat if he wants to live a little longer. A Magic-User concentrates on learning and casting Magic spells. He'll find that a high Intelligence is very helpful. The Magic-User's other ability scores are often low. However, a high Constitution score will help your Magic-User survive longer, because it gives a bonus to hit-points—one of the Magic-User's weaker traits.

Magic-Users greatly fear damage. All the other classes can use armor of some kind, but Magic-Users can only wear clothes, because they do not restrict the minute and delicate somatic components used in the casting of a spell. Thus they are easier to hit. They also have few hit points. Mages start as the weakest character, but can eventually become the most powerful. Their Magical spells can be used for many things—from simple things like opening doors and locks, to impressive and dangerous Magical attacks such as throwing lightning. (See "The Ultimate Spellbook").

However, it is often difficult for Mages to survive. Their few weapons and spells (at low level of power) balance against the power they eventually are able to achieve. Therefore, Magic-Users must be cautious at lower levels, as few will survive long without protection. The Magic-User should not go on adventures alone: because of his low defenses and hit points, one surprise could kill him. In groups, he should always stay in the middle of the party, protected from attacks, and use his Magic in ways that will help win the fight. A Mage has Intelligence as prime requisite.

Class Details

If the Mage has an Intelligence of 13 to 15, he gains a bonus of 5% to all earned experience in adventures or studies, and 10% if the Intelligence is 16 to 18. Due to the somatic components it is impossible for a Mage to cast spells while wearing any kind of armor. Due to the lack of training (study is more important) only daggers are common weapons used by Mages. Other weapons usable are the staff, thrown rock (or any other object) flaming oil, holy water and more rarely used the blowgun, a net, sling or even a whip. Sometimes regional weapons will replace the ones mentioned above.

Special Abilities

The magic-user's sole special ability is that he can cast magic spells. The processes of spell book and new spell acquisitions, as well as how the magic-user memorizes and casts spells, are described in "The Ultimate Spellbook".

At name level (9th) or greater, a Magic-User is called a Wizard (if male) or Maga (if female). Also at this level a Magic-User may attempt to create Magical items. From this moment on , a Magic-User may build a tower (or other refuge or home with room to study)if he can afford this. A Magic-User who constructs a tower will usually attract 1d6 apprentices of level 1 to 3 of experience. A Magic-User who decides to build a tower or takes up residence in the home of a ruler who wishes to employ him, he is referred to as a land-owning Magic-User, other wise he will be known as a traveling Magic-User, even if he spends more time in his home than on the road. Magic-Users who decide to live in their own strongholds, regardless of their political affiliation or interest in the outer world, are referred to as independent Wizards. They are commonly referred to and addressed as Wizard or Maga whatever their actual titles maybe.

An independent Wizard may build or seize a tower. By tradition, he need not seek permission from the local ruler beforehand. If, however, the Wizard does seek the ruler's permission, the ruler will probably give the Magic-User a lavish gift, official title to the dominion, and possibly some sort of official rank of nobility to keep the favor of the character. Only the most powerful of rulers would dare to offend a Magic-User, whatever their alignment differences.

After the Magic-User moves into his tower, he may choose to build a dungeon beneath or near it. Most Wizards and magas employ specialists to do their mining and engineering, but may decide to create the dungeons themselves if they know the proper spells. Of course anyone with enough money can build a stronghold and also a dungeon, a subterranean complex where prisoners can be kept and the character can perform specific researches in secret. But a Wizard can choose for his dungeon to be different. If, once one or more levels of the dungeon are completed, the Wizard leaves an unguarded opening into the dungeon, monsters will be attracted and will build lairs. Some Wizards encourage this sort of things so that they have ready access to a variety of different monster types, useful for research, and staying aware of what's happening in the realm of monsters.

Such monster-infested dungeons are not looked upon favorably by Humans in the region. Dungeons tend to make the locals nervous, and the monsters in them often prey on nearby Demi-Human-oid communities. Wizards who create these dungeons need to be aware that low level adventurers may take action against the monsters of these dungeons, either to keep the region safe or simply to fill their own coffers with the monster' treasure.

ndependent Wizards do not usually live in complete solitude. They may or may not interact with the rulers and nobles of the nations in which they live, as they please. They may continue to go on quests and adventures with their old friends. Other Wizards may visit and correspond with them in order to facilitate Magical research and understanding. They might participate in the operation of schools of Magic. Only the most misanthropic of Wizards, or those with much to hide, build their towers in the most dangerous and inaccessible areas and live their alone.

Lvl	XP	HD	HD Mod	1	2	3	4	5	6	7	8	9	S1	S2	S3	S4	S5	Spell	Followers	Special
1	0	1	1d4+con.	1	-	-	-	-	-	-	-	-	13	14	13	16	15	4+1/int	2 Basic	
2	2500	2	+1d4+con.	2	-	-	-	-	-	-	-	-	13	14	13	16	15			
3	5000	3	+1d4+con.	2	1	-	-	-	-	-	-	-	13	14	13	16	15		3 Basic	
4	10.000	4	+1d4+con.	2	2	-	-	-	-	-	-	-	13	14	13	16	15			
5	20.000	5	+1d4+con.	2	2	1	-	-	-	-	-	-	13	14	13	16	15	+1		
6	40.000	6	+1d4+con.	2	2	2	-	-	-	-	-	-	11	12	11	14	12		4 Basic	1 SK Allowed
7	80.000	7	+1d4+con.	3	2	2	1	-	-	-	-	-	11	12	11	14	12			
8	150.000	8	+1d4+con.	3	3	2	2	-	-	-	-	-	11	12	11	14	12			
9	300.000	9	+1d4+con.	3	3	3	2	1	-	-	-	-	11	12	11	14	12	+1	5 Basic	
10	450.000	9	+1	3	3	3	3	2	-	-	-	-	11	12	11	14	12			
11	600.000	9	+1	4	3	3	3	2	-	-	-	-	9	10	9	12	9		6 Basic	
12	750.000	9	+1	4	4	4	3	2	1	-	-	-	9	10	9	12	9			1 EX Allowed
13	900.000	9	+1	4	4	4	3	2	2	-	-	-	9	10	9	12	9	+1		
14	1.050.000	9	+1	4	4	4	4	3	2	-	-	-	9	10	9	12	9			
15	1.200.000	9	+1	5	4	4	4	3	2	1	-	-	9	10	9	12	9		7 Basic	
16	1.350.000	9	+1	5	5	5	4	3	2	2	-	-	7	8	7	10	6			
17	1.500.000	9	+1	6	5	5	4	4	3	2	-	-	7	8	7	10	6	+1		
18	1.650.000	9	+1	6	5	5	4	4	3	2	1	-	7	8	7	10	6			
19	1.800.000	9	+1	6	5	5	5	4	3	2	2	-	7	8	7	10	6			
20	1.950.000	9	+1	6	5	5	5	4	4	3	2	-	7	8	7	10	6			
21	2.100.000	9	+1	6	5	5	5	4	4	3	2	1	5	6	5	8	4	+1		
22	2.250.000	9	+1	6	6	5	5	5	4	3	2	2	5	6	5	8	4			
23	2.400.000	9	+1	6	6	6	6	5	4	3	3	2	5	6	5	8	4		8 Basic	
24	2.550.000	9	+1	7	7	6	6	5	5	4	3	2	5	6	5	8	4			1 MS Allowed
25	2.700.000	9	+1	7	7	6	6	5	5	4	4	3	4	4	4	6	3	+1		
26	2.850.000	9	+1	7	7	7	6	6	5	5	4	3	4	4	4	6	3			
27	3.000.000	9	+1	7	7	7	6	6	5	5	5	4	4	4	4	6	3			
28	3.150.000	9	+1	8	8	7	6	6	6	6	5	4	4	4	4	6	3			
29	3.300.000	9	+1	8	8	7	7	7	6	6	5	5	3	3	3	4	2			
30	3.450.000	9	+1	8	8	8	7	7	7	6	6	5	3	3	3	4	2		9 Basic	1 GM Allowed
31	3.600.000	9	+1	8	8	8	7	7	7	7	6	6	3	3	3	4	2			
32	3.750.000	9	+1	9	8	8	8	8	7	7	7	6	3	3	3	4	2			
33	3.900.000	9	+1	9	9	9	8	8	8	7	7	7	2	2	2	2	2	+1		
34	4.050.000	9	+1	9	9	9	9	8	8	8	8	7	2	2	2	2	2			
35	4.200.000	9	+1	9	9	9	9	9	9	8	8	8	2	2	2	2	2			
36	4.350.000	9	+1	9	9	9	9	9	9	9	9	9	2	2	2	2	2		10 Basic.	

f a land-owning Magic-User can't or doesn't want to maintain a tower, the character may apply for a position as a Magist in any existing castle or stronghold. If the ruler doesn't have a Magist and can afford one, he will usually accept the application…unless has so vile a reputation that the ruler can't trust the Wizard. The Magist advises the ruler in matters involving Magic and handles the Magical needs of the ruler and the stronghold. To become a Magist, the Magic-User must first find a ruler who is willing to hire and support him. He must negotiate payment and other benefits with the ruler.

Standard payment is a minimum of 3000 gold pieces per month, with Magists above 15th level commanding higher payment. This mostly includes the building of a library and basic components for study, like laboratory, chemistry and so on. Finally, the character _must_ swear fealty to that ruler to become a Magist. When the agreements and terms are complete, the ruler supplies all the Magist's needs, including a place to stay in the stronghold (usually a suite of several rooms), guards and servants, and other agreed-upon benefits (such as Magical items, either to use or as outright gifts).

The ruler usually pays for Magical research costs if the item or spell researched will benefit the ruler as ordered in all respects, but is never required to fight or otherwise be placed in danger. A Magist may go on normal adventures if the ruler gives permission. The ruler knows that more experience means a more powerful Magist, and will usually give permission if no immediate Magical needs are pressing. The Magist is bound by oath not to work against the interests of his ruler. If at some time in the future he finds that he can't serve the ruler, he must officially renounce his oath of fealty and depart the ruler's home. He can't oppose his former ruler until he has left the ruler's home. If he intends to become an enemy of the ruler, it's best for him to depart in secret and send his official notifications by proxy. When he doesn't follows this line of conduct he will rarely find a new place to become a Magist, or find a new place to settle, without paying the consequences (This could be assassins, adventurers, forces or worse).

A traveling Magic-User of either gender is known as a magus (Magi if more than one). A magus may visit any land-owning Magic-User to offer to help with Magical research. If the offer is accepted, items or spells researched will be completed faster and more efficiently, as described further in this document.

The magus will attract powerful traveling Fighters and clerics, who offer to travel with and help the magus in return for pay. The magus attracts 1d6 such hirelings. These hirelings are of levels much higher than normal(5th level minimum).

Specialist Mages

Magic Users have several choices to make in their career , and one of the most important choices is that of what sort of Mage he or she shall become. A Magic-User can stay a real Mage; able to cast all spells as long as he has memorized them or he can become a Specialist Mage, with a smaller list of spells, but greater control over the magic therein. This specialism can be orientated on the way magic functions and on the Elemental bias. The special ways of magic use include; Illusions, Enchantments, Conjurations, Abjurations, Necromantics, Evocations, Divinations, and Alterations.

The Elemental Bias Include Matter (Earth), Energy (Fire), Time (Water), Thought (Air), and are all connected to the Secret Crafts of Glantri as the Crafts of Elementalism (more about this next) or the more seldom Frost Mage aligned with the Outer Plane of Frost and Ice,

Then there are the seven Secret Craft Mages (often a sub division of the Specialist mages), they consist of the Dream Masters, Witches, Alchemists, Dracologists, Elementalists (these are actually not only craft specialists but also specialists of the Elemental bias), Cryptomancers (Runemasters), and the Necromancers. These crafts are mostly used in Glantri, and sometimes far beyond. The Dream master is connected to the Illusionist, and the Necromancers to the true Necromancers. This craft will give them extra powers, but it is seldom that Mages outside Glantri belong to these Secret Crafts, and as thus are the normal Illusionists and Necromancers.

And last but not least there are the Scribes (a Sub Wizard class), the Hedge Wizards (specialized Low level Wizards), Seductress (sex related Mage), and the Cleric related Death Master (special because he can use Clerical Magic from Immortal origin in addition to normal Magic) which is actually a semi-multi-classed character.

Thus in total there exists 23 types of Magic users (the "common" Magic-User, 8 Specialists, 5 Elementalists, 7 Craft-mages, and the Scribes, the Hedge Wizards, Seductress, and last but not least the Death Master. In all these cases can the specialized Wizards cast one spell of their specialty per level extra, and receive a +1 on their saving throws vs. these effects, but cause others to save at -1 vs. these effects. Also the gain a +15% bonus to study spells of their specialty but all others spells must be studied under a penalty of -15%. Other special abilities are explained under the respective descriptions. Most these specializations have their own spell-lists.

The common Mage is indeed the most common (about 60% of all Mages belong to this group). About 17% are specialists, about 10% belong also to a crafts, 5% are Elementalists, 3% are Scribes, 5% are Hedge Wizards and less than 1% are Dimensionalists or Seductresses.

As an extra hidden class there exist the utter secret Radiance users, this is extra in addition to any specialization, craft, or subclass, but will (or can) not be taken on by Frost Mages, the Nature bound Magic Users of the Elven, Fairies, Underwater races, the Beholders and the Dragons. But this magic is extremely rare and as thus utter secret, most (Mages included) have no knowledge about it.

Important; the spell lists for the specialists are complete as they are, but do not include all spells of that specialization. The spells not included belong to another form of magic as with Elementalists en Frost Mages, nature and Fairy magic, also Draconic and Beholder magic belong to this line of spells. And even because these spells are of their specialization, if they are not included in the list they are seen as if from another specialization.

Wicca or Wokani

O ther Beings able to use Magic are called Wokani or Wicca. The majority of these races comprise primarily Fighters, but Shamans (Clerics) and Wokani and Wiccas exist within their ranks. In order to be a Wokani o a Wicca, the Spellcaster must at least have an Intelligence of 9 or more to qualify as a Wokani or Wicca. Shamans and Wokani or Wiccas, although small in number, play an important part in the lives of the various races. They look after tribe of family's spiritual well-being and safeguard it from danger using their powers. Wokani and Wicca abilities are available to all races mentioned in the following list together with their maximum level of Magic they are able to cast. Spellcasting can be gained as soon as a creature reaches 1st level. Creatures younger than this is too busy growing up to trouble themselves with additional problems like spellcasting. To become a Wokani or Wicca, a teacher must be found. Apprenticeships last at least one full level advancement period (the time between the moment the apprentice reaches one level to the next). Example: Strakhak the Shark-kin is 0-level when she begins to train as a shaman. When she reaches 1st level, she will also become a 1st level Wicca or Wokani. If she started training at 2nd level, Strakhak would become a 1st level Wicca or Wokani at the same time she became a 3rd level shark-kin.

A characters hit points and combat abilities are unchanged on becoming a Wicca or Wokani. However a Wicca or Wokani may Save as a Magic-User of the same level, if these Saving Throws are better than the characters normal Saving Throws. Example: Nualla is a 4th level Nixie with 2nd level Wicca abilities. She can make Saving Throws either as a 4th level Nixie or as a 2nd level Magic-User.

Species	Max. Level	Species	Max. Level	Species	Max. Level
Actaeon	8	Beholder	36	Bugbear	4@
Centaur	8*	Cyclops	2@	Djinni	6
Greater Djinni	12	Doppleganger	4	Dragon	36
Dryad	4	Efreeti	8	Greater Efreeti	8
Cloud Giant	10	Frost Giant	6	Fire Giant	6
Hill Giant	6	Stone Giant	6	Storm Giant	10
Gnoll	4@	Gnome	12	Goblin	6@
Gremlin	8	Harpy	4@	Hobgoblin	6@
Kna	8	Kobold	4@	Kopru	10
Lizard man	4	Manscorpion	6	Medusa	8
Merman (Merrow)	8	Minotaur	2@	Neanderthal	2@
Nixie	4	Nosferat	36	Nuckalavee	4
Ogre	12@	Orc	4@	Planar Spider	9
Sasquatch	2@	Sea Giant	10	Sharkkin	6
Thoul	4@	Triton	9	Troglodyte	2@
Troll	2@	Vampire	36	Yeti	2@

Initiation

U pon completing an apprenticeship, a novice Wicca is first initiated in a series of deep and meaningful rituals. These vary from race to race and from Immortal to Immortal, ranging from blood-crazed frenzies for shark-kin, too more refined ceremonies for Kna and Nixies. Typical effects of rituals are shown in the chart below. These rituals must only be repeated when trying to cross the limit of spell level a creature can master without problem, for each spell level the want to acquire. Also must these rituals be made when trying to create spells outside the Wicca list, be it Somatic, Verbal and/or Component, and sometimes even when items are created (DM option). Being's marked with an * must undergo a ritual of Passage instead, this ritual must be made at the same moments as the rituals explained above, but only need an Intelligence check to succeed. If they fail however they lose all the acquired experience needed to reach the level they want to reach (a 1st level needs 1000 XP), and the character must earn them again in order to attempt the Ritual again. Beings marked with an @ use grigris and drums to memorize or cast spells (There exists no such thing as a silent Humanoid Wicca). The DM may apply penalties to rituals if disturbed, inferior components, etc.. The colors represent the favored sort of Magic used. Often this will be the only sort available to these species.

Personal sacrifice table when ending the ritual. This will enable the Elf to cast a spell of one level more or higher than normal possible.		
1-6 Character loses 1 hp permanently.	The Immortals are pleased with the ritual.	No further effect.
7-9 Character loses 1d4 hp permanently.	Ritual leaves scars on character's body, but was rewarding after all.	Total XP x 105%.
10-11 Character loses 1 Constitution point permanently.	An entity come from beyond and takes payment.	
	The ritual took a heavy toll on the character's health.	Total XP x 110%.
12 Character loses 2 Constitution points in exchange for an extra Intelligence point (18 max.).		No further effect.

If the Wicca ever reaches 0 hit points or a Constitution of 2 or less the character dies on the spot.

B ecoming a spell caster or gaining new levels requires extra experience points. The character must earn these extra XP before reaching each experience level. In effect, these extra experiences are added to the experience table from the moment a character's apprenticeship begins. Spellcaster cast spells according to their level of spell casting experience. Example: Strakhak the Shark-kin is 0-level when she begins training as a Wicca. A normal Shark-kin needs 1200 XP to become 1st level. Strakhak needs 2200 XP (1200 XP +1000 XP for becoming a Wicca). Example: Rastvave Current Chaser is a 5th level Merman with 2nd level Wicca abilities. A normal Merrow needs an extra 16.000 to reach 6th level. But Rastvave needs an additional 4000 XP to become a 3rd level Wicca. Rastvave his total experience points will be 39.000 on reaching 6th level.

Casting Level	Extra experience points	
1	1000	XP
2	2000	XP
3	4000	XP
4	8000	XP
5	16.000	XP
6	32.000	XP
7	64.000	XP
8	130.000	XP
9	260.000	XP
+1	+200.000	XP

Clerics

Read Pages Of Virtue

Prime Requisite	Wisdom		
Experience Bonus	-20%	Wisdom	3-5
	-10%	Wisdom	6-7
	+5%	Wisdom	13-15
	+10%	Wisdom	16+
Hit Dice	1d6 per level up to 9th level	+1hp / level / Constitution adjustment.	
Starting with 10th level	+1 hp/level	Constitution bonus no longer applies	
Armor	Any, and shield, but varies depending upon Immortal		
Weapons	No edged or pointed weapons, but varies depending upon Immortal.		
Special	Clerical Spellcasting, Immortal granted ability, Turning / or Control Undead		
Maximum Level:	36.		

Cleric is a Character who is dedicated to serving a great and worthy cause. This cause can be an Immortal being dedicated to a specific goal or attribute; sometimes the Cleric serves a clique of Immortals. All Clerics belong to orders, or Clerical societies, made up of Clerics serving the same ends. A brand new Cleric character is at the very bottom of his Clerical organization; as he gains experience levels, he also gains new powers and responsibilities to his Clerical order.

Humanoid Shaman

Shaman is mostly a Humanoid Cleric, but Clerics of the Atruaghin Clans or the Ethengar Khanates and some primitive folk on the southern continent also use this prefix. Humanoids able to become Shamans of other races are filled in the following list, races not named could be filled into this list but no knowledge about this has been acquired yet.

Healers

Prime Requisite	Wisdom		
Experience Bonus	-20%	Wisdom	3-5
	-10%	Wisdom	6-7
	+5%	Wisdom	13-15
	+10%	Wisdom	16+
Hit Dice	1d6 per level up to 9th level	+1hp / level / Constitution adjustment.	
Starting with 10th level	+1 hp/level	Constitution bonus no longer applies	
Armor	None.		
Weapons	depending upon Immortal		
Special	Clerical Spellcasting, Immortal granted ability, Turning Undead, special abilities.		
Maximum Level:	36.		

Healers, as the name implies, are designed to allow rapid repair of other characters. The Healer has therefore special abilities and special spells that allow them to do this. No Healer can ever chance his class on his or her own volition. The Healer has a special set of spells exclusive to his own class, but can Turn Undead as a normal Cleric. Even in saves and hit roll they are equal to normal clerics. In any not mentioned case use that of the cleric instead.

Druid

Prime Requisite	Wisdom		
Experience Bonus	-20%	Wisdom	3-5
	-10%	Wisdom	6-7
	+5%	Wisdom	13-15
	+10%	Wisdom	16+
Hit Dice	1d6 per level up to 9th level	+1hp / level / Constitution adjustment.	
Starting with 10th level	+1 hp/level	Constitution bonus no longer applies	
Armor	Any-organic only, Plus shield.		
Weapons	No in-organic materials, no edged or pointed weapons, all other permitted (commissioned to make at 50% normal cost.)		
Sometimes an immortal will enforce a weapon, even if pointed (like Vanya with swords), but other restrictions will apply.			
Special	Druidical Spellcasting, Immortal granted ability.		
Alignment	True Neutral only		
Maximum Level:	36. must challenge and defeat another druid of the newly attained level starting at 30th level.		

Druids can cast any spells that Cleric can, except those affecting good or evil (see spell-list). He must live in a woodland home, rather than in a town or city. They are nature's protectors, and sometimes receive spell directly from Mother Nature or the Planet itself.

Shamani

Prime Requisite	Wisdom and Constitution		
Experience Bonus	-20%	Wisdom or Constitution	3-5
	-10%	Wisdom or Constitution	6-7
	+5%	Wisdom and Constitution	13-15
	+10%	Wisdom and Constitution	16+
Hit Dice	1d6 per level up to 9th level	+1hp / level / Constitution adjustment.	
Starting with 10th level	+1 hp/level	Constitution bonus no longer applies	
Armor	Leather only no shield.		
Weapons	No metal weapons, all other permitted, guided by tribal customs		
Sometimes an immortal will enforce a weapon, even if pointed (like Vanya with swords), but other restrictions will apply.			
Special	Clerical Spellcasting, Immortal granted ability		
Maximum Level:	36.		

The Shamani are powerful, yet humble, people. They are always of lawful alignment and are the most influential of the Children of Atruaghin, for they claim to be in touch with his personal energies. It is through the Shamani, the tribes believe, that Atruaghin speaks his will. Thus, the voice of a Shamani is always treated with respect, even awe, by any member of the tribe. Shamani are similar to Clerics as they oversee the mystical practices of the Atruaghin Clans. In addition, they have much in common with the mysterious Druids that are found in dark and secluded wilderness.

Excorsist or Inquisitors

Prime Requisite	Wisdom		
Experience Bonus	-20%	Wisdom	3-5
	-10%	Wisdom	6-7
	+5%	Wisdom	13-15
	+10%	Wisdom	16+
Hit Dice	1d6 per level up to 9th level	+1hp / level / Constitution adjustment.	
Starting with 10th level	+1 hp/level	Constitution bonus no longer applies	
Armor	Any, Plus shield.		
Weapons	No edged or pointed weapons, all other permitted		
Sometimes an immortal will enforce a weapon, even if pointed (like Vanya with swords), but other restrictions will apply.			
Special	Clerical Spellcasting, Immortal granted ability, Turning Undead		
Maximum Level:	36. In any way, where something is important and not mentioned, use the clerical statistics instead.		

Exorcists, also known as Demon Slayers, Inquisitor, Diabolists, Hellblades and Thaumaturgists is actually the normal list for character classes available to humans. Hellblades are actually nothing more than thieves or bards with ified abili ies, as is the Devil Slayer a fighter, again with some other or extra abilities. A Thaumaturgist is like a Necromancer, but more specialized in the control and opposition of all Hellish forces. Diabolists are those mages who want to make use of the powers of Hell. Only the Inquisitor class is a true Cleric class, and it is this class that is also named Exorcist correctly.

Dervishes

Prime Requisite	Wisdom		
Experience Bonus	-20%	Wisdom	3-5
	-10%	Wisdom	6-7
	+5%	Wisdom	13-15
	+10%	Wisdom	16+
Hit Dice	2+1d4 per level up to 9th level	+1hp / level / Constitution adjustment.	
Starting with 10th level	+1 hp/level	Constitution bonus no longer applies	
Armor	Any-organic only, Plus shield.		
Weapons	No in-organic, edged or pointed weapons, all other commissioned to make at 50% normal cost.)		
Sometimes an immortal will enforce a weapon, even if pointed (like Vanya with swords), but other restrictions will apply.			
Special	Druidical Spellcasting, Immortal granted ability.		
Alignment	True Neutral only		
Maximum Level:	36. must challenge and defeat another druid of the newly attained level starting at 30th level.		

The term "Dervish" is often misused by foreigners, as indicated by the misleading entries in most chronicles. They are mostly no more than the typical Alasiyani Nomadic tribesmen. True Dervishes are Holy Hermits, True believers following the Way of the Scholar as they live solitary lives of contemplation and physical devotion in the desert wilderness of the emirates (of Ylaruam). Also known as Desert Druids, these Holy men live in caves, crude shelters, or tents in remote regions.

Human Shaman

Prime Requisite	Wisdom		
Experience Bonus	-20%	Wisdom	3-5
	-10%	Wisdom	6-7
	+5%	Wisdom	13-15
	+10%	Wisdom	16+
Hit Dice	1d6 per level up to 9th level	+1hp / level / Constitution adjustment.	
Starting with 10th level	+1 hp/level	Constitution bonus no longer applies	
Armor	Any-organic only, Plus shield.		
Weapons	No in-organic materials, no missile weapons, all other permitted (commissioned to make at 50% normal cost.)		
Special	Shamanistic Spellcasting, Spirit guide granted ability.		
Alignment	True Neutral only		
Maximum Level:	36. Where not mentioned statistics are equal to those of a normal cleric.		

uman Shamans are similar to Clerics—they have the same saving throws and combat table. Shamans of lawful or Chaotic alignment do exist but most common are the neutral Shamans. Shamans have no power over the Undead, and they may not wear metal armor or shields (like the Druid) but they may use swords and any other weapon in melee combat. They do not use missile weapons. Every Human Shaman has a Spirit Guide that is determined during initiation. The Spirit Guide is an animal Spirit from the Spirit world that usually resides about the Shaman's person—in the drum, drumstick, trinkets, pouches, etc. A Spirit Guide can only be seen by the Shaman (not even with second sight can they be detected). It provides the Shaman with knowledge of the Spirit world, spell abilities, and the ability to see other non materialized Spirits (on a successful Spirit lore check).

Mystic

Prime Requisite	Strength and Dexterity		
Requirements	Wisdom and Dexterity 13+		
Experience Bonus	-20%	Strength	3-5
	-10%	Strength	6-7
	+5%	Strength	13-15
	+10%	Strength	16+
Hit Dice	1d6 per level up to 9th level	+1hp / level / Constitution adjustment.	
Starting with 10th level	+2 hp/level	Constitution bonus no longer applies	
Armor	None, no shield, no protective magic items.		
Weapons	all permitted.		
Special	AC bonuses, increased movement, and martial arts (see Mystic Special Abilities Table); (at 9th level) Set Spear vs. Charge, Fighter Combat Options; Acrobatics; thief abilities; mystic abilities.		
Maximum Level:	16.		

ystics are monastic humans, Lupin, Rakasta and Tortles (and rarely other races) who follow a strict discipline of meditation, denial, seclusion, and Mastery of the human body. Mystics are skilled in unarmored combat. They live in cloisters, or monastic communities, and sometimes even alone as a hermit. Mystics adventure to gain spiritual growth and learn the lessons of life outside the cloister. They rarely adventure with other mystics; they prefer to attach themselves to adventuring parties consisting of many types of adventurers. Mystics receive experience from treasure only if they donate it to the needy (this corresponding to their ethos). Also, they must donate ten percent or more of their treasury to their cloister. A Mystic's oath is his bond. He must be true to his oath and strive to repay all debts. Should he forswear himself (break an oath he has made), he is expelled from the cloister, and may not gain any new experience levels, loses a level of experience each year away from the cloister, and may not join any other, similar, cloister (although it is certainly possible to trick them to be entered, but sooner or later the lie will come forth). A grand Quest to regain his honor and his standing in the cloister are mostly needed to repair the loss done.

Ninja

his sub-mystic class is optionally available for Mystics at the cost of 50% experience penalty, and no more than 7 may exist within a mystic temple (even when traveling elsewhere. This class can only be chosen by neutral to chaotic characters, and NPC's are preferred. Ninja characters are very difficult to play, and DM's may forbid this character, or restrict it further by further doubling the needed xp, restricting abilities, or other.

Merchants

Any character can at any time in his career become a Merchant under specific conditions. There exist two Merchant classes. The Minrothad Merchant which is mostly active on sea and in harbors, and the Darokin Merchant's Guild Merchant, which is active anywhere on land. Both seem to have learned to harness magic in some special way by Elves originally.

The Merchant Class
Many Merchants do nothing more with their lives than travel from town to town, buying low and selling high. There's nothing wrong with this—it's a great way to get rich. But there are those who want some adventure in their life. They seek out more than just the unusual goods, which can be found in neighboring towns; they travel the Known World for the most unusual of items.

While the money to be made buying a caravan full of wine at a good price and selling it for a high profit is respectable, the wealth these individuals crave can't be so easily had. They spend much of their lives searching for lost treasures, powerful magical items, and the most fantastic of wares. For these rare few, a great fortune can be had—but only if they survive the myriad dangers of such quests.

Thus, characters of this type may find that the actual buying and selling of items is of secondary importance to them. They desire action and adventure as much or more than a solid profit. With this in mind, the character will actually have two classes. He will still primarily be a fighter, or else. Characters who take Merchant as a 2nd class will have to keep track of special experience points, called Merchant experience points (MXP's), separately from their normal XP's.

Merchant Experience Points
MXP's are earned for money made as a merchant, which is the profit earned in the buying and selling of goods. Each gp earned this way is worth one MXP. MXP's are awarded for Profit, not for final sale price. Let's say, for example, that a character bought 2 full wagons of flour in Ansimont for 1200 gp). On the trip to Athenos he had to pay 100 gp for extra guardsmen on a dangerous stretch of the canal. When he arrived in Athenos, he sold the grain for 2000 gp. Of the final purchase price, 200 gp were divided among the guards and drovers, and 10 gp went to the guild. The final profit is 490 gp and that's how may MXP's that character gets. To continue this example, if while on the road to Athenos the wagons were attacked by ogres, and the character helped fight them off by slaying one of them, the XP's for the slain ogre and any treasure he may have been carrying would count toward the XP total for the character's class, and not as MXP's toward Merchant experience.

An adventurer who used the vast wealth amassed in his travels to get started in the merchant business would certainly have a leg up on the competition, but MXP's would only be awarded for the profit made on merchandise purchased for the purpose of resale. A fighter, who sold a magic sword acquired in a dungeon, would get no experience, because the sword was acquired with his fighter skills and abilities. If, on the other hand, the same fighter/merchant bought the sword for the purpose of reselling it, the profit on the deal would count toward his MXP'S. Sometimes, a number of characters will pool their resources on a merchant venture. In this case, each would get MXP's equal to whatever was their share of the profit at the end of the adventure.

If for some reason, a business venture loses money, the loss is not deducted from a character's MXP total. A character could conceivably, by making huge sums on one deal and then losing it all on the next, rise rapidly in levels as a merchant and still have very little money to show for it. This can get just as complicated as the characters want it to be. As a character rises in Merchant levels, he will acquire special merchant abilities, but a 1st level merchant gets no special abilities whatsoever. As the guild would be quick to remind you, simply calling yourselves a merchant doesn't make you one. Only after a few profits have been made and some actual experience is under your belt can start developing the special abilities that set the Darokin and Minrothad Merchants apart. Merchant levels are never drained (even if the character is drained severely), but lost by not using them at a rate of 1 level per 5 years, to a maximum loss of ¾ of all levels.

Minrothad Sea Merchants

The character must have an Intelligence of 12+ and a Dexterity of 9+.
He must have the bargaining or Appraisal skill.
He must have attained master level in one skill relevant to his guild.
He must show a personal income from trading ventures of at least 20.000 gp per year for at least four years.

Master Craftsmen often go trading voyages with Minrothad Ships carrying goods from their guild. In this way, the master can handle buying and selling in person when port is reached rather than relying on the ship captain or the Port Agent to conduct his business for him.

Even more often, ship captains purchase guild cargo's and carry them on consignment and do their own trading in foreign ports. Whether master or ship's captain, these persons represent the Minrothad Guilds overseas ands have the buying and selling power to back up their trade agreements. These Minrothad master traders came to have much power and influence as guild representatives.

Too, in Minrothad there is a long tradition of magic used on shipboard to aid in seafaring. Since most Elvish captain, at least, knew a little of sea or weather magic, the combination of merchant skill and spellcasting became identified as one in the person of the Minrothad Trader.

The utility of sea and weather magic could not be denied and as the guilds became powerful, Minrothad captains aspired to its mastery. Spellcasters who were also master traders and experienced captains came to represent the epitome of guild aspirations. Enough captains actually fit this mold that their class and status are formalized in Minrothad with the acknowledgement of a caste designation and social perquisites. It's a recognized profession in Minrothad, a respected and powerful class at home and abroad.

A craftsman or ship captain must reach master level in his craft and be an experienced trader before he can apply for training to become a Merchant Prince. That training is magical in nature, for only the mundane experience is acquired, it is the mastery of seafaring magic that turns a master into a Merchant Prince. The tutorial Guild's associate guild of instruction oversees the education of aspiring Merchant Princes. The master of instruction (the Water Elf Holea Mapseir) personally approves applicants for and affirm graduates from this training program. Only humans and Elves can become Merchant Princes. Most members of this class are ship captains, but any character of high enough level who plans on regular seafaring can apply. They must meet these prerequisites and accomplish the following things.

There is a 40% chance that an applicant will be accepted by the tutorial guild for Merchant Price training, though there is no guarantee that he will master the magic and become a Merchant Prince. If accepted, the training is free, because the long term benefits to the Minrothad Guilds. If refused, an applicant must wait a year to re-apply. The odds of being accepted are modified by these factors:

+5%   per point of Charisma over 14.
+5%   per 10.000 gp/year income over the 20.000 gp/year minimum.
+10%   for reaching craft master level in your guild.
+10%   for owning one ship of 60 Hull points or more.
+5%   for each ship owned in excess of one.
+15%   for sea magic already known.
+20%   for holding master rank in more than one guild skill.

	MXP	Spells						
Lvl	Minrothad	1	2	3	4	5	6	7
1	0	1	-	-	-	-	-	-
2	3500	2	-	-	-	-	-	-
3	7000	2	1	-	-	-	-	-
4	15.000	2	2	-	-	-	-	-
5	30.000	2	2	1	-	-	-	-
6	60.000	3	2	2	-	-	-	-
7	120.000	3	2	2	1	-	-	-
8	225.000	4	3	2	2	-	-	-
9	350.000	4	4	3	2	-	-	-
10	550.000	5	4	3	2	1	-	-
11	750.000	6	5	3	3	2	-	-
12	900.000	6	5	4	3	2	1	-
13	1.200.000	7	6	4	4	3	2	-
14	1.400.000	7	6	5	4	3	2	1
15	1.600.000	8	7	5	5	4	3	1
16	1.800.000	8	7	6	5	4	3	2
17	2.000.000	8	8	6	6	5	3	2
18	2.400.000	8	8	7	6	5	4	3
19	2.800.000	8	8	7	7	5	4	3
20	3.100.000	8	8	8	7	6	5	4

Spell casting is an integral art of the Merchant Prince repertoire. Because characters of any class can become Merchant Princess, they can all apply for magical training in Minrothad. Training is an apprenticeship in magic, which lasts 1d4+3 years. This education is interrupted whenever the character is absent from Minrothad, if he takes study materials with him and makes a serious effort to learn them, he can complete one month of studies in four months abroad. Three-quarters of this instruction period must be completed in person in Minrothad for the character to benefit from it.

At the end of the apprenticeship, the character acquires the Merchant Prince magic skill (cost 1 skill slot). This skill is used only to determine when a character become capable of casting spells and has nothing to do with the success of spellcasting itself.

The Merchant Prince magic skill is based on Intelligence. A character's skill must be at least 15 for him to be capable of casting spells. If this score is less than 15, it reflects that he has mastered the theory behind this magic but needs additional study time to put it into practice. A skill below can be improved in the regular manner as with any skill.

A character with this skill of 15 or higher becomes 1st level merchant prince and can learn and cast spells available to that class. The merchant prince uses a separate xp progression table (MXP's) to determine when he receives more spells. Water Elves combined their own spell with Alphatian magic designed for use at sea. This was the basis for the spell and magical practices which have since become the province of merchant princes. Many water Elves can cast some of these spells, but only Merchant Prince's have the full range available to them. Spells marked with (K) are only granted to keepers of Water Elf Clan Relic.

M			
Clear Sight	Careen	Call Lightning	Ball Lightning
Douse Flame	Entangle	Dispel Fog (K)	Protection from Lightning
Darkness	Nightwatch	Fire Ball	Talk to Sea Creatures (K)
Faerie Fire	Obscure (K)	Lightning	Transmute Water to Ice
Light	Produce Fire	Water Breathing	Transmute Ice to Water
Locate Sea Life (K)	Predict Weather (K)	Watery Form (K)	
Oilskin	Purify Food and Water		
Precipitation (K)	Reveal (K)		
Read Magic	Rot		
Resist Cold	Spoil Food and Water		
Sea Legs	Web	**Level 6**	**level 5**
Sea Sickness	**Level 7**	Calm Water	Control Winds
Tar	Summon Air Elemental	Calm Wind	Summon Sea Creatures
Warp Wood	Summon Water Elemental	Weather Control	Summon Weather

Darokin Merchants

1	0	Apprentice	-	-	-	-
2	5000	Peddler	1	-	-	-
3	10.000	Vendor	2	-	-	-
4	20.000	Bargainer	2	1	-	-
5	40.000	Seller	3	2	-	-
6	80.000	Trader	4	2	1	-
7	160.000	Dealer	5	3	1	-
8	300.000	Magnate	6	4	2	-
9	750.000	Jr. Merchant	6	4	2	1
10	1.500.000	Merchant	7	5	3	1
11	3.000.000	Sr. Merchant	7	6	3	2
12	6.000.000	Merchant Prince	8	6	4	2
13	12.000.000	M.P. 13th level	8	7	4	3
14	25.000.000	M.P. 14th level	9	7	5	3
15	50.000.000	M.P. 15th level	10	8	6	4
16	75.000.000	M.P. 16th level	11	9	7	5
17	100.000.000	M.P. 17th level	12	10	8	6
18	125.000.000	M.P. 18th level	13	11	9	7
19	150.000.000	M.P. 19th level	14	12	10	8
20	175.000.000	M.P. 20th level	15	13	11	9

The most important step toward becoming a Darokin merchant is joining the Merchant's guild. The Guild is very powerful, and doing business independent of them is just not done. Guild members do not do 'business with non-Guild members, and manufacturers, warehouses, and shippers that deal with non-Guild merchants risk a catastrophic boycott by the Guild. Fortunately, joining the Guild is pretty simple. Prospective Guild members must be sponsored by someone who is already a member. Usually a friend or similar associate, who vouches for the applicant's ability and character. There have been reports of some merchants taking money to sponsor less qualified applicants, but that seems to be rare. The applicant is then interviewed by a membership committee, which approves or denies the application. Every Guildhall in Darokin has a membership committee, and approval is usually granted quickly. The Merchant's Guild charges dues of 1000 Daros (gp) a year, plus they get ½ % of all wholesale transactions made by guild members. Although this does not include sales made by shopkeepers to the public (which the Guild feels to be too much paperwork for too Little money) it does include all transactions between traders. The general rule is simply this: if the merchandise is being bought for the purpose of reselling it later, the Guild gets its percentage. The prohibition against dealing with non-Guild merchants does not apply, of course, to business with merchants from other countries. The Guild does want, however, to keep control of all domestic business, so foreign traders are encouraged to sell their goods to Darokin merchants when they reach a major city. Foreign merchants who want to do business more directly with the suppliers and shopkeepers of Darokin usually join the Guild. Foreign members of the guild pay 2000gp a year dues, but in most other ways are the same as domestic members.

The guild does have a process for expelling members, but it is rarely used. Offenses that can result in expulsion include cheating a fellow guild member, giving the guild a bad name by cheating the public, or committing a serious crime. Once someone is expelled from the guild for one of these reasons, he is out for good—no readmissions are possible. Because of the severity of this punishment (lout of the guild means effectively, out of business), members of the Merchant's guild are some of Darokin's most honest, upstanding persons.

Calm Animal	Check Load	Charm Animal	Accounting
Clear Sight	Crowd Summoning	Detect Lie	Charm Person
Count Coins	Detect Ambush	Find Traps	Check Caravan
Detect Evil	Detect Magic	Infravision	Embezzling
Evaluate	Hold Animal	Inventory	Resist Magic
Ignore Road	Quicken Pace	Smuggling	
Orientation	Savior Faire		
Predict Weather	Silver Tongue		
Resist Climate			
Trust			

Merchant Spells

Over the years, Darokin merchants have sought ways to undercut the competition and turn a bigger profit on their deals. Of course, one of the best ways to get an edge on your adversaries is to use magic and that is exactly what the early Darokinian Traders began to do. With the founding of the Merchants' guild, the system of spells employed by Darokinian Merchants became fairly standardized. Presently, the guild acts to train new members in these spells as they advance in levels. An important item to note is that many Darokinian merchants have learned to employ some of these spells while their competitors have not. It is primarily this that has given the traders of Darokin their reputation for a "sixth sense".

The Guild is so determined to keep these powers out of the hand s of foreigners that any member caught teaching them to an outsider is instantly expelled from the order. In fact, this is taken so seriously that a number of thugs or assassins would almost certainly be employed to make certain that the traitor doesn't continue to betray the guild. Foreign members of the merchant guild are not trained in these spells and most are not even aware that they exist. Like other spells, any spell can be taken more than once if the merchant wants to.

A spell is not automatically acquired when a merchant meets the MXP requirements and picks it out. The merchant must search out another merchant who already has the spell (or sometimes a Mage who has also invented the spell and is willing to sell it) and learn it. Learning a 1st level spell takes one week. A 2nd level spell takes 2 weeks to learn, a 3rd takes 4 weeks and a 4th takes 8 weeks to learn. No additional checks are needed to see if the study is successful, it always is, and never needs more time, unless interrupted. But then the study can be picked up at a later time without any loss of already studied material. A member of the Darokinian Merchant's Guild is required by the guild is required by the guild to honor any reasonable request to teach a skill he or she knows to any other merchant who qualifies. Many times, these skills are taught on long caravan trip, when there is little else to do to while away the time. Guild members are not supposed to charge for this teaching, but it happens. The spells are not lost when the merchant is expelled from the guild. The spells are listed in the Ultimate spellbook.

For example, Trader Krel is trying to buy a load of flour from an NPC merchant. Krel has appraised the flour at 1000 gp, hut the NPC merchant appraises the cargo at 1200 gp. Both characters have Bargaining skill; Krel's 16 is slightly better than the NPC's 15. First, that means that Krel's appraisal of 1000 gp is the base price. Since the difference between their Bargaining scores is 1, Krel bargains a final price of 5% less, or 950 gp, from the NPC. If Krel were selling the flour, the final sale price would he 1050 gp (1000 + *5* %).

If the result of all this is that an NPC agrees to sell for more than 25 % less than his original appraisal, or to buy for more than 23% more than his original appraisal, he should make a Wisdom check. If the check fails, he is carried away by the great sales pitch and agrees to the high purchase price (or deep discount). If the check is made, the NPC reverts to the 25% above or below original appraisal as a final, "take it or leave it" price. For example, Trader Krel would refuse to pay more than 1250 gp for his desired load of flour while the merchant would refuse any offer of less than 900 gp.

Broker Points

Broker points are unlike other skills acquired by characters. A broker point is a die roll modifier used in the mercantile trade system described in the following pages. It is used to reflect the difference that experience makes in the success of merchant trading ventures. Broker points are awarded by the DM to characters and to NPCs according to the criteria given below. Once received, points are never used up and can he applied any time a modifier is needed. Each point counts as a + 1 modifier to a mercantile trade dice roll. No character can ever have more than five broker points, which are normally gained only after years of game time and much trading experience, as detailed below. PCs may also receive them as rewards for good role-playing or spectacular trading achievements. All awarded broker points are cumulative. PCs and NPCs alike receive broker points when they meet the following criteria:

Merchant level 4 to 8:   + 1
Merchant level 9 to 12:   + 1
Every 4 additional levels of Merchant experience: + 1
Character Level 10 to 20:   + 1
Character Level 21+ :   + 1
More than 5 years trading experience: + 1
More than 16 years trading experience: + 1
Character has both Appraisal and Bargaining skill: + 1

Buying and Selling Cargo

Step 1.   Determine city's classification.
Major trading cities throughout the Known World are listed on the Supply and Demand Table, (listed in the What can be Bought).

Step 2.   Find the number of merchants and cargo loads available.
Use the table below to find the number of merchants and cargo loads in town. Broker points can be applied to rolls on this table. The number of merchants does not show the total that are in a city, hut rather how many are interested in doing business with the PCs. "Cargo loads" is a convenient measure for quantities of goods, and are further defined in the Trade Goods Table If PCs are buying, the number of loads shows how much cargo they can purchase. If they are selling, the number of loads shows how much of their cargo a merchant is interested in buying.

The following table is mainly used for merchants to find out how many merchants can be found each week with how many loads, from which they can trade with. 50% of these merchants are local suppliers and often belong to the local craft guild with more or less fixed prices. This table also reveals the average size of the total amount of market points. These are equal to the total hit points a ship or caravan has. Population figures are also given to reveal how many local customers could be found, this will be between 5 and 25% of the total population. These are the customers one single merchant can contact with and try to sell its goods directly (instead to local merchants) in a single week.

City class	Merchants	Transaction size	Population	Portsize	Market / Docksize*
A-Trade power	1d6+2	3d8 loads	300.000+	10.000 hp+	180 hp+
B-Major port / city	1d6+2	3d8 loads	100.000 / 300.000	5000 / 9999 hp	180 hp
C-Large port / city	1d6+1	2d8 loads	50.000 / 100.000	2000 / 4999 hp	160 hp
D-Port / city	1d6+1	2d8 loads	10.000 / 50.000	1000 / 1999 hp	140 hp
E-Minor port / city	1d6	2d6 loads	2000 / 10.000	500 / 999 hp	120 hp
F-Anchorage / village	1d6-1	2d4 loads	-2000	-499 hp	80 hp
*unless market / port description states otherwise. Market sizes aren't hp but the same number of Square yards.					

The DM is free to modify results that conflict with what he knows about a given city. If, for example, the addition of broker point's results in 10 merchants in a class F village and the DM feels that is too many merchants for such an out-of-the- way place, he can reduce the result to a reasonable number.

One half of the merchants indicated on the table appear the first week a caravan is in town (round fractions up). Another ¼ rd of them appears during the second week, and the rest trickle in at the rate of one per week until all the merchants rolled up have arrived.

For example, if there are eight merchants who will do business with the adventurers in a given town, four appear the first week, two the next, and one each in the third and fourth week. If the PCs want to deal with all of them, they'll have to wait around for four weeks. If, after all the merchants have been dealt with, the adventurers want to wait around for more business, roll again on the table above, with a - 1 modifier for each week the caravan has stayed in town.

Step 3. Determine types of cargo.
The Trade Goods Table (p. 26) lists specific types of goods that can be purchased or sold in a port. DMs are welcome to change items if they wish. For example, a result of "smoked fish" might become "smoked sausage" in one port, or "pickled hogsfeet" in another. The DM can select cargo from this list or settle on goods with a random die roll. If a random result is desired, broker points can be applied to the roll. If player characters are in search of a specific type of cargo, there is a base 20 percent chance that it will he available in a particular port. This percentage is increased by *5* percent for each broker point applied to the roll. Chances can also he increased or decreased by the DM to reflect how rare or common a type of merchandise might be in that location. For example, the chances of finding livestock for sale in Akorros, or cloth in Ansimont are much higher than normal—probably 90%. But if the DM decides that a certain cargo is not available at all, not even broker points can help locate the goods.

Step 4; Find the adjusted price of cargo
Once the nature of a cargo load has been determined, use its base price to derive its adjusted price. The base p[rice is an arbitrary, relative value placed on an item before its value is adjusted for supply, demand, and random economic and political factors. These factors ate modeled with a simple system of dice rolls and situational modifiers that lead to the adjusted price—the "real" value of the goods at a specific place and time. The DM and the player must determine the adjusted price before the cargo negotiations of their characters begin.

- Find the cargo's base priced on the Trade Goods table in "What can be Bought—Merchant ware".
- Consult the supply and demand table (in What can be Bought) to find out whether there is an unusually high or low demand for this commodity at the location in question. This is indicated by a dice roll.
- If the location is a city class A or B, there is a +1 modifier to the dice roll, if it is E or F a –1 modifier is used instead.
- Roll 3d6 for base price adjustment as per table, add modifiers for supply, demand and city class. Characters may also add their broker points to modify this roll. If the characters are selling, adding broker points results in a higher sale price, if they are buying, subtracting broker points results in a lower sale price.
- Multiply the cargo's base price by the adjustment percentage to arrive at the adjusted price.

The adjusted price represents the true value of the goods in that particular market. When broker points are applied to the roll, the result also reflects the benefits of canny business dealings.

The adjusted price is calculated when a cargo load is bought and again when it is sold elsewhere. If several merchants buy or sell the same type of goods in the same place, the adjusted price is calculated only once (without broker points of coarse) for the case of game simplicity.

Step 5; Determine the final price
Characters next conduct any appraisal or Bargaining that they are entitled to do (as described in the section doing business). The final price is the sale or purchase price agreed on after these skills have been used.. if characters do not have the bargaining skill, the final cost remains the same as the adjusted price. If bargaining skills result in a price change, the adjusted p[rice is altered by that amount, yielding the final price for the goods.

Step 6; Exchange goods.
Goods exchange hands after the final price is agreed upon an paid. The merchant selling the goods must set aside ½% of the final price for the Merchant guild, if he is a member. Caravan crews usually handle the loading and unloading of cargo as part of their regular duties.

Adjust Ability Scores

The fact was, they ruled nothing at all.

*Y*ou have chosen your character class, but your basic abilities don't match truly to your chosen class it's needed abilities. You could reroll the abilities, but this way only 'super-characters' would be played with the best of abilities. The best way is to adjust the abilities.

*Y*ou can trade two points from an ability score you don't want to raise your prime requisite by one point. You can perform this trade as many times as you want, so long as you do not lower any ability below a score of 9. You can't lower your Dexterity, Constitution, Comeliance or Charisma. You can only raise your character's Prime Requisite score(s).

*O*nce you've rolled your character's abilities and decided on his character class, it is possible to raise his Prime Requisite by lowering other ability scores. This is sort of like training hard to improve one skill while letting others become neglected. (For example, an apprentice magic-user might spend all his time studying hard, neglecting his exercise; he'd end up with a higher Intelligence and a lower Strength.) These are the rules for exchanging ability points:

1.   The prime requisite goes up 1 point for each 2 points that another ability score goes down. If a character has two prime requisites, both can be raised.
2.   Constitution and Charisma points can't be exchanged with others.
3.   Dexterity can't be lowered (but it may be raised for a thief or Halfling character).
4.   No score can be lowered below 9. If it is already 10 or less, it can't be lowered.

*E*xample: An elf has Intelligence and Strength scores of 12 and a Wisdom of 13. His player wants him to be both stronger and smarter. He drops the Wisdom score by 2, to 11, so 1 point can be added to Strength. Then he drops the Wisdom again, to 9, and adds 1 to Intelligence. This results are Intelligence and Strength scores of 13 and an adjusted Wisdom of 9- A cleric with Strength and Wisdom of 15 drops the Strength by 6 (to 9) and raises the Wisdom by 3 (to 18). If you want to exchange any ability score points, you must do that now before you go any further in making the character. No such adjustments can be made later. Remember that you do not have to adjust any ability scores. This is an option, not a requirement.

Roll for Hit Points

*Y*our character's hit point score represents his ability to survive injury. The higher his hit point score, the more damage he can sustain before dying. Characters who survive long enough to gain a good deal of experience typically gain more and more hit points; therefore, an experienced character lasts longer in a fight or other dangerous situations than does an inexperienced character.

A character's profession (his character class)and race will dramatically affect the number of hit points he receives. Fighters and dwarves receive a lot of hit points. Magic-users and thieves receive only a few. The other classes receive a medium amount. Check which classes are available to the race chosen, and then find your character's class on the Character Class and Hit Dice Table, and then roll the type of die indicated (according class and Race) in order to find your starting hit points.

*N*ote that your character's Constitution score can affect the number of hit points he will have. Look for the Bonuses and Penalties for Ability Scores Table and apply the appropriate number to the number of hit points rolled for your character.

*T*hen roll all hit points achieved for the following level / HD until name level (maximum racial HD) is achieved. Each level will be adjusted by the characters current constitution. When a character gains or loses a level, he will lose or gain the hit points corresponding to that level.

*E*xample; a Human Thief would need to roll 1d4 for each level / HD until 9th level / HD (after which he will always gain set number of 1), no more, no less. If he had a +1 on his constitution adjustment he would gain +1 on each level. He rolled 2,3,4,1,2,4,3,1,3. if he was level 2 he thus would have 2 + 1 (con) + 3 + 1 (con) = 7 hit points. If he would gain enough experience for the next level he would gain the next roll 4+ 1 (con) hit points. If he was drained a level instead he would lose the 3 + 1 (con) hit points in addition to any sustained damage.

Alignment and Traits

Good vs. Evil
Lawful vs. Chaotic

An alignment is a code of behavior or way of life which guides the actions and thoughts of characters and monsters. There are three alignments in the D&D® game: Law, Chaos, and Neutrality. Players may choose the alignments they feel will best fit their characters. A player does not have to tell other players what alignment he or she has picked, but must tell the Dungeon Master. Most Lawful characters will reveal their alignments if asked. When picking alignments, the characters should know that Chaotics can't be trusted, even by other Chaotics. A Chaotic character does not work well with other PCs. Alignments give characters guidelines, to live by. They are not absolute rules: characters will try to follow their alignment guidelines, but may not always be successful. To better understand the philosophies behind them, let's define the three Basic alignments.

Alignment	Trait		Trait	
Lawful	12+1d6	Good	+2	
Neutral	6+1d6	Neutral	0	
Chaotic	2d6	Evil	-2, NPC Only reroll!	

Law (or Lawful)

Law is the belief that everything should follow an order, and that obeying rules is the natural way of life. Lawful creatures will try to tell the truth, obey laws that are fair, keep promises, and care for all living things. If a choice must be made between the benefit of a group or an individual, a Lawful character will usually choose the group. Sometimes individual freedoms must be given up for the good of the group. Lawful characters and monsters often act in predictable ways. Lawful behavior is usually the same as "good" behavior.

Chaos (or Chaotic)

Chaos is the opposite of Law. It is the belief that life is random and that chance and luck rule the world. Laws are made to be broken, as long as a person can get away with it. It is not important to keep promises, and lying and telling the truth are both useful. To a Chaotic creature, the individual is the most important of all things. Selfishness is the normal way of life, and the group is not important. Chaotics often act on sudden desires and whims. They have strong belief in the power of luck. They can't always be trusted. Chaotic behavior is usually the same as behavior that could be called "evil." Each individual player must decide if his Chaotic character is closer to a mean, selfish "evil" personality or merely a happy-go lucky, unpredictable personality.

Neutrality (or Neutral)

Neutrality is the belief that the world is a balance between Law and Chaos. It is important that neither side get too much power and upset this balance. The individual is important, but so is the group; the two sides must work together. A Neutral character is most interested in personal survival. Such characters believe in their own wits and abilities rather than luck. They tend to return the treatment they receive from others. Neutral characters will join a party if they think it is in their own best interest, but will not be overly helpful unless there is some sort of profit in it. Neutral behavior may be considered "good" or "evil" (or neither).

Alignment Behavior

Take this situation as an example: A group of player characters is attacked by a large number of monsters. Escape is not possible unless the monsters are slowed down. A Lawful character will fight to protect the group, regardless of the danger. The character will not run away unless the whole group does so or is otherwise safe. A Neutral character will fight to protect the group as long as it is reasonably safe to do so. If the danger is too great, the character will try to save himself, even at the expense of the rest of the party. A Chaotic character might fight the monsters or he might run away immediately—Chaotics are, as always, unpredictable. The character may not even care what happened to the rest of the party. Playing an alignment does not mean a character must do stupid things. A character should always act as intelligently as the Intelligence score indicates, unless there is a reason to act otherwise (such as a magical curse).

The alignment bias further defines how the character basically thinks and acts. The definitions explain themselves. **Evil Player Character don't exist, these are always NPC's.** A DM may rule to also disallow Chaotic Characters. Reroll the bias anew when a player rolls 20. When ever a PC becomes evil during the game he is turned over to the DM and becomes an NPC, and is no more played by the Player who played him from the moment he became evil.

Neutrality	This is the dominant alignment of nature.

Absolute, or true neutral creatures view everything that exists as an integral, necessary part or function of the entire cosmos. Each thing exists as a part of the whole, one as a check or balance to the other, with life necessary for death, happiness for suffering, good for evil, order for chaos, and visa versa. Nothing must ever become predominant or off balance. Within the natural ethos, humankind serves as a role also just as other creatures do. They may be more or less Important, but the neutral doesn't concern for himself with these considerations, except where it is positively determined that the balance is threatened. Absolute neutrality is in the center or fulurum position quite logically. As the neutral sees all other alignments as a part of a necessary whole. This alignment is the narrowest in scope. They play no favorites, not even themselves, and their behavior is moderate. They are often more interested in the developing of their skills, techniques, and professional demeanor than with questions about right or wrong, or even profit. They avoid extremes, including excessive greed or a preoccupation with vengeance, and might act on occasion to restrain the more extreme acts of their associates.

Neutral Good

Creatures of this alignment see the cosmos as a place where law and chaos are merely tools to use in bringing life, happiness and prosperity to all deserving creatures. Order is not good unless it brings this to all, neither is randomness and total freedom desirable if it doesn't bring such good. They also strike a balance between doing good and the need to do what is in the best interests of the group. These characters are not above breaking a few rules or creating confusion if they have sufficient reason to do so, and they will do so out of kindness or compassion. They generally avoid liking except in self-defense. NG characters rely on friendships to make and maintain contact, which they use to further their own agendas.

Neu

Simil   viduals have great meaning. This ethos holds that seeking to promote wealth for actually bringing woe to the deserving. Natural forces which are meant to call out the weak and stupid are artificially suppressed by the so-called good, and the fittest are wrongful held back, so whatever means are expedient can be used by the powerful to gain and maintain their dominance, without concern for anything. They are primarily concerned with their own advancement, motivated by a desire for power or wealth. Most have a keen sense of self-preservation and a nose, which way the wind is blowing. Many criminal masterminds are NE, as are corrupt city officials and many fixers and informers. Group leaders must carefully consider their abilities to satisfy the expectations of neutral evil characters that want to join; while accepting them is risky, this is often a most risky course.

Lawful Good

LG Creatures view the cosmos with varying degrees of lawfulness or desire for good. They are convinced that order and law are absolute necessary to assure good, and that good is best defined as whatever brings the most benefit to the greatest number of decent, thinking creatures and the least woe to the rest. They generally follow the rules and believe in standards of behavior that are benefit to the community at large. In the wild and law-less areas, they often form a powerful minority that acts as a check upon the worst excesses of uncontrolled actions of others. They can be allies, in situations where the local communities are exceptionally corrupt, evil or oppressive.

Lawful Neutral

It is in the view of this alignment that law and order give purpose and meaning to everything. Without regimentation and strict definition, there is no purpose to the cosmos. Therefore, whether a law is good or evil is of no Import as long as it brings order and meaning. They see Strength in order. A strong organization and tight control are essential for the group. They are most likely to insist on organized training programs to hone the talents of young thieves. They tend to create and participate in the most powerful groups. Their main drawback is their rarity among most populations.

Lawful Evil   NPC ONLY!!! Game Disruptive!!!

Obvi   perly
place   ty of the
whol   lace as
com   rutal, or
blood   rve
the strong. Lawful evil characters will no more betray a companion or break a word than would a lawful good character. What is good for the character, or can be given to his fellows to ensure their loyalty, is all that matt   ive Devils and professional assassins are lawful evil. They will seldom break a promise—or a contract.

Chao

To the chaotic good individual freedom and independence are as Important to life and happiness. Law, order social forms and everything else which tends to restrict or abridge individual freedom is wrong, and each individual is capable of achieving self-realization and prosperity through himself. They hold the value of life above anything else. They care little for rules, and often condemn violence except in self-defense. CG characters live life to the full, always testing their limits—and the limits of their companions. Most will abandon a job to save a friend—a good person to have along if trouble strikes, but occasionally hard to group profits. Most are freelancers, and quite independent.

Chao

This view of the cosmos holds that absolute freedom is necessary. Whether the individual exercise such freedom chooses evil or good is of no concern. After all, life itself is law and order, so death is a desirable end. Therefore, life can only be justified as a tool by which order is combatted, and in the end it too will pass into entropy. CN characters are the most unpredictable of all. Freedom to act as an individual is of utmost Importance. Any infringement by others on personal freedom is seen in its most unfavorable light. CN characters often go along with a plan—any plan—only as it serves their desires. The best are as likely to succeed on a job by brilliant Improvising as to fail by abandoning an established plan. Most CN characters either remain low in the group hierarchy or are short-lived freelancers. Only the most clever, daring, and successful rise to positions of leadership. However, the more lawful the group's society, the more chaotic neutral characters will become thieves.

Chaotic Evil   NPC ONLY!!! Very Game Disruptive!!!

This   held by
the i   dividual
voliti   er, and
don'   ny deal
at an   for
anot   spect of
feral   to be high profile, rising quickly
and dy   ity, however,
their survival instincts often provide superior leadership, and their cunning allows them and their luckier followers to escape where more predictable leaders would perish.

Personality Traits

Traits are based upon the character's alignment, and must be rolled as per given dices and numbers. They give a base along which the character starts to play. The DM will give adjustments to these when ever necessary. Alignment isn't all there is to a character's personality. You should think about your character, about his mannerisms, the way he speaks, the way he dresses, how he spends money, what sort of people he likes, how he likes to spend his non-adventuring time, and so on. The more attention you invest in imagining your character, with all his traits, virtues, and vices, the more interesting and "real" you will make him. Sure, it's useful for your character to be the mightiest warrior in the world . . . but none of the other player characters will care whether he lives or dies unless he has a personality. It influences the Social Modifier and the Beginning Piety.

					+1	0	0	0	0	-1	-2
Generous		Greedy									
Courageous		Fearful	**Initiative**		-2	-1	0	0	0	0	+1
Reverent		Godless	**Piety**		1	1d3	2d3-1	2d4	2d6	2d10	2d20
Forgiving		Vengeful									
Energetic		Lazy	**Social Modifier**		–3	-2	-1	0	+/-1	+/-2	+/-3
Honest		Deceitful									
Trusting		Suspicious									
Loyal		Unreliable									
Dogmatic		Open-minded									
Religious Trait Adjustments see pages of Virtue for each Immortal											

Traits can be altered by the DM during an adventure, but never faster than 1 point per adventure, and never more than 3 traits in one adventure. Piety will not be altered by these later changes. The DM must take care not to over-use this. Use the alignment limits as a buffer. Or the alterations can't break these limits, or breaking these barriers will cause an alignment alteration. The latter case is preferred when 3 or more traits are broken in the same direction, and stay that way for a longer period. When an alignment chance is caused. The remaining traits will alter by 1 point for each deed that would normally belonging more to the new alignment. This will be adjusted toward the new alignment's limit. The character may try to halt this by altering his behavior accordingly.

The Trait Reverent / Godless will give the amount of Piety a character has (roll as given).

The Trait Energetic / Lazy will influence the Social Modifier instead as given.

The Traits Cautious / Rash and Courageous / Fearful will together influence the initiative a character has in his first roll in a combat scene. (example; a Cautious 16, and Fearful 4 character will reduce his initial initiative by –1 –1 = – 2. if he rolled a 4 he could make hit action in the first combat round at 2. A Slow, Haste or Speed spell or magic effect will negate this effect to 0.

Character Background

At some point, you'll need to decide on your character's background: where and when he was born, how he was reared, who his family is, who his friends were, and what he did up until the time he enters play. This isn't a solo effort—it's a cooperative effort between you and the DM. He knows more about his campaign-world than you do; you know more about your character than he does. The two of you have to work together to integrate your character into his world. This means that the DM may recommend or even insist on some changes to your character background in order to make him fit better into the campaign world. You should normally accept any recommendations that don't seriously interfere with your concept of your character, and should negotiate on the ones which do. For example, you may have decided that your character's family lived in a small fishing village in a small, distant island far, far away. Your DM may prefer that he lived in a small fishing village on the coast of the main continent, not quite so isolated. This probably won't alter your character's personality or personal history, and will allow your DM to fit your character more easily into the campaign, so this is the sort of change you can acquiesce to without any worries.

But let's say your DM wants to establish something else about your character: That when he was ten, a werewolf with a distinctive red-and silver coat burst in through the door of the family hut and killed all the family except your character, and that your character was raised by the family of your mother's brother. It's obvious here that your DM is setting you up for some future encounter with that selfsame werewolf—perhaps it will be far in the future, or perhaps the hunt for that monster will be used as the event which will bring all the player characters together in the first place. Whichever, he's not trying to kill your character's family for frivolous reasons, but for reasons related to plot. However, you've been imagining that your character is emotionally strong and unscarred, and still has a good relationship with his parents and siblings, and the DM's changes would seriously affect your concept of your character.

You explain this to him. This is where negotiations enter the picture. He may counter, "All right, let's say instead that the werewolf attacked the local pub, and your father was among those killed. As the oldest son, you suddenly had to become the man of the family, and now, after you've been the main provider for years, your brothers and sisters are old enough to take over, and you can leave to make a life for yourself at last." This still leaves your character with a tragedy in his past, but he didn't lose his entire family, and wasn't present to see his father destroyed by the monster, which would tend to leave him much healthier emotionally.

So you could agree to this change, and both your purposes and your DM's are served. Another thing you can do, and your DM may be doing so as well, is to establish that your character already knows some of the other player characters. Talk with the other players to find out something about their characters. When the players have come up with similar backgrounds, you might suggest that those backgrounds intersected with yours, and then try to work out the details. Perhaps another player thought of his character as growing up in a fishing village, in which case you might suggest that it be the same as your character's. Perhaps another character has been in the army, and you conceived of your character as having briefly been a soldier. See if you can put your character in the same unit. This sort of thing helps establish connections between your characters. These connections can keep an adventuring group from falling apart over trivial incidents of mistrust and confusion.

Overall Health

This depicts the history of the character, and becomes a basis for the character's background. The DM will help all the information to be formed into a storyline. Any ability changes the character must endure by its health can under specific circumstances be restored to the normal, but this will mostly imply rigorous training, adventuring, magical healing and / or alteration, etc. (DM, use this as a ground for adventures!!).

Both the traits generated from alignment and the character abilities are adjusted by the following adjustments and modifiers. Remember that no trait or ability can be adjusted above or below that of racial barriers. Also add up all social modifiers separately, until coming to that chapter. Any modifier will bring an ability never higher than the here given limit.

1d100	Affliction and Accidents		
1	Brown Plague		**Con -1d6**
2	Brain Rot	No Annual Training, Personal or Combat Experience.	**All Abilities -1**
3	Fading of Youthful Enthusiasm		**Con and Str -1**
4	**Minor Accidental Injury**		
	1d10		
	1-2	Minor Injury to Hands, Arms, Feet, or Legs	**Dex -1**
	3	Head Injury	**Int -1**
	4	Injury Affecting Breathing or Digestion	**Con -1**
	5	Disfiguring Scars	**Cha -2**
	6	Bad Fall / Riding Accident / Wild Party	**Str and Dex -1**
	7-10	No Permanent Disability	
9	Gut Worms		**10% chance Con –1**
10	Arthritis / Back Injury / Hernia		**Dex -1**
11-90	**Good Fortunes and Perfect Health**		
91-93	Dysentery		**25% chance of Con –1**
94-96	Sheep Pox		**Cha -1 and 25% Con -1**
97	Out of Shape		**Str and Dex -1**
98	Poor Mental Health		**Int -1 and Wis -3**
99	Carrot Fever	No Annual Training, Personal or Combat Experience.	**All Abilities -1**
00	Very Serious Accident		**Dex -1d6**
Subtractions will never cause an ability to drop below 7			

Combat Experience

Roll	Type	Condition	Modifier 1	Modifier 2
	War Veteran	Seriously Injured	-2 Con	-1 Str
2	War Veteran	Uninjured	+1 Courageous	-2 Peaceful
3	War Veteran	Injured	+1 Courageous	-1 Con
4	War Veteran	Little Danger	+2 Courageous	
5	Raid/Small Action	Injured	+1 Cautious	-1 Con
6	Raid/Small Action	Uninjured	+1 Courageous	-1 Peaceful
7	Raid/Small Action	Little Danger	+1 Courageous	
8-17	No Combat Experience			
18	Injured in Combat	-1 Courageous	+2 Cautious	-1 Con
19	Badly Injured in Combat	-3 Courageous	+3 Cautious	-1 Con

No Trait can be raised above 15 or reduced below 6 by this table.

Important Past Experiences

4d6	Fighters-3, Thieves-2	Magic-users+3, Clerics+2		Social Modifier
1	Complete Dedication	+1 Str (16 max)	+1 Con (16 max)	+2
2	Brutal Schedule	+1 to any two different skills		+1
3	Hard Training	+1 Str (15 max)	+1 Con (15 max)	+1
4	Training Accident	-1 Dex		0
5	Learn to concentrate on work on hand	+1 Int (15 max)		0
6	Patient Practice	+1 Dex (16 max)		0
7	Generous Teacher	+1 Con (15 Max)	+1 to any Skill	0
8	Sincere Effort	+1 to any class related skill		0
9-19	No Benefit			0
20	Competent Teacher	+1 to any class related skill		0
21	Good Advisor	+1 Wis (15 max)		0
22	Meet a Famous Priest	+4 Reverent	+1 Healing Potion	0
23	Good Health, Good Environment	+1 Str (18 max)		+1
24	Learn Bad Habits	-1 Int (min 12)		-1
25	Access to Good Library	+1 Int (15 max)		0
26	Inherited (Family) Heirloom	Gain magical Class acceptable item +1		0
27	Fundamental Insight	+1 Int (16 max)	+1 to any skill	+2

This table indicates an important experience affecting the character before he or she was taken in control by the player.

+1 bonuses to skills;   In addition to the basic skills, don't count against future skill choices at higher levels.
+1 to a Class related Skill;   These bonuses don't affect other skills, only to the 2 class related skills.
+1 Ability (15 max);   The basic rolled adult ability +1, but can't be raised above 15.

Character Building Table

1	Betrayed by Close Friend	Loyal-2
2	Humiliated and Trashed by a Bully	Peaceful-2, Forgving-2
3	Widely Praised for a small achievement	Modest-2
4	Cheated by Acquaintance	Trusting-1, Generous -1
5	Inspired by Spiritual Hero	Reverent+3
6	Mocked by Timid Behavior	Courageous +1, Cautious -2
7	Discouraged by poor Luck	Energetic -1, Cautiuos -2
8	Achieve succes by misleading comrade	Honest -1, Loyal -1
9	Protect a friend from an attack	Loyal +1, Courageous +1
10	Defend the honor of a family member	Loyal +1, Courageous +2
11	Lose several oppurtunities through hesitation	Cautious -1
12	Forgive a miscreant who becomes a close friend	Forgiving +2
13	Get caught in a complicated Lie	Honest +1, Cautious +1
14	Ignore a personal principle, with disastrous results	Dogmatic +2
15	Accidently injure an innocent person	Cautious +1, Peaceful +2
16-20	Resolve to change your ways	Alter any single trait By 1

Unfortunate Legacies and the Good Life

Characters also have unfortunate legacies. These can be improvements and disabilities. But none of these changes are able to break the racial boundaries.

1d30	Unfortunate Legacies	
1-5	**None**	
6-8	**Addiction**=compelled to drink local beverage whenever presented.	
	Wis check to avoid temptation/ fail only once/day.	
9-10	**Allergies**=Con check or Dex/AC-3/sneezing/itch/teared sight/etc. until cause of allergy is 100'+ away	

1d10 Aquatic Creature		Other Creature
1	Clams	Flowers
2	Spiders	Halfling Tobacco
3	Jellyfish	Elven Music/Poetry
4	Squids	Dwarven Beards
5	Octopi	Perfume
6	Sea Horses	Lycanthropes (-1 to save if infected)
7	Dolphins	Scales (dragon/lizardkin)
8	Whales	Random Creature (DM)
9	Sharks	Random Food (DM)
0	DM option	DM option

11-12	**Disease**= chronic, if magically cured 10% recurring each month	

1d8 Humanoids		if non humanoid no legacy
1	Rheumatism	St-1
2	Brain Rot	In-1
3	Orkinson's Disease	Dx -1
4	Nervous Breakdown	Wi -1
5	Head Cold	Co -1
6	Stuttering	Ch -1
7	Flakes/Scabs	Com -1
8	Influenza	

13-14	**Hearing impairment**=can onlu hear loud speaking or louder noises. HN-40	
15-16	**Phobia**=Bravery check(or Wis-2) to avoid panic when encountering one of the following	

1d10 Aquatic Creature		Other Creature
1	Sharks or Dolphins	Rivers or large water bodies
2	Dry Land	Cliffs
3	Dry Skins(surface dwelling Demi-Human-oids)	Large Open Spaces
4	Dark Depths	Flying
5	20'+ sea monsters	Swimming
6	Fire	An Adventurer race or Class (DM)
7	Air, Fire or Earth Elemental creatures	An Insect (DM)
8	Crabs	An Animal (DM)
9	multitude of little fish	a Monster (DM)
10	DM option	DM option

17-18	**Bad Sight**= can be resolved with the use of glasses	

1d8		
1-3	Near-sighted= -3 to missile attacks/spotting distances halved	
4-6	Far-sighted=-3 to melee attacks/spotting distances increase 50%	
7	Myopic= tunnel vision, surprised 1-3 on 1d6	
8	Color Blind-can't determine color differences, sees all in black(or blue)-white/no infravision possible	

19	**Blabber**=Difficulty speech- int check each spell casting	
20	**Clumsy**= -1 to Dx/ dex check to draw weapon/moved in enclosed space	
	or drop weapon or break/topple something	
21	**Hotheaded**=dislikes inaction Wis check or attack/verbally assault/or leave	
22	**Lechery**= Wis checl or make a pass at the sexual interest of the character(mostly opposite sex)	
	racial modifiers do apply (DM)	
23	**Self-Important**=no one is more important than you, and everybody must know this -5 to NPC reactions	

24	**Tail** Aquatic Creature	Other Creature
	instead legs land move 30'/10' swim +25%	very short (1d4")
	Finned creatures get legs instead	Can't ride horses etc.
	swim75%, Move +50%	no other effects

25	**Truthful**= Wis check to make a lie	
26	**Uncouth**=ill-mannered- NPC reactions -5	
27-30	**Multiple afflictions**- roll again--ignore 29-30 and similar results	

The Good Life

The Good Life are the basic good things that can have happened to a character.

<table>
<thead>
<tr><th>1d20</th><th colspan="2">The Good Life</th></tr>
</thead>
<tbody>
<tr><td>1</td><td>Acute Taste/Smell</td><td>Detect Impurities on Int check</td></tr>
<tr><td>2</td><td>Ambidextrous</td><td>No off-hand penalties apply</td></tr>
<tr><td>3</td><td>Dexterous</td><td>Dex+1 (racial Limits apply)</td></tr>
<tr><td>4</td><td>Animal friend</td><td>+1 to animal Empathy</td></tr>
<tr><td>5</td><td>High Stamina</td><td>Con+1 (racial Limits apply)</td></tr>
<tr><td>6</td><td>Intelligent</td><td>Int+1 (racial Limits apply)</td></tr>
<tr><td>7</td><td>Linguistic</td><td>+1d3 languages known</td></tr>
<tr><td>8</td><td>Natural Rider</td><td>Riding Skill +1</td></tr>
<tr><td>9</td><td>Presence</td><td>Cha+1 (racial Limits apply)</td></tr>
<tr><td>10</td><td>Resistance to disease</td><td>+3 to Disease saves</td></tr>
<tr><td>11</td><td>Resistant to poison</td><td>+3 to Poison saves</td></tr>
<tr><td>12</td><td>Strong Swimmer</td><td>+30'/10' swim speed</td></tr>
<tr><td>13</td><td>Tough</td><td>AC+1</td></tr>
<tr><td>14</td><td>Very Strong</td><td>Str+1 (racial Limits apply)</td></tr>
<tr><td>15</td><td>Walker</td><td>+30'/10' running speed</td></tr>
<tr><td>16</td><td>Wise</td><td>Wis+1 (racial Limits apply)</td></tr>
<tr><td>17-20</td><td colspan="2">roll again--ignore 17-20 and similar results</td></tr>
</tbody>
</table>

When ever in the creation of a character two rolled things seem to contradict, the DM may choose to roll both anew, roll one anew, or rarely possible accept both, but the DM must have a clear set of mind to accept the latter, and have a clear campaign idea to let such a contradictionary character exist in his campaign. A player may also decide to discard such a character or roll anew, of coarse. The DM can't force a player to play a specific character.

Unfortunate legacies, the good life, training, character background, diseases and afflictions, etc. can all greatly improve the character's background, but a bad DM and an unmotivated player can really screw such a character up.

Origin

Choose a Homeland

The player must also choose the race and Homeland of the Character. Therefore use the following tables and choose a Race from the first block, only Humans and Humanoid exist in all countries. The DM will inform you when other races or locations are needed or are possible. For example, most humanoids can be found anywhere, but yet are still restricted to racial based favored terrain. Here is again the case read the character's race carefully. Often lets the race a restriction on where it came from or lives now. To break these rules the DM must have a clear campaign based idea to accept any diversion from these racial limits.

<table>
<tbody>
<tr><td colspan="5">Known World</td></tr>
<tr><td>Karameikos Kingdom</td><td>Thyatis</td><td>Minrothad</td><td>Ierendi</td><td>Darokin Republic</td></tr>
<tr><td>Glantri</td><td>Alfheim (refugee since 1006 AC)</td><td>Ylaruam Emirates</td><td>Northern Reaches</td><td>5 Shires</td></tr>
<tr><td>Rockhome</td><td>Aengmor (since 1007AC)</td><td>Broken Lands</td><td>Atruaghin Clans</td><td>Ethengar</td></tr>
<tr><td colspan="5">Northern Continent Brun</td></tr>
<tr><td>Denagoth</td><td>Essuria</td><td>Wendar</td><td>Norwold</td><td>Hyborea</td></tr>
<tr><td>Wild Lands</td><td>Heldann</td><td></td><td></td><td></td></tr>
<tr><td colspan="5">Savage Coast</td></tr>
<tr><td>Robrenn</td><td>Herath,</td><td>Hule</td><td>Texeiras</td><td></td></tr>
<tr><td>Sind</td><td>Renardy</td><td>Bellayne</td><td>Jaibul</td><td></td></tr>
<tr><td colspan="5">Rest Continent Brun</td></tr>
<tr><td>Heldann</td><td>Thanagioth Archipelago</td><td>Cestia</td><td>Arm of the Immortals</td><td>Orc's Head Peninsula</td></tr>
<tr><td>Thanagioth</td><td>Hule</td><td>Yavdlom Divinarchy</td><td>West Coast</td><td></td></tr>
<tr><td colspan="5">Continent Skothar</td></tr>
<tr><td>Vulture Peninsula</td><td>Oceania</td><td>Jungle Coast</td><td>Davania</td><td>Ravenscarp</td></tr>
<tr><td colspan="5">Alphatian Lands</td></tr>
<tr><td>Bellisaria</td><td>Quedhar</td><td>Ilse of Dawn</td><td>Ochalea</td><td></td></tr>
<tr><td>Alphatia (till 1009 AC)</td><td></td><td>Helskir</td><td></td><td></td></tr>
<tr><td>Other further distant or small land</td><td>Serraine Floating Kingdom</td><td>Undersea</td><td>Twaelar</td><td></td></tr>
</tbody>
</table>

Remember that many lands have Religions that must be followed by law or local acceptance, and both land, and religion will affect the character also. So have both Hule and Heldann a stringent ruling upper class and a more or less suppressed much larger lower class. There is only 10% chance the character can belong to the upper ruling class, and be a Heldannic Knight or a Hulean Wise Man.

In Glantri several Principalities are actually small lands.

<table>
<tbody>
<tr><td>Aalban</td><td>Bergdhoven</td><td>Boldavia</td><td>Bramyra</td><td>Fenwick</td></tr>
<tr><td>Klantyre</td><td>Krondahar</td><td>Nouvelle Averoigne</td><td>Sablestone</td><td></td></tr>
<tr><td>Caurenze (till 1005AC)</td><td>Erewan (till 1005AC)</td><td>New Kolland (1010 AC+)</td><td></td><td></td></tr>
</tbody>
</table>

The Northern Reaches exist of 0-25% Ostland, 24-75% Vestland, 76-00% Soderfjord.

Gnomes exist 0-62% in Karameikos Highforge, 63-76% in Serraine, and 77-00% in Norwold, they aren't found anywhere else (yet).

Dwarves exist in 0-25% Rockhome, 26-35% Darokin, 36-45% Karameikos/Thyatis, 46-55% Northern Reaches, 56-65% Norwold, 66-75% Alphatian lands, 76-85% Savage Coast, 86-00% Elsewhere (yet).

Class Modifier							
Fighters	Courageous	+3	Cautious	-3			
Paladins/Avengers	Reverent	+3	Courageous	+2	Cautious	+1	
Clerics(any)	Reverent	+3	Dogmatic	+2	Loyal	+1	
Magic Users (any)	Courageous	-2	Cautious	+2	Trusting	-2	
Thieves	Honest	-2	Cautious	+2	Trusting	-2	
Rakes	Honest	+1	Cautious	+4	Loyal	+1	
Bards	Honest	-1	Cautious	+2	Loyal	-1	
Scouts	Cautious	+3	Loyal	+1	Peaceful	+2	

Race Modifier							
Elves/Foresters	Honest	+2	Modest	-2	Cautious	+2	
Dwarves	Trusting	-2	Dogmatic	+2	Generous	-2	
Halfling	Peaceful	+2	Cautious	-2	Energetic	+2	
Lizardmen	Cautious	+2	Peaceful	-3	Forgiving	-5	
Goblinoids	Cautious	+3	Peaceful	-2	Trusting	-2	
Orcs	Courageous	+4	Peaceful	-2	Reverent	+2	
Kobolds	Cautious	+3	Energetic	+3	Trusting	-3	
Ogres/Giants	Courageous	+2	Energetic	-2	Loyal	-2	
Trolls	Courageous	+5	Peaceful	-5	All Other	-2	
Giants	Cautious	-2	Modest	-3	Trusting	-3	
Gnolls	Cautious	+2	Modest	-1	Reverent	-1	
Gnomes	Energetic	-3	Loyal	+1	Peaceful	+2	
N'Datwa	Honest	+2	Energetic	-2	Courageous	+2	
Geonids	Energetic	+3	Loyal	+3	Cautious	-3	
Phanatons	Honest	+2	Peaceful	+2	Forgiving	+1	
Chameleon Men	Cautious	+3	Reverent	+3	Energetic	-1	
Treants	Energetic	-2	Peaceful	+2	Forgiving	-2	
Fairies	Energetic	-3	Loyal	-2	Reverent	-9	
Centaurs	Cautious	-2	Courageous	+2	Loyal	+3	
Rockmen	Energetic	-4	Cautious	+3	Reverent	+3	
Rakastas	Energetic	-2	Cautious	+1	Courageous	+2	
Lupins	Reverent	+1	Courageous	+2	Modest	-2	
Araneas	Reverent	-3	Loyal	-3	Courageous	-4	
Tortles	Courageous	+4	Loyal	+2	Energetic	+1	

National Trait Modifiers							
Alfheim	see Elves						
Alphatia	Reverent	-1	Energetic	+1	Trusting	-3	Loyal -1
Atruaghin Clans	Courageous		Cautious	+2			
Bellisaria	Energetic	-2	Dogmatic	+2	Trusting	-2	
Broken Lands	Trusting	-2	Honest	-1	Courageous	+1	
Cestia	Reverent	+2	Honest	-2	Trusting	-3	
Darokin	Generous	-1	Energetic	+2			
Denagoth	All	+1					
Essuria	Reverent	+2	All Other Traits	-1			
Ethengar	Reverent	+2	Modest	-1			
Glantri	Reverent	-3	Dogmatic	-2			
Heldann	Energetic	+2	Loyal	-2	Reverent	+5	Courageous 1
Helskir/Norwold	Trusting	-3	Honest	-3	Courageous	-4	
Hule	Reverent	+2	Energetic	+1	Trusting	-2	
Hyborea	Cautious	+1	Courageous	+2			
Ierendi	Trusting	+2	Energetic	-2	Generous	+1	
Jungle Coast	Forgiving	-2	Dogmatic	+2			
Karameikos	nil						
Minrothad	Generous	-2					
Northern Reaches	Loyal	+2	Forgiving	-1	Courageous	+1	Cautious -1
Oceania	Cautious	-2	Reverent	+1			
Ochalea	Modest	+4	Energetic	+2	Peaceful	-1	
Quedhar	Trusting	-3	Loyal	-2	Honest	-3	Energetic -2
Rockhome	see Dwarves						
Serraine	Energetic	+3	Loyal	-1	Trusting	+1	Honest +1
Sind/Aengmor/Shadow Elf Lands	Reverent	+3	Energetic	-5			
Thanagioth	Generous	+2	Forgiving	+2	Honest	+1	
Thanagioth Archipelago	Cautious	+3	Peaceful	+1			
Thyatis	Generous	-1	Energetic	-2	Honest	-2	
Vulture Peninsula	Energetic	-2	Reverent	-4	Forgiving	-5	Generous -2
Wendar	Reverent	+1	Loyal	+2	Forgiving	-2	
Ylaruam	Reverent	+2	Modest	-1			
5 Shires	See Halflings						

Modify Traits

Modify Traits by race, class and origin chosen. When not already given in the racial or character description, use the listing given here.

Family

How to Create the Family members, the Family Tree and the family history. Just use the following tables, and roll for each member alive, or dead and Important. It is not necessary to roll for a greater distance than 3 steps (Child, Parents, Great-parents, or Child, Uncle, Great-Uncle, etc.), but a player may do so himself to create a family history.

			Class	Social Modifier	Riches	Living Expenses each Month
	Rich Noble	60+3d20gp	Gold	2	Wealthy	2000 sp/level
					To Extremely Rich	10.000 sp/level
	Typical Noble	80+1d20gp	Silver	-1	Upper Class	1000 sp/level
	Poor Noble	60+1d10gp	Silver	+1	Middle Class	500 sp/level
	Rich Freeman	40+1d20gp	Silver	-1	Middle Class	500 sp/level
	Typical Freeman	20+1d10gp	Copper	0	Low Class	100 sp/level
	Poor Freeman	1d10gp	Brass	+1	Very Poor to Poor	40 to 50 sp
	Servant/Thrall/Vagabond	1d10sp	Tin	+2	Squalid to Poor	20 to 50 sp
96-00	Slave/Scavenger	1d3-1sp	Dirt	+3	Very Squalid	10 sp

Family Status		Local Modifier	Social Modifier
01-05	Honored	+2 Charisma	-1
06-20	Respected	+1 Charisma	0
21-70	Unremarkable	No Effect	0
71-85	Doubtful Reputation	-1 Charisma	0
86-95	Scorned	-2 Charisma	+1
96-00	Outlaw	-1d4 Charisma	+1

Parent's Profession (also others)

01-30	Adventurer Class (Roll according Character class Table)		
31-80	Fisher or Farmer		
81-90	1d100		

01-02	Animal Trainer		
03	Artist or Artisan (Painter, Sculptor, Goldsmith, etc.)	04-13	Blacksmith
14-16	Carpenter/Woodworker	17-18	Carter/Hauler
19	Clergy (housekeeper, Florist, Groundskeeper, etc.)	20-21	Cobbler/Leatherworker
22-24	Cooper(Barrelmaker)	25-32	Criminal (Assassin, Thug, Bandit, etc.)
33	Engineer/Architect	34-35	Entertainer(Actor/Dancer/Musician, Etc.)
36-38	Food Prepare (Dairy, Cheese, etc.).	39	Forester/Hunter/Gamekeeper
40	Gravedigger	41-48	Guard/Watchman
49-50	Tavern/ Innkeeper (or worker)	51-53	Laborer
54	Locksmith	55-57	Mason/Bricklayer/Roadmender
58-60	Merchant (Importer, Exporter, Caravan Master, etc.)	61-62	Miner
63-64	Peddler	65	Potter
66-75	Sailor (includes Pirate)	76	Sage
77	Scribe/Cartographer	78-87	Soldier/Mercenary
88-90	Storekeeper (Choose type)	91-93	Tailor
94-95	Tanner	96	Town Crier
	Wainwright (Wagonmaker)	98-00	Weaponmaker(Bowyer, Fletcher, Swordsmith, etc.)

91	Beggar/ Wanderer without real income

Professions tend to run in families. There is 50% that a couple will have the same profession, and 30% that the child will follow the same direction. (This will affect the beginning skills). Roll separately for each parent and sibling. Certain races and countries or cultures will gravitate toward certain professions. Like miners, blacksmiths, and engineers toward Dwarves. A lot of other professions do exist where one can be chosen from, most are rare though, but can be more common in local regions, like diver in Ierendi (Pearldivers).

Stepparents

Stepparents were regularly used in the old ages, as often the real parents died, if war, famine and many other causes, as could be seen in the above tables.

Children are often raised by persons other than their parents. Children of adventurers, soldiers and merchants (all those who travel a lot) are commonly left in the care of a Grandparent, Uncle or Aunt, older Brother or Sister, Family friend, or in case of the rich servants while their parents are away. A character that has been orphaned may be raised by another relative. Character may also be apprenticed or indentured at an early age, adopted by non-relatives (a childless couple, a village priest, a kindly old wizard in need of an apprentice, a parents former henchman or adventuring partner, or abandoned to their own devices.

Characters grown up on the streets are always the lowest class, never get access to higher education, training or professional training. These characters can only become their racial class, fighter, or thief or Scout, if able to become that class by racial limits.

To keep the system usable make sure that parents are no younger than young adults and no older than mature, whatever the race they belong to. This is their fertile period. Beyond that assume they are not fertile. The DM may under special circumstances assume older males, but no younger. For females it is impossible to become pregnant at Mature age or older males however are fertile until death, but assume at elder as their chance to reproduce severely decreases afterwards.

Stepparents

Stepparents	
1-3	Parent surviving other Parent remarries
4-6	Parent surviving other parent remains single
-1 if widowed below 35% natural age,	
+1 if widowed as a Mature (=50%+ average species age).	

Had stepparent been previously married?		
1	married before	no children
2-3	married before	children
4-6	never married before	

Stepparent's age		
1-4	same as parent	
5-6	younger than parent	-1d10%
7-8	older than parent	+1d10%
9	much older than parent	+1d30%
10	much younger than parent	-1d20%

1-70	Character raised by parents
71-85	Character raised by other relatives
	1d12
	1 Aunt Father's family side
	2 Aunt Mother's family side
	3 Cousin 50% Mother's family side 50% Father's family side
	4 Grandfather Father's family side
	5 Grandfather Mother's family side
	6 Grandmother Father's family side
	7 Grandfather Mother's family side
	8 Nephew 50% Mother's family side 50% Father's family side
	9 Niece 50% Mother's family side 50% Father's family side
	10 Uncle Father's family side
	11 Uncle Mother's family side
	12 Roll again add one generation by adding "great-" to family member.
86-95	Character raised by nonrelative (DM)
96-00	Character grew up on streets since death parents

PC's Own Family

A character may be having his or her own relation ships. And therefore may also have a spouse. When this is done at young age, the parents induce it, and although the relation may hold, love was rarely the case.

This table must be used if a character ever marries (or has another long-term relation). For short-term sexual relations add +1 to the roll. Do the same for parents and if needed for Grand parents and other family members. In this way the family tree is created. Roll further for each year of marriage or cohabitation until either the maximum physical number of children for a single couple is reached or until the mother has reached the limit of childbearing age (Mature). The older a race his biological lifespan is the earlier they are unable to produce offspring. A trick of nature to keep the species in balance. This also explains why Humans and Humanoids are so prolific, they are reasonably short-lived.

1-4	Character is single		
5-7	Character is married	profession 50% same as character	51+% roll separately
8	Character is widowed	profession 50% same as character	51+% roll separately

Childbirth		
Chance	**Child's Health**	**Mother's Health**
1-2 Childbirth	1-5 Child born Healthy	1-9 Mother Healthy
3-6 No Childbirth	6-7 Child born Sickly, surviving	10 Mother Dies in Childbirth
	8 Stillborn	unless Timely CSW+ applied

Race	Normal	Maximum
Human	1d6	12
Dwarf	1d3	6
Elf	1d2	4
Gnome	1d2	4
Halfling	1d4	8
Humanoid	1d10	20
Lizardkin	1d30*	60*
*=Eggs 75+1d20% will die before reaching adulthood, Only the strong will survive		
Other races are determined by the DM and racial information.		

The average number of children born to single couples varies by race. If ever rolled the maximum of the normal number of siblings, there is a 1 on 1d10 chance that the roll may be repeated once. This number does include twins, triplets, etc.

nancy Table			Chance of Multiples in %				
		Stage Duration	Twin	Triplet	Quadruplet	Quintet	Sextet
Elf	24 Months	2 Months 20Days	0.1	0.01	0.001	0.0001	na
Gnome	16 Months	1 Month 24 Days	0.01	0.001	0.0001	na	na
Dwarf	15 Months	1 Month 20 days	0.001	0.0001	na	na	na
Halfling	7 Months	24 Days	1	0.1	0.01	0.001	0.0001
Human	9 Months	1 Month	10	1	0.1	0.01	0.001
Humanoid	4 Months 14 Days	14 Days	3	10	1	0.1	na
Lizardkin	6 Months	19 Days	0.1	1	10	1	0.1
Other races are determined by the DM and racial information							

Example; Since most Dwarven families have no more than three children, a Typical Dwarf will have, at most two siblings, no more than two Uncles and Aunts (plus spouses if any), on either side, and no more than three children. With mammals (including Humans, DemiHumans, most Humanoids.), gestation period is usually dependent on size or maximum age.

Family Me

+/-1 / 1% other basic adult age of character according to race.

01-05	Absolutely Living	
06-45	Living.	The DM may decide that a dead (N)PC parent
46-55	Missing.	may yet be alive or Undead, even if ages ago.
56-95	Deceased.	
96-00	Absolutely Deceased	(don't count adjustments)

Cause of De

at was a local effect and many people were victim to this.

1-5		Unnatural	8	Supernatural 1d6
01	Bizarre accident (eaten by Turtles, etc.)	Adventuring Mishap	1	Angered Immortal/Demon
02-06	Childbirth (males roll again)	Duel/Brawl/Mugging	2	Activated Curse
07-08	Choked to Death by eating	Marauding Monsters	3	magical experiment went awry
09-19	Drowning/Flood*	4 Suicide	4	Meddling with Artifact
20-22	Fall	5 Torture	5	Petrified/Polymorphed
23-27	Fire	6 War*	6	Became Undead
28-30	Landslide/Avalanche	7 Murdered	1-3	Ghoul
31-40	Old Age	1-2 by relative	4-5	Wight
41-58	Overwork	3-4 by villain	6-7	Wraith
59-60	Poison (Bitten by natural creature)	5-6 by unknown	8-9	Spectre
61-65	Shipwrecked	8 Executed/Martyred	10-12	Vampire
66-75	Starvation/Famine*	1-2 Beheaded		
76-77	Struck by Lightning	3-5 Burned at stake		
78-80	Thrown/run over by Horse	6 Defenestration/thrown off cliff		
81	Any Storm (Tornado/Sandstorm/Blizzard)	7 Drawn & Quartered		
82-00	Deadly Disease or Plague*	8 Drowned (Dunked, Keelhauled, etc)		

01-03	Brain Fever	9-12 Hanged
04-06	Cholera	13-14 Pilloried/exposed to Elements
07-09	Consumption (Tuberculosis)	15 Pressed
10-13	Fits (seizure)	16 Shot by firing squad
14-15	The Grippe (Influenza)	17-19 Stoned
16-23	Heart attack	20 Special(by magic spell)
24-38	Infection	
39	Pleurisy	
40-59	Plague	This table will easily create a character's
60-69	Pneumonia	tree of life and a basic family history.
70-71	Rabies	it can lead to wild campaign ideas and many
72	Rising of the Lights	good adventures
73-74	Pox	
75	Scurvy	
76-84	Stroke	
85-89	Tetanus	
90-92	Tumor	
93-95	Typhoid	
96-00	Unknown (possible magical Disease, includes all forms of Lycantropy)	

Select Name

You may have been thinking about this all during the character-creation process, but now it's time to give your character his name,—that which make him or her a real character. Remember that some names in different languages will sound awkward, silly, gender misplaced, but this is a different culture with different nomenclature. Choose a name you can work with. Don't try to force it to English or your language you are used to. It may be difficult, but these are often real names of people from real history, so there is no insult meant by the use of it.

You should give your character a name appropriate to the world in which he'll be adventuring. Ask your DM if his campaign setting is based on any real-world civilization; if so, use a name appropriate to that civilization. (If you're not familiar with that civilization, ask your DM for help.) Or if you are adventuring in an Arabian setting, such legendary names as Ali Baba, Sinbad, and Saladin are appropriate names. Many campaigns are straightforward fantasy with elements drawn from a number of sources, yet these campaigns may not be strongly based in any of those sources. In that case, you need merely make up a fantasy-sounding name and ask the DM if it sounds appropriate to his campaign. Such names can be made up of interesting-sounding syllables like Adragan or Nissia. Or, and especially in the case of lyrically named elves, they could be composed of descriptive words like Silverglade or Woodshadow. Choose a name carefully. It should represent the character in some way, or at least be a name you like. You might find yourself playing this character for years, and if you give him a silly or inappropriate name, you might regret it later.

One of the hardest parts of character creation, especially for new players, is determining a good name for a character. Yet a good name is an important step toward creating a truly memorable character. Players new to fantasy game worlds often take the shortcut of choosing familiar names out of fantasy literature and popular myth—for example, calling their mages Merlin, Gandalf, or Houdini, their paladins Lancelot or Roland, their druids Taliesin, and so on. They are then faced with the problem of continually explaining, "no, not that Gandalf", to other player or interesees. Therefore this must be suppressed wherever possible.

An opposite but equally serious problem is that of giving characters common familiar real-life names; Tim the wizard, Fred and Charley the fighters, Betty-Sue the Cleric of Thor, Becky the Goblin, and so on. The problem with this approach is that such a character is mostly in danger of becoming a joke—a bard named Elvis, for example, may be hard to take seriously

The best solution is to take a name that sound appropriate to an inhabitant of that fantasy world, yet is still pronounceable by the player and his or her friends. Players with a talent for nomenclature might simply make up names (a common practice, even in the real world). Otherwise use the following tables. Players may find these handy when creating their PC's and DM's creating their NPC's.

'Generic' fantasy names—that is, names that cannot be recognized as belonging to any one culture—are always appropriate to characters. Further, many an adventurer has taken on a descriptive colorful name (whether as a primary name or a taken or given <by other PC's or NPC's—based upon their actions and/or deeds) nickname).

Aengmor/Shadow Elf Countries			
Also Read Chapter Elves page: 23			* Female Names
Caerefel*	Falanen	Firnafel	Garafaele
Halfalen	Jacquafarel	Jaflarien	Jennafear*
Kanifasti	Laraeden	Lefarel	Maflarel
Malshandir	Myfallar	Nasnaefel	Parafal*
Porhyriel*	Quanafel	Raffainfar	Ralfamere
Rafasta*	Risardiel*	Sarantyr	Shallatariel
Siristel	Tanadaleyo*	Tarasfir	Telemon
Xatapechtli	Yalfanare	Yllgarandhil*	Zalanthrayl

Alphatia			
Aasla	Aendyr	Alphas	Arbana
Ashari	Astriadar	Daricon	Driadne
Ecbashar	Eldrethila	Emeth	Edrecort
Eriadna	Ericall	Haldemar	Halzuntram
Gargamel	Jerbat	Karburan	Kerothar
Lathan	Lourina	Lysander	Mylertendal
Nabonidus	Quinlin	Raman	Ramissur
Rodomil	Serena	Solinari	Syndylus
Talasar	Tarias	Terari	Thylera
Torenal	Traviata	Tredorian	Trintillia
Tylari	Tylion	Urbaal	Uthar
Volnay	Volospin	Xerdon	Zandor
Zumrulim	Zyndryl	Zimizin	Zraahk

Atruaghin Clans	* Female Names		
Adsila*	Ahmani*	Aiahnichih*	Aleshanee*
Aponi	Arrokoth	Atoni	Awendae
Awenhatagi*	Ayita	Bachewishe	Bitskipe*
Bitsos	Chapa	Chufi-Hutko	Chogan
Chuli	Chumani*	Dartsa*	Debwewin
Fuschati*	Galilahi*	Gaondawas*	Gatitla*
Goyathlay	Hobachi	Hoimani	Homma-Hacho
Huyani	Ilakawit*	Irari	Isakimi*
Ishki-Tahah*	Istas*	Kamama	Kananah
Kanowa	Kiminela*	Kinnakli	Koru*
Kyatsiki*	Lawih	Lihtakats	Macha*
Manake*	Matoake*	Migina*	Migisi
Mihewi*	Miropampi*	Misai	Mitena*
Mitsis	Nakwisi*	Namid*	Nechaun*
Niabi*	Nihanaina*	Nisimaha	Nituma*
Notawkah	Oawense*	Ogima	Ohapa
Okshulba*	Opiitchi	Opetenaiok	Paji
Pakali*	Peshewah*	Popate	Qwannacut*
Salali	Shandin*	Sotso	Suskuito*
Taigi*	Taini*	Tawya*	Tassikaya
Tatanka	Tavibo	Tehya*	Tikamthe
Tilipe	Tkalis	Towayam*	Tsawya*
Tushka	Tyee	Ukhoohquethoth	Umbachi
Unnuhkankun	Viho	Wabanang*	Wakichonze
Wakpala*	Wasajah*	Weetomp	Weptesh
Wequash*	Wichka	Wihe*	Wihema*
Wingina	Wishtecha*	Witalu*	Witawata*
Woape*	Woatwes*	Woiviho	Woksape
Wovoka	Wunnegan	Yana	Yatokya
Yeholdgo	Yukpa	Yushbonuli*	Zahalani*
Zelozelos	Zhonta*	Zitkala*	Zitwa

Darokin			
Aden	Adriana*	Ansel	Arturo
Atwell	Bancohr	Bassiano	Beltramo
Bertram	Boris	Celia*	Corwyn
Derek	Dionese*	Eldram	Elissa*
Eshram	Fenecia*	Franchesca*	Francino
Giletta*	Gweneth*	Helena*	Henry
Jackin	Jaquenetta*	Jons	Jule
Julina*	Launce	Linton	Loun
Lucetta*	Luciana*	Lucilla*	Luthier

This can be done at the beginning of a career, but more often comes into existence in the career. (Example; a shy Halfling called "Mouse"). This can also become a pseudonym to conceal a character's identity. Whether adopted by a wizard or cleric upon completion of the character's apprenticeship or chosen by a thief to protect his family, an adventuring name adds an extra level of personality to the character. Remember, the today habit of shortening long names was never used in ancient times; it was more commonly completely spoken or exchanged by another nickname. It was seen as an insult to the character, it's parents and religion to shorten its name, like we in the real world lately tend to do. Try to prevent this.

Aengmor;

The subterranean shadow Elves emerged from their caves a few years ago and took over the woodland realm of Alfheim, sending their surface cousins fleeing to other lands (many eventually made their way into Wendar, Karameikos and Darokin and Glantri). It is unlikely (but not impossible) that any member of this isolationist and sinister folk will become a player character. Surnames are rare among Shadow Elves, most of these elves are known simply by a single, unique name.

Alphatia:

Although the nation of Alphatia no longer exist as a part of the known world, many Mystarans of Alphatia descent can be found scattered throughout other lands, particularly in the far east and north. (Norwold, Quedhar, Bellisaria, Alatian Islands, Esterhold, Ochalea, Pearl Islands, Isle of Dawn, Floating Ar, Zandoria, Karameikos<pre-war refugees/alliances>, Hollow World; Alphatian Neatharium, Alphatia Floating Island. Still, Alphatian Player Characters are rare—wanderers and expatriates who have survived the destruction of their homeworld. Alphatians don't use family names, nor do they distinguish between male and female names.

The list offers only sample names. Rather than naming children after a friend or relative, Alphatian parents simply invent a name to suit their image of what the child will grow up to be (an Augury spell thus plays a large part in the naming customs). These names have no meaning; they are chosen by sound rather than sense—and parents will create a name that strikes them as suitable grand, elegant, or impressive. Male and female names can't be distinguished by their form, as both are equally arbitrary. DM and Player are free to create their own names for characters, but think as the parents, not as the character.

Atruaghin Clans;

Adventurers from the five clans (Bear, Elk, Horse, Tiger, and Turtle) are rare, as most Atruaghins never leave their homeland. In addition to the given names in the table, each individual will, upon reaching adulthood—after a ritual—gain a descriptive surname befitting her appearance or dream-vision; for example' Fire Eyes, Turtlerider, Moonstalker, Duck Watcher, Mist Dancer and the like. This equals Native American customs.

Darokin			
Lydia*	Maggie*	Mariana*	Martino
Mercutio	Miles	Millana*	Millington
Mitrissa*	Nerissa*	Paolo	Phebe*
Phoenix*	Portia*	Quint	Reynard
Roger	Rosalinde*	Ruthera*	Rypien
Santhral	Sasheme	Sebastian	Selwyn
Silester	Tamora*	Tangus	Tedor
Thurio	Tomas	Treya*	Tybalt
Vardon	Viola*	Wesley	Wilhon

reat Darokin Families (Examples of Surnames)			
Arorat	Attleson	Aumerle	Bostitch
Brandifirth	Callister	Corun	Falstead
Faulconbridge	Franich	Hoff	Hallonica
Hundley	Ithel	Kalami	Kegley
Langley	Linton	Markone	Mauntea
Miggs	Mowbray	Page	Pounder
Rand	Sagar	Scroop	Sforza
Staffleheim	Toney	Tremontaine	Umbarth
Vanisi	Varsho	Vickers	Vonaday
Willoughby	Wocken		

nga			
Abaka	Abakan	Abushka	Abbuka*
Actacta*	Actun-tai*	Ai-Bantu*	Akbalik
Akjin	Akov	Aksinya	Anaktai
Arghun	Arik	Ari-ki*	Astuni*
Atika	Babari*	Baidu	Barak
Batu	Beckga*	Beirkai*	Buitai*
Buka	Bukhai*	Bushgu*	Bryyda*
Camdu*	Chagatai	Chibai	Chimei
Chog-yan	Com-jah	Cudga	Dasacki*
Dasadas	Degke	Dest-tai*	Duttai
Erikai*	Gakadu	Geidu	Ghazan
Ghokti	Goibban	Goihan*	Gurricktai*
Grokat	Hackerrick*	Hat-Tai*	Hatu
Hauji	Hulagu	Hulai*	Huwel-Tai*
Izai*	Jagatai	Jallopi*	Jamuga
Jebe	Jemugu	Jerrick*	Jouran*
Juchi	Juch-Jin*	Kacdan*	Kadan
Kadran-Tal*	Kaidu	Kaikhuta	Kashinai*
Kashin	Kassar	Kassiri*	Kaunchi
Khabul	Khahak	Knyuk	Kogatai
Kogotal	Koja	Kokachin*	Kokochin
Kopan*	Kowlesin*	Kublai	Kuyuk
Kwelon*	Lassick*	Lisai*	Loi-Tan*
Loubai*	Lowelon*	Madutai	Mahka*
Makbai	Maklai*	Mangu	Mecku*
Medu	Medu-An*	Midulai*	Moghai
Mongke	Mongu	Montgha*	Morkatal
Mostan*	Muhuli	Nargabai	Nayan
Nen-Tai*	Neske*	Ni-Jin*	Noyon
Numughan	Nummsas*	Nuztai*	Obacki*
Ogodai	Oktai	Orkajin	Ortu
Oruni*	Otebu*	Ottai*	Pabulai*
Patai*	Pedha*	Pockrick*	Potal*
Qwashi*	Qemur*	Qertu*	Qerana*
Qorrisha*	Ro-An*	Rotun*	Rungu*
Russ-Tal*	San-Jin*	Sempura*	Sicontai*
Sirona*	Subatai	Susti*	Telek
Temujin	Temulin*	Timur	Toktai
Tuda	Tulabugha	Tuli	Trungpa*
Uiska*	Ulatai	Ulgatai	Ullai*
Voxila*	Waruni*	Wastda*	Wourick*
Yagatu	Yagha*	Yamun	Yatak
Yest-Tal*	Yesugai	Yesmun	Zes-Tai

Ethengar Tribes and Leader			
Bortak	Batu Khan	Kaeruts	Huaji Kahn
Kiyats	Kadan Kahn	Murkits	Moglai the Golden Khan
Taijits	Oktai Kahn	Uighurs	Hulagu Kahn
Yakkas	Chagati Kahn	Yugatai	Timur Kahn

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Darokin;

Often called "The Land of Leftovers', Darokin is more of a melting pot than any other nation on Mystara. The disposed from all surrounding nations (Atruaghin, Sind, Glantri, Hule, Karameikos, Broken Lands, Ethengar, Rockhome, Alfheim/Aengmor, Ylaruam, Five Shires, Ierendi) 0ften find their way here, where they settle down and intermarry into local populace. The last two centuries have seen major influxes from Glantri (non-mages who objected to the establishment of the Magocracy there), Ylaruam (those who had supported the Thyatian or Alphatian conquerors, expelled when the nation gained its independence), and Karameikos (Traladarans incensed by the Thyatian takeover of their homeland in 970AC), not to mention the recent refugees of Alfheim. Of coarse, all these immigrants bring their own habits of naming with them.

In addition, traders from this mercantile nation travel all over the known world to reach every possible market for their goods. Many marry folk from other lands and bring their new wives or husbands and children back to Darokin with them. Others discover interesting names (whether of a person, place, or thing) and later name their children accordingly. Altogether, these factors mean that over time, Darokin nomenclature has become very eclectic. Hence, the names given in the tables represent only a few of the common names in use. The most common families all have surnames. These family names are found all over Darokin and are important in proving resemblance to a family tree.

Ethengar:

Surnames aren't commonly used by the Ethengerians, instead, each individual is known by his or her clan (essentially an extended family of three to four generations), with the clan taking its name from its current leader (usually the Patriarch of the family)—for example, "Jemugu of Clan Chimei. The names resemble those of the legendary horse riders of Kublai-Kahn in the real world.

The Five Shires;

The Halfling inhabitants prefer short, simple names for the most part. Nicknames are common among those with grander given names. Hin are also often named after plants, plant-parts or foods.

Glantri;

Glantri is composed of many autonomous principalities, most with their own distinctive history, culture and nomenclature; hence, they are each listed separately in the table. Most Glantrians use surnames, whatever their ethnic origin. The lists are merely as sampling taken from the most common or prestigious names in a given principality.

Glantri—Aalban;

The inhabitants of Aalban are descended both from Alphatians and from Thyatians from the Hattias region. Their nomenclature is much the same as that of the Hattian Thyatians and Heldannic Knights, although made-up names modeled on traditional ones are common (no doubt due to Alphatian influence). See the listing under Heldannic Territories for samples.

Glantri—Belcadiz;

These Elves come from a southern clan unrelated to the Alfheim elves or Wendar, and their nomenclature is as distinctive as their culture. All Belcadiz Elves adopt surnames through family pride, giving their children the most grandiose names they can contrive. The names resemble those of ancient Spain in the real world.

Glantri-Belcadiz

Alejandro	Blanca*	Carlo	Carmina*
Carnelia*	Diego	Duarte	Fernando
Hippolito	Ilona*	Isabella*	Joaquin
Leotina*	Manuel	Maria*	Maximilian
Miguelito	Nicolasa*	Ricardo	Pancha
Sanchia*	Sancho	Sebastien	Victoria*
Vinciento	Yolanda*		

Surnames

Alhambra	Alvar	de Casanegra	de Montebello
del Egorn	de Satolas	Monteleone	

Glantri-Bergdhoven

Anton	Anneke*	Barnevelt	Bastiaan
Bartel	Bartholomeus	Bert	Caerel
Carolien*	Daan	Diederik	Diewertje*
Dirk	Dort	Drenthe	Evert
Evelien*	Floris	Fred	Gerard
Gert	Gertjan	Greve	Habart
Hendrik	Henk	Hilje*	Hubertus
Hubrecht	Isaak	Ilse*	Jaap
Jan	Jantien*	Jissel	Joop
Juliana*	Jutka*	Karel	Klaas
Klara*	Maartje*	Maas	Maauld*
Marieke*	Marjan*	Marijke*	Nicola*
Nicolaes	Otto*	Petra*	Pieter
Quantippe*	Rita*	Rika*	Rowena*
Sara*	Sarah*	Saskia*	Sinaria*
Teun	Teus*	Tiede	Vanserie
Veit	Wessel	Weurt	Willemien*
Wilhelmina*	Wilhelmus	Willem	Zevert

Surnames

Bergen	Boerhave	Brabant	de Ghyen
de Witt	de Grooth	Flieger	Groeningen
Kern	Kleine	Krollnar	Linden
Loevesteijn	Mandemaeker	Menno	Neuteboom
Oranje	Paesen	Royenstein	Simonszoon
Sonden	Tilburg	Tulp	Vandehaar
van Limborgh	van Wassenear	Verlien	Vlaardoen
Yuylenburgh	Zaandam	Zevenaer	Zuylensteijn

Glantri-Boldavia

Arpad	Bela	Bogdan	Boris
Grygory	Iancu	Ioan	Istvan
Laszlo	Matei	Matthias	Mihail
Mircea	Morphail	Natacha*	Nikolai
Pavel	Piotr	Radu	Sandor
Shurav	Stefan	Szasza*	Tara*
Tatyana*	Vlad	Youri	

Surnames

Bathory	Bogdan	Borsa	Corrin
Datchenka	Gorevitch-Woslany		Orlovski
Pavlova	Tchernovodsk	Tepes	Timenko
Vladimirov	Wutyla		

Glantri-Erewan

Aliana*	Bethys*	Carlotina*	Eleesa*
Esmerelda*	Ethrilord	Ezechiel	Galladin
Norelia*	Qenildor	Thenedain	Unedyrin

Surnames

Bilgram	Ellerovyn	Lizzieni	Nathrat
Nyraviel	Soth-Kabree		

Glantri-Fenwick

Alleyn	Anne*	Barnabe	Beryl*
Celia*	Dolores*	Eleanor*	Elyot
Fidessa*	Felice*	Hobbin	Humphrey
Jankin	Jocelyn*	Licia*	Luciana*
Marget*	Marlow	Neville	North
Phillida*	Poins	Quince	Rafe
Reece	Rosalynde*	Sparrow	Spence
Taum	Vaughn	Verlyn*	Wilton

Glantri—Bergdhoven;

These folk are the descendants of the original human settlers of the lands that are now Glantri, the Flaems, an Alphatian Sub-race fled from the same dimension. They see themselves as the preservers of the country's heritage and therefore rarely deviate from traditional names, such as those listed. The names resemble Belgian or Dutch names from the real world.

Glantri-Blackhill;

This former principality was completely obliterated, along with its entire population, by the meteor strike that created the Great Crater. Some absent characters of this area during the disaster can use names listed for Alphatia.

Glantri—Boldavia;

The Boldavians are descendants of Traladarans who migrated north and intermarried with the local inhabitants of the region. Their names are still strongly Traladaran in flavor, and Boldavian characters may use any Traladaran name. The names resemble those of Russian or Slavian descent of the real world. The names listed in the table, while popular in Boldavia, have fallen out of fashion in Karameikos, where they are now fairly rare used.

Glantri-Bramyra;

This principality was recently formed as a buffer state between Glantri and Ethengar. The population is Ethengarian, and its nomenclature is indistinguishable from that of the principality of Krondahar.

Glantri-Caurenze;

This principality was wholly destroyed by the meteor strike that created the Great Crater a few years ago. Only the Prince Innocienti di Malapietra survived. However, shortly before that time, a number of Caurenzian folk had emigrated westward to the newly forming principality of Sablestone, taking their nomenclature with them.

Glantri-Erewan

This Elven principality is home to a splinter group of Elves from Alfheim. The names in this table are popular among the Erewan Elves but should be supplemented by those of the racial Elves.

Glantri-Fenwick;

This tiny pocket principality was once subject to Blackhill, but recently gained sovereign status thanks to the influence of its ruler, Dolores of Hillsbury. Its inhabitants once hailed from a tiny duchy on a distant world. They emigrated to Glantri at the same time as their neighbors on that world, the d'Ambrevilles. Nevertheless, like the folk of Klantyre, they have their own distinctive nomenclature.

Glantri-Klantyre;

Like the d'Ambrevilles of Nouvelle Averoigne, these refugees from a distant world arrived in Glantri more than a century ago, bringing their distinctive nomenclature with them. Clannish to a fault, they have changed little since arriving on Mystara, and rarely leave their own principality. Only those who oppose the sinister prince Brannart McGregor are likely to become adventurers and strike out on their own. Their names resemble Scottish names of the real world.

rnames			
Asham	Bedford	Brakenbury	Burbage
Cokayne	Dekker	Googe	Hathwey
Hillsbury	Fenswick	Kempe	Lollard
Nashe	Oldcastle	Pembroke	Sackville
Tichborne	Tyndale	Urswick	Wooton
Wyatt			

re			
Alasdair	Annag*	Angus	Barbara*
Brannart	Bruce	Dougal	Duncan
Eachainn	Mary*	Mira*	Myra*
Mor*	Morna*	Parlan	Quinton
Sarah*	Sean	Tarlach	Tyr

urnames			
Dunvegan	Glenmoorloch	Glenargyll	Klantyre
McAllister	McDougall	McDuff	McGregor
Uigmur			

lantri-Krondahar			
Aleah*	Jherek	Lan-Syn*	Ralindi
Rejladan	Song-Anh	Urmahid	Waira*

Krinigar	Singhabad	Virayana	

Glantri-Nouvelle Averoigne			
Alain	Amedee*	Andre	Blais
Camill*	Caroline*	Catharine*	Celine*
Chantal*	Circe*	Claude	Colette*
Diane*	Elphege	Evelyne*	Edouard
Emile	Ettiene	Exechiel	Gaetan
Gaspard	Gaston	Genevieve*	Germain
Ghislain	Gerard	Ginette*	Gilles
Guillaum	Guy	Helene*	Henri
Isabelle*	Isidore*	Janette*	Jacques
Jean	Jocelyn*	Josee*	Jules
Julien	Justine*	Laureat	Laurent
Laurier	Laval	Leon	Lorraine*
Louis	Luc	Lucien	Malachie
Magdalene*	Marie*	Michele*	Moriamis*
Naramis	Neanne*	Normand	Raynald
Rosaire*	Remi	Sabine*	Serge
Sylvain*	Therese*		

d'Ambreville	Fausseflammes	Grenier	Malinbois
Marais	Morlay	Moulins	Nord
Perigon	Sylaire	Touraine	Vyonnes
Ximes	Ylourgne		

Agostino	Antonio	Bartolomeo	Benetinno
Dominick	Fiora*	Giovanni	Griseo
Innocienti	Letizia*	Lucretia*	Luigi
Rosabianco			

Castelbianco	di Malapietra	di Tarento	Fulvina
Serecchia	Verazzano	Zispaghi	

eldanic Territories			
Achim	Anna*	Dieter	Dietmar
Dolph	Elke*	Franz	Frieda*
Friedrich	Gertrud*	Gunther	Gustav
Hans	Heidi*	Heinrich	Helga*
Helgar*	Henning	Hildegard*	Ingrid*
Jaggar	Karl	Lena*	Ludwig
Lukas	Mariana*	Mark	Martine*
Peter	Resli*	Resi*	Rodrick
Rolf	Sigmund	Simon	Urkvarth
Velten	Werner	Wilhelm	Wilhelmina*
Wilheim	Wim	Wolfgang	Wulf

rnames			
Adlerturm	Blofeld	Graez	Heinrich
Huegele	Lowenroth	Ritterburg	Schonberg
Schwartz	Schoss	Schwarzstein	Terlagand
von Drachenfels	von Graustein	von Hendricks	von Klagendorf
von Stein	Weiss		

Glantri-Krondahar;

Krondahar was founded by Ethengerians exiled from their homeland for their wizardry. The names given here belong to the prince and his family. Non-noble characters from this principality generally conform to the nomenclature listed for Ethengar.

Glantri-Morlay Malinbois;

This haven for werewolves recently splintered from Nouvelle Averoigne to become an autonomous principality in its own right. They use the names from Nouvelle Averoigne.

Glantri-New Kolland;

This recent addition to Glantri is composed of Humanoids, migrated from the Broken Lands since the invasion of the Shadow Elves there. They are mostly immigrants from the humanoids who invaded Glantri in 1004-10010AC, and have recently gained Glantrian rights due the fact that Kol, as a Mage and ruler succeeded (with some help of Dolores of Hillsbury) to become Prince of the great crater. Use the humanoid table.

Glantri-Nouvelle Averoigne

The inhabitants of this region—perhaps the most influential og all Glantri's principalities—are very fond of double names, such as Henri-Jacques, Sabine-Celine, Marie-Helene, and the like. Many of their surnames are derived from place names—for example, Lucien du Nord (of the North) or Sephora de Sylaire. These names are all derived from the real world France, and any French name is accepted.

Glantri-Sablestone;

This principality was settled by immigrants from the now-destroyed principality of Caurenze. Their nomenclature shows a remarkable resemblance to some of the oldest Darokinian names; their ancestors probably fled into Glantri centuries ago to escape one of the many humanoid invasions that land has endured. The names resemble the real world Italy, and thus names from that country are all accepted, but don't use Sicilian names, these are from another culture on itself. Use only the names from the island itself. Also don't use roman names, they are also different. It is, however, allowed to change these roman names into italic versions. Example; Roma to Roman.

Heldannic Territories;

This land is ruled by the Heldannic Knights—Hattian Thyatians who conquered a large territory far to the north of their ancestral homeland. Extremely conservative in outlook, they naturally brought their traditional names with them to their new home. This list is also used for Glantrians of the Principality of Aalban, for Thyatians from the Island of Hattias, and for Karameikans of Hattian/Thyatian ancestry—like the infamous Baron Ludwig von Hendricks. The names resemble Germanic nomenclature from the real world, so most German names may be used here also.

Ierendi;

Once a prison colony for malcontents (including a great many Halflings from the Five Shires who resented domination), these islands became pirate havens. The marooned exiles-turned-pirates intermarried with the native Makai islanders, leading to the current unusual mix of names.

Ahua	Avral	Beneeck	Chandy*
Ceddy	Chandbeck	Creeg	Dak
Den	Erias	Fero	Gan
Ganti	Garenco	Gastenoo	Garot
Gelek	Gen*	Gherynid*	Halla
Han	Hanni*	Haradith*	Hari
Haron	Haumekia	Hauwk*	Jarren
Jin*	Jokaalta	Kani*	Kanja*
Kelam	Kerhy*	Keril	Leethra*
Maituipua	Maru*	Matou	Mauitena*
Moana*	Mora*	Nizo	Noril
Nula*	Nunawading	Palfrit	Pariman
Pelela*	Pol	Rena*	Ronowac
Ru*	Ruce	Ruly	Sama
Sambella	Tabaiu*	Tia*	Toc
Tomia	Vimo	Wert	Worro

Kindle	Longblade	Matrongle	Rayds
Windhook			

Aglaya*	Anna	Anya*	Aleksandr
Aleksei	Alya*	Alyosha*	Alyosha
Apolinarya*	Arkadi	Bavara*	Bori
Darya*	Dmitri	Dmitrios	Ecatrina*
Evgeni	Elya	Feodor	Fyodor
Gospodin	Grigori	Grygori	Grigory
Grushenka*	Ilya*	Ilyana*	Irina*
Irena*	Ivan	Katarina*	Katerina*
Kolya	Kuzma*	Lizaveta*	Lyubov*
Magda*	Makar	Marya*	Mendel
Mikhail	Misha*	Natalya*	Natasha*
Nikolai	Pavel	Pavlov	Petra*
Pietr	Pyotr	Sascia*	Sergei
Smerdyakov	Sonya*	Stephan	Sula*
Tanya*	Tatyana*	Tikhon	Vanya
Vasil	Vissarion	Vladimirov	Yakov
Yevgeni	Yolanda*	Yuri	Zandra*
Zosima			

Belinski	Dromilov	Golyadkin	Ivanovich
Kirilov	Nekelnevich	Sergeyev	Snitkina
Sulescu	Suslova	Tisza	Torenescu
Tushina	Valdo	Yarol	

-os	-nos	-ov	-nov
-na	-eyana	-evich	-escu
-evich	-eyev	-adkin	-ovich

Aimlan*	Alawyn*	Alf	Allyn
Ariana*	Astra*	Anrod	Arven
Beyland	Blasco	Boote*	Brendel
Conwy	Cosger	Darrin	Dim
Dirk	Doak	Ebb*	Edric
Ela*	Elara*	Elcia*	Eldolph
Elgel	Elgin	Elgis	Elister
Ellin*	Eliza*	Eliz	Elmas
Elmora*	Eloch	Eloise*	Elretch
Elrine*	Elson	Eltrus	Eluna*
Elva*	Elvid	Elwyn	Ewen
Eweora*	Erundal	Fahsta*	Fayrie*
Fayson*	Ginol	Gloresa*	Graham
Gregus	Hadric	Hani*	Halchart
Harmon	Hastin	Holea	Holori
Iana*	Iforan	Jesamin*	Jerick
Jolan	Jud	Kabel	Kemble
Kimber	Kirana*	Kit*	Kitrina*
Kither	Konteen	Lacard	Lerri*
Linias	Llyn*	Louin	Magret*
Malf	Mankey	Mardan	Meremma*
Oddred	Oran	Osner	Poladan
Poul	Puck	Rewen	Romer
Saroso	Sly	Strachan	Tylden
Ulard	Ulgol	Wort	Yipwig
Zenon			

In more recent years, the islands have experienced a flood of immigration by adventurers from many nations seeking to compete in the annual tournament to become king or queen of Ierendi. Some of the newcomers choose to settle down and stay, contributing their own cultures' names to the mix. The Makai don't use surnames, but some islanders have adopted the habit from ancestors who hailed from other lands. More commonly, islanders will have some designator based upon personality, appearance, or profession—for example, Ruce the Birdman, Moana the Fair, or Sama the Fletcher. Hawaiian names from the real world resemble Makai names and may be used freely.

Karameikos;

This country consists of two distinct human groups; the native Traladarans and their Thyatian conquerors. The listed names are for Traladarans, who are the overwhelming majority. Members of the ruling class, use Thyatian names. In addition to the family names given, surnames are often made by adding a suffix to a given name. In the decades following the Thyatian invasion, a new generation of mixed parentage has appeared with names drawn from both cultures, but it is too early to tell whether this trend will continue or if the Thyatian veneer will be completely absorbed into the underlying Traladaran culture. The names resemble Russian or Slavic nomenclature from the real world.

Minrothad;

Although these islands are populated by Elves, Dwarves, Humans and Halflings, the different races all use similar names. Surnames are common; most are drawn from a slightly archaic form of language called Patois, which was developed as a trade language to enable the different races to understand each other. Most families follow a single trade and take their name from their occupation—for example, Malf Cooper belongs to a family of barrel makers, Alawyn Weafer is a weaver or cloth maker, and Ebb Tawner is a tanner or leatherworker. Given names and surnames can also come from appearance or personal characteristics; Fairface, Shadower, Farseer, Tallahanks, Copperdome, Smoothtongue, and the like are quite common. The chief exceptions to these general rules are the water elves, whose clans include Elsan, Kelar, Manre, and Meditor. Recently—with the temporary disappearing of most Dwarves on the world, these stubborn creatures have returned to their original traditions naming their offspring according to their own traditions again. Surnames in the Minrothad tradition are to them only used as nicknames. The names can in the real world be found on the Hawaiian islands of the real world, and common names can be used freely, rarer names must be checked with the DM.

Northern Reaches:

Surnames in the Northern Reaches are formed by one of two methods. The first is to add –son or –dottir to a name—for example Hrolf Ketilson (Hrolf, son of Ketil) or Hervor Heidreksdottir, Hervor, Daughter of Heidrek). The –dottir suffix is used by the mothers name to only daughters, the –son suffix is only used by the fathers name to sons. A son is never given a mother's name added with –son. The child will become a bastard with no right to bear a name when the father is unknown. Mostly these children take on their own names from other cultures to set themselves apart from the culture bastardizing them. Another method commonly used is a colorful, epithet—i.e., Ivar the Boneless, Hergrim Half troll, Tofa the Swift, Erlend Wolf, Gram the Bold, Harald Bluetooth, Ogami Two-sword, Toki the Fox, Thorkill the Lesser, Bogrim the Bastard, and the like. Bastards often use this method if the are content with their culture and want to become a full member of it. Their children will be no bastards, as they mostly get the normal addition to their name from the parents. It is more common for a bastard son than a daughter, mostly the mother is known, and thus the daughter can given her –dottir addition to the name. The names are taken from Scandinavian names in the real world. And other names can be taken from here, if they use the archaic or Viking based names, not the modernized ones. Read the Edda stories for examples.

Northern Reaches

Agnar	Alfhild*	Alfhind*	Alof*
Alrek	Ama*	Angatyr	Anskar
Argunn*	Arngrim	Arvarodd	Asa*
Asgerd*	Asgrim	Aslaug*	Asmund
Astrid*	Atli	Aud*	Bauggerd*
Bjarki	Bergthora*	Bergljot*	Bridida*
Bjorn	Bothvar	Braggi	Brodir
Brynhild*	Brynjolf	Egil	Eirik
Erik	Erlend	Eyfura*	Eyjolf
Finnur	Frodmar	Freyja*	Frid*
Gauk	Geirmund	Geirrod	Gestr
Gizur	Gram	Grim	Gudmund
Gudrod	Gudrun*	Gundrun*	Gunnar
Gunnhild*	Gylfi	Hakon	Halbera*
Halldor	Hallgerd*	Harald	Haukr
Heid*	Heidrek	Helga*	Helgi
Herborg*	Hergrim	Hervard	Hervor*
Hild*	Hildigunn*	Hjalmar	Hjort
Hjorvard	Hler	Hlod*	Hofund
Hoskuld	Hrafnhild*	Hrani	Hrefna*
Hring	Hroald	Hroar	Hrolf
Hrollaug	Hromund	Hrongvid	Humli
Hvitserk	Ingebjorg*	Ingibjorg*	Ingigerd*
Ingjald	Ingjalf	Itrekr	Ivar
Ivan	Jorunn*	Kari	Ketil
Kjartan	Knut	Kolbein	Kotkel
Lokar	Loki	Lukar	Lukurt
Magnus	Mear*	Mord	Njal
Odin	Odhinn	Ogmi*	Ogn*
Ohtar	Olaf	Orm	Ormar
Pall	Ragnar	Randver	Rannveig*
Reginleif*	Reifnir	Rognvald	Saemund
Saeunn*	Sif*	Sifeca*	Sifka*
Sigrid*	Sigrlami	Sigrun	Sigurd
Skalli	Snorri	Soti	Steinkel
Steinthor	Storvik	Strakad	Styrbjorn
Svafa*	Svarlami	Sven	Svein
Sverrir	Teringi	Thidrik	Thor
Thorarin	Thord	Thorgerd*	Thorgeir
Thorgrim	Thorhalla*	Thorkill	Thorleif
Thorold	Thorvald	Toki	Tofa*
Tyr	Tyrfing	Ulfhamr	Unn*
Valdar	Valgar	Valgard	Valtyr
Valgerd*	Vanadis*	Ve	Villi
Wieland	Willi	Wehh	Yngvi

Sind

Amrit	Amrit*	Arjun	Arjuna
Aruna*	Arvind	Asha*	Ashok
Babar	Balu	Bala	Chandra
Chadrakanta*	Damayanti*	Dev	Devdas
Dinesh	Durga*	Firdausi	Gauri*
Gopal	Gotam	Haji	Harindar
Inderpal	Jagannath	Jagdish	Jamshed
Janaki*	Jarita*	Jaswinder*	Jaya*
Jayanti*	Jitinder	Jyoti*	Kailash*
Kalidas	Kamal	Kamsa	Kasyapa
Lalita*	Madhur*	Mahavir	Mani
Mehjibin*	Mirza	Mohana*	Mohoni*
Murali	Nagendra	Nanda	Narendra
Narayan	Naresh	Nasrin*	Om
Padma	Padmini*	Parmin*	Parvaiz
Parvati*	Parwin*	Perma*	Pitambar
Prakash	Pramod	Prasad	Premlata*
Priya*	Radha*	Ragnu	Rajani*
Rajesh	Raji	Rama	Rati*
Ravi	Roshan*	Rupchandra	Sachdev
Safdar	Sanjay	Sandhya*	Sarala*
Sardar	Saroja*	Satish	Seetha*
Shahnaz*	Shankar	Shanti*	Sharada*
Sher	Shobhana*	Sita*	Sudhir
Sujata*	Sumati*	Suresh	Sri*
Surya	Tara*	Tulasi*	Usha*
Vasu	Yadav	Yashpal	Vijay
Vimal	Vimala*		

Rockhome;

All Dwarven names derive from a fairly small number of stems (see page 75), to which are added any number of traditional suffixes based on gender. Family tradition often dictates that a child will share either the stem or suffix of the parent of the same sex. Thus Belfin's son might be named Dur-in or Belf-ic. All Rockhome dwarves belong to one of the seven clans (see Dwarves pages 75+). Instead of family names, the given name is followed by the parent's name plus the suffix –warf (son of or daughter of). Thus Dia Farawarf is Dia, daughter of Fara, and Orin Noarwarf is Orin, son of Noar.

Over the centuries the dwarves have borrowed many similar sounding names from their human neighbors of the northern reaches (as they adopted the son/daughter tradition). Such names are treated exactly like Dwarven names. Dwarves with particularly common names often adopt epithets; Thoric Redhand, Kori Fire-eye, Belfin Elk-friend, and the like.

Sind;

Traditionally, Sind has had little contact with its neighbors to the east. This separation is even more pronounced following the recent conquest of Sind by the forces of Hule and Hule's attempted invasion of Darokin. Darokin and Sind are now separated by a closed border that is carefully guarded on both sides. The only Sindhi that Player characters are likely to meet are refugees who have slipped across the border and convinced the Darokinian or Glantrian border watch that they are not spies for the Master of Hule. The names resemble names from real world India. You may use a name original to that setting, but beware, a lot of foreign influences have corrupted the local nomenclature, ask your DM for acceptance.

Wendar;

Wendar consist of three kinds of populations, native Elves and humans, Callarii and Vyallia immigrants, and Alfheim refugees. Each with their own nomenclature. The Alfheim elves use names according their own listing (on page 23), just like the immigrant elves, the native elves also use this system, but they prefer new names to traditional ones for their children. This has led to a sort of crossover between human fantasy rich names and Elven based names. Surnames are optional, elves rarely use them, instead thy name the clan they originate or ar linked with. Well-known families use surnames, and some elves have adopt them, but these are exceptions, not the rule. Names are also not exclusive by gender. A few native Elven clans forego typical Elven names in favor of adventuring names similar to those used by the Atruaghins.

ent)		
Akhenenotep	Ala-Asratiti*	Amun-Ra-Ambis
Amune-Enopelis	Asrititi*	Atenalam
Atenyat*	Auridaman	Cleymnestra*
El-Alam Tanta*	El-Daman Yat	El-Fara Sein*
Fanta-yat-Dalla*	Farapatri*	Inherkan
Isisalam*	Kha	Komnut
Liefertheti*	Masrapietra*	Massissis*
Meketre	Menrenre	Nebub
Nefertiti*	Nefer	Nefertis
Nefrura	Papyrus	Papiolitis
Qat-Mastra*	Ramamasra	Rasalam
Rasara*	Ruma*	Sarasa*
Seinasri*	Tieti*	Sebek-Khu
Senmut	Sura-Asra	Tana*

Common Terms
Haty-aa=Hereditary noble or nomarch
Canopic Jar= vessel to hold viscera of the dead
Haw-nebu=new foreigners   Ka= Spirit
Hequ=crook scepter   Iter=Forced march
Ma=foriegner army   Nesu=King
Meshwesh=Foreigner   Pharao=Godling
Ostrica= stone writing slab
Shaduf=used tondraw water from open well/river
Swipe=water carrier beam+2 buckets
Ushebtis=servants for dead in the Underworld

Wendar			
Alarrain	Alevar	Algorn	Allandaros
Amaranth	Andrana	Arloen	Azalarer
Besathan	Brendian	Carlisan	Celedryl
Clain	Cylithera	Delandra	Delorian
Deloran	Delsel	Doriath	Draughin
Duarlinga	Durfendor	Durifern	Dylen
Dyradyl	Elana	Eliara	Engledoc
Enoreth	Eronion	Ethrilord	Faedris
Feradar	Ferian	Fillindyl	Fionna
Galadin	Garanahil	Gilanthus	Gifronden
Goriidel	Halimath	Haranaval	Jarsali
Jorodrin	Kanali	Kavva	Laranis
Larian	Leadyl	Lynnwyl	Malissin
Mendaril	Miridor	Myris	Prestele
Qantir	Quillan	Semien	Serena
Shalandar	Sharastra	Sharlikran	Shelingar
Shermakan	Shurengyla	Stellara	Sythandria
Taragin	Telanith	Thalaric	Theriatris
Tuladin	Tulenil	Vanar	Vilena

Surnames			
Ariessue	Arnuanna	Callarii	Callir
Erendyl	Erewan	Feadil	Jaralmus
Marathas	Mealidil	Pyreen	Vyallia

Ylaruam			
Adnan	Ahmad	Akbar	Ali
Amal	Ammar	Asad	Ayman
Aziz	Badr	Bahjat	Dawud
Fahd	Farid	Faruq	Faysal
Fuad	Ghalib	Ghayth	Hakim
Hani	Harith	Hasan	Haytham
Husayn	Jafar	Jamal	Jawdat
Jinan	Kalafi	Karim	Khalid
Khalil	Majdi	Majid	Manar
Masud	Mazin	Mukhtar	Mustafa
Nasir	Nur	Qadir	Qasim
Qays	Qusay	Rahman	Rashad
Rushdi	Sabir	Salah	Sayyid
Tahir	Talal	Talib	Tariq
Umar	Uthman	Wafd	Wahib
Walid	Wasim	Yasser	Yazid
Yusef	Zuhayr		

Female names			
Abir	Abla	Ahlam	Aisha
Ayesha	Alya	Arwa	Awatif
Bahiyya	Basma	Dalal	Dima
Farah	Fatima	Fatin	Fayruz
Ghada	Ghadir	Hadil	Hajar
Hala	Hayfa	Hind	Jamila
Khadija	Layla	Lubna	Malak
Marwa	Maryam	Mirvat	Muhsina
Munira	Nada	Nivan	Nura
Rana	Rashida	Rim	Sabara
Sahar	Salwa	Samara	Sarab
Shadya	Shahinaz	Shahira	Shajarat
Shatna	Suleima	Surayya	Taghrid

Thyatis;

Thyatians use a name generator. Given here. Thyatians can have up to three names, depending on station. The poor or those from obscure families typically use only given name, while members of nobility will have given name, a family name, and an honori—for example, Gaius Tullus Yalaricus=defeater of Ylari. Tradition is very important for Thyatians; so many children are named after their parent or other relatives. The generations are distinguished by adding "the Elder' or "the Younger" after the name, example, Poppaea the younger, daughter of Poppaea the Elder. One of the three tribes that originally settled Thyatis, the Hattians had markedly different nomenclature from the others; use Heldannic names for these characters.

It works as follows; begin with the given name with one of the following prefixes. Note that if the prefix ends with a letter enclosed in parentheses, it means that the letter in parentheses is dropped if you add a suffix, but is kept if you add none.

If you choose a prefix that ends in a vowel (like theodo-), you'll next need to choose a bridge letter, a consonant to be placed between the prefix and the suffix. If you choose a prefix that already ends in a consonant, such as Roman-, you don't have to take a bridge letter, but often you can.

You can use bridge letter, especially –t-, on prefixes that already end with a consonant. Thus, Valen- becomes Valent-.

Now choose one of the following suffixes to complete your character's given name. Thus, Theodo- plus –r- plus –ian becomes Theodorian. Remember the gender-based suffixes, and stick to them. In the male suffix options, no suffix may be chosen, thus ending the name with either the prefix or the bridge letter. This way, Constan(s) ends up in Constans.

Put together prefixes, bridge letters (where necessary), and suffixes. Mix and match; experiment with the choices available. Be sure to say your constructed name out loud. If it sounds strangely, stupid or difficult when spoken, you may discard it and try again.

Family names of Thyatians are long and ponderous. As with the given name, choose first a prefix, then add one to three middle syllables, any bridge letters where you want them, or are needed, and then add a suffix. Put them all together, and if it sounds weighty and pretentious—but doesn't tie your tongue in knots—you have it.

Thyatian Name Generator

Prefixes

Acas-	Adrian-	Adron-	Aet-	Allat-
Alex-	Anasta(s)-	Angel-	Anthem-	Arcad-
Aster-	Belisa-	Bessar-	Bru-	Cae(s)-
Callin-	Callis-	Constan(s)-	Demet-	Diocle(s)-
Dioge-	Eudoc-	Euse-	Fab-	Far-
Gabr-	Galat-	Gale-	Gla-	Gregor-
Hal-	Helen-	Heracl-	Honor-	Hun-
Jul-	Justin-	Leo(n)-	Luc-	Maxim-
Orea-	Oliv-	Petron-	Phaid-	Pulcher-
Ros-	Roman-	Stefan-	Taras-	Theo-
Theodo-	Valen-	Vanya-	Xen-	Zen-

Bridge Letters

-b-	-r-	-s-	-t-	-z-

Male Suffixes

None	-es	-ian	-ic	-iel
-el	-ine	-inius	-io	-itus
-ites	-ius	-us	-ur	-urs

Female Suffixes

-a	-ia	-iana	-ica	-iela
-ina	-inia	-ira	-ita	-iza

ames

Acin-	Acro-	Acto-	Anton-	Blas-
Can-	Cata-	Cerul-	Chrys-	Com-
Daphno-	Glan-	Hala-	Halo-	Hy-
Jow-	Kara-	Kant-	Kel-	Kor-
Las-	Meto-	Nice-	Os-	Paph-
Paphla-	Pe-	Po-	Pro-	Rosa-

Middle Syllables

-av-	-cal-	-car-	-chi-	-cuz-
-del-	-dyn-	-gen-	-mei-	-nen-
-olo-	-pat-	-phor-	-pol-	-rak-
-rig-	-ta-	-tar-	-ter-	-them-
-tri-	-yro-	-yrso-		

Bridge Letters

-b-	-k-	-o-	-r-	-s-
-t-	-v-	-x-	-y-	-z-

Suffixes

none	-an	-arius	-arus	-enzes
-ian	-ic	-in	-ion	-ios
-ius	-is	-it	-ites	-itos
-ium	-ius	-um	-opolus	-os
-on	-thus	-thenus	-zenus	-zen

Milenia (Hollow World);

This empire has its own name use developed since they exist in the Hollow World. This method is completely forgotten on the Outer World. Simply roll 1d10 to determine the column, then 1d20 to determine the name's prefix, followed by 1d12 to determine the suffix. Bridge letters are used in the suffix are placed in parentheses, but aren't obliged to be used.

It resembles the Greek from our real world history. In the world of Mystara they are the ancestors of the Thyatian, but themselves are evolved from ancient Traldar tribes.

	1-2	3-4	5-6	7-8	9-10	Male Suffixes	Female Suffixes
	Abas-	Del-	Hephaes-	Laris-	Pind-	-(d)as	-(e)na
	Aegos-	Demos-	Hermo-	Liber-	Plat-	-(an)der	-(m)a
	Alex-	Dion-	Hero-	Lycos-	Pol-	-(th)enes	-(r) a
	Andro-	Dor-	Hest-	Lyrus-	Pyth-	-(cl)es	-(m)e
	Antigon-	Drac-	Hiero-	Mardon-	Ral-	-(n)om	-(n)e
	Ares-	Eion-	Idaen-	Menan-	Rox-	-(e)on	-ea
	Bal-	Epamin-	Ion-	Min-	Sala-	-(i)on	-(l)ia
	Bor-	Epichar-	Isocrat-	Myconos-	Sard-	-(ph, th)on	-(t)ia
	Brul-	Eubon-	Issos-	Narat-	Solom-	-(i)os	-(tr)ia
	Buchar-	Eumen-	Ix-	Ner-	Tars-	-(n)os	-(m)is
	Carac-	Flav-	Jas-	Neras-	Tass-	-(i)us	-(n)is
	Cartag-	Gai-	Kara-	Nico-	Thess-	-(e)us	-(o)pe
	Cass-	Galen-	Keos-	Ole-	Tiren-		
	Cer-	Gell-	Keri-	Olyn-	Tych-		
	Char-	Grani-	Kleom-	Palem-	Tyr-		
	Corin-	Hadr-	Koss-	Pan-	Vel-		
	Cyren-	Hal-	Knoss-	Pell-	Vix-		
	Cyrus-	Hecat-	Kron-	Perin-	Xanthip-		
19	Dar-	Heli-	Lace-	Phaist-	Xen-		
	Dek-	Herac-	Laer-	Phillipp-	Xer-		

Humanoid names

Humanoid names sound very harsh and guttural, even to the point of being caricatural. Depending on the cultural background of your horde, you may want to use different names than the common humanoid ones. Fr example, a character from the Yellow Orkian Tribe could be named Ulaan-Uluk, as would perhaps seem more appropriate to an Ethengarian background. The various ethnic backgrounds for the humanoids are given below for your convenience. Feel free to choose a name from these lists, or inspire yourself to invent one in the general style.

The common humanoid names are suggested for Orcus Rex, High Gobliny, Kol, and Bugburbian Tribes. They are the most guttural and common names used among the humanoid tribes. Anything that sounds crude will do.

The Atruaghin origins are more commonly used by the Red Orcland Hordes. Red Orcs are usually named according to the circumstances at their birth. They sound more like American Indian names, although cruder and certainly grosser as befits orcs.

Ethengarian origin names are often found among Yellow Orkian and Hobgobland Tribes. Names with a vague Mongol ring to them will do fine here.

Ylari original names are suggested for the South Gnollistan Tribe or humanoids from Ylaruam. These names are originally Arabian sounding, but are somewhat distorted because of the Humanoid pronunciation.

The names of the Humanoid Tribes in the Northern Reaches, are suggested for Trolls of Trollhattan or local Gnolls.

The Ogres of Ogremoor most often use names of Sind origins. Names vaguely reminiscent of India and surrounding nations are suggested her.

Common Humanoid Names					
Angmar	Eaark	Herlk	Khorguul	Rahann	Tompff
Argh	Elokr	Hirrah	Kruumz	Raorr	Truohl
Arkah'	Fkuul	Hoorl	K'thomm	Rhinng	Urgh
Augh	Forrn	Horrach	Kurun	Rhuun	Ungh
Bangrah	Frack	Hoygh	Loark	Rhyshk	V'tamm
Bruun	Garlak	Huh	Marukk	Roaarh	Waarph
Caasz	Gorgar	Huzzk	Morguul	Roorh	Whorff
Cungk	Gorguul	Lirk	Nyarh	Saark	Wogar
Darg	Gork	Karaash	Oinksn'rt	Sohrguul	Wunggah
Derk	Gurgh	K'blam	Ongah	Sorgh	Zar
Dguul	Harrl	Khizzk	Oorgar	Tarak	Zoarh
Droom	Harak	Kirrl	Oynksn'ff	Tawar	Zzett

Atruaghin Origins					
Bag-Cheek	Flat-Skull	Iron-Butt	Rattle-Bone	Skunk-Hide	Wolf-Head
Bone-Fist	Flat-Foot	Little-Big-Snout	Red-Eye	Slime-Tongue	Wolf-Jaw
Black-Blood	Flea-Bag	Muck-Bag	Red-Hand	Stale-Water	Wood-Head
Broken-Fang	Fork-Chin	Nose-Pick	Red-Stone	Stink-Puff	Wooden-Foot
Cave-Hop	Gloom-Mud	One-Eye	Rot-Finger	Stomp-Foot	Yellow-Dust
Dirt-Ball	Grim-Claw	Ooze-Lip	Scare-Belly	Stutter-Bug	Yellow-Face
Double-Tongue	Gut-Worm	Pimple-Drip	Scar-Snout	Two-Feathers	Yawning-Bear
Fat-Pot	Hare-Snout	Pus-Pop	Sitting-Drool	Wart-Bag	Zorn-Breath

Adja	Davasuren	Hargul	Mangpo	Talai	Xigaze
Adjumuk	Dzagad'hai	Hutai	Mugluk	Tzeluk	Xigg
Akkila	Dzubokai	Jamsuren	Mugul	Tsome	Yagrai
Altai	Dzulagazai	Jigme	Muludzin	Udbal	Yarlung
Altan	Dzuunbulag	Kai	Namgyal	Udballa	Yoghurt
Bajan'uul	Gandgiz	Kai'bataar	Ngarang	Ulaantar	Yoggh
Barzoi	Gegyai	Kailar	Norbor	Ulgarai	Zhongbai
Bator	Gogol	Kazukh	Olodzin	Ulmuk'hai	Zhongtai
Bulgan	Gunjiz	Khampa	Oyun	Urumdul	Zhang
Buzuk	Gurvan'char	Kitar	Paryang	Uzuk	Zhang'hai
Chumbar	Gyangze	Kublai	Sagyar	Uzuk'hai	Zetan'hai
Daiga	Gyarduk	Lhaze	Sukhe	Wu'hai	Zuran

Aptalah	Atziz	Kapip	Mokamett	R'zar	Varuk
Apu	Bakfizz	Karun	Mutzfa	Shtam	Vattma*
Aptul	Chalunn	Khamin	Myram*	Saat	Zimpar
Akmed	Chalunnya*	Khater	Nachip	Shrazat*	Zimpat
Aika*	Ghe'tarr	Khalit	Nahmi*	Sh'rff	Zulman
Alattin	Hellaff	Khassan	N'ssar	Tshamal	Tarik
Alhi	Fellagh	Leitak*	Nizam	Tunya*	Ymmna*
Alhia*	Feilha*	Makmut	Rakit	Varah*	Yzmna
Amneh*	Kaprak	Mekmet	Ratitsa*	Varit	Zmurrut*

Aki	Bork	Gjaflaud*	Herijar	Katla	Thesta*
Anlaf	Botolf	Glum	Hjort	Mord	Thekla*
Anskar	Dotta*	Grima*	Hogni	Orm	Thurid*
Armod	Einar	Groa*	Horik	Rhora*	Tosti*
Arngrim	Eldgrim	Gudrun*	Hrapp	Rollo	Torridh
Arnora*	Fhorgeir	Gulmund	Hreffna*	Rurik	Unn*
Asa*	Floki	Guthorm	Hrodny*	Skamkel	Vandrad
Askr	Geirmund	Hakon	Hrolf	Strykar	Vigfus
Aud*	Gerloc*	Harek	Kalf	Svart	Ynvar
Bodvar	Gilli	Hauk	Kari	Tessa*	Ursa*

Sind Origins			* female names		
Ahmadar	Dhara-Dhun	Jaipor	Khishnat	Panji	Sharjah*
Ajmara*	Ganjim	Jamigar	Krinigar	Patiala*	Sinaria*
Amritsa*	Ghorok	Jammu	Kristna*	Patni	Surattar
Amravati*	Gangha-Dhan	Jhansir	Krondahar	Rajan	Ujjain
Bandar	Howra*	Jherek	Kunjing	Rajani*	Ujjaina*
Barodar	Hubliah*	Jiffnir	Ludhiana*	Rajnagar	Varani*
Burhan	Impal	Jingmahal	Mahanadar	Rajkat	Vijay
Burhani*	Indora*	Jodhsari	Nagpar	Ranchi	Vishakha*
Chindagong	Jabalhi*	Khaipur	Nasim	Reshawan	Vishtra*
Chandra*	Jadhka*	Khuttna*	Nicopar	Saharana*	Zihwha

Humanoid Tribes

Humanoid character may belong to the same tribe despite racial differences, but this is never an obligation, earlier an acceptance. The chaotic tendencies of humanoids make them flexible enough to allow characters of different races in the same party. With the multitude of humanoid races in the Broken Lands it is very well possible to have tribal variations. It is, however, recommended that different races belong to different clans. One to ten clans usually form a horde. Clans bear the name of their chieftain or a local name.

Simply pick the Tribe you want for your character (look at the racial information). The Ten Tribes of Thar (Broken Lands) are Bugburbia, High Gobliny, Hobgobland, Kol, Ogremoor, Orcus Rex, Red Orcland,

1d12	Major Hordes	Primarily used by	1d20	Minor Hordes	Other Hordes
1	Yellow Eyes	Yellow Orcs		Broken Lands	Elsewhere
2	Wolf Riders	Goblins	1	Night Slashers	Deathmongers
3	Night Bringers	Bugbears	2	Heart Rippers	Blood Grizzlies
4	Killer Claws	Trolls	3	Black Axes	Hill Striders
5	Bone Crushers	Ogres	4	Hell Raiders	Night Crawlers
6	Skull Smashers	Red Orcs	5	Skinheads	Hounds of War
7	Drippin' Blades	Orcs	6	Storm Rovers	Rambling Cavers
8	Black Moons	Gnolls	7	Cave Scourges	Fire Spears
9	Grim Rippers	Hobgoblins	8	Hide Grinders	Broken Shield
10	Storm Raiders	Kobolds	9	Havoc Bringers	Devil Swines
11-12	Minor Hordes		10	Elf Slayers	Shadow blades
			11	Black Thugs	Cave Marauders
			12	Winds of Death	Hell Hounds
			13	Blood Thorns	Sabre Punks
			14	Howlin' Dogs	Dwarf Mashers
			15	Night Stalkers	Tunnel Creepers
			16	Vile Runes	Bloody Hands
			17	Evil Eyes	Leprous Heads
			18	Rottin' Hands	Halfling Rippers
			19	Leg Breakers	Death Drifters
			20	Flesh renders	Hook Flayers

Yellow Orkia, South Gnollistan and Trollhattan. Other known Tribes include the Karameikan Jaggadash (Viper), Galt-kalat (Death's Head), Kloss-lunk (Wolfskull), Gnhasska (Red-Blade), Faz-Plak (Yellow-Fang), Vlackkag (Bloodhead), Nyy-akk (Dark-Web), Pftark (Bald Dog). These reside in the Dymrak forest, and surrounding hills, and have recently spread to Thyatis, Darokin and even The Five Shires. Other Tribes are found aside the Atruaghin, Northern Reaches, Denagoth/Essuria, Norwold, Isle of Dawn, and further away.

In The Broken Lands there are 10 major Hordes, and 20 Minor Hordes. The best known other hordes are also mentioned. Roll on the table to determine which horde the character belongs to. This list is not exhaustive, many other hordes exist, and hordes may have different sizes elsewhere. A Yellow Eyes horde in the Broken Lands will be large, but in Ethengar, where it also exists it is smaller than the local horde the Hell Hounds.

Tribal Standing

Nextfind your humanoid character's position in the horde. Family is less important in a humanoid society than in a human or demi-human environment. What really matters is whose follower you are. You may be treated differently in the horde depending who your master is. To find your tribal standing roll 1d20 and add your strength and constitution ability scores. Subtract your intelligence and wisdom ability scores, and consult the table.

Result;	Master is;
1 or less	Shaman or Wicca
2-5	Pariah (no Master)
6-20	Minor Chieftain
21-30	Major Chieftain
31+	Horde Chief

Shaman or Wicca retainer

You are one of the horde shaman or Wicca's follower. If your wisdom is higher than your intelligence, your master is the Shaman; otherwise, it is the Wicca. Your master does not judge his retainers' value on their strength or health but rather according to mystical reasons only he understands. Your master is a feared individual in the horde, even though he may not be a chieftain. You are therefore often treated with respect, but no one really feels comfortable in your presence. Rumor has it that your master can influence some of the horde's chieftains, if not the chief (provided your master isn't the chief himself.). You are excused from all hunting or other duties, unless your master sends you. You spend most of your time caring for his needs and assisting him in his rituals. You own 3d6 gp (in variegated coins) to start with, and a few obscure fetishes. Your master may teach you some odd skills as a reward for services. For each weapon you own, roll once on the weapon defects table (Page   ). If you stay with him long enough and learn his craft, you are the one with the greatest chances to replace him after he passes away.

Pariah

Your character has no master, and is shunned by all in the tribe. When joining humanoid adventurers, they will trust your help, but will not show any kindness. Some friendship may develop as you get to know each other, but it will never be shown openly anywhere close to the horde. You can count on yourself for food or shelter. You may remain with the horde as long as you don't interfere with its day-to-day business. You are positively malnourished (-1 to fitness), and you are definitely poor (2d6 gp starting money—all you have). The horde will share neither loot nor foods with you. The quality of your weapons varies greatly, but is never good.

Minor Chieftain's retainer

Your master commands a clan of undisciplined, ill-trained, poorly-armed, and not so bold tribesman. You and the others of the clan are treated with contempt by the more powerful and better-trained clans. Yes, every army needs this breed of fighters; the Grunts or cannon fodder! When present at the horde, you often are 'volunteered' for patrol missions, guard assignments, kitchen police, and other fatigue duties. Your master has neither the clout nor the notoriety of some of the other chieftains. Because of this, little loot and few war prizes are shared with your clan. You do start with some treasure 4d6 gp in different coins, gems or jewelry). You do not personally own any weapons. The horde provides weapons and armor from the rack in case of a war (and takes them back afterward). For each weapon you ever handle roll twice on the weapon defects table.

Major Chieftain retainer

Your master commands one of the more efficient clans in the horde, and rumor has it that he can influence other chieftains, too. He is ruthless, cruel, but heroic warrior in good standing with the horde chief. Tribesmen of your clan are considered veteran fighters. Physically stronger and more aggressive, they are often chosen for hunting missions. Your clan is one of the major food suppliers for the horde. You are reasonable fed (+1 to the fitness roll). You don't have much to do after hunting missions—other than bullying the Grunts, of coarse. Your starting treasure; 5d6 gp in different coins, gems or jewelry, 1d6 worthless baubles). You must roll twice for each weapon you own on the weapon defects table.

Horde Chief's retainer

Your master is no other than the horde chief. He is the one who controls your village (and perhaps even the tribe itself). He decides when to move elsewhere or start a war. He is definitely the toughest, meanest, and ugliest of them all. The tribesmen of your clan are chosen from among those rumored to be the best in the horde. The older often function as minor leaders during raids. You are the elite corpse; no hunting missions or kitchen duty for you. At the horde, you spend your time eating, training, bullying the Grunts, spying on rival hordes, bullying the Grunts again, guarding the chief, eating again, raiding settlements (often human), and bullying the Grunts. When hunting parties return, you get first choice on the food—after the chief, of coarse. You are obviously well fed (+2 on the fitness table). At the end of raids, your clan gets first picking on loot, weapons, and armor. Your starting treasure; 6d6 gp in different coins, gems or jewelry, a bag full of worthless trinkets, and 1d4-1 pieces of armor chosen at random. Roll once for each weapon you own on the weapon defects table.

Roll for Money

Roll according your social class according the inheritance column (page 480) find your character's starting gold pieces. Your character starts out with no possessions except for normal clothes and/ or tools and a little money, saved up over many years. This money, especially in the lower social classes, is all what the family could scrape together (or the character itself could). You will need to go shopping for equipment, but first you must find out how much money you have. Write that on your character sheet. If you're using a hand-written sheet, write down the word "Money" on the back and put beside it the number you've just rolled. Also remember that you have a monthly need of money, so you must start earning/stealing/finding it or you will starve.

MONEY

Buy Equipment

Now that you have your money, you can spend it on the equipment you need to go adventuring. There is a complete list of equipment in the What Can Be Bought, but the basic class based lists given here, weapons and armor are not included. These lists can of coarse be expended by the characters (Remember not the player's) whim. Be sure to ask your Dungeon Master if everything on that list is available in his campaign, in the location the character lives in. If his campaign deviates a lot from the "standard" D&D® game campaign, he could have a very different list of equipment, which he should provide for you. There are restrictions on what items your character is allowed to use, especially on armor and weapons. Before you go shopping, be sure you have read the full description of your character class, later in this chapter. For example, a magic-user can't wear any armor at all and can only use a few types of weapons. It would be a waste of money for a character of this class to buy a sword or shield; instead, his money can be saved or spent on oil, torches, and other items. Thieves, however, must buy thieves' tools to use their Open Locks ability. On a piece of piece paper, write down all the equipment you want to buy and add up the cost. If it costs more gold pieces than you have, you must erase something from the list. When you can pay for your list of equipment, subtract the cost from your money, and write the equipment down on your character sheet. Be careful when shopping! You may forget to buy rope, for example, and suddenly find a need for it during an adventure—and if you didn't buy it, you don't have it. Ask the other players and your DM for advice on what to buy—and what not to buy. Remember that money can be saved for buying expensive equipment later. Don't Forget Spells If your character is a Spellcaster, he will also need to equip himself with the spells he knows. Magic-users know one spell at their first level of experience, while clerics learn their first spell at second level. Ask your DM for the spells which your character knows. Magic-users also need to have spell books to record the spells they know. A magic-user's first spell book is free, a gift of the wizard who taught him. Clerics do not need spell books.

Ducat

Penny

Glantrian Currency

Sovereign

Crown

Fighter Class Tools

Fighters and Dwarves are perhaps the most practical adventurers, wasting very little upon unnecessary items. The professional Warrior has few true needs. Therefore the following advised contents of his/her Backpack;

Back			0	sp	20
Bandages	Prevents further bloodloss enough for 1set of wounds / character		1	sp	1*
Bedroll	Heavy blanket and Small pillow (attached to pack)		10	sp	50
Oil, lamp	Ceramic flask, 2d6 dm or covers 10' Square burns 3r		20	sp	10
Pot Cooking	2 quart capacity		10	sp	50
Rations,	Iron Week ration ; fresh 2 Month (Scurvy, Beri-Beri, Rickets Danger!)	2x	300	sp	140
Rope, hemp	50' , supports 750 Lbs (5% breakage / 10 Lbs)		10	sp	50
Bag, Sack	Large Contents; 600 cn 60 Lbs Size; 2' x 4' x 2'		5	sp	30
Tinderbox	Ignites a fire 2-5 on 1d6 in normal dry conditions, 2 on 1d2 if area is damp,				
	Else not possible. Useless (empty) if rolled two "1" after each other.		30	sp	5
Torch,	Normal Burns 6 Turns, 15' radius (seen 1000 yard away)		1	sp	10
Waterskin	1 quart capacity (30 cn if filled)	6x	60	sp	30
Whetstone	To sharpen and polish tools and weapons		2	cp	1
	Average Total;		497,2	sp	397

Mystic Class Tools

Austerity is a trademark of the mystic, and rare is the character who bears more than the most essential of items, here the advised contents of his/her Backpack; most are supplied for free from its temple.

Knapsack	Holds 3' stick Contents; 250 cn 25 Lbs Size; 2' x 2' x 2'		30	sp	10
Bedroll	Heavy blanket and Small pillow (in Knapsack)		10	sp	50
Candle,	Standard Burns 1hr, Light 10' radius (seen 500 yards afar)	3x	3	sp	3
Ink, vial,	Black For 50 pages simple text		10	sp	20
Journal, blank	With fifty 6" x 9" pages		200	sp	30
Quill, Pen	To write		5	sp	1
Rations,	Iron Week ration ; fresh 2 Month (Scurvy, Beri-Beri, Rickets Danger!)		150	sp	70
Tinderbox	Ignites a fire 2-5 on 1d6 in normal dry conditions, 2 on 1d2 if area is damp,				
	else not possible. Useless (empty) if rolled two "1" after each other.		30	sp	5
	Most owned and given freely by the temple. NO items are ever owned by the Character				
	Average Total;		438	sp	189

Druid/Scout Tools

Clerics studying the path of druidism, as well as other outdoor adventurers (including Foresters, Scouts and Elves), understand that a wide variety of equipment can compensate for the many demands of the wild. Thus, while the professional explorer bears a heavy burden, he is rarely caught helpless in the wild. Therefore the following advised contents of his/her Backpack;

Backpack, Leather, Explorers Contents; 800 cn 80 Lbs Size; 3'x 3' x 4'			130	sp	80
Arrow Heads (20)	To make normal arrows if Fletcher/Bowyer skilled 20 heads		2	sp	5
Block & Tackle	Reduces weight of hauled object to 25% but requires 4 x length of rope		50	sp	100
Bedroll	Heavy blanket and Small pillow (in Knapsack)		10	sp	50
Climbing Hook	To attach to rope, to climb on Walls		50	sp	40
Climbing Spikes	Iron (10) Different uses (Door jamming, Lock destroying, Climbing, etc.)		5	sp	4
Utility hammer	1d3 dm if used as weapon		10	sp	5
Utility knife	1d3 dm if used as weapon		10	sp	5
Leather,	Bulk 1 Square foot for miscellaneous use		1	sp	5
Map, general	General trail map of explored territory, 20 % containing mistakes		100	sp	10
Parka	Raises body temperature by 15 º		50	sp	40*
Rations, Iron	Week ration ; fresh 2 Month (Scurvy, Beri-Beri, Rickets Danger!)		150	sp	70
Rope, hemp	50' , supports 750 Lbs (5% breakage / 10 Lbs)		10	sp	50
Tent 2 man,	6' height x 4' x 4' , 2 turns set-up, 20hp, vs. Heavy Rain, vs. Wind 7		200	sp	200
Tinderbox	Ignites a fire 2-5 on 1d6 in normal dry conditions, 2 on 1d2 if area is damp,				
	else not possible. Useless (empty) if rolled two "1" after each other.		30	sp	5
Torch,	Normal Burns 6 Turns, 15' radius (seen 1000 yard away)		1	sp	10
Twine	100' ball, supports 30 Lbs (10 % breakage / 10 Lbs)		2	sp	10
Waterskin	1 quart capacity (30 cn if filled)	6x	60	sp	30
Whistle	To make a signal		5	sp	1
	Average Total;		876	sp	700

Thief Class Tools

The thief's life is an often risky one. They are the most versatile of the classes and therefore they have an extensive extra list. Incumbent upon those who rely on stealth and fleetness of foot is to take no more than necessity requires—for freedom of movement is of paramount importance! Therefore the following advised contents of his/her Backpack;

Backpack,	Normal	Contents 400 cn	40 Lbs	Size	2' x 2' x 3'	50	sp	20
Bedroll	heavy blanket and Small pillow	(attached to pack)				10	sp	50
Bag, Sack Large		Contents; 600 cn	60 Lbs	Size; 2' x 4' x 2'		5	sp	30
Candle,		Standard burns 1hr, Light 10' radius		(seen 500 yards afar)	3x	3	sp	3
Climbing Hook		To attach to rope, to climb on Walls				50	sp	40
Climbing Spikes		Iron (10) Different uses (Door jamming, Lock destroying, Climbing, etc.)				5	sp	4
Gloves, Soft, Linen		Protects vs. contact poisons and other that harm exposed skin, not vs. needle traps	10				sp	5*
Magnifying Glass		To magnify close objects 5 to 10 times (can impose a bonus to remove traps)				30	sp	5
Rations, Iron	Week ration ; fresh 2 Month (Scurvy, Beri-Beri, Rickets Danger!)					150	sp	70
Rope, hemp	50' , supports 750 Lbs	(5% breakage / 10 Lbs)				10	sp	50
Thieves tools	needed for picking locks & removing traps, if failure in use reroll, failure is breakage of tools used; 10 needles, 2' thin copper wire, 1' metal wire, 0.5' wire saw, 10 toothpicks, 5' fishwire "1", 10 metal lockpicks (all different (-1 = -10 % of total Thief abilities), tiny file, 1 cn vial of acid				50		sp	10 cn
Tinderbox	Ignites a fire 2-5 on 1d6 in normal dry conditions, 2 on 1d2 if area is damp, else not possible. Useless (empty) if rolled two "1" after each other.					30	sp	5
Torch,	Normal Burns 6 Turns, 15' radius	(seen 1000 yard away)				1	sp	10
Utility hammer	1d3 dm if used as weapon					10	sp	5 cn
	Average Total;					354	sp	303

Clerical Class Tools

A cleric's purpose is to heal, protect, and represent the interests of her particular order. Her basic kit reflects these aspects of her profession. Therefore the following advised contents of his/her Backpack; Those marked with an * are supplied from by its temple.

Backpack,	Normal	Contents 400 cn	40 Lbs	Size	2' x 2' x 3'	50	sp	20
Bandages*		Prevents further bloodloss enough for 1 set of wounds / character				1	sp	1*
Bedroll		Heavy blanket and Small pillow				10	sp	50
Book*,		Holy Paper	1d4 x 100 pages			250-1250 sp		200+1d4 x 20
Clothes* Middle Class		Tunic / Pants ; Blouse /Skirt ;Robe / Dress (includes Priestly Garments)				50	sp	20*
Garlic* 1 bud, vs. Vampires, fairies (and other)			All Seasons Temperate Climate Anywhere			5	sp	5
Holy Symbol, Inexpensive*		To Turn Undead				500	sp	10
Holy Water,*	1 vial, For rituals and ceremonies, Causes Undead and Fairies damage (mostly 1d8)					250	sp	10
Ink, vial,	Black*	For 50 pages simple text				10	sp	20
Standard Ration*		Week Ration Stays fresh 7 Days (1day ration = 10 sp / 10 cn)				50	sp	210
Quill, pen*		To write				5	sp	1
Parchment*		10" x 10" leaf			2x	20	sp	10
Tinderbox		Ignites a fire 2-5 on 1d6 in normal dry conditions, 2 on 1d2 if area is damp, else not possible. Useless (empty) if rolled two "1" after each other.				30	sp	5
Waterskin*		1quart capacity		(30 cn if filled)		10	sp	5
	*= owned and given freely by the temple		Other items acquired self					88

Halfling Tools

Halflings also prefer traveling Light, although the industrious little fellows might pack a variety of items to cover a number of different contingencies. Therefore the following advised contents of his/her pack;

Knapsack		holds 3' stick	Contents; 250 cn	25 Lbs	Size;	2'x 2'x 2'	30	sp	10
Bag, sack	Small	Contents; 200 cn	20 Lbs	Size; 1' x 2' x 2'		3x	2	sp	5
Bedroll		Heavy blanket and Small pillow		(in Knapsack)			10	sp	50
Candle,		Standard Burns 1hr, Light 10' radius		(seen 500 yards afar)		3x	3	sp	3
Hand Mirror	Glass	(Breakable)					150	sp	5
Ink, vial,		Black	For 50 pages simple text				10	sp	20
Map, general	General trail map of explored territory,	20 % containing mistakes					100	sp	10
Oil, lamp		Ceramic flask, 2d6 dm or covers 10'Square burns 3r					20	sp	10
Parchment	10" x 10"	leaf				2x	20	sp	10
Quill, Pen		To write					5	sp	1
Rations,	Iron	Week ration ; fresh 2 Month (Scurvy, Beri-Beri, Rickets Danger!)					150	sp	70
Tinderbox		Ignites a fire 2-5 on 1d6 in normal dry conditions, 2 on 1d2 if area is damp, else not possible. Useless (empty) if rolled two "1" after each other.					30	sp	5
Torch,		Normal Burns 6 Turns, 15' radius	(seen 1000 yard away)				1	sp	10
Wineskin		1quart capacity		(30 cn if filled)			10	sp	5
	Average Total;						541	sp	214

Elf or Mage Class Tools

The needs of a spell-caster are many, and it is all too true that the tools of trade take up much of available space! Therefore the advised contents of Backpack;

Back					
Bedroll	Heavy blanket and Small pillow	(attached to pack)	10	sp	50
Hand Mirror Glass	(breakable)		150	sp	5
Ink, vial,	Black	For 50 pages simple text	10	sp	20
Magnifying Glass	To magnify close objects 5 to 10 times (can impose a bonus to remove traps)		30	sp	5
Parchment 10" x 10"	leaf	2x	20	sp	10
Quill, Pen	To write		5	sp	1
Rations, Iron	Week ration ; fresh 2 Month (Scurvy, Beri-Beri, Rickets Danger!)		150	sp	70
Scroll Case/Tube,	Waterproof, Wood 1 map / scroll / 10 leaves parchment / 25 cn Small objects		50	sp	20
Scroll Case/Tube,	Leather 2 maps / Scrolls / 20 leaves Parchment / 15 cn Small Objects		15	sp	25
Spellbook, traveling	Standard, 24" x 24" x 6" , pages for 24 spell levels		100	sp	200
Torch, Normal	Burns 6 Turns, 15' radius (seen 1000 yard away)		1	sp	10
Tinderbox	Ignites a fire 2-5 on 1d6 in normal dry conditions, 2 on 1d2 if area is damp,				
	else not possible. Useless (empty) if rolled two "1" after each other.		30	sp	5
Vial, Glass	To hold liquids or Small powdered material		30	sp	5
					93

Bard Class Tools

The needs of a musician are many, and it is all too true that the tools of trade take up much of available space! Therefore the advised contents of Backpack;

Back					0
Choose one instrument					
Instrument, Stringed	Lute, Mandolin, etc		200	sp	100
Instrument, Wind	Flute, Recorder, etc		50	sp	30
Instrument, Percussion	Drum, Tambourine, etc		30	sp	30
Bedroll	Heavy blanket and Small pillow	(attached to pack)	10	sp	50
Hand Mirror	Glass (breakable)		150	sp	5
Magnifying Glass	To magnify close objects 5 to 10 times (can impose a bonus to remove traps)		30	sp	5
Rations, Iron	Week ration ; fresh 2 Month (Scurvy, Beri-Beri, Rickets Danger!)		150	sp	70
Rope, hemp	50' , supports 750 Lbs (5% breakage / 10 Lbs)		10	sp	50
Torch, Normal	Burns 6 Turns, 15' radius (seen 1000 yard away)		1	sp	10
Tinderbox	Ignites a fire 2-5 on 1d6 in normal dry conditions, 2 on 1d2 if area is damp,				
	else not possible. Useless (empty) if rolled two "1" after each other.		30	sp	5
Vial, Glass	To hold liquids or Small powdered material		30	sp	5
Wineskin	1quart capacity (30 cn if filled)		10	sp	5
	Average	411+instr sp	205+instr		

These first class related articles for the character are sold at the listed prices (unless the DM decides differently), in case of Game simplicity, but anything bought or sold later in the game must follow the rules as per Buying and Selling Rules, later in this book. This does also count for the character's first weapon and armor bought. But a good DM could limit the availability of weapons or armor by type or class (example; mostly only Persons of Rank were allowed to handle any sword larger than a short sword, or farmer use only weapons originating from their profession.).

Determine Other Numbers and Rolls

Armor class, attack rolls, and saving throws are numbers—numbers which you'll calculate from the character's other attributes or find on provided character class tables—which are important to the way the character performs in combat. Encumbrance determines the alteration in your speed. The wrestling rate determines how good a character can wrestle.

Armor Class AC

Armor class, sometimes abbreviated as AC, is a number indicating how tough it is to hit your character. With the armor class, unlike most numbers in the D&D game, a low number is good for a character, and a high number is bad. Your armor class is a combination of the natural armor/hardness the character's body has, plus any adjustments due to Dexterity, and speed. This basic AC is adjusted by Dexterity adjustments when the character is created, and later can be re-adjusted by using magical bonuses. Contrary to the Old D&D or AD&D or 3rd Edition D&D or D20 games, Armor class will not be affected by the usage of armor, except shields. If using a shield, subtract its AC adjustment from the AC number. Find your Dexterity score on the Bonuses and Penalties For Ability Scores table. For every + 1 on the table, subtract 1 from your armor class. This method is taken from the Gazetteer Box of Alphatia and Thyatis.

For every –1 , add 1 to your armor class. Example: If you have a Dexterity score of 15 (+1 bonus), your armor class number improves and goes down, by 1. But if you have a Dexterity score of 5 (-2 penalty), your armor class worsens and goes up by 1. Remember: The lower the AC number, the harder you are to hit. A penalty to armor class actually raises the number, making you easier to hit. If your AC is even better than zero, then negative numbers, or "minus" numbers, are used. For example, a character with a Dexterity Score of 18 (a +3 bonus, which translates to – 3 to the AC) and a great shield (AC -2) would have an AC of 5 lower than his basic AC.

Shields change the AC of a character according the protection they provide. It provides the character only with AC protection if used in the direction from the attack. It does not protect from attacks side-wards or from behind (or above/Below) of coarse. It gives only 50% AC (round Down) protection if worn on the back instead of used. A normal shield (AC-2) worn on the back will only improve the characters AC from back attacks by –1 instead.

S					Enc.	
Small/Buckler/Fencing	0-25%	1' to 1.5'	-1	5gp	50cn	
Medium/Round-Viking or Footmen	26-40%	1.5' to 2.5'	-2	10gp	100cn	most commonly used
Large/Knight Kite/Roman rectangular	41-60%	2.5' to 4'	-3	15gp	200cn	
Tower(see ancient Greek/Swahili)	61%-80%	4' to 6'	-4	25gp	300cn	

Shields are known to become easily worn out. Any natural attack roll of 19 or 20 or any attack giving more than 4 times its AC protection in damage will severely damage the shield, shields must also save vs. material attacks where necessary. Any damage will lower the protection by 1, permanently. This can't be repaired, and even when it could, it is much cheaper and easier to produce a new shield. Shield repair costs range from 5 gp / AC point lost, cumulatively, and take a week per point to repair, with the adequate tools. Some attacks will even remove more protection from the shield (Acid / Fire / Boulders / Magic /Dragon Breath, etc.) this is up to the DM, but averages 10 damage caught = -1 AC protection. Shields may save against these attacks of coarse, but use the following tables. Any magic increases the save by 1 per adjustment, but when damaged, the magic is affected first.

Shields can also be used as a weapon of opportunity, with an elbow hook, the shield can forcefully be slammed into the target for 1d3 damage at most.

Armor Value AV

Some races will even have a natural Armor Value, which is the hardness of their bodies. Other characters will need armor for a similar effect. Armor Value lowers the damage of each single attack. Armor class is only determined by the character's shield, dexterity, and current magic. Any other protective armor does not improve Armor Value.

Any Armor Value, simply subtracts a certain amount of damage from the amount inflicted. When a character wearing Armor (or having natural Armor—like Dragons, Geonids, etc), deduct the AV from the damage of the attack, one point of damage always gets through— from the impact or from penetration of the armor. The remainder of the

Leather AV2——————————Chain Mail AV 4————————Plate Mail AV6

damage gets through. This is deducted for each separate attack.

Example; Theodosius swings a sword at Lucian, who wears plate mail (thus he has AC9= human regular AC and AV6 by the armor). Theodosius hits, and does 8 point of damage. Lucian's AV takes 6 points from the damage, leaving 2 damage after armor. Even when only 1 damage was given Lucian still would receive damage as the initial 1 damage always gets through after hitting. Barding also supplies AV. It is possible to wear a plate mail over a chain mail and increase the AV accordingly, but the characters movements and reactions will be halved, as the armors hinder each other, and it severely increases the weight.

All sorts of impact damage succumb to AV, but other forms of damage don't, this includes spells. AV will not affect non-impact spells that will give damage. And there do exist weapons (bullet bow), spells that will negate any Armor and thus Armor Value.

Bows and crossbows have some special benefit against armor—armor gets only half its AV against bows and crossbows (round down). Arrows and quarrels are very good at punching through armor. Any saves against bows attacks are penalized by half the damage(round up) going through. A 6-damage arrow passing through a leather armor (AV2) passes through 4 damage and the armor thus gets –2 to the save to see if it was lowered by 1.

Monsters will also benefit from this rule. Agile monster have a good AC, will powerful monster will have a good AV, some creatures like dragons and Golems will have both. Natural AV can never be better than 12 which equal the strength of Diamond, and rarely exceed 10 (that equals stone). Dragons for example have a maximum AV of 9, but Stone based creatures can go to 11, and rarely to 12.

These rules are differently from normal AD&D1, AD&D2, D&D 3rd edition or even Basic Old D&D, but are adapted for the basic D&D game since the gazetteer of Thyatis and Alphatia. The differences with these games are; People will be hit more often in combat, Armor classes are lower, so hitting will be more common. Even low-level characters will thus be useful in combat. Fights will take longer as less damage comes through with each attack., fighters become more competitive against heavily armored monsters. To know the AV of your armor see What can be Bought.

The Attack Roll or THAC0

An attack roll is a number representing how easy or difficult it is for your character to hit other targets. In combat, when your character is trying to hit another character, you roll 1d20; this is known as his attack roll. (In some game supplements, it's also called the "hit roll," "to-hit roll," or "roll to hit.") Once you know the number you've rolled on the die, you add any bonuses your character gets from high ability scores, magical weapons, or other factors. You'll compare that final result to the number required to hit the armor class of your character's opponent. If you reach or exceed that number, your character has successfully hit his opponent. But how do you find out what number you need to hit a certain armor class? That's simple enough: We provide it to you on handy tables. Take a look at the Attack Rolls Table in the Combat chapter page   . To use the table, cross-reference your character's experience level and character class with his opponent's armor class. On the table, "MU" stands for magic-user, "C,T,D" stands for "clerics, thieves, and druids," "F" stands for "fighters" (and also includes mystics and low-level demihumans), and ""Rank" stands for "Demihuman" Ranks (and is used for high-experience demihumans). The numbers "19" through "-20" stand for the opposition's armor class. A 1st level fighter attacks an enemy with an armor class (AC) of 2. On the Attack Rolls Table, go to the "F" (for fighter) column, go down to where it says "1-3" (which means "Experience Levels 1 through 3"), and then go right to the column corresponding to AC 2. You need to roll a 17 to hit that AC.

Now, record your character's attack rolls on the character sheet. There are two ways to do this. One is for beginning players and for players who sometimes have a hard time juggling numbers; the other is for experienced players who don't have trouble juggling numbers.

With the first way, you write down your character's rolls to hit several armor classes. Instead of recording all the listed armor classes (19 to -20), we usually record only AC 9 to -5; these are the armor classes most commonly encountered in a game. On your character sheet, you'd make a small, simple table listing the attack rolls for your character's level and character class. For all characters, refer to the main table, then write down the pertinent information on your character sheet. This way, when your first level fighter is attacking an AC of –2, you'd be able to look down on his character sheet and see immediately that he needs to achieve a roll of 20 to hit his target.

THAC0

This second way uses an abbreviation; THAC0 stands for "To Hit Armor Class 0." There's nothing mysterious about it: It's just the number your character needs to hit armor class 0. On the table immediately above, for example, you see that a 1st level fighter needs to achieve a roll of 19 to hit an armor class of 0—not counting any of his individual bonuses or penalties—; therefore, his THAC0 is 19. Many character and monster descriptions you'll find in published adventures will list the individual's THAC0. This is a convenience for you, since you can quickly calculate a character's chance to hit any armor class from his THAC0.

Some experienced players will not want to have an entire table cluttering up their character sheets; they'll just record their characters' THAC0 number. Additionally, many abbreviated descriptions of monsters used in D&D® game adventures will use the THAC0 number. To use THAC0, you have to do some adding and subtracting during combat. You subtract your modified attack roll (the number rolled on a 20-sided die plus any bonuses) from your THAC0, and the result is the armor class your character hits. For example, Ruggin is a 3rd level dwarf, and he's fighting a hobgoblin clad in chain mail (AC 5). Ruggin's THAC0 is 19, and he rolls a 16; Ruggin successfully hits his opponent's armor class (19 -16 = 3) since he hit an AC 3 (two better than AC 5). Example 2: Sinestros is a 13th level fighter. His THAC0 from the table is an 11. To hit an AC of 0, he needs to roll an 11. He wants to hit an opponent with an AC of 5. We subtract 5 from the 11 he needs for the higher AC. The result: 6. He needs to roll a 6 to hit AC 5. On the other hand, let's say he's attacking someone with an AC of -4. We subtract the AC from the THAC0 number: 11-(-4) = 11+4 = 15. He needs a 15 to hit AC -4.

ikewise, instead of figuring out which AC your attack hits, you can use THAC0 to determine what number is needed to hit a specific armor class. Subtract the defender's armor class from the attacker's THAC0. If the armor class is a negative value, add the armor class number to the attacker's THAC0. The result is the number the attacker needs to hit his opponent. For instance, Ruggin the 3rd level dwarf needs a 19 or better on a 20-sided die to hit a monster with AC 0. Ruggin is facing a troll (AC 4) and he needs a roll of 15 or greater to hit the monster (19-4 = 15).

If you're a beginning player, you should stick to the larger table; when you're comfortable with it, you can practice using the THAC0 number. When you're equally comfortable with THAC0, you can stop recording the whole table on your character sheet, and merely record THAC0.

Saving Throws

Find your character's class and experience level on the racial or character tables. Roll that number or better on 1d20 to avoid or diminish the effects of the attack. A saving throw represents your character's attempt to avoid the effects of some sort of unusual attack—poison, magical spells, the flaming breath of a dragon, and so forth. A successful saving throw means that the character either sustains a reduced amount of damage or suffers no harmful effect at all, depending on the type of attack. An unsuccessful save means that the character sustains the full damage or effect of the attack. The save is rolled on 1d20 when specified by the DM. A character doesn't have just one saving throw number; he has a different one for each of five different categories of unusual attacks. Those categories include "Poison or Death Ray," "Magic Wand," "Turning to Stone or Paralysis," "Dragon Breath," and "Spells or Magic Staff." Saving throws are based on your character's class and experience level. For example, if your character is a 1st level elf, his saves would be: DR; Death Ray or Poison: 12; MW; Magic Wand: 13; TS; Paralysis or Turn to Stone: 13; DB; Dragon Breath: 15; SP; Spells or Staff: 15. Write the saves appropriate for your character on his character sheet.

Wrestling Rate

Human and Demihuman Characters divide their character's level by two, rounding up. Then add the bonuses (or subtract the penalties) for Strength and Dexterity scores. Find the character's unmodified AC (not counting magic or Dexterity adjustments), and add the result to total.

Then deduce any Armor Value the character has added to his body (not counting natural AV). The total is the characters wrestling rate. Monsters multiply their Hit Dice by 2, not counting pluses, instead of dividing their level. Further they follow the same method.

For more information about wrestling see under weapon mastery and the combat chapter. This table is also given on the sample character record sheet.

Wrestling Rate			
Lvl/2 +(Strength and Dexterity adjustments)+9-AV			
Unarmored			Free
Armored			Grab
	to pinned WR	P	Takedown
	WR Damage	S	Pin

Movement and Encumbrance

As most characters (humans, Demihumans and most humanoids have roughly the same movement rate and average strength the following table is given. For characters with other movement rates as given in the racial information, use those statistics instead. The DM can help with other calculations. The movement is always adjusted by the encumbrance (weight and shape) of the objects the character carries. Some creatures have a different strength related encumbrance modifier, but still use this table further. This table is also given on the sample character record sheet. Of coarse, natural swimmers or flyers use their own characteristics. When these characteristics are somehow magical altered, then recalculate all statistics given here, or use those given in the explanation of the used magic (Spell, item, potion, etc.).

feet/ round				walk	Jog	Run	Swim	
				Con	Con	Con	Must Have	
Encumbrance +100/str adj			Effects	x Hr	x T	x r.	Skill	
None	0		none	40	80	120	24+st Adj.	
Light			none	30	60	90	Sink 10/r	
Moderate			THAC0+1	20	40	80	Sink 20'/r	
Heavy			THAC0+2, AC+1	10	20	40	Sink 30'/r	
				0				
Severe			THAC0+4, AC+3	5	10	20	Sink 40'/r	
Maximum			THAC0+4, AC+3	0	0	0	Sink 50'/r	
Getting lost	if no guide available			0+	1+	2+	special	

Daily moves in miles/day (8hr day max.) and 1 mile in time

	Trail Road		Clear City Grass		Forest Hill Snow	Mud Desert Broken	Mountain Swamp Jungle	Ice Glacier
None	36	1T4m	24	2T	16	3T	12	4T
Light	27	1T8m	18	2T1m	12	4T	9	5T4m
Moderate	18	2T1m	12	4T	8	1Hr	2.66	3Hr4T
Heavy	9	5T4m	6	1Hr2T	4	2Hr	1.33	7Hr2T
Severe	4.5	1Hr4T6m	3	2Hr4T	2	4Hr	1	8Hr
Maximum	0	0	0	0	0	0	0	0
Getting lost	no chance		1 on 6		1-2 on 6		1-3 on 6	

Basic Tolerance levels

Basic tolerance levels are those statistics that determine the amount of food, water, rest a character needs for health and healing. It also reveals how often a character can be raised from the dead, how much alcohol his body can consume, how much he can lift, push (or pull), his chance to break or bend bars, how long he can walk, jog run, fight, or be overly active before rest is needed (the character is fatigued), his swimming speed and how long he can swim before exhaustion sets in and he goes down under.

His corporeal smell range is also given, but this number can vary greatly per race (ask your DM). This is only important in specific circumstances and as thus used under these circumstances only. Especially the corporeal smell is rarely used, and may therefore be forgotten. This table is also given on the sample character record sheet.

Basic Tolerance Levels (adjusted By DM)		
No food	Str + Con	
No water	3 days+ adjustments	
No Air	Con x rounds	
Healing rest 8Hr+	1+con bonus/day	
Rest less than 8Hr		1/24 Hr
Raised	Adult Con x chances	
Drinklevel	Con+15+10/drinkskill	
Lift/Heave	Str x 30Lbs Str check/r	
Shove/Push	Str x 50Lbs Str check/r	
Break/Bend	Str x 1.5%	
Walk	Con x Hours	
Jog	Con x Turns	
Running/Fighting	Con x rounds	
Extreme activity	Con x1/2rounds	
Swimspeed	24+(Skill)+Str adj/r	
Swim duration	Con xT	
Encumbrance	Basic +Str adj.x100cn	
Stench	Cha adj x -3'	

Skills

ny 1ˢᵗ level character begins with at **least 4 skills**, these are reflections what the character has learned in his youth. If the character has a higher Intelligence than he gains another skill for each Intelligence bonus the character has from his Intelligence score. This means that if he has Intelligence of 13-15, he has one extra skill, 16-17, he has two extra skills, and 18, he even has three extra skills. Some nationalities or races have another way of raising their youngsters, by schooling them as an example and enable the character some extra skills. But this is rare and the amount of skills attained this way is never more than 2 in total. All these skills are determined by several factors. The character could have chosen them himself; some can be chosen for him; some are based upon the character's race, culture, religion, nationality, social class, profession of parents, the character's origin and who knows what more.

How are skills used.

ach general skill is based on one of the character's abilities (Strength, Intelligence, Wisdom, Dexterity, Constitution and Charisma). To know the score of a single skill a character begins with **roll 8+1d10**, that was the score equal to that from the last teacher, if this is higher than the ability the character has, the score is derived from the used ability instead. For example a character has Intelligence 14, and has a knowledge skill learned from a teacher who had a score of 12 for that skill, then the character will also have only a 12 on that skill. But if the teacher had a 15, his skill score would be 14 basically, his own limit.

henever a character's skill is appropriate to the current situation, the player rolls a 1d20 against his current score with the ability. If the roll on the 1d20 is equal or less than the ability score, the skill use succeeds. A roll of 20 always fails, no matter how high the chance for success. For example, if the character is riding a horse and the horse is suddenly spooked and begins rearing. The character's player than rolls 1d20 against his skill score. If the character's skill ability is a 15, the player has only to roll a 15 or less to successfully use the skill. This roll is called a "skill roll" or "skill check". A successful check means the character succeeds in the task he was attempting. If a character is trying to track an animal through the forest, and he successfully makes his tracking skill check, then he is able to follow the tracks of his prey. Of course, to use a Skill, the character must have any tools and materials needed to do the job. A carpenter can do very little without his tools, and a smith is virtually helpless without a good forge. The character must also have enough time to do the job. Certainly, carpentry Skill enables your character to build a house, but not in a single day. Some Skill descriptions state how much time is required for certain jobs. Most, however, are left to the DM's judgment.

Races, classes and their skills

ost creatures have 4 beginning skills, with additional skills according the Intelligence bonus. The only exception to this rule is the Nagpa who has 6 beginning skills. Lots of skills are compulsory for the different species of creatures, as listed below, or in the racial description. Only characters not raised according their class or race aren't obliged to follow the compulsory skills, they are often trained in other ways, and thus will have pother skills.

Race/class	Compulsory skills	Advised skills		
Bard	Music Skald	Story Telling Art		Singing
Cleric	Honor Immortal (extra)	Codes of Law and Justice	Detect Deception	Riding
Druid	Honor Immortal Honor Nature	Knowledge Plant Horticulture Knowledge local animals	Hunting Farming or Woodsman profession	Tracking
Forester	Alertness	Danger Sense	Signaling Elf/Forester	
Fighter		Military Tactics Intimidate	Riding	Muscle
Magic-User		Knowledge History Riding	Knowledge Magic Sciences	Knowledge Planar Geography
Thief/Rake/Scout		see there		

Lycanthropes and skills.

ewly infected Were-creatures have no skill slots to spend. They must gain experience as a Werecreature before learning any skills. A Lycanthrope gains one skill at each level through 1ˢᵗ except cub. A whelp has thus 1 skill slot, a Scamp 2, a normal monster 3, and a 1ˢᵗ level Lycanthrope has 4. If he has a 13-15 Intelligence, which would lead to an additional skill, he may spend this at 1ˢᵗ level, if he has an Intelligence of 16-17 he may spend this at normal monster level and the second at 1ˢᵗ level. When he has an Intelligence of 18, he may even add a skill slot at Scamp level, further as if he has an Intelligence of 16-17. Further he follows the same order of gaining skills as any other creature. The skills Fighting Instinct, quick Change, Resist Wolvesbane, Self Control, and Transformation can be learned without a teacher, but will take a full moon (four weeks=28 days) of training and trying. This period must include a full circle of moon changes. So he can't start it at full moon, but must at least start 4 days ahead, or after full moon.

Humanoids and skills

any skills simply don't exist in Humanoid culture. These are the skills that are normally found in highly developed civilizations, such as poetry, dance, entertainment, art, philosophy, law, alchemy, science skills, papermaking, most agricultural skills, navigation and most aquatic skills, raising and handling horses, and basically anything that could be perceived as an Elven skill, and so on.

Improving Skills

Character's skills can be increased to higher scores. Simple use more skill choices to Improve skill rolls, and the character will get a +1 bonus to his rolls for each skill choice spent on that skill. A skill choice can be used to either Improve an existing skill or to get a new skill, not both.

Example: Alaric has only a Charisma of 12, yet as a youngster he wants to be a natural leader. Instead of more different skills he fixed his attention on the Leadership skill, and used three skill slots on that skill. The first slot gives him the leadership skill; he must use his Charisma of 12 as a maximum limit. But now he adds 2 to his roll (1 basic skill slot +1 for each skill slot used to Improve) to make his skill limit of Leadership 14 instead of 12. If his skill is lower than the ability based upon, the extra skill slots count from that number. So if he ever Improves his skill later, it will affect that also.

A skill can be altered when the ability it is based upon is increased or decreased. So when a character is severely wounded and his Constitution is affected, his Constitution skill can be affected accordingly. This chance is never more than the change of the ability. So if an ability is reduced by 2, the affected skills are also reduced only 2(even if they were different from the ability originally). A drunken character will have all his abilities at –4, thus also all his skills.

Learning More Skills

The character can choose more skills or improve existing ones. All characters and races get a new skill slot for every four-experience levels, according to the following table. Nagpa and Tabi gain more skills in addition to this list. A new skill can't be instantly used or be chosen when a new experience level is gained, the character needs to find a teacher to learn the skill, and uses time and money to learn the skill (even when autodidactive). To know the score of a recently learned single skill a character has **roll 8+1d10**, or use that from the last teacher (DM), which are the same. This can later be improved as told above. The character can never get a score higher than his own corresponding ability or the score of the teacher.

Experience level	Dwarf	Elf	Halfling	Number of skill slots
1	1	1	1	4 (+1/Intelligence bonus) (Nagpa 6)
5	5	5	5	+1
9	9	9	300.000xp	+1
13	1.200.000xp	1.350.000xp	1.500.000xp	+1
17	2.000.000xp	2.350.000xp	2.700.000xp	+1
21	2.800.000xp	3.350.000xp	3.900.000xp	+1
25	3.600.000xp	4.350.000xp	5.100.000xp	+1
29	4.400.000xp	5.350.000xp	6.300.000xp	+1
33	5.200.000xp	6.350.000xp	7.500.000xp	+1

Chances to learn a skill from another character trained in the skill.

Character needs always training to gain a skill or skill improvement; he could do it himself or use a teacher. The chance to find a teacher by questioning around is determined in the table, by a single roll for each week searching, but this teacher, if found, could be localized up to 500 miles away. The higher-ranking specialists are more likely to be found in large cities than in smaller villages. And the chance to be accepted must be rolled separately. When a skill is learned from a character of a rank lower than the student could attain according to his character ability, it will never be higher than that of the teacher.

When he finds a teacher of only Journeyman (that means the teacher's skill is 9 to 12 high), he learns the skill as being no higher than a Journeyman rank, even when his own ability would suggest that it would be higher. The character can later learn how to improve his ranking, up to the ranking his ability would suggest, by studying himself (he is Student and Trainer as well, and thus has 1% chance to improve) for the normal time used to train. If he is unskilled, he has a maximum of 1% chance to learn to improve each week. * He can't try to teach others his skill, since even if he succeeds to become skilled, he makes to many mistakes to learn the skill rightfully to others, and thus this would always fail. A character can Improve his skill above what is possible for the same cost in time and gold, as it would take to again another ranking.

Students Knowledge	current Skill	Trainer's knowledge						Time needed	Cost/week
		Apprentice	Skilled	Journeyman	Expert	Master	Grand-Master		
None	0-2	1%*	0%*	80%	95%	99%	99%	1 week	100gp
Apprentice	3-5	-	1%*	50%	70%	90%	95%	2 weeks	250gp
Skilled	6-8	-	-	1%*	40%	60%	80%	4 weeks	500gp
Journeyman	9-12	-	-	-	1%*	30%	50%	8 weeks	750gp
Expert	13-15	-	-	-	-	1%*	20%	12 weeks	1000gp
Master	16-18	-	-	-	-	-	1%*	16 weeks	2500gp
Chance to find teacher, and Chance to be accepted by teacher		0	1d10	1d8	1d6-1	1d4-1	Teacher has # of pupils(1d3 ranks lower)		
None	0-2	0%*	0%*	30%	15%	11%	1%	1%*= is also Selfstudy Chance	
Apprentice	3-5	-	0%*	50%	30%	20%	5%		
Skilled	6-8	-	-	70%	45%	35%	15%		
Journeyman	9-12	-	-	-	60%	50%	30%	0%*= Only Journeymen or	
Expert	13-15	-	-	-	-	65%	45%	higher ranking	
Master	16-18	-	-	-	-	-	60%	specialists can be teachers	

Example; Alaric with a Dexterity of 16, has the possibility to learn a new skill as a Bowyer (bow maker) because he gained enough experience, he must search for a teacher. After a week he could only find a Journeymen (since this is the lowest ranking which is able to learn the skill to others), thus could only get as high as 12 for the Bowyer skill. Still he accepted, since there where no other teacher's in the region of higher ranking. It took him 1 week to become apprentice and another 2 weeks to become skilled at the cost of 250 gp per week. He failed his training roll to become Journeyman (which was only 1%). He now had used 7 weeks of training that did cost him 850 gp.

If he wanted to use the skill to his fullest (thus according to his ability of 16), he had two choices. The choice of finding another teacher who could train him further, or do it himself or with the same Journeyman at a chance of 1% per time period needed to gain the new ranking.

Let's say he tried to do it himself, since he was now in no dire need of new adventure and had enough time on hand. By doing it himself he didn't need to do menial tasks students often had to do, but he had to rent his own residence and also take care of food etc., which was otherwise supplied by the teacher. He studied and studied and tried and tried, and finally after a period of 1 years (12 x 4 weeks at 500 gp costs each, for a total of 6000 gp) he rolled a 1 on his 1d100 and gained another ranking, and became so a Journeyman.

He then heard rumors of the danger of an Impending war where Bowyer's could be needed, and decided that it would take to much time to do it all by himself. So He searched for a more experience teacher. It took him 2 weeks to find the legendary Grand Master Garry who was also attracted to the rumors of a new war and more profits. He offered his help to Garry for training. Since Alaric was now Journeyman and had a basic ability of 16, Garry saw the possibilities of creating easily (50% chance) an expert Bowyer, and thus accepted. Alaric paid the good man 750 gp, and trained for 8 weeks successfully and so became an expert.

Totally it did take Alaric 1 week (searching)+1 (apprentice)+2 (Skilled)+4 weeks training (last 4 unsuccessfully)+ 12 x 4 weeks self-study (Journeyman)+2 weeks searching + 8 weeks (Expert) training =56 weeks (1 year + 4 month and 2 weeks). It did cost him a total of (100 apprentice)+(250 x 2 journeyman)+(12 x 500 journeyman)+(750 expert)=7350 gp. At least he would have no more difficulties of finding work now.

If they money was too low to pay this in the time used, it could prolong the time of being of lower skilled rank much longer, unless payments are done. (Alaric could have stayed an apprentice indefinitely if he could not acquire the money to become skilled, a common case in most situations, though he still would be paid according his skill level).

If he wanted to become Master (his normal limit since the ability based upon is only 16), he needs training under the guidance of Garry at 20%, or by self training at 1% chance, for each 12 weeks at 1000 gp/each week, which could only be done after the war, if he had enough time. So after the war he chose for selftraining for another long period of time at 1% chance per 12 weeks at 1000 gp each week to become Master and 1% chance per 12 weeks at 1000 gp each week to get a +1 bonus to his skill. He rolled his first 1 on 1d100 after 16 tries and the second after 23 tries. In total it thus took him (16+23=39) x 12 weeks=468 weeks=9 years and 3 months (thus costing a tremendous total amount of 468.000 gp). Also take in mind that if you learn directly from a higher ranking skill teacher, that time and costs have been used to acquire the score for the character, and thus would be much more expensive. In the case of Alaric at the same success/time rate 468+56 weeks at 1000 gp a week. Which is not 7350 gp but 56.000gp. So study from lower ranking teachers is cheaper, but lasts longer.

If Alaric would have had the chance to improve his Intelligence by Magic for 2 points, then he could now even become a Grand Master Bowyer, as long as the magic would last. He could also spend more skill slots to Improve in the skill instead of relying on unreliable magic). If he instead got a major accident and thus lost an Intelligence point (16 to 15), he would fall back to Expert Bowyer, even if his training made him Master. This is due the difficulty understanding the master principles. Extra skill slots used for the same skill are affected accordingly.

It can clearly be seen that you can only become Grandmaster by selfstudy or by a Grandmaster at 1% chance per 16 weeks at 2500gp/week. This also clearly explains why Grandmasters are so rare, and well known.

It is very rare for a teacher to take on a new pupil when he still has others. If he is willing though, the pupil will often be send to one of his former successful pupils of lower rank. Many craftsmen are more accomplished in their fields than player characters, having devoted all their energies to Improving a single Skill. Likewise, old masters normally have more talent than young apprentices—unless the youth has an exceptional ability score. However, age is no assurance of talent. Remember that knowing a skill and being good at it are two different things. There are bad potters, mediocre potters, and true craftsmen. All this has much less to do with age than with dedication and talent.

What Different Rolls Mean

For a standard comparison, here's what different levels of skill rolls mean to a character.

	haracter has this level of skill;	and is named:
3-5	**Very Basic Skill Ability**	**Apprentice**
	Can do undemanding tasks (ones not requiring skill checks)	
	Mostly fails difficult tasks.	
6-8	**Fair grounding in skill**	**(Skilled) Student**
	Can do competent work	
	Often fails difficult tasks.	
9-12	**Solid Grounding in skill**	**Journeyman**
	Can train Apprentices, And Students	(Weapon Master Skilled)
	Often succeeds in hard tasks	
	Sometimes known by deeds	
13-15	**Excellent command of skill**	**Expert**
	Can train Journeymen (who are especially trained Apprentices)	
	Almost always finds work	
	Usually succeeds in hard tasks.	
	Known by deeds	
16-17	**Marvelous command of skill**	**Master**
	Can train Experts	
	Always finds work	
	Can act as efficiency expert	
	Well known by name and/or Deeds	
		Grand Master
	Can train Masters	
	Always finds work	
	Can act as efficiency expert	
	Uses skill with amazing results (masterpieces and classics of his field).	
	Very well known by name and/or Deeds	

Skill Modifiers

hen the character is using a skill, it can be possible that the skill will be easier to or more difficult to complete successfully (your DM will know this, and apply any modifiers). Factors that can affect a Skill check include availability and quality of tools, quality of raw material used, time spent doing the job, difficulty of the job, and how familiar the character is with the task. Circumstances, which make a job slightly harder, warrant a –1 or –2 modifier. Those which make the job substantially more difficult warrant a –3 to –4 modifier. Those which make the job very hard—such as not being able to see, working on a rolling deck of a ship during a severe storm, etc, —can warrant modifiers of –5 on to –10 or even –15. On the other hand, circumstances, which make the job easier—such as having all the materials needed, having lots of help—warrant positive modifiers at the same approximate scale. The character always has a chance of success, however bad the odds, as long as it is remotely possible to succeed. A natural roll of 1 on 1d20 is always an automatic success if possible, as a 20 is always a failure, even when possible.

Using Skills Together

ften, when the character making his skill roll has failed, all the other characters with the same skill will say: "he failed? Let me make my skill roll!" This isn't a good thing, since every task will thus become eventually successful. Instead the circumstances which let one character fail, also let the others fail. As an example tracking an animal, could be losing the tracks because the animal went into the trees, or rain obscured his path, or some other cause—whatever the reason, there are no tracks to find. Therefore, the other characters can't make their own tracking skill rolls here.

owever, sometimes it's reasonable for two or more characters to use their skills together to solve a task. For example, when two healers are trying to diagnose a disease, two heads may be better than one. In such a case, the characters choose which of them is the Chief-Problem-Solver for this situation (usually this is the character with the highest skill), and that character and others with the same skill make their skill rolls. The Chief-Problem-Solver gets a +1 modifier to his roll for each of his friends who made the roll, and a –1 for everyone who failed. The bonus can never be more than +3, as having too many assistants is sometimes worse than having none.

nother way to solve this problem is by making one single roll, and if another character tries his skill too, but after the first character did try, then use the same roll, to check. But the DM may warrant penalties or bonuses as normal together with additional ones. Example; in the case of tracking, the first character, could have disturbed the original tracks. If his failure was greater than 4, give the rest of the failure as a penalty to the second try.

Using Skills Against Each Other

Sometimes situations will come up where two skills are in conflict. A character with Deceive may try to fast-talk a character with Detect Deception, or two Bargaining characters may haggle. The outcome of the skills in these cases is the one who makes his skill roll by the most. When a tie-roll occurs, a re-roll can be made for a clear situation, or the situation becomes unchanged.

Using Skills for the Group

Although a character with the Bowyer skill can make Bows for everyone, he can't do this for free, materials have to be bought, equipment used and maintained etc. The normal price could be lowered no more than 50% according to the local price, otherwise the items could never be made. It is possible though to pay the materials and so from his own pocket and give the item as a present.

Ability Improving Skills

Although most abilities are permanent fixtures of a character changing only by magic or natural growth and aging, some skills enable a character to permanently improve the basic abilities a character has. This can only be done with a few Strength and Dexterity based Profession, Craft or Labor Skills (or specialized training procedures like weightlifting), and will take as many months + the adjustment of continuous work as the single step of the ability is improved to.

In this period nothing else can be done, no adventuring, study, long periods of neglect, food or water deprivations, lack of rest or whatever else, except the Craft, Profession or Labor itself. An appropriate skill check must be made for each month for this purpose only, based upon the adjusted skill in the Profession skill list. When this period is interrupted or a skill check failed, it must start all over again. In the craft/profession/Labor skill table they're marked by ♦ when Strength is adjustable or with ♣ when Dexterity is adjustable. Remember this adjustment will be completely lost at old age. If an ability is improved from 12 to 18, it must thus be improved from 12 to 13 to 14 to 15 to 16 to 17 to 18, and will take a minimum of 12+13+14+15+16+17+18=105 months = 8 years and 9 months. Elves multiply this by 20, Dwarves and Halflings by 5, Humanoids and Humans use the given number. There is a 5% chance that the first improvement (thus never more than 1 point) could also increase the genetic base. Any changes by other methods, magic, age, draining, growth, etc. will be based on these "natural" body abilities.

Time and manpower

So, how much time and manpower does it take to build things, make weapons and armor, and sculpt statues? First find out if the job is a craft; involves the making of a weapon, armor, artwork, a construction involves the making of a dwelling, building, ship, wagon, or public work (dam or road). The second to find out is the value of the item created (see "tables What can be Bought"). If it's a craft use the following method next. Look at the next table. Multiply the cost by the given divisor to get the number of days work. Remember Humans and most other races have working days of 8 hours, while Elves have 6 hours at most and Dwarves have 10 hours each day.

1-8	1/2	3
9-32	1/5	5
33-125	1/10	7
126-500	1/20	9
501-1000	1/50	12
1001-2000	1/100	14
2001-16.000	1/250	16
16.000+	1/500	18

Example; a piece of jewelry will cost 500 gp. Thus multiply 500 by the divisors of 1/20. The result is 25; this is the number of normal workdays the job will take. The last column reveals the minimum skill level a character must have to create an item of this level. If more than one person work on the same item, they all must have this minimum level. If it's possible for more people to work on the same material, will take the same time divided by the amount of workers. If they fail their skill checks the item becomes flawed by 1% per failure point, if more than half fail the item will be ruined. And all time will be lost.

For constructions another method is used. An average of one day is needed for each 500 gp being spent in the construction. The larger a project is, the larger the work-force must be in order to maintain that one-day-per-500-gp figure. This is because most grandiose projects require more workers and speiali9sts, and with larger teams you'll see a little more inefficiency (failed skill checks) than with smaller teams. But the larger number doesn't make the project doesn't cost any more, the salaries of all the workers and cost of materials are figured in the construction costs table in :"What Can Be Bought". Most of the cost goes into material or labor costs, much goes into taxes.

1	1	3
2	2	3
3-4	2	3
5-8	3	4
9-16	3	5
17-32	4	6
33-64	4	7
65-125	5	8
126-250	10	9
251-500	20	10
501-1000	25	11
1001-2000	30	12
2001-4000	35	13
4001-8000	40	13
8001-16.000	45	14
16.001-32.000	50	14
32.001-64.000	55	15
64.001-125.000	60	15
125.001-250.000	65	16
250.001-500.000	70	16
+ each 100.000	+5	17

Craftsman / Profession/Labor

This is a comprehensive list of different crafts and almost never can be fully complete, but at least we try. A craft is actually almost equal to a profession, with one basic example a craft creates an object that can be handled afterwards. A profession often handles several crafts at once.

A profession often includes knowledge and other skills. Though they are not used so intensively as when trained that skill singly, they still belong to that profession skill. Therefore these extra skills have basic penalties to use. When such a single extra skill is also taken as a skill slot, the penalty would instantly disappear. Studytime in this case will be halved, at 10% higher chances.

These extra skills included in the profession are always rolled upon Intelligence, however when that ability is lower than the profession skills apply the adjustments from that ability instead. Ex. A Journeyman Boatwright his skill is 11 (his Intelligence is 13 so he could become an Expert), but his Strength is weak-8 (he's still young) so his Muscle skill (based upon Strength) will be not 11-3 (the adjustment for that profession)=8, but 8 (his Strength)-3=5.

A character can have no more than one craft or profession skill at once, but a craft or profession can be slowly replaced. A character will slowly learn the new skill and forget the old one. This means that when a character is allowed to take another skill, due to gained experience, he can exchange his profession/craft skill with another. This can be done only once in a lifetime, and takes at least 5 years minus the Intelligence bonus x years of the character to finish. In the meantime he has minimum knowledge of both professions. Thus only the basic skills are used (at 50% skill level), all extra skills included will not be usable anymore, unless both professions use this skill, or the skill is also taken singly.

A craft or profession skill is often passed from parents to children and thus an integral part of the character's life. It can also be learned from a "master", by learning the skill from a local craftsman, this will also effect the character's life as this often starts from early age (about 6) and will rarely be finished before the character reached adultery. When a profession skill is learned from a local guild it takes much shorter time to learn, with the same effect as learned from a single teacher, but then the character will be obliged to follow guild rules and laws, or suffer very hindersome or sometimes even dangerous effects. Almost any profession, but at least any craft belongs to nearby guild, which have often-great power.

Almost everybody has learn a Craft, Profession or Labor, either from it's parental background (see character creation) or from a teacher, craftsman or workplace. To find out which craft a character has learned and became more or less adept in, find out it's social class, then look in the following table. As can be seen some professions or crafts seem to run more often in one social class than others, and farmers and fishers are common. To know which craft, profession or Labor a character has find the social class and look in the following list, or roll a 1d100 and find under the class the craft.

Keep in mind that when a farmer is rolled while the character originates from and lives on an island or sea-bound nation, (which has more than 30% of its border that is either lake, or sea) that this has 75% chance to be a fisherman instead. This percentage is 25% in land-bound nations which still has many small lakes or rivers, or only 10% in other nations. Rockhome, the Dwarven nation has 2 large lakes thus has 25% of farmer being fisherman instead. Ierendi, a sea-bound nation has 75% chance of this, while a nation like Bellisaria(Alphatian continent) has only forest, thus only 10%. Of coarse, other sea- or land- bound professions (marked with *) will be exchanged by their opposite in according situations. In Bellisaria (Alphatia) no barge or boat maker would exist, but would have Cartmaker or Wagonmaker instead. The DM always must keep in mind if a profession would be logical in the nation the character originates from a horse trainer would be logical in grass bound Ethengar, but illogical in Frost bound Quedhar. The DM may insist the character to reroll, or choose the farmer/fisher solution (the easiest and most common choice). A player may be not content with the profession choice, but remember, this was an era where the parental guardians forced their offspring to learn what they wanted to have for him or her. The player must follow this rule, but may try to learn another profession he has chosen himself at own cost (monetary, time) and own social effects (parents may be discontent with the character and act accordingly). A good player may use this professional discontent as a role-playing hook.

When 'none' is given, the character has never learned any craft, profession or labor. He's still able to learn it at a later time if a skill slot is available. The reason for this lack of knowledge/training/work can be poverty or wealth. In either case, they have their own reason, not to learn a craft or profession. Instead they have learned other skills, related to their experiences in live according to their social class. A poor thrall, would rarely be able to learn, etiquette, dancing, or politics, while a wealthy noble rarely would have learned skills dedicated to manual labor.

Social Class Rank	Rich Noble Gold Wealthy/Rich	Typical Noble Silver Upper Class	Poor Noble Silver Middle Class	Rich Freeman Silver Middle Class	Typical Freeman Copper Low Class	Poor Freeman Brass Very Poor	Servant/Thrall/Vagabond Tin Squalid to Poor	Slave/Scavenger Dirt Very Squalid
Monthly Income								
1d100	5000 / 10.000 sp / level	1000 sp / level	500 sp / level	500 sp / level	100 sp / level	40 to 50 sp	20 to 50 sp	10 sp
1	Advocate	Advocate	Advocate	Advocate	Assassin	Assassin	Assassin	Assassin
2	Advocate	Advocate	Advocate	Advocate	Advocate	Apothecary	Baker	Bricklayer
3	Advocate	Advocate	Advocate	Astrologer	Apothecary	Armorer	Barber	Bricklayer
4	Advocate	Advocate	Advocate	Astronomer	Armorer	Artisan	Barber	Butcher
5	Advocate	Advocate	Astrologer	Apothecary	Artisan	Baker	Bookbinder	Candlemaker
6	Advocate	Astrologer	Astrologer	Apothecary	Baker	Barber	Brewer	Candlemaker
7	Advocate	Astrologer	Astronomer	Architect	Barber	Blacksmith	Brewer	Canvasmaker
8	Astrologer	Astrologer	Astronomer	Armorer	Bargemaker*	Boatwright*	Bricklayer	Cobbler
9	Astrologer	Astronomer	Astronomer	Artisan	Bargemaker*	Bowyer	Bricklayer	Cobbler
10	Astrologer	Astronomer	Apothecary	Bargemaker*	Bowyer	Bookbinder	Broommaker	Canvasmaker
11	Astronomer	Apothecary	Apothecary	Blacksmith	Blacksmith	Bookbinder	Butcher	Canvasmaker
12	Astronomer	Apothecary	Apothecary	Boatwright*	Blacksmith	Brewer	Candlemaker	Carpenter
13	Architect	Apothecary	Architect	Bowyer	Boatwright*	Brewer	Candlemaker	Cobbler
14	Architect	Apothecary	Architect	Bowyer	Boatwright*	Bricklayer	Canvasmaker	Cobbler
15	Artisan	Apothecary	Armorer	Bookbinder	Broommaker	Butcher	Cobbler	Farmer
16	Artisan	Architect	Artisan	Brewer	Broommaker	Butcher	Cook	Freighter*
17	Banker	Architect	Artisan	Brewer	Butcher	Candlemaker	Dairyworker	Geologist
18	Banker	Architect	Artisan	Bricklayer	Butcher	Candlemaker	Dairyworker	Glassblower
19	Banker	Armorer	Artisan	Broommaker	Butcher	Candlemaker	Healer	Hunter
20	Banker	Artisan	Banker	Butcher	Candlemaker	Canvasmaker	Drover*	Hunter
21	Banker	Artisan	Banker	Candlemaker	Candlemaker	Canvasmaker	Drover*	Laborer
22	Doctor	Banker	Bricklayer	Canvasmaker	Canvasmaker	Cartmaker*	Drover*	Laborer
23	Doctor	Banker	Candlemaker	Cartmaker*	Canvasmaker	Carpenter	Farmer	Laborer
24	Dentist	Banker	Cartmaker*	Cartmaker*	Cartmaker*	Carpenter	Farmer	Laborer
25	Engineer	Banker	Carpenter	Carpenter	Cartmaker*	Cobbler	Farmer	Laborer
26	Falconer	Banker	Cook	Carpenter	Carpenter	Cobbler	Farmer	Laborer
27	Falconer	Cook	Doctor	Cobbler	Carpenter	Cook	Farmer	Laborer
28	Farmer	Doctor	Dentis	Cook	Cobbler	Cook	Farmer	Laborer
29	Gemcutter	Dentist	Engineer	Cook	Cobbler	Cook	Farmer	Laborer
30	Hunter	Dentist	Falconer	Dairyworker	Cook	Dairyworker	Farmer	Laborer
31	Jeweler	Engineer	Falconer	Doctor	Cook	Dairyworker	Farmer	Laborer
32	Judge	Falconer	Farmer	Dentist	Dairyworker	Healer	Forester	Laborer
33	Judge	Falconer	Farmer	Healer	Dairyworker	Healer	Forester	Leatherworker
34	Judge	Farmer	Farmer	Drover*	Healer	Drover*	Freighter*	Leatherworker
35	Judge	Farmer	Farmer	Engineer	Healer	Drover*	Freighter*	Leatherworker
36	Judge	Farmer	Farmer	Engineer	Drover*	Engineer	Freighter*	Lumberjack
37	Judge	Farmer	Farmer	Falconer	Engineer	Falconer	Geologist	Lumberjack
38	Judge	Farmer	Farmer	Falconer	Engineer	Farmer	Geologist	Lumberjack
39	Judge	Farmer	Farmer	Farmer	Falconer	Farmer	Glassblower	Lumberjack
40	Judge	Finesmith	Farmer	Farmer	Farmer	Farmer	Glassblower	Mason
41	Judge	Freighter*	Finesmith	Farmer	Farmer	Farmer	Glassblower	Miner
42	Judge	Gemcutter	Finesmith	Farmer	Farmer	Farmer	Hunter	Miner
43	Judge	Harbormaster*	Forester	Farmer	Farmer	Farmer	Hunter	Miner
44	Judge	Hunter	Freighter*	Farmer	Farmer	Farmer	Laborer	Netmaker
45	Judge	Hunter	Freighter*	Finesmith	Farmer	Farmer	Laborer	Netmaker
46	Merchant Class	Jeweler	Furnituremaker	Finesmith	Farmer	Farmer	Laborer	Netmaker
47	Merchant Class	Judge	Gemcutter	Freighter*	Farmer	Forester	Laborer	None
48	Merchant Class	Judge	Gemcutter	Freighter*	Farmer	Forester	Laborer	None
49	Merchant Class	Judge	Geologist	Furnituremaker	Finesmith	Freighter*	Leatherworker	None
50	Merchant Class	Judge	Harbormaster*	Furnituremaker	Forester	Freighter*	Leatherworker	None
51	Moneylender	Judge	Hunter	Gemcutter	Forester	Freighter*	Leatherworker	None
52	Moneylender	Merchant Class	Hunter	Gemcutter	Freighter*	Furnituremaker	Locksmith	None
53	Navigator	Merchant Class	Jeweler	Gemcutter	Furnituremaker	Geologist	Lumberjack	None
54	None	Merchant Class	Jeweler	Gemcutter	Gemcutter	Glassblower	Lumberjack	None
55	None	Merchant Class	Jeweler	Glassblower	Geologist	Glassblower	Lumberjack	None
56	None	Moneylender	Jeweler	Harbormaster*	Glassblower	Harbormaster*	Lumberjack	None
57	None	Moneylender	Judge	Harbormaster*	Harbormaster*	Hunter	Mason	None
58	None	Moneylender	Judge	Hunter	Harbormaster*	Hunter	Mason	None
59	None	Navigator	Judge	Hunter	Hunter	Jeweler	Miner	None
60	None	Navigator	Judge	Jeweler	Hunter	Judge	Miner	None
61	None	None	Judge	Jeweler	Jeweler	Laborer	Miner	None
62	None	None	Laborer	Jeweler	Jeweler	Laborer	Netmaker	None
63	None	None	Laborer	Judge	Judge	Laborer	Netmaker	None
64	None	None	Laborer	Judge	Judge	Leatherworker	Netmaker	None
65	None	None	Laborer	Judge	Laborer	Leatherworker	None	None
66	None	None	Locksmith	Laborer	Laborer	Locksmith	None	None
67	None	None	Lumberjack	Laborer	Laborer	Lumberjack	Papermaker	None

Social Class Rank	Rich Noble Gold Wealthy/Rich	Typical Noble Silver Upper Class	Poor Noble Silver Middle Class	Rich Freeman Silver Middle Class	Typical Freeman Copper Low Class	Poor Freeman Brass Very Poor	Servant/Thrall/Vagabond Tin Squalid to Poor	Slave/Scavenger Dirt Very Squalid
Monthly Income								
1d100	5000 / 10.000 sp / level	1000 sp / level	500 sp / level	500 sp / level	100 sp / level	40 to 50 sp	20 to 50 sp	10 sp
68	None	None	Mason	Leatherworker	Leatherworker	Lumberjack	Papermaker	None
69	None	None	Merchant Class	Locksmith	Locksmith	Mason	Potter	Papermaker
70	None	None	Merchant Class	Mason	Locksmith	Merchant Class	Potter	Potter
71	None	None	Merchant Class	Merchant Class	Lumerjack	Miner	Paint/Inkmaker	Potter
72	None	None	Merchant Class	Merchant Class	Mason	Miner	Paint/Inkmaker	Potter
73	None	None	Miner	Merchant Class	Merchant Class	Miner	Ropemaker	Ropemaker
74	None	None	Moneylender	Miner	Merchant Class	Navigator	Ropemaker	Saddlemaker
75	None	None	Navigator	Moneylender	Merchant Class	Netmaker	Saddlemaker	Sailor
76	None	None	Navigator	Moneylender	Miner	None	Saddlemaker	Sailor
77	None	None	None	Moneylender	Navigator	Papermaker	Sailor	Sailor
78	None	None	None	Navigator	Netmaker	Papermaker	Sailor	Scribe
79	None	None	None	None	Papermaker	Potter	Sailor	Shipwright*
80	None	None	None	None	Potter	Potter	Sailor	Skinner
81	None	None	None	Papermaker	Paint/Inkmaker	Paint/Inkmaker	Scribe	Skinner
82	Sailor	Saddlemaker	Papermaker	Ropemaker	Ropemaker	Ropemaker	Shipwright*	Skinner
83	Scribe	Sailor	Saddlemaker	Sailor	Saddlemaker	Saddlemaker	Skinner	Skinner
84	Scribe	Sailor	Sailor	Scribe	Sailor	Sailor	Skinner	Soapmaker
85	Scribe	Scribe	Scribe	Scribe	Sailor	Sailor	Skinner	Soapmaker
86	Scribe	Scribe	Scribe	Scribe	Scribe	Scribe	Smelter	Soapmaker
87	Scribe	Scribe	Shipwright*	Scribe	Shipwright*	Shipwright*	Soapmaker	Stonecutter
88	Scribe	Scribe	Shipwright*	Shipwright*	Shipwright*	Shipwright*	Soapmaker	Stonecutter
89	Shipwright*	Scribe	Smelter	Shipwright*	Skinner	Skinner	Soapmaker	Tailor
90	Shipwright*	Shipwright*	Tailor	Smelter	Smelter	Smelter	Stonecutter	Tattoer
91	Tailor	Shipwright*	Taxidermist	Stonecutter	Stonecutter	Soapmaker	Stonecutter	Tattoer
92	Taxidermist	Tailor	Taxofficial	Tailor	Stonecutter	Stonecutter	Tailor	Tanner
93	Taxofficial	Taxofficial	Taxofficial	Tailor	Tailor	Tailor	Tattoer	Tanner
94	Taxofficial	Taxofficial	Taxofficial	Taxofficial	Toolmaker	Tattoer	Tattoer	Tanner
95	Taxofficial	Taxofficial	Taxofficial	Taxofficial	Trapper	Tanner	Tanner	Thatcher
96	Taxofficial	Taxofficial	Wagonmaker	Wagonmaker	Wagonmaker	Trapper	Tanner	Thatcher
97	Taxofficial	Weaponsmith	Weaponsmith	Weaponsmith	Weaponsmith	Thatcher	Trapper	Trapper
98	Taxofficial	Weaponsmith	Weaponsmith	Weaponsmith	Weaver	Wagonmaker	Thatcher	Undertaker
99	Wagonmaker	Weaponsmith	Weaponsmith	Weaver	Wheelwright	Wheelwright	Wheelwright	Undertaker
100	Weaponsmith	Weaver	Weaver	Weaver	Woodcarver	Undertaker	Undertaker	Undertaker

Professions tend to run in families. There is 50% that a couple will have the same profession, and 30% that the child will follow the same direction. (This will affect the beginning skills). Roll separately for each parent and sibling. Certain races and countries or cultures will gravitate toward certain professions. Like miners, blacksmiths, and engineers toward Dwarves. A lot of other professions do exist where one can be chosen from, most are rare though, but can be more common in local regions, like diver in Ierendi (Pearldivers).

1d100	Parent's Profession (also others)	
1-30	Adventurer Class (Roll according Character class Table)	
31-80	Fisher or Farmer	
	or as rolled above (Choose!) remember 80% of the population was fisher or farmer to sustain the rest.	
81-100	**1d100**	

1d100		1d100	
1-2	Animal Trainer	3	Artist or Artisan (Painter, Sculptor, Goldsmith, etc.)
3-4	Blacksmith	14-16	Carpenter/Woodworker
17-18	Carter/Hauler	19	Clergy (housekeeper, Florist, Groundskeeper, etc.)
20-21	Cobbler/Leatherworker	22-24	Cooper(Barrelmaker)
25-32	Criminal (Assassin, Thug, Bandit, etc.)	33	Engineer/Architect
34-35	Entertainer(Actor/Dancer/Musician, Etc.)	36-38	Fisherman
39	Forester/Hunter/Gamekeeper	40	Gravedigger
41-48	Guard/Watchman	49-50	Innkeeper
51-53	Laborer	54	Locksmith
55-57	Mason/Bricklayer/Roadmender	58-60	Merchant (Im-, or Exporter, Caravan Master, etc.)
61-62	Miner	63-64	Peddler
65	Potter	66-75	Sailor (includes Pirate)
76	Sage	77	Scribe/Cartographer
78-87	Soldier/Mercenary	88-90	Storekeeper (Choose type)
91-93	Tailor	94-95	Tanner
97	Wainwright (Wagonmaker)	98-00	Weaponmaker(Bowyer, Fletcher, Swordsmith, etc.)

Craft/Profession	Primary Skills	Secondary Skills	Adjustment	Based upon
		* =border crossed or 50miles traveled from foreign nation		
Advocate	Local laws and Justice		0	Int
		Foreign laws and rules	-1*	Int
		Diplomacy	-1	Wis
		Etiquette	-2	Cha
Alchemist	Alchemy		0	Int
		Apothecary (main)	-1	Int
		Knowledge of Diseases and Afflictions	-5	Int
		Knowledge of Herbs	-3	Int
Animal Trainer	Animal Training		0	Int
		Knowledge Animal Behavior	-1	Int
		Veterinary Healing	-2	Int
Apothecary	Apothecary		0	Int
		Knowledge of Herbs	-1	Int
		Healing	-1	Wis
		Alchemy	-1	Int
		Knowledge Diseases/Afflictions	-3	Int
Armorer	Armorer		0	Int
		Wiremaking	-2	Int
		Leatherwork	-1	Int
Artist/Sculptor Artisan	Art		0	Cha
		Wood/Stone-cutting	-3	Int
		Jewelry	-5	Int
		Paintmaking	-3	Int
		Inkmaking	-3	Int
		Etiquette	-3	Cha
Assassin	Alchemy	(main)	-2	Int
		Apothecary (main)	-2	Int
		Healing	-2	Wis
		Knowledge of local hierarchy	-1	Int
Astrologer	Astrology		0	Int
		Astronomy	-1	Int
		Psychology	-2	Int
		Etiquette	-3	Cha
Astronomer	Astronomy		0	Int
		Astrology	-2	Int
		Knowledge of Planes	-5	Int
		Mathematics	-2	Int
Baker	Baking		0	Int
		Food tasting	-1	Con
		Firebuilding	-4	Dex
Banker	Mathematics		0	Int
		Knowledge of local taxes	-1	Int
		Knowledge of foreign currency	-1*	Int
		Knowledge of local Thief guilds	-1	Int
		Etiquette	-1	Cha
Barber	Grooming Humanoid		0	Int
		Etiquette	-2	Cha
		Local fashions	0	Int
		Hygiene	-1	Cha
Bargemaker	Making flotation devices		0	Int
		Woodcraft	-1	Dex
		Shipbuilding	-2	Int
		Architecture	-3	Int
		Muscle	-2	Str
		Rope-use	-2	Dex
Basketweaver	Weaving		0	Dex
		Knowledge of local plants	-2	Int
		Woodcraft	-2	Int
	Firebuilding		-2	Int
Blacksmith ♦	Blacksmithing		0	Str
		Musle	0	Str
		Firebuilding	-1	Dex
		Metallurgy	-3	Int
		Animal Handling (Horse)	-3	Int
Boatwright	Woodcraft		0	Dex
		Shipbuilding	0	Int
		Architecture	-2	Int
		Leadership	-2	Cha
		Muscle	-3	Str
		Rope-use	-1	Dex

Craft/Profession	Primary Skills	Secondary Skills	Adjustment	Based upon
		* =border crossed or 50miles traveled from foreign nation		
Bowyer ♣	Woodcraft		-2	Dex
		Bowyer	0	Int
		Rope/Stringmaking	-3	Int
Fletcher	Fletching		0	Int
		Art (fine stone/metal/bonework)	-1	Int
Bookbinder	Bookbinding		0	Int
		Forgery	-2	Dex
		Cartography	-2	Int
		Appraisal (books, document, maps only)	-3	Int
		Paper/Papyrus making	-3	Int
Brewer	Brewing		0	Int
		Drinking	-1	Con
		Foodtasting	-1	Con
Brick layer	Alchemy		-4	Int
		Architecture	-2	Int
		Engineering	-4	Int
Brickmaker	Brick/Tilemaking		0	Int
		Bricklaying	-1	Con
		Knowledge Ceramics	-1	Int
Broommaker	Woodcraft		-1	Dex
		Rope-use	-1	Dex
Butcher	Butcher		0	Str
		Skinning (removing hides)	0	Dex
		Knowledge; Preparing flesh to food	-2	Int
Candlemaker	Candlemaking		0	Int
		Art	-4	Wis
		Rope-use	-2	Dex
Canvasmaker	Canvasmaking		0	Int
		Leatherwork	-1	Int
		Rope-use	-1	Dex
Cartmaker	Cartmaking		0	Int
		Wheelwright	-3	Int
		Wagonmaking	-3	Int
		Woodcraft	-1	Dex
Carpenter	Woodcraft		0	Dex
		Trapbuilding	-4	Int
		Architecture	-2	Int
		Rope-use	-3	Dex
		Muscle	-4	Str
Cobbler	Cobbling		0	Int
		Leatherworking	-1	Int
		Knowledge of local fashions	-1	Int
		Etiquette	-1	Cha
Cook Choose 1 primary skill	Cooking		0	Int
	Cooking Military		0	Wis
		Food tasting	-1	Con
		Drinking	-2	Con
		Butcher	-1	Str
		Skinning	-2	Dex
		Art/sculpting	-3	Int
Dairyworker	Dairywork		0	Int
		Animal handling	-2	Wis
		Foodtasting	-2	Con
		Alchemy	-4	Int
Doctor/Dentist	Healing		-1	Int
Healer	Veterinary healing		-1	Int
Dentist	Natural Healing		-1	Wis
Choose 1 primary skill	Tribal Healing		-1	Wis
		Alchemy (Main)	-2	Int
		Apothecary (main)	-2	Int
Dentist; all skills at-1 extra		Knowledge of local herbs	-3	Int
		Knowledge of diseases/afflictions	-2	Int
		Butcher	-2	Str
		Skinner	-3	Dex

Craft/Profession	Primary Skills	Secondary Skills	Adjustment	Based upon
		* =border crossed or 50miles traveled from foreign nation		
Drover	Animal handling		-1	Wis
		Wagonmaking	-2	Int
		Weather sense	-4	Wis
		Direction sense	-3	Wis
Engineer	Engineering		0	Int
		Etiquette	-2	Cha
		Architecture	-1	Int
		Mapping	-1	Int
Falconer	Animal handling	to other animals than small bird of prey.	-3	Wis
		Etiquette	-1	Cha
		Hunting	-2	Int
		Tracking	-4	Int
Farmer	Agriculture		0	Int
		Knowledge of local plants	-2	Int
		Knowledge of local tales	-1	Int
		Animal handling	-2	Wis
Fisher ♣	Swimming		-2	Dex
		Nets handling	-1	Dex
		Netmaking	-3	Int
		Sailing	-1	Int
Finesmith	Finesmithing (Choose material)		0	Dex
		Gemcutting	-2	Dex
Forester	Woodlore		0	Int
		Knowledge of local region	-1	Int
		Lumbering	0	Str
Freighter	Wheelwright		-1	Int
		Knowledge of local roads	0	Int
		Knowledge of foreign roads	-2	Int
		Knowledge of local Humanoid tribes	–1	Int
		Animal handling	-1	Wis
Furniture maker	Woodcraft		0	Dex
		Trapbuilding	-4	Int
		Architecture	-2	Int
Gemcutter	"Making" gems from raw ore.		0	Dex
		Stonecutting	-2	Str
		Appraisal	-1	Int
Geologist	Stonecutting		0	Int
		Knowledge Local History	-2	Int
		Knowledge of minerals	-1	Int
		Prospecting	0	Int
		Alchemy	-2	Int
		Knowledge SFP's	-2	Int
Glassblower	Firebuilding		-1	Int
		Knowledge of Sands, Salts, metals vs.fire	0	Int
		Alchemy	-1	Int
		Muscle	-2	Str
Harbormaster	Knowledge local taxes/customs		0	Int
		Appraisal	-2	Int
		Intimidation	-2	Str
		Etiquette	-3	Cha
		Knowledge of Ships	-2 *	Int
		Knowledge of Flags	-1 *	Int
Hunter	Hunting		0	Int
		Woodlore	-1	Int
		Butcher	-2	Str
		Tracking	-1	Int
		Knowledge local fauna	-1	Int

Craft/Profession	Primary Skills	Secondary Skills	Adjustment	Based upon
		* =border crossed or 50miles traveled from foreign nation		
Jeweler	Appraisal (gems and jewelry only)		0	Int
		Art Making jewelry	0	Int
Judge	Local laws and Justice		-2	Int
		Intimidate	0	Int
		Knowledge Foreign laws/ rules	-1 *	Int
		Diplomacy	-1	Wis
		Advocacy	-1	Int
The amount of knowledge and bureaucracy makes it very difficult for characters to learn this skill, and that is why the skill starts with a penalty of 8 which is reduced by 1 for each 3 years using the skill.				
Laborer	Woodcraft		-2	Dex
Choose 1 primary skill	Stonecutting		-3	Str
♦	Brick-laying		-4	Con
	Mining		-4	Wis
		Lumbering	-3	Str
		Rope-use	-2	Dex
		Muscle	-3	Str
		Climbing or	-20%	Dex
		Mountaineering	-2	Dex
		Grovel	-2	Cha
		Endurance	-1	Con
		Healing	-5	Wis
		Firebuilding	-3	Int
		Knowledge of Materials	-2	Int
		Cooking Military	-3	Wis
Leatherworker	Leatherworking		0	Int
		Tailoring	-2	Int
		Firebuilding	-2	Int
		Knowledge armor styles	-1	Int
		Heraldry	-4	Int
Locksmith	Craft Fine metal work		0	
		Trapbuilding	-1	Int
		Remove traps	-10%	Dex
Lumberjack	Lumbering		0	Str
♦	Woodlore		-1	Int
Mason	Stone-cutting		-1	Str
♦		Brick-laying	-2	Con
		Leadership	-3	Cha
		Muscle	-2	Str
		Archtecture	-2	Int
Merchant		Appraisal (advised)	0	Int
		Negotiations (Advised)	0	Cha
		Bargaining (Advised)	0	Int
Miner	Prospecting		0	Int
♦		Stonecutting	-2	Str
		Muscle	-2	Str
		Gemcutting	-5	Dex
Moneylender	Mathematics		-1	Int
		Knowledge of local taxes	-1	Int
		Knowledge of foreign currency	-1 *	Int
		Knowledge of local Thief guilds	-1	Int
		Appraisal	-1	Int
		Etiquette	-1	Cha
Navigator	Astronomy		-2	Int
		Sailing	-2	Int
		Swimming	-4	Dex
		Navigation	-1	Int
Netmaker	Netmaking		0	Int
		Ropemaking (thread/string only)	-2	Dex
		Rope-use	0	Dex
		Net handling	-1	Dex
Paper/Papyrusmaker	Woodcraft		-1	Dex
		Knowledge Wood and fibers	0	Int
		Paper/Papyrus making	0	Int
		Bookbinding	-1	Int
Potter	Baking/Shaping Pottery from Clay		0	Int
		Art	-2	Cha
		Knowledge 0f Clay sorts	0	Int
		Fire building	-1	Int
		Art/sculpting	-1	Int

Craft/Profession	Primary Skills	Secondary Skills	Adjustment	Based upon
		* =border crossed or 50miles traveled from foreign nation		
Paint/Inkmaker	Paint/Inkmaking		0	Int
(+1 Sv vs. Poison)		Knowledge local minerals	-1	Int
-2 Con and Cha/Com		Knowledge local Plants	-1	Int
		Alchemy	-1	Int
Rope maker	Rope/Stringmaking		0	Dex
		Rope-use	0	Dex
		Knowledge of plant/animal fibers	0	Int
Saddlemaker	Saddlemaking		0	Int
		Leather work	-1	Int
		Heraldry	-4	Int
Sailor	Sailing		0	Int
♣		Knowledge Nautical	0	Int
		Netmaking	-5	Int
		Rope-use	-1	Dex
		Shipbuilding	-5	Int
		Fishing	-2	Dex
		Weather Sense	-2	Wis
		Swimming	-2	Dex
		Knowledge legends/history of sea tales	-1	Int
Scribe	Writing/Reading/Deciphering		0	Int
Eyesight-1d6 x 10%		Knowledge symbols	-4	Int
		Inkmaking	-2	Int
		Papermaking	-1	Int
		Heraldry	0	Int
		Mathematics	-2	Int
Shipwright	Woodcraft		0	Dex
		Shipbuilding	0	Int
		Architecture	-2	Int
		Muscle	-2	Str
		Rope-use	-1	Dex
Skinner	Skinning hides from animals		0	Int
		Tanning (Basic)	-2	Int
		Knowledge of animal species	-1	Int
Smelter	Smelting		0	Int
		Art (Sculpting molds)	-1	Int
		Firebuilding	-1	Int
Soapmaker	Soapmaking		0	Int
		Alchemy	-2	Int
Stonecutter	Stonecutting		0	Str
		Muscle	-2	Str
		Brickmaker	-1	Int
		Art/Sculpting	-1	Int
Tailor	Tailoring.		0	Int
Seamstress		Art (Cloth design)	0	Int
		Etiquette	-2	Cha
		Knowledge Local fashion	-1	Int
Tattooer	Tattooing.		0	Int
		Art (painting)	-1	Int
		Inkmaking	-1	Int
Tanner	Tanning		0	Int
		Butcher	-3	Str
Taxidermist	Taxidermy		0	Int
		Science Anatomy	-1	Int
		Skinning	-l	Dex
		Art (Modeling)	-2	Int
		Woodcraft	-2	Dex
Taxofficial	Knowledge of local taxes		0	Int
		Knowledge of foreign taxes	-1 *	Int
		Knowledge of local customs	-1	Int
		Appraisal	-2	Int
		Knowledge of foreign laws	-2 *	Int
Thatcher	Thatching		0	Int
		Climbing	-10%	Dex
		Architecture	-2	Int

Craft/Profession	Primary Skills	Secondary Skills	Adjustment	Based upon
		* =border crossed or 50miles traveled from foreign nation		
Toolmaker	Toolmaking		0	Int
		Woodcraft	-1	Dex
		Firebuilding	-1	Int
Trapper	Trapmaking		0	Int
		Codes law and Justice	-2	Wis
		Outdoor Stealth	-20%	Dex
		Tracking	-2	Int
		Woodlore	-3	Int
Wagonmaker	Wagonmaking		0	Int
		cartmaking	-2	Int
		Woodcraft	-1	Dex
		Animal Handling	-2	Wis
		Rope-use	-2	Dex
		Wheelwright (Basic)	-3	Int
Weaponsmith ♦	weapon/tool maker		0	Int
		Firebuilding	-1	Int
		Muscle	-2	Str
Weaver	Weaver		0	Int
		Knowledge local fashion	-1	Int
		Knowledge Textiles	-1	Int
		Paintmaker Textiles only	-2	Int
Wheelwright	Wheelwright		0	Int
		Woodcraft	-1	Dex
		Wagonmaking (Basic)	-3	Int
Woodcarver	Art (sculpting)		-1	Int
		Woodcraft	0	Dex
Undertaker Cha -3 in work clothing and local	Woodcraft		-2	Dex
		Healing	-3	Int
		Organic Preservation	0	Int
		Stonecutting	-2	Str
		Ceremony	-1	Wis
		Local history	-2	Int

Creating new professions, crafts.

This list can be expanded with new professions, as it can never be truly complete. Each campaign world, each time period, cultural region or society will have its own cultural, sociological and religious habits, and skills or crafts and professions are chosen and used along these habits. The DM must carefully research the new profession, and make one primary skill with 1 to 8 secondary skills, as directionary. It is possible for a class to have multiple primary skills, but this is very rare. Secondary skills are mostly penalized. Each of these professional skills has their own ability corresponding to it. Thus do not use the primary skill and it's corresponding ability as a basis for the new skill. When using secondary skills in a fashion not corresponding to its profession (like an undertaker trying to heal a wounded friend, instead of readjusting bodyparts for visual exposition, or for rituals.), penalties must be applied to the DM; this is reflected in the penalties given to each secondary skill.

Strength based Skills				Page
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Diskos Throwing	Intimidate	Lumbering	Muscle	521
Pankration	Ram			
Rip	Stonecutting	Wrestling		522

Intelligence based Skills				Page
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Alternate Magics	Ancient History	Animal, Fish or Monster Lore		523
Apothecary	Appraisal	Area Knowledge	Architecture	
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Baking	Bargemaker	Boatwright	Bookbinding	525
Bowyer/ Fletching	Brewing	Brick/Tilemaking	Calligraphy	
Candlemaking	Canvasmaking			526
Carpentry	Cartmaking	Cobbler	Cooking	
Coral Manipulation	Dairywork	Disguise	Dowsing	527
Engineering	Epicure	Exploration	Falconry	
Fire-Building	Furrier			528
Heraldry	Herbalism/Foraging			529
Herbalism (Cont.)				530
Hunting	Hieroglyphics, Ancient	Hieroglyphics, Modern	Jewelcraft	
Knowledge of…	Know Market Value	Know Terrain		531
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Local History				532
Machine Building/Destruction	Magic Energy Conservation	Maghic Trivia	Magical Engineering	
Mapping/Cartography				533
Mason	Mathematics	Military Tactics	Mimicry	
Monster Lore				534
Monster Trivia	Naturalist	Nature Lore	Navigation	
Netmaking	Observation			535
Organic Preservation	Orientation	Paint/Inkmaking	Planar Geography	
Politics	Pottery	Prospecting	Racial Knowledge	536
Reading/Writing	Rope/Stringmaking	Sabotage	Sailor	
Saddlemaking	Science	Signaling		537
Smelting	Smithing	Snares	Soapmaking	
Spellcraft	Spellflash	Stone Engineering		538
Survival	Tactics	Tailoring/Seaming	Tattooing	539
Taxidermy	Thatching	Tracking		540
Tracking (cont.)	Trapmaking	Wagonmaking	War Machine Engineering	
Weapon Sharpening				541
Weapon/Toolmaking	Weaving	Wheelwright	Winemaking	
Woodlore	Undertaker			542

Wisdom based Skills				Page
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Animal, Fish or Monster Training (Choose Type)				543
Animal, Fish or Monster Training (Cont.)		Art	Bloodlust Control	
Bravery	Caving	Ceremony/Honor (Choose Immortal/Religion)		544
Codes of Law and Justice (choose Country)		Cooking Military	Danger Sense	
Dark Sense	Detect Ambush	Detect Deception	Direction Sense	545
Executioner	Fantasy Physics	Fire-building	Gambling	
Grooming Animal	Grooming Humanoid	Guidance/Council		546
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Healing, Tribal	Healing, Veterinary	Horticulture	Local Rumor and Gossip	
Mandragora	Meditation			548
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Self Control	Soothsaying			549
Spell combination/mixing	Taunting	Teaching	Time Sense	
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Dexterity based Skills				Page
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Fighting Instinct	Find Traps	Finesmith (choose Material)		553
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Hear Noise				555
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Martial Arts Defensive	Martial Arts Offensive			557

				Page
Martial Arts, Nithian Shield	Mountaineering	Move Silent	Net handling	
Odor Scenting	Odor Tracking			558
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Remove Traps (Choose Type)				559
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Swimming	Tightrope Walking			561
Trapmaking	Trapping	Treewalking	Woodcraft	562
Constitution based Skills				**Page**
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Fasting	Fighting Frenzy	Food Tasting	Quick Change	
Resist Heat Exhaustion				563
Resist Wolvesbane	Running	Sleeping	Slow Respiration	
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Gain Trust	Gaming	Grovel	Leadership	566
Music(al Instrument)	Oration	Persuasion	Poetry	
Servility	Singing	Singing Marches		567
Storytelling	Toadying	Ventriloquism		568
Voice Mimicry	Whistling/Humming			569
Comeliness based Skills				**Page**
Allure	Hygiene			569

The Skills Appraisal and Bargaining are further explained in the Chapter of **Buying and Selling.**

Strength-based skills

Blacksmith

A character with Blacksmithing Skill is capable of making tools and Implements from iron. Use of the Skill requires a forge with a coal-fed fire and bellows, as well as a hammer and anvil. The character can't make armor or most weapons, but can craft crowbars, grappling hooks, horseshoes, nails, hinges, plows, and most other iron objects. This skill takes as much time as with crafts.

Boxing

This skill does not need a skill slot until becoming more experienced in it. That means that every character has basic skill in boxing equal to his strength rating. To increase however, one needs a skill slot. Read further under Weapon Mastery, Unarmed Combat Mastery, Boxing. Boxing as a skill takes actually no extra time, but only improves the Boxing in itself.

Brawling

This skill allows you to fight crowds using furniture pieces, knocking attackers off-balance, swinging down chandeliers and so on. Brawling damage is not lethal, it just knock victims unconscious when reaching 0 hit points. A successful check allows the character to double damage for each +1 in Strength bonus the character has. Damage is spread among attackers in the same group, up to ten characters. This skill takes as much time as needed, but activation can be used in an instant.

Butcher

This primary skill of the Butcher enables a character to cut and slice all usable parts of a creature for use as food. He also knows how to remove which organs, bone, claws skin etc. some primitive preservation methods also include in this skill like salting, spicing and drying or smoking. This skill is also used like an assassin, it enables the character to kill an incapacitated or held creature in one stroke with a sharp weapon, bare hands or a slaughter hammer. The use of this skill takes from mere minutes for slaughtering to several hours by preparations.

Diskos Throwing

The character has studied the various techniques of throwing the diskos. During competitions, the athletes roll a skill check. The one who succeeds by the most is the winner. The diskos can never be used as a weapon; it is simply too inaccurate. This skill takes a full round to use.

Intimidate

This is the ability to bully non-player characters into doing what you want them to do. Success means that NPC's are intimidated into doing what you want. This skill can't be used against other PC's. NPC's who have this skill used upon them are not likely ever to become friends with the intimidating character. (In effect his Charisma is lowered by the same amount as the Intimidate succeeded). Use of the skill means the character is either Implicitly or explicitly threatening the target with violence or other bad results if the target does not comply. For this reason, it works better against lower level characters. It does not work at all on PC's, or other characters of level or HD5 or higher. The skill also does not work on someone who seems to be in a current stronger position than the character, a low-level ruler surrounded by many strong guards, is not likely to feel threatened. Intimidation takes at least one round of uninterrupted action, without other characters mocking the intimidating character.

Lumbering

This primary skill for the Lumberer enables a character to recognize a useful tree , climbing in it, fell it, skin it, remove branches, transport it, (including river-floating transport)or even harvest roots and trunks. This takes several minutes to turns and at most several hours depending on the size, species and difficulty of the tree.

Muscle

This skill is experience with heavy lifting and hard labor. The character can direct groups of laborers to make their efforts most effective. He understands the use of simple machinery like wedges, pulleys, and levers. When appropriate tools and a successful skill check, the character receives a +2 bonus on his open door, shove object, break/bend bars roll. The character with this skill may actually try twice in the action he intended, once without the use of the skill and once with the use of the skill. Muscle takes one turn minimum action, of placing, using and removing the tools to be used. Sometimes the usage as such can take much longer, this depending upon the action.

Pankration

The Pankration is a fighting technique that combines maneuvers from both boxing and wrestling. During combat, the pankratiast can choose to perform either a wrestling or boxing attack. The character can also gain levels of weapon mastery in the pankration. However, each level of weapon mastery requires one extra skill slot to be spent. 0 at unskilled, 2 at basic, 3 at skilled, 4 at expert, 5 at master, and 6 at grandmaster. Otherwise it follows the normal rules for weapon mastery. This skill is only known in the Hollow World in the empire of Milenia, and nowhere else. It was never developed on the Outer World, and will never be learned to members of another race. Pankration as a skill takes actually no extra time, but only improves the Wrestling/Boxing in itself.

Ram

This is the ability to ram into an opponent using the head and snout. While this is an effective attack, the attacker always takes damage from it, except when the character has biological adaptations like enforced skull with adapted neck. This skill is available to any creature with a movement rate of 50' or more per round. Slower creatures may combine this with the dart skill if they are swimming creatures. The character moves forward at full speed for at least one round before attempting to hit his opponent, and he must at least half his moving speed to carry out this attack. If the Ram was declared in a previous round, but the character did not have enough movement to reach the target, then any movement at all in the next rounds qualifies the character for a Ram attack. The attack is carried out normally and if a successful hit is made the character makes his skill check. On a successful check, the character hits his target for damage equal to half the character's Strength (round up), +1 for every point that the skill was improved. A failed roll means the character takes one point of damage for every point the skill was failed. On a successful check the character takes 1d4 points of damage (AV not counted). On a failed check, but a successful hit the target takes damage equal to the character'' Strength bonus. When horns are on the character's skull they will add 1 point of damage as follows (1"=+1, 2-4"=+2, 5-8"=+3, 9-16"=+4, 16+" dm x ½). This skill takes a full attack to use.

Rip

This skill can only be used by character's who have a biting attack. This skill is available to any creature with a movement rate of 50' or more per round. Slower creatures may combine this with the dart skill if they are swimming creatures. The character moves forward at full speed for at least one round before attempting to hit his opponent, and he must at least move half his moving speed further to carry out this attack. If the Rip was declared in a previous round, but the character did not have enough movement to reach the target, then any movement at all in the next rounds qualifies the character for a Rip attack. It involves making a high speed swimming move similar to a ram, but the character rips a chunk out of his opponent, and then keeps moving for a full round. Resolve the attack normally, then make a skill check. A successful check inflicts triple damage; +1 for every point the skill was improved. A failed check causes no damage, but the attacker must keep moving for all the next round. This skill takes a full attack to use.

Stonecutting

This primary skill for miners and stone workers enables a character to make correct use of the right tools to mine, dig tunnels, free gems, coals or metals and minerals from stone. It also enables a character to cut and transport stone blocks from the basic stone, or to prepare it for sculpting. And it enables the character to find the right blocks of stone to cut shapes from. It does not however reveal the sorts of stone cut, not even the primary sort (Volcanic stone, sandstone, limestone etc.). This skill takes several hours to use, as an average, 5 cubic feet of medium hard rock can be cut from surrounding rock in a day.

Wrestling

In wrestling combat, a successful roll enables the character to use special movements and twists that enable him to escape pins, or make better ones. This skill does not need a skill slot until becoming more experienced in it. That means that every character has basic skill in boxing equal to his strength rating. To increase however, one needs a skill slot. Read further under Weapon Mastery, Unarmed Combat Mastery, Wrestling, page   . Wrestling as a skill takes actually no extra time, but only Improves the Wrestling in itself.

Intelligence based skills

Advocacy

This skill is used to defend a person attacked by the law with that same law. The amount of knowledge and bureaucracy makes it very difficult for characters to learn this skill, and that is why the skill starts with a penalty of 8, which is reduced by 1 for each 2 years using the skill. This skill takes several hours research at minimum (or penalties to the defense are given) to several weeks, after research, defense, counter-demands, etc.

Agriculture/Farming

This skill provides the character with the basics of farming. This includes planting, harvesting, storing crops, tending animals, breeding animals, butchering and other typical farming chores. If a skill chore is used more specialized version (like trying to butcher several animals) make them at –2. A character with Farming skill is able to evaluate soil quality for plant growth, to identify the best methods of growing plants (particularly fruits, vegetables, and spices), and to identify edible plants in the wild with a chance equal to one-quarter the normal percentage in the skill. It also gives the character knowledge of farming tools, machinery, ground use, harvesting techniques, irrigation, good and bad plants and/or animals local, temporary storing, transporting, partially protecting (against heat or frost). This skill takes several hours to days per task used, depending on the task, the crop, the ground, the season, etc.

Alchemy

This skill provides the character to recognize and identify common alchemical substances, potions and poisons. Success with this skill will allow a character to create an antidote potion for one specific poison type when possible. Alchemy is an integrated part of the profession skill Alchemist.

Identifying basic types of potions , or liquids will take 1 round to one turn, depending on the rarity of the product to be identified, and the accessibility to a laboratory and its quality (DM!!).

A traveling alchemy-box will induce a penalty of 5 in addition to other penalties. This penalty will be raised by 1 for each test done after the box is first used, unless restocked (a box can generate the materials for 10 tests at most).

Making alchemical substances can take much more time, ranging from one turn to several days, depending on the alchemical substance, the accessibility and its quality of a laboratory (DM!!). Antidotes to poisons can be created with at least an alchemy box at hand, at –5, or in a well-stocked laboratory.

This takes 1d10 hours minimum, for each success roll smaller than 8, add one hour, and the need of extra components in 1d4 hours minimal, or fail.

Alternate Magics

This skill gives a character basic familiarity with Magics that are not related to spellcasting. It includes knowing many magical abilities of well-known monsters of the Prime Plane and some of the Extra-Planar Planes or Immortal beings. The more common the creature, the more knowledge is accessed by use of this skill. The more rare the creature the longer it will take to identify the effect, or by the effect identifying the monster. The minimum is 1 round and this can take up to several hours when given access to a well-filled library.

Ancient History

This skill gives the character detailed knowledge of the history of a specific region, and general knowledge of the races living along the borders of the region. The character has learned the legends, lore, and history of some ancient time period globally or all history of a specific region. The knowledge must be specific in era or region. The knowledge acquired gives the character familiarity with the principal legends, historical events, characters, locations, battles, scientifical, cultural and magical breakthroughs, unsolved mysteries, crafts, and oddities of the time. The character must make a skill roll to identify places or things he encounters from that age. This skill take at least one round to use, but can take much more. This skill may be used a second time if a sufficient library is available, there it will take 1 hour + (20-1 Turn per point the skill was made successfully).

Animal, Fish or Monster Lore

The character knows how to observe the actions of an animal and interprets what is going on. Actions show how dangerous the creature is, whether it is hungry, protecting its young, is in its mating period, defends a nearby den or lair, etc.. Furthermore, careful observation of signs and behaviors can indicate the location of a waterhole, animal herd, predator, or Impending danger, such as a forest fire. A successful roll means the character has understood the basic actions of the creature. The character has always an idea of what the animal is trying to do, a failure will indicate just a wrong idea. A failure greater than half needed to roll will give the character the opposite idea of what the animal intends to do or feels. This skill increases the chance of successfully setting snares and traps for hunting, since the character knows the general habits of the creature hunted. The DM will secretly roll a Skill check. A successful check means the character understood the basic actions of the creature. If the check fails by 4 or less, no information is gained. If the check fails by 5 or more, the character misinterprets the actions of the animal. Training a character takes several weeks to months for the basic animal behavior and 1d4+HD animal months for non-basic animal behavior.

Apothecary

This primary skill for the apothecary enables the character to make Healing equipment, Medication, and supplying other treatment materials (like leeches). Absolute equipment, tools and work space are necessary, therefore is the profession skill much better. Most brews and concoctions made by druids or Hedgewizards can also be made by an apothecary (double or more time and cost) and a higher chance of failure (they often can't get the best of ingredients and use often mediocre or low (sometimes even worse) quality ingredients. They also know how to make (or let be made) specialized equipment. Time depends on whatever is done.

Appraisal

This is the skill to figure out what a specific item (antique, art object, piece of jewelry, cut gemstone (uncut can't be appraised), or other crafted item) is worth to, according known rates. If the Character is a member of the Darokin Merchant's Guild, then he or she may possibly have the merchant Special Abilities of Evaluate, Appraise, or even Inventory, depending on his or her merchant's level. Of course, there is always a chance that one practices the spell Embezzling as well. An extra check has to be made to know the value in foreign regions, penalized by 1 per border crossed or 50 miles traveled to reach the region from the normal are. A character must have the item in hand to examine. The DM must make the rolls!! A successful Skill check enables the character to estimate the value of the item to the nearest single, decade, hundred or thousand according his latest local value of the item and to identify fakes. A failed check with an even difference will seem to make the item more valuable, odd differences will make the item less valuable, if the roll is failed, refer to the table to determine the character's

1	-10%
2	+10%
3,5	-50%
4	+50%
6,8	+100%
7,9	-100%
10+ Odd	-1d100x10%
10+ Even	+1d100x10%

wrongly appraised value. Those failed can't determine the authenticity of the item. Any who wants to buy an object will always tries to appraise the item, and make his own buying and selling price. Any differences between the seller and buyer price are treated as any normal person would. An item clearly valuable offered cheap must have something wrong (maybe a Curse, damages, or it is illegal, stolen etc.), while an expensive object of low real value will have no interest it is often more a way how the buyer/seller react towards each other. A merchant who sells goods usually sets his price 1d4x10% above the appraised value of merchandise. A buyer makes an offer 1d4x10% below the appraised value of merchandise. A character rarely sells for half his perceived profit margin, nor pays more than his estimate of an item's worth. This skill takes about 1 round for small items (1" or less), 2 rounds for normal sized items (several inches to 1'), large items 4 rounds (1' to 6'), Giant items of 6' or larger will take 1 turn.

Area knowledge

This skill is similar to Ancient History except that it deals with recent events, and with local geography. A successful check on this skill allows a character to remember a piece of useful information relating to the geography of a particular region, or where to go to go to contact a useful NPC. This skill take at least one round to use, but can take much more. This skill may be used a second time if a sufficient library is available, there it will take 1 hour + (20-1 Turn per point the skill was made successfully).

Architecture

This skill informs the character about building styles of other races and through history. Basic building plans can be devised when a successful check is made. This person has the talent to design and supervise the construction of structures. Further, if encountering an unsafe bridge or structure within the proper environment, a roll against this skill allows the character to note the danger. Someone with this skill can also act as his own construction "expert" when building a castle or other building, avoiding the cost of hiring such help. And the character gains the chance of finding secret doors on a chance of 1 on 6 instead 1 on 12. the character is familiar with many different styles of architecture, as well as famous buildings in large or ancient cities. He has the chance to know many things given close examination of a particular structure, including the race that build it and how long it has been standing, when and by whom it was renovated. Other facts could be more specific, such as Important rooms, secret or concealed doors, traps, etc. the DM gives modifiers according the rarity of the race who build the structure. For instance, a Dwarven structure is easier identifiable than one build by Stone Giants the character gets a +2 bonus for structures build by his own race. When successful, in a room, the character could locate secret or concealed doors or construction trap (although he does not really see them—it's more a case of there should be a secret door or trap). The area, or map must be studied for 1+ 2d4 hours, to use the skill to its fullest.

Art

This is the skill of creating Art. Characters with artistic ability are naturally accomplished in various forms of the arts. They have an inherent understanding of color, form, space, flow, tone, pitch, and rhythm. There are different types of Art skill (Painting, Sculpture, Woodcarving, Mosaic, Etc). They can attempt to create art works in their given field. Although it is not necessary to make a Skill check, one can be made to determine the quality of the work. If a 1 is rolled on the check, the artist has created a work with some truly lasting value. If the check fails, the artist has created something aesthetically unpleasing or just plain bad. Artistic ability also confers a +1 bonus to all Skill checks requiring artistic skill—music or dance—and to attempts to appraise objects of art. The character can take different Art skills to be proficient in several different forms of Art. An Art skill can be used to Improve the reaction of NPC's to the character and his group of companions; if the artist can present an NPC with a portrait or sculpture of that person (and makes his skill roll), the artists will receive a +2 bonus to reaction. This skill can also be based on Intelligence instead, and then the Art will be more realistically. To make a piece of art will take at least 1 hour when sufficient tools and equipment are available, and can take up to several months depending upon difficulty and size of the piece of art.

Artillery/Shooting

Character must have this skill if he is to command the crew of a piece of artillery (catapult, trebuchet, ballista, etc.). He does not have to make his skill roll with each shot; merely knowing the skill will then be enough. But he must make a skill roll with each new target. The skill allows the character to make all pertinent calculations of trajectory, distance, and thrown height. Targeting will take 1 round + 4 rounds per 10% turned around.

Artillery/Construction

This skill will allow the character to oversee the building and repair of al varieties of siege equipment. The character can take both the artillery shooting and construction skill to be all-round. Construction will take several hours to several days if sufficient materials are nearby.

Astrology

This skill will give the character some understanding of the supposed influences of the stars and other celestial bodies. Knowing the place and time of birth of any person, the astrologer can study the stars and celestial events and then prepare a forecast of that person. The astrologer's insight is normally limited to two moons (2x28 days) and the knowledge will be vague at best. When the skill check is made successful the astrologer can foresee some general event. (DM). This skill will also give the character a +1 bonus with the navigation skill. Astrologists dislike Astronomers, who they see as blind men with the light in front of them. Kings and other rulers use astrologers, therefore the profession skill Astrologer will also have Etiquette and Psychology, so they know how and when to tell how and what, be it real, wrong or just manipulative. This skill will take a lot of time; roll 2d30, this will be the amount of calculating hours needed to make a Horoscope or prediction.

Astronomy

This skill will give the character some understanding of the movement of the stars and other celestial bodies. Movements of celestial bodies, planets, comets, stars, and such can be precisely calculated. The astrologer's insight is unlimited in time but the more calculation will be needed. The skill will also reveal how exact the astronomer has calculated the information. When the skill check is made successful the astronomer can foresee some general event, be it a conjunction of stars or planets, a comets coming, or a meteor. (DM). This skill will also give the character a +1 bonus with the navigation skill. Astronomers dislike Astrologists, who they see as fantasist. The astronomer will also have knowledge of the Planes as they are an intricate part of the Multiverse.. This skill will take a lot of time; roll 2d30, this will be the amount of calculating days needed to make a basic calculation.

Baking

This is the skill to bake bread or cookies and cakes.(one is called a baker the other is called a Traiteur). A bread takes about one hour to prepare, cookies and cakes about double that minimum time.

Bargemaker

This primary skill of the Bargemaker enables the character to make, control and repair flotation devices like boats for local water transport or workplateaus. They can be used for longer travel over water, but are hard to steer and are easily overswept like a raft (which is some kind of a Barge). Time depends on size and design.

Boatwright

This character can make boats and ships of all kinds, but mostly are bound by local "fashion" or rules. It takes a Boatwright with 10 Laborers 1 day per 10 gp standard value to construct a vessel.

Bookbinding

This Skill enables the character, to know the usage of the right paper-like materials, leather, threads and other materials to make a single book. A book takes about a single week to prepare minimum. The skill must also be checked extra by using rare materials as coverage. A coverage takes about a day per gp value.

Bowyer

Bowyer skill is primary used by Bowyer professional for making, repairing bows and crossbows from finished materials. A Fletcher is required to fashion arrowheads, but the Bowyer can perform all other necessary functions, therefore are most Bowyer also Fletcher. When not, he may later learn Fletcher skills without a skill-slot being used, but at normal training. (The Fletcher may do this for the Bowyer skill also) This is the only dual-profession existing. The construction time for a long or short bow is one week, while composite bows require two weeks, and 1d6 arrows can be made in one day. When the construction time for the weapon is completed, the player makes a Skill check. If the check is successful, the weapon is of fine quality and will last for many years of normal use without breaking. If the check fails, the weapon is still usable, but has a limited life span: An arrow breaks on the first shot; a bow breaks if the character using it rolls an unmodified 1 on his 1d20 attack roll. If a character wishes to create a weapon of truly fine quality (and DM allows it), the player uses the following for determining the success of his attempt. When the Skill check is made, any failure means that the weapon is useless. However, a successful check means that the weapon's range is increased 10 yards or is of such fine work that it is suitable for enchantment.

Fletching

This skill enables a character to make Arrows and quivers. Therefore they cut blades from iron, bone, stone or similar materials. With feathers they make the end of the shaft. They use special woods. This is the primary skill of a Fletcher. This skill does not enable the construction or repair of bows or crossbows. 1d6 arrows can be made a day. A Fletcher is required to fashion arrowheads, but the Bowyer can perform all other necessary functions, therefore are most Bowyer also Fletcher. When not, he may later learn Fletcher skills without a skill-slot being used, but at normal training. (The Fletcher may do this for the Bowyer skill also) This is the only dual-profession existing. The construction time for a long or short bow is one week, while composite bows require two weeks, and 1d6 arrows can be made in one day. When the construction time for the weapon is completed, the player makes a Skill check. If the check is successful, the weapon is of fine quality and will last for many years of normal use without breaking. If the check fails, the weapon is still usable, but has a limited life span: An arrow breaks on the first shot; a bow breaks if the character using it rolls an unmodified 1 on his 1d20 attack roll. If a character wishes to create a weapon of truly fine quality, when the Skill check is made, (and DM allows it), the player uses the following for determining the success of his attempt. Any failure means that the weapon is useless. However, a successful check means that the weapon's range is increased 10 yards or is of such fine work that it is suitable for enchantment.

Brewing

The character is trained in the art of brewing beers and other strong drink. The character can prepare brewing formulas, select quality ingredients, set up and manage a brewery, control fermentation, and age the finished product. The skill uses a lot of time, and depending on the liquids may need more checks, (mostly done with each change of fermentation vats). The fermentation of liquids will take a week cumulative per Alcohol Point (AP). 2 AP=1+2=3 weeks, as a rule, but some rare circumstances, as high temperature, spoiled or perfect water, may increase or even decrease this time period.

Brick/Tilemaking (Choose one)

This skill enables the character to make any sort of tiles, or bricks from ordinary clay. These can be glazed, enameled or other, but will double the already high time used in baking them. A large oven is used, access to great amounts of clay, clay molds, and lots of storing area. It takes 10 man-hours to make 10' x 10' tiles, or bricks. Any failed check will ruin the whole amount baked, and is first revealed after baking.

Calligraphy.

This skill allows the character to write in a flowing, attractive script. In the event this skill is used to create a petition to a noble or educated person, the writer's Charisma bonus is added to any reaction roll (if no Charisma bonus is possessed, or if a penalty exists, a bonus of +1 still applies). Note that a character must also purchase or possess the equivalent of a Read & Write skill to obtain Calligraphy. This skill takes at least 1 Hour per page.

Candlemaker

This Primary skill enables the character to make candles from basic materials (like animal fat, wax, etc.). The making of a candle takes 2 hours each millimeter thickness if the wax and rope are prepared before, else the time is doubled for each foot (or part thereoff) length the candles must become.

Canvasmaking

This skill enables the character to make from ordinary cloth and adequate liquid oils a sturdy 90% waterproof canvas. This can be used as coverage for goods, surfaces or persons. The character can shape and structure the material, by imbedding rings for ropes, shaping it in a simple cloak etc., canvas can never be repaired, when stitched it loses there its waterproof ability.
This skill takes 1 hour per square foot.

Carpentry

The carpentry Skill enables the character to do woodworking jobs: building houses, cabinetry, joinery, etc. Tools and materials must be available. The character can build basic items from experience, without the need for plans. Unusual and more complicated items (a catapult, for example) require plans prepared by an engineer. Truly unusual or highly complex items (wooden clockwork mechanisms, for example) require a multiple Skill checks. Construction will take 1 day/1 gp value; larger constructions (like houses) have their own time-rules. Carpenter's tools typically cost about 100 gp and weight around 50 lbs. (which includes a wooden storage locker).

Cartmaker

This skill lets the character make and repair carts (not wagons). It takes about 1 hour per gp cost of the cart to make it.

Cobbler

This Primary skill enables the character to make and repair shoes and boots, to create and design shoes and boots, the profession skill should be taken instead. Repairing takes several hours, making a ready design several days, if enough adequate materials and tools are available. As leatherworkers they need a workspace and often carry a special smell.

Cooking

This person enjoys fashioning culinary dishes of quality from even mundane food staples. He can further create iron rations at a cost of 5 gp (five ration units per day of work). As can a barkeeper, a cook can roll against his skill to detect such things as poison in food. Although all characters have rudimentary cooking skills, the character with this Skill is an accomplished cook. A Skill check is required only when attempting to prepare a truly magnificent meal worthy of a master chef. The skill level also reveals how many servants the Cook can control in making larger amounts of food (like in castles or with feasts). The skill also enables the character the best way to prepare an animal, or to hide/remove vermin/fungi/rot or their damages on food if at all possible. This skill takes at least 3 turns for one simple meal or broth but can take several hours for exquisite dinners (a feast is mostly started 4 days ahead, and the warm food is reheated just before serving).

Coral Manipulation

This skill gives knowledge of the process of coral formation. It includes training in how to speed up the life cycles of corals, and how to form them into pleasing and exotic shapes. A character with this skill can sense the approximate thickness and Strength of coral structures on a successful skill roll. A survey of an area takes 3 round per 10 square feet of coral surveyed. Forming corals takes several months to years.

Dairywork

This skill enables the character to make Cheese, Butter, Yogurt, Milk drinks, from fresh Goat, Cow, Camel, Horse, or other Mammal Milk. He also makes it more or less resistant against spoilage, as some cultures know boiling kills bacteria(DM knows if a country knows this). Special Cheeses with Fungi also belong in their skill, although they have absolutely no understanding where these fungi originate from and have great difficulties specifying them (edible, or not, or even dangerous). A Cheese takes about 3 to 15 weeks to make, butter about 2 days, yogurt 3 days, milk drinks only a few hours to no more than 2 days (Buttermilk).

Disguise

This is the ability to make the character look like someone else. He can make himself look like any general type of person of about the same height, age, weight, and race. A successful Skill check indicates that the disguise is successful, while a failed roll means the attempt was too obvious in some way, but this is unknown to the character himself unless failed by 5 or more, and a mirror is available. The character can also disguise himself as a member of another race or sex. In this case, a -7 penalty is applied to the Skill check. The character may also attempt to disguise himself as a specific person, with a -10 penalty to the Skill check. These modifiers are cumulative, thus, it is extremely difficult for a character to disguise himself as a specific person of another race or sex (a -17 penalty to the check). The target that the disguised is trying to fool must make a Wisdom check in order to penetrate the disguise. Making a disguise depends on the perfectedness of the disguise but takes a minimum of 1 turn per character. To make a better disguise use the skill to the fullest and it will take as many turns as the skill is being used against. So if the character has an Intelligence of 13 it will take 13 turns (which is 2 hours and 10 minutes).

Dowsing:

The character has been trained in the use of a divining rod. While all Rhabdomancers begin with the spell to craft an effective rod, this skill covers the insight necessary to interpret the finer meanings of the wood's tugging and twitching. Apprentice Rhabdomancers are taught in the guild the following tenant: The fork is held by the two limbs, one in each hand, with the point going first and the rod held horizontally. Then the Rhabdomancer walks gently over the places where he seeks an object or affection. He should walk with care to not risk dispersing the emanations that rise from the spot where these things are and would cause the rod to slant. For example, if the Magician is seeking a deposit of gold ore, upon finding a vein a successful dowsing check reveals the purity of the metal. The skill also affects the casting of various divination spells. Some of these are blocked by stonework, thick wood, or metal deposits. A skilled Rhabdomancer is able to pierce these "walls" with a successful dowsing check. Also, using this skill a Rhabdomancer can locate the proper sapling with which to craft a suitable divining rod. This skill takes as much time as the character uses the rod, but a survey can take from a Turn to several Turns.

Engineering

This is the skill of planning, designing, and building large construction such as houses, bridges, dams, and so forth. Unless built under the eye of a trained engineer, a large structure—whether built by manpower and materials of pure magic—will inevitably collapse or suffer some other calamity. Engineering skill can also be used to evaluate constructions the character is passing to or over; whatever shape they are in when and by whom they were built, and so on. The character is trained as a builder of both great and small things. Engineers can prepare plans for everything from simple machines (catapults, river locks, and gristmills) to large buildings (fortresses, dams). A Skill check is required only when designing something particularly complicated or unusual. An engineer must still find talented workmen to carry out his plan, but he is trained to supervise and manage their work. An engineer is also familiar with the principles of siegecraft and can detect flaws in the defenses of a castle or similar construction. He knows how to construct and use siege weapons and machines, such as catapults, rams, and screws. If a skill is failed, the engineer will not notice it, and the construction has flaws like, lesser hp, worse AC/AV/THAC0 or similar. Planning and Designing takes several days to several weeks. Building takes several weeks to multiple years. It is not rare that great projects like cathedrals; great castles have several engineers following each other up, to complete the project. A cathedral could take 100 to 500 years to complete.

Epicure

This skill is used in food and drink. The user can tell the expertise of the cook, the used ingredients, the year/location/ground of a specific bottled wine. If this character also has the cooking skill, he can make truly masterful meals. The tasting takes at least 1 round, but may take as long as a minute.

Exploration

This Intelligence-based skill allows the character accurately to map and record discoveries, to communicate primitively through sign language if the languages don't match normally, and to interact with natives naturally (+3 bonus to encounter reaction checks). This skill takes several rounds depending on the chosen actions.

Falconry.

This typically upper-class skill allows for the training and use of falcons in hunting, requiring about a year to fully train a bird.

Fire-Building

This is the ability to start a fire without a tinderbox. A character with a tinderbox and this skill is able to make a fire automatically (no roll necessary) in ordinary conditions. If the character is trying to build a fire without a tinderbox, he will eventually succeed; he must make a 1d6 roll each round he tries, and on a 1 or 2 he ignites the fire. If the character is trying to build a fire in adverse conditions (during high winds or using wet wood), he must make a skill check with penalties applied by the DM!! The skill is also used to heat up the fire for other uses like smithing, baking etc. or to keep the fire alive, in other words controlling the fire to a single continuous location and size of flame. It also is used to make a fire-kit. This is a bunch of stone and combustibles like straw often in a net to carry the embers of a fire with the character.

The amount of success rolled gives the number of hours the embers will remain "alive". Any failure will reveal the ember's fire has died out with the next check.

Given some dry wood and small pieces of tinder, he can start a fire in 2d20 rounds. Flint and steel are not required. Wet wood, high winds, or other adverse conditions increase the time by an additional 3d20 rounds, and a successful Skill check must be rolled to start a fire. Controlling fire takes also only 1 round.

Furrier

A furrier is able to fashion articles of dress from the fur of animals, later selling the items for a value normally five times that of the pelt itself. The character can also skin fur-bearing animals and preserve the pelts until back at his base. This skill takes several days for preparing fur, and several hours to days for preparing a dress.

Heraldry

This is the ability to make shields and ruling and/or class depictions like flags, banners, shields insignia and such. **See further under Heraldry**. The knowledge of heraldry enables the character to identify the different crests and symbols that denote different persons and groups. Heraldry comes in many forms and is used for many different purposes. It can be used to identify noblemen, families, guilds, sects, legions, political factions, and castes. The symbols may appear on flags, shields, helmets, badges, embroidery, standards, clothing, coins, and more. The symbols used may include geometric patterns, calligraphed lines of script, fantastic beasts, religious symbols, and magical seals (made for the express purpose of identification). Heraldry can vary from the highly formalized rules and regulations of late medieval Europe to the knowledge of different shield patterns and shapes used by African tribesmen. The character automatically knows the different heraldic symbols of his homeland and whom they are associated with. In addition, if the character makes a successful Skill check, he can correctly identify the signs and symbols of other lands, provided he has at least a passing knowledge of the inhabitants of that land. His heraldry skill is of little use upon first entering a foreign land. The skill will take only a few rounds to search the owners and depictions of a shield or such item point cured, the basic depiction will be "read" in only one round on a successful check. To make a shield, flag or such will take at least a month, and can be a year if it is magically.

Herbalism/Foraging

Someone with Herbalism or the Foraging skill, who must almost certainly have come from a rural environment, can identify edible fruits, plants, and fungi in the wild. Plants can be edible or inedible. If he is trying to supply for more than himself, he must make a skill roll if he is supplying one other person, and he takes a –1 penalty to the roll for each additional person after the first he is trying to supply. He must roll every day, and failure indicates that he has not found enough food to feed everyone that day. (The amount of failure indicates the less food found)—if a herbalist with a skill of *14* was trying to gather food for 5 people beyond himself he must make a skill check at –4 for the other people. If he rolls a 12, he can only find *14*-4=10, 10-12=-2 people to feed, meaning that two persons don't get enough food. A character with the Herbalism skill forages automatically in fertile areas (even when on the move) and uses his skill roll to determine how successfully he is during full days spent in search of food.

When the check is failed the DM rolls a 1d8 and checks the following.

1= Inedible plants can be poisonous (cramps in 1d10 r for 2d10 turns, for –1d4 damage/turn<regained if water intake and resting at 1d4/hr>). A save vs. poison half the rolled numbers. A Slow Poison spell will act as a successful save, a Neutralize Poison will halt any further damage and cramps, but not cure already taken damage.

2 to 4= Plants can be tainted or spoiled (cramps in 1d10 r for 1d10 turns, for –1d2 damage/turn<regained if water intake and resting at 1d4/hr>). A save vs. poison half the rolled numbers. A Slow Poison spell will act as a successful save, a Neutralize Poison will halt any further damage and cramps, but not cure already taken damage.

5 to 8= And plants can fill the stomach and give no nutritional value, treat this as if not eaten at all.

The Herbalist, thus not the Forager, can also locate and gather natural remedies to cure poisons or diseases, then use these materials to effect the cures. To use this skill, the herbalist first rolls his skill to see if he possesses the knowledge to deal with a particular form of toxin or disease. Then a roll is made against half his skill level to see if he actually neutralizes the particular agent (of course, this assumes healing materials are at hand). If poison or disease from a monster is involved, and if there is any nonmagical chance of curing the ailment, then the herbalist must roll against a value one-quarter of his skill level to cure it. If a poison or disease is magical in nature, no mundane cure will be useful. The components necessary to make use of this skill will take up about 100 cn of encumbrance to carry. Should the materials not be handy, they may be sought out and found if available, but unless a stricken comrade is under the effects of a slow-acting poison or disease, the herbalist generally has but three rounds to apply first aid. An herbalist may further affect minor cures of wounds by rolling against his skill. In this event, he may cure 1-3 hp per person per 24hour period if healing materials are possessed. This skill is limited to Elves, Hedge-Wizards, Druids, Healers, Dervishes, Humanoid Shaman or Wokani, Wicca's or to Clerics intending to later become druids, or Herbal salesmen, like apothecary.

Those with herbalist knowledge can identify plants and fungus and prepare nonmagical potions, poultices, powders, balms, salves, ointments, infusions, and plasters for medical and pseudo-medical purposes. They can also prepare natural plant poisons and purgatives. These poisons are as per poison list. Only Chaotic persons and then often only those of Evil intend will make use of Poisons other than Sleep Poisons. A character with both Herbalism and healing Skills gains bonuses when using his healing talent (see the Healing Skill), but only if the right and useful herbs have been found (make skill checks wit penalties based upon rarity and region -DM). This skill is primarily used by Hedge-wizards, Apothecaries and Druids to concoct their Brews, Potions, Teas, Ointments, Vapors, or whatever more. Concoction of whatever can take several hours, but rarely less than 3 hours.

Character with the herbalist skill may use herbs as an adjunct to the healing skill. However, some Characters possess exceptional herb lore, which enables them to produce magical herbal brews. Characters who have Herbalism at least 17+ can create these brews. An herbal brew is a concoction of several herbs (and sometimes fungi or tree bark) that produces exotic effects. The name of a brew doesn't refer to the herbs in it, but to its effects. Herbal brews require no magical plants; power comes from the combination of herbs and the secret techniques herbalist Characters use in each stage of preparation.

Locating the Herbs

Finding an herbal brew's ingredients requires first locating the right place to look. The Character must search in the proper terrain for the time indicated in the brew's listing. Then, make an Herbalism check, applying the brew's search modifier and a -4 penalty for snow-covered ground or darkness, if applicable. Success means the Character locates enough herbs to produce one brew; failure means the character finds none. In either case, additional searches may be made, though a Character really should search only once per square mile of appropriate terrain. Repeated searches of an area carry a cumulative -2 penalty—there may be nothing there to find!

Some Common Herbs

Characters find these herbs especially useful in their magic, and may include.

Angelica root	Mustard seed	Anise seed	Myrrh gum	Cassia buds
Peppermint leaf	Chamomile flowers	Poppy seeds	Cloves	Sage leaf
Damiana leaf	Sarsaparilla root	Elder flowers	Thyme leaf	Gentian root
Valerian root	Marjoram leaf	Yerba mate leaf		

Preserving Herbal Ingredients

Most herbs work best while fresh, but Characters may wish to store some for future use rather than immediately turning them into brews. All these brews have an expiration date, after which they stop working or even become dangerous. Preserving ingredients by drying, powdering, and packing the herbs takes six hours per set of ingredients (enough for one brew) and requires a successful Herbalism check. The DM informs whether found or long unused, exposed ingredients have spoiled only when the Character tries to use them in a brew. A successful roll ensures the herbs stay fresh while in a waterproof container. Failure indicates they will spoil in 1d6 days.

Making an Herbal Brew

To create an herbal brew, the Character must have the appropriate ingredients, either fresh or preserved. The brewing process requires a quiet place that fosters deep concentration. It involves both physical work (chopping and cleaning herbs, mixing the ingredients in proper portions, steaming them, etc.) and ritual gestures and prayer. As with granted powers and spells, if the Character has not remained faithful to the Order, the herbs fail to take on their magical properties. After preparing the concoction as long as the brew's description requires, the Character rolls another Herbalism proficiency check, using the modifiers shown. In addition, a -2 modifier applies if the Character used preserved rather than fresh herbs. A successful check means the Character creates the brew. Failure means the Character ruins the ingredients; a roll of 19 or 20 always fails. A Character with several sets of ingredients for the same herbal brew may mix multiple batches at the same time. If the final proficiency check succeeds, the Character concocts all the batches; if it fails, the ingredients all go to waste. Hedge wizards also know how to make these items and often do to use or sell them later.

Types of Herbal Brews

This offers descriptions of various brews. Feel free to create new ones for your own characters. Each entry includes these details:

Terrain	Where to find ingredients for the brew, as well as any special notes (gather only at night, etc.).
Search Time	How many hours search for the brew's ingredients and Herbalism skill check that determines whether it is found.
Preparation Time	How many hours it takes to prepare the brew and Herbalism skill check needed for successful brewing.
Application	How to apply the brew: either as a tea, ointment, poultice, meal or vapor.

Orally taken;	
A *Tea*	Consists of a mix of broken or crushed dried herbs infused into water. The herbal teas, keep 1d100 year in absolute dry form. 10cn.
A *Meal*	A mixture of components that must be eaten to be effective. 100cn+
A *Drink*	A mixture of components that must be drunk to be effective. 20cn
Corporeal taken;	10cn
An *Ointment*	A brew mixed with lard, beeswax, lanolin, or another similar base and rubbed onto skin. Applying a powder takes 2 rounds
A *Poultice*	Consists of a damp herbal bandaged applied onto a wound or area of skin. The contents of the poultice soaks into the skin gradually. Applying a poultice takes 4 rounds; it can be applied only to an unresisting or grappled subject.
A *Powder*,	A mixture intended to be powdered on the patient's affected areas. The ingredients must be kept absolutely dry to prevent instant spoilage. Applying a powder takes 2 rounds
Nasal taken;	
A *Vapor*,	A mixture intended to be inhaled, usually affects an area. The dry ingredients must be stirred into boiling water so the brew's recipient can breathe in the steam. Administration requires two Turns and a source of hot water. 100cn
A *Smoke*	A mixture intended to be inhaled, usually affects a person and its direct area (10'). The dry ingredients must be burned in a pipe so the smoke can be inhaled. Administration requires 2d20 rounds and a source of fire. 25cn
A Perfume,	A special, often expensive liquid, giving of a powerful scent. Must be sprayed on the target to have a more continues effect. It will also effect those nearby 10' for 50% chance and smelling creatures are always able to track the patient. 10cn

Hunting

This is the ability to locate, stalk, and hunt large and small game with the bow, sling or spear. When in wilderness settings, the character can attempt to stalk and bring down game. A Skill check must be made with a -1 penalty to the ability score for every non-skilled hunter in the party. If the die roll is successful, the hunter (and those with him) have come within 101 to 200 yards (100+1d100) of an animal. The group can attempt to close the range, but a Skill check must be made for each 20 yards closed. If the stalking is successful, the hunter automatically surprises the game. The type of animal stalked depends on; the weather, time of the day, disturbances, nature, season and climate of the terrain (and the whim of the DM), as is the time used when failed or successful. (several hours at least). Successful use of this skill give the character a +1 to hit with a bow, sling or spear against an unwary target in a peaceful outdoor setting. The skill is not usable in most combat situations. The character can automatically supply him with food over a long period of time if he is in a fairly fertile area and has a missile weapon, spear or javelin. In areas not normally rich in game he must make a skill roll and receives penalties to the roll (DM!!). If he is trying to supply for more than himself, he must make a skill roll if he is supplying one other person, and he takes a –1 penalty to the roll for each additional person after the first he is trying to supply. He must roll every day, and failure indicates that he has not found enough food to feed everyone that day. (The amount of failure indicates the less game was hunted)—if a hunter with a skill of *14* was trying to hunt for food for 5 people beyond himself he must make a skill check at –4 for the other people. If he rolls a 12, he can only find *14*-4=10, 10-12=-2 people to feed, meaning that two persons don't get enough food. A character with the Hunting skill forages automatically in fertile areas (even when on the move) and uses his hunting skill roll to determine how successfully he is during full days spent in search of game. To determine the amount of used missiles make a hunting check. The amount of used missiles is equal to 10 – the amount of success (+ if failed) with a minimum of 1 missile used. If he ever rolls a 20 he is chased away by the game, and must make a second hunting check to prevent damage. In case of a second failure, the character has sustained the failed points x5% of his total hit points as damage, with 1%/ failed point of having broken bones. Hunting takes several hours, but these are part of a normal day (8hr maximum traveling) of traveling, resting, eating, etc. To hunt specifically it takes 20-the skill success in half-hours to hunt for that specific prey. If the check is rolled with 5 points better than needed it will only take 7.5 hours

Hieroglyphics, Ancient

Because of the complexity of this writing system, only characters with an intelligence of 13+ can begin to learn this skill. Each time an ancient text is encountered, a skill check is needed in order to understand it. The DM modifies this check based on the text age and contents. Very old texts employing strange ideograms can have up to –5 penalty. This will be with all hieroglyphs found on the outer world, in the hollow world, they are all more recently. No matter what skill level character is at he can always read his own writing. This can also be said of family and friends with whom he often shares written works. This skill takes at least a Turn for each use and can take even several hours.

Hieroglyphics, Modern

This system of hieroglyphics is much simpler than the ancient method. If a character has this skill, he should be able to read any modern hieroglyphic writing without making a skill check. Instead of simply telling players what a specific writing says, the DM may add a level of realism to the game by giving players a copy of the phonemic to hieroglyphic table found in the DM tome of HWR2 Kingdom of Nithia. This skill takes at least a round per square foot text.

Jewelcraft.

A character with this talent may roll against his skill to note the value of jewelry and gems. He may also attempt to increase the value of uncut gems. If he is successful, the value of the gem increases by 1% for each point rolled beneath the jeweler's skill. For example, a character with 60% in Jewelcraft tries to improve the value of an uncut ruby currently valued at 100 gp. He rolls a 40 on 1d100; as this is 20 points beneath his skill, the gem increases in value by 20% to a final value of 120 gp. However, should the roll exceed the character's skill, the gem is devalued in the same ratio. On a roll of a natural 00, the gem has shattered, losing 90% of its value. Jewelers' tools cost about 500 gp. This skill takes 1 Turn per gp value of the gem used, and 1 hour per 10 gp of the piece of jewelry it becomes.

Knowledge of…

The character is an expert in one field of study such as the culture or geography of an area, history, legends, theology, etc. A character can usually make his living by teaching his skill or acting as an expert on the subject; with a successful roll, he can make expert commentary on information relating to his skill. The skill must be specified to what knowledge it is directed. Of course can a character have multiple skills in different fields of study. Knowledge of Tribal Culture is the main ability of tribal sages versed in the tribal history, in most of the more primitive cultures, tribal history and culture are not written down, but are transmitted by word of mouth from sage to sage. The skill uses normally one round to know something or not, but when a suitable library is at hand a secondary check can be made, which takes 8 hours + 1 hour by which the skill rolled, to find the knowledge wanted if available. To tell the stories of culture or history it takes one to 5 hours, depending on the story.

Know Market Value

A Character with this skill automatically knows the market value of goods, including weapons, local animals, foods, etc. A successful check allows the approximate value of goods like gems, jewelry and magical items to be evaluated. But these prices are just approximately. The use of this skill takes one round per item.

Know Terrain

The knowledge of the land, water, and weather of a region; including the safest and fastest travel routes and good hunting spots. Use of this skill in the character's home dominion receives a +2 bonus. Use in unfamiliar, but similar settings are at –2 to –5 penalty. The skill is mostly chosen by merchants or residents of a particular region, who rarely travel, or by hunters and trackers. The usage of this skill takes about one round.

Laborer

This character is nothing more than a workman, doing actually nothing more than moving, lifting, hauling, stacking materials, or menial construction. He has basic knowledge of any construction or tools working with. They live such a hard life that their Constitution will drop double at old age, due to erosion. A Laborer is the only skill that can freely be swapped at a later time by specialization of a profession from one of his chosen primary skills. He will lose then all the Laborer skills and gain the specialized skills of that profession. This will take about 5 years of work (at least 8 months/year); he will not lose double Constitution at old age if this change was made before 50% of his life has passed. Laboring needs as much time as needed.

Language

The character can speak, understand (and read, and write if his Intelligence is high enough) a language. The language use this way is more slowly, and simpler. If the character is listening to someone who is excited or using technical speech, he must make his skill roll to understand the language. Failure means he did not understand what was said. The character speaking a skill language communicates in the same way. When he is struggling to explain something fast, complicated, or technical or when flustered or excited, he must make a skill roll to get the idea across. Languages, Ancient: The character has mastered a difficult and obscure tongue, now primarily found in the writings of pedantic sages and sorcerers. The main use of the language is to read tomes of ancient secrets written by long-dead mystics. This Skill enables the character to either read or write or speak the language (his choice, but enough Intelligence is needed). Languages, Modern: The character has learned to Speak/Read/Understand/Write a single chosen language of the known world. To do so, there must be a teacher available. Languages, Modern Basic; the character has spent lifetime studying languages and their origins. On a successful check, the character picks up a few words of a conversation or manages to say a word in a language he's otherwise not familiar with. Modifiers are applied to the frequency of the language. For instance, when the character hears harsh guttural words and recognizes it as Orcish, she could make a check against this skill, as she speaks no Orcish. If successful, she could make out words like "prisoner" and "door". Later she runs across some Gnolls, an uncommon race. As they come to attack, she makes a check at –2 to say "friend" in Gnollish, the check fails, and her cry of "cheese" does nothing to stop the Gnolls. This skill takes as much time as the normal conversation would, but a minimum of 1 round or 10 sentences to listen.

Leatherworking/ Tanning

This Skill enables the character to make most articles made of leather and can repair them. He needs special equipment, like needles, thread, and leather patches of the right kind and thickness to use his skill correctly. A Leather Armor will take about a week to make, each AV damaged will take 2 days of repair. Coats, mantles, pants, belts and such articles will take often less time, and are mostly made of thinner leather. Only saddles and equipment like that can't be made with this skill due to the special techniques used. The character will carry a special smell if this is his profession, or uses the skill often. This skill allows the character to tan and prepare hides as well as fashion scabbards, backpacks, etc. This Skill enables a character to tan and treat leather and to make clothing and other leather objects. The character can make Leather Armor, as well as backpacks, saddlebags, saddles, and all sorts of harnesses. (1day/gp standard value).

Lip-reading

To use this skill, the character must be able to see the lips of the target person or creature and understand the language being spoken. A successful check allows the character to "overhear" the conversation; if the lip reader understands the language being spoken, he can understand the speakers' words. The distance to the target and the available light should be taken into account, as would beard and moustache or other facial coverings, and movement of the target. This will give the "reader" penalties to the roll. (DM!!) To use the Skill, the character must be within 30' of the speaker and be able to see him speak (glasses of far-sight or similar must reach this same calculated minimum distance). A check is made. If it fails, nothing is learned. If the check is successful, 70% of the conversation is understood. Since certain sounds are Impossible to differentiate, the understanding of a lip-read conversation is never better than this. This skill takes as much time as a normal conversation would.

Local History

The character is a storehouse of facts about the history of a region the size of a large county or a small province. The character knows when the ruined tower on the hill was built and who built it (and what happened to him), what great heroes and villains fought and fell at the old battlefield, what great treasure is supposed to be kept in a local temple, how the mayor of the next town miraculously grew hair on his balding pate, and more. The DM will provide information about local sites and events as the character needs to know them. Furthermore, the character can try to retell these events as entertaining stories. Once the subject is chosen, he can either make a Skill check and, if successful, add that tale to his repertoire, or actually tell the story to other characters. If the character succeeds in entertaining them, the player need not make a Skill roll for the character, since he has succeeded. The character can tell these stories to entertain others, granting him a +2 bonus to his Charisma for the encounter. But telling stories to hostile beings is probably not going to do any good. Knowing/researching something can take from 1 round to several minutes (DM), telling much longer.

Machine Building/Destruction

This is underline underline and can't be readily taught to other. It is the practical complement to Fantasy Physics—while that skill is the theory and principles, this is the practice. It is the ability to take a Fantasy-Physics construct and make it in accordance with the principles of Fantasy Physics. The skill can be reversed by Gremlins only, and is called Machine Destruction in such cases. Further the skill remains the same. The skill will last as long as it takes to make the desired object, or repair it. (see table). A survey of faults, damages, takes time according the difficulty of the design as per table.

Time Re Comple			
Easy	-2	1d4 rounds	1d4 Hours
Simple	0	1d4+2 rounds	1d4+2 Hours
Tricky	+2	3d6 rounds	3d6 Hours
Difficult	+4	5d6 rounds	5d6 Hours
Very Difficult	+8	30 +7d10 rounds	30 +7d10 Hours

Magic Energy Conservation

This skill only magic Spellcasters can take this skill. It's learned primarily at the Alphatian University of Magic in Sundsvall until 1009 AC. After the destruction of Alphatia, only survivors on other continents still know this skill. Even the Glantrian Great School of Magic, and other Magic Universities are unaware of it. When in 1011AC the new Magic School of Karameikos (Krakatos) is opened by the former Alphatian Great Master, the skill becomes more widely known. It allows the Spellcaster to conserve energy that normally is wasted, by not casting spells. The energy is collected for use as Cantrips. Each day, a character with this skill may freely cast one cantrip spell for each 9 not cast spell-levels. The usage of this skill takes 1 Turn of memorization prior Spell memorization of that day.

Magic Trivia.

This skill allows the character to develop a hint as to the contents of a magical scroll, tome, or rune prior to using a read magic spell. The hint is vague but still useful. Further, the character may make use of knowledge possessed by the player with respect to magical effects encountered in the game, in the same manner as is done for the Monster Trivia skill. Usage is 1 round minimum.

Magical Engineering

This is the ability to recognize the basic principles of some unfamiliar magical devices. It does not include practical training in design or fabrication magical artifacts. It does allow the character to recognize uncommon magical items or to distinguish trapped or cursed items (not scrolls, potions, or similar limited usage items) from safe ones. This skill will take 20 - the difference of success in rounds of time.

Mapping/Cartography

A character who knows mapmaking can draw maps of overland terrain which, may later be sold for amounts varying with the perceived value of the information. The cartographer can also read maps and lead a group to an indicated spot, assuming he possesses an accurate map. If a map of a particular area is needed, the DM may allow a roll less than or equal to 10-20% of the character's total skill to indicate that he was able to locate such an item for a DM-determined cost (this takes 3 hours at least and is a simplified use to get to maps without arduous searching, trading and role-playing). A special skill can be taken in Marine Cartography instead of Land Cartography, allowing the individual to read and create nautical charts. Note this does not include any navigational skill. If the character has this skill, he can understand and make maps even if he can't read or write. This skill allows the character to comprehend simple maps without skill roll; the character should make skill rolls to interpret or draft complicated layouts or to map an area by memory. A character does not have to have this skill in order to map a dungeon as the characters explore it. A character that can map but not read can't understand the words on a map, but does know all the signs and symbols commonly used. Using a map takes 20 (minus the difference of success) in rounds of time of undisturbed attention to it. Making a map takes lots and lots more depending on the accuracy and the knowledge or accessibility of necessary information (DM!!). **A good trick is giving the player of the mapping character blank paper (without squares, hexes etc.), and let him try to map according "real" experience.**

Mason

A (stone) mason is able to build structures from stone so that they last many years. He can do simple stone carvings, such as lettering, columns, and flourishes. The stone can be mortared, carefully fitted without mortar, or loosely fitted and chinked with rocks and earth. A stonemason equipped with his tools (hammers, chisels, wedges, and block and tackle) can build a plain section of wall 1' thick, 10' long, and 5' high in one day, provided the stone has already been cut. A stonemason can also supervise the work of unskilled laborers to quarry stone; one stonemason is needed for every five laborers. Dwarves are among the most accomplished stonemasons in the world; they receive a +2 bonus when using this skill. They only have a chance (equal to ½ of their normal Skill check) of recognizing magical or magically endowed constructs for what they are. The skill needs the time the construction takes to become finished.

Mathematics

The Character is able to use several mathematical formulae not used by commoners like multiplication, dividing, contents calculations, speed vs. distance and mass etc. and perform basic accounting. He is not likely to be cheated in simple business transactions or in the division of treasure. No skill check is necessary in these circumstances. This will take several turns at minimum, but could be several days (like the calculation of the Impact of an oncoming meteor, where, and how it will hit with what effects, etc.. Like Scribes they need lots of paper and writing Implements to work with.

Military Tactics

This skill allows a character to interpret the movement of enemy forces and to move his own forces better. When using this skill the character examines what he has discovered (by any means) and then decides what is right—what he thinks the enemy is doing or how he should set up his units. The DM rolls the character's military tactics roll, when successful, he informs the character if his calculations are right, when the calculations were wrong and the skill was rolled successful, the DM should inform the character with some advice on how the player should set up his forces. If the roll is a failure, the DM should tell the player that his character couldn't interpret the enemy troops well enough to his advantage.

The success of the roll determines bonuses or penalties for the troops during mass combat. The usage of this skill takes at least 1 turn, and can take up to one hour.

Mimicry

This is the ability to mimic animal noises. This is a very useful skill in the wilderness especially. When characters use recognition codes or signals that imitate the screech of a hoot owl or the noise from some other animal, this skill allows them to mimic those noises convincingly so that enemy listeners are not automatically tipped off that there are spies in the area. But to use the skill this way the Signaling skill has to be used also. Types of signaling also include Yodeling by Dwarves, whistling by Atruaghin tribes or Primitive tribes. This skill takes as much time as it takes to make a normal sound.

A character may also imitate the calls and cries of animals that he is reasonably familiar with, based on his background. This ability is limited by volume. The roar of a tyrannosaurus Rex would be beyond the abilities of a normal character. A successful Skill check means that only magical means can distinguish the character's call from that of the true animal. The cry is sufficient to fool animals, perhaps frightening them away or luring them closer. A failed check means the sound is incorrect in some slight way. A failed call may still fool some listeners, but creatures very familiar with the cry automatically detect a false call. All other creatures and characters are allowed a Wisdom check to detect the fake.

Monster Lore

This skill indicates a long study of unnatural monsters of many types. It enables the character to identify any monsters and give a chance to know several facts about them, their attacks, and their weaknesses. A separate check must be made for each piece of information. Any failure indicates no further knowledge is available about the monster without further study. Modifiers apply to the rarity of the monster. Creatures with a frequency of rare are at –4 to the roll, while those very rare or unique automatically fail. The DM may decide other creature outside the characters knowledge (alien, new, ancient, etc.). information about non-living creatures (Golems, Undead, etc.) fall outside the parameters of this skill. The skill takes at least a minute of thinking back about details of the monster and thus isn't simple to use in combat. By the time the character remembers the creature spits acid, the rest of the party is probably well aware of that.

Monster Trivia.

A character with this skill has picked up some knowledge of various monsters from friends or family who were former adventurers. If the DM questions whether the character would actually be aware of a certain monster's abilities that the character's player is aware of, the DM can call for a roll against this skill. Success indicates that the character may act upon the player's knowledge. Under no circumstances does this mean the player may reference a rule book detailing a monster's powers. It means only that the player may run his character as though the latter possessed the former's knowledge of the creature in question. If the roll is made but the player doesn't know what the monster is or does—tough. Usage is 1 round minimum.

Naturalist

This character has studied nature from the comforts of a library and has collected bits of knowledge about the natural world. This skill grants an academic understanding of plants and their uses, animals and their habits, and a very rudimentary outdoor survival (is a plant or animal edible or somehow dangerous.; yes, a lion can be eaten without danger, or it eats you without danger). Modifiers apply on the rarity of a plant or animal. This differs from the hands-on education represented by the survival skill. Naturalists can make do in the wilderness without the more specific skill, but they're far from comfortable. Naturalists are likely to know that a Faerûnian Flying Squirrel only nests in a Boxonian Sparrow at 4' or higher in the sprocket of a tree limb, directed away from the high sun. but they're less likely to know where to place their tent. The usage of this skill takes 1d20 rounds to remember and apply (if possible).

Nature Lore (choose Type)

This skill is the knowledge of common plant and animal life forms of one specific terrain as given in the table. The character can gain several Nature Lore skills for each different terrain he learns. This skill gives the character knowledge of such things as edible and poisonous plants, healing herbs, and signs of unnatural danger (such as unusual quiet, absence of normal plant or animal life, atypical animal behavior, etc.). When the character uses this skill in his home territory, he receives a –2 to his die rolled for the skill check. When he uses it in territory very similar to his home territory, he receives no bonus. The less it resembles his own home territory, the greater the penalty he will receive, up to +4. This skill takes one round to use.

Desert,	Plains,
Hills,	Arctic,
Clouds,	Special Planar terrain,
Forest,	Jungle,
Open Sea,	Broken Lands,
Ether,	Underwater.
	Outer Space,

Navigation

By taking directions from the position of the sun and the stars or other atmospheric conditions, the character can always know where he is. Successful rolls, with positive or negative modifiers for the character's distance from his home territory and familiarity with his surroundings, will tell the character more precisely where he is. The character has learned the arts of navigating by the stars, studying currents, and watching for telltale signs of land, reefs, and hidden danger. This is not particularly useful on land. At sea, a successful Skill check by the navigator reduces the chance of getting lost by 20 percent When the character makes use of special equipment, like astrolabe, starcharts, maps, compass, or similar equipment he gains bonuses. This skill takes one turn at least to use, when equipment is used; the time is doubled for each piece of equipment used (like maps, astrolabe, etc.).

Netmaking

This skill enables character to make or repair a net if enough adequate materials are available. The character needs of course the right Implements or tools, but these are often as simple as a needle and a block or large cork, and a line to hang the net on. Each knot takes 5 rounds, and each loop of the net has up to 4 knots, so the larger the net, the more time it will take to construct, closing the rims of the net takes 1 minute/inch. Of course nets made for larger prey are made of thicker fibers and will take correspondingly longer, and be more difficult. This is the primary skill of Netmakers.

Observation

This skill enables the character to survey a specific area for chances since a last visit or during the survey (when guarding the area). Any survey lasts for 4 rounds adjusted by the Intelligence adjustment of the character. This is doubled when the vision is troubled, or hindered by bad light, no light, bright front light, great distances, or long time distances between surveys (all cumulative). The time is halved if the disturbance is moving, or leaves clearly visible tracks. This way a survey can even reveal an invisible creature. When the character wants to look for small disturbances, the time is doubled and the survey chance of success is penalized by 4. For tiny disturbances, it is doubled again, and penalized for a total of 8. For each 20 feet inside or 20 yards outside distance form the surveyed area the chance of success is penalized by 1. Remember that an approaching creature in a great distance seems to be smaller by the distance. For each 50 feet inside and each 50 yards outside beyond the first 50, the creature seems to be one step smaller than he actually is. A normal sized Human will appear to be tiny at a distance of 200 yards. Thus the chance to notice this Human approaching will be at –4 when he is moving, when he is standing –8.

Organic Preservation

rganic materials come from plants or animals, and have a habit of decomposing once the life process has been interrupted. A character with this skill is experienced in using materials and processes that can prolong the usefulness of these organic substances. Whether it's properly wrapping and sealing food so it spoils not sooner, using a certain tree-sap to preserve a special spell-component, or pickling a baby-cockatrice in a specimens jar, or embalming a corpse for preservation, this character knows how to keep things from rotting. It also gives knowledge of the Suppleskin spell. The amount of time for which things may be preserved for how long in what environment varies and is determined solely by the DM. The shelf-life of wrapped or sealed materials are extended up to three times as normally, whereas something preserved in chemicals may be kept nearly indefinitely. This skill is needed for any Embalmer. The usage of this skill takes several hours for canning, chemical threatening, several Turns for wrapping and salting, etc.

Orientation

lso named Caving. This skill is best used underground, when moving on long distances. It prevents becoming lost when exploring caverns, tunnels, and underground rivers. Orientations in a maze, or outdoors with an overcast sky require skill checks. These checks take 10 +1d4 rounds.

Paint/Inkmaking

his skill enables the character to make from different liquids, animal deposits or fermented bodyparts, to make ink or paints. It is Important that these paints or inks are made especially for a specific kind of surface. An ink made for a scribe is completely different than that for a Tailor or Cosmetician, and a wall paint is different from that of an Artisan. To make an Ink depends on the color created, purple and gold are the rarest and most difficult to create, while, brows, greens and yellows are easy to make. This is the primary skill of a Paint/Inkmaker. At least several days are needed to make a batch of a single color.

Planar Geography

his skill gives the character a general knowledge of the Prime, Inner, and Outer, Astral and Ethereal Planes. This skill includes knowledge of techniques of survival or travel among the Planes and common inhabitants of these Planes. The greater the distance the more difficult the skill becomes, for each Border crossed the character get a penalty of 2. This skill takes 1 Turn at least to use, when equipment is used; the time is doubled for each piece of equipment used (like maps, astrolabe, etc.).

Politics

his skill allows a character to understand the political situation of any given area and to recognize the main political figures and their proclivities. This character could walk into a town and have a chance to know what the political climate is like, who is the mayor or lord, and any unusual rules. Modifiers apply upon the distance from the character's homeland, the size of the affected area, or both. Large kingdoms, even in distant lands, add no modifiers to the roll, as they should be well known to any scholar. Any survey takes at least 3 hours, of looking, speaking with locals, and wandering about for any city or smaller. For countries a day or more are needed instead.

Pottery

character with this Skill can create any type of clay vessel or container commonly used in the campaign world. The character requires a wheel and a kiln, as well as a supply of clay and glaze. The character can generally create two small- or medium-sized items or one large-sized item per day. The pieces of pottery must then be fired in the kiln for an additional day. The raw materials involved cost 3 cp to make a small item, 5 cp to make a medium-sized item, and 1 sp to make a large item. It takes several Turns to hours and sometimes even days for an item to be ready. This is the primary skill of a Potter.

Prospecting:

his skill grants knowledge in the practice of searching for valuables and minerals. There are many techniques available, and the character is fairly familiar with those practiced by his culture (or the culture he was taught prospecting). This includes using metal or wood pans and fine meshes to sift through riverbeds and dirt. A successful check performed on a daily or weekly basis indicates that something of worth was found, though usually such results yield only small gains at most. This skill takes about 3 to 6 Turns to use.

Racial Knowledge

his is the knowledge of other races. All characters know something about other races (assume they have such a default skill at half their Intelligence). But this skill provides detailed knowledge of <u>two</u> races. It includes knowledge of their beliefs, the best way to approach them in a friendly manner, a limited vocabulary (in addition to any languages) and their skill with magic. If this skill is taken more than once, other races can be chosen; the skill can't be improved over the Intelligence of the character, even by extra skill-slots. This skill take at least one round to use, but can take much more. This skill may be used a second time if a sufficient library is available, there it will take 1 hour + (20 - 1 Turn per point the skill was made successfully).

Reading/Writing

The character can read and write a modern language he can speak, provided there is someone available to teach the character (another PC, a hireling, or an NPC). This Skill does not enable the character to learn ancient languages (see Languages, Ancient). This skill is only used when a character normally couldn't read/write. Since all main countries on Mystara have some basic form of scholarship due the many religions, this will be only with characters from primitive or foreign settings. The usage of this skill will take double normal reading time by those used to read from child's age on. This skill takes 1 round per line, 1 Turn per page at minimum.

Rope/Stringmaking

This primary skill of a roper enables a character to make from vegetable, organic or magical thread fibers woven strings, and these into ropes, of different quality, strength, diameter and length. These finished products are no more than rolls of fabric, often rolled up for transport on wooden beams. A character with roper Skill is able to create any kind of rope from any kind of thread like fabric. The character requires a very long twisting apparatus, and wooden beams. A roper can create two yards of thread or 1 yard of single twisted rope per day (most ropes are triple twisted, and anchor ropes, or those for great weights have up to 12 twistings). A roper can also make endings, loops, to a rope or string, or add other objects like hooks, blocks/tackle etc.

Sabotage

This skill allows the character to plan or cause a malfunction in a construct or machine or to cause the collapse of a building or portion thereof. Gremlins would love this skill, in addition to their Machine Destruction skills. This can be as simple as rigging a crossbow to misfire or a wagon wheel to fall off or as complex as collapsing a tower. The time involved depends on the complexity of the design and its size. A failed check means that the object is obviously damaged, or the attempt failed completely, whichever the DM thinks would disadvantage the character most. The DM gives also modifiers for more complicated contraptions. A wagon wheel would Imply no penalty, a catapult a +2, and the collapse of a part of a tower +10. The preparation varies upon the sabotage act, but rarely is less than 3 round, or more than 8 (often hidden, nightly) hours.

Sailor

The character is familiar with boats and ships. He is qualified to work as a crewman, able to set sails, lower/raise the anchor, do some repair, steer the ship, and know the sea, its legends and reality (though they think all is real), although he can't actually navigate. The sailing of a ship is a continues skill used as long as needed.

Saddlemaking

This primary skill for the Saddlemaker is a specialized form of Leatherworking and often used with it. A Saddlemaker makes saddles/bridles etc. for all kinds of animals and riders. But a character with this skill basically knows how to repair these items, instead of making them. To do more is needing the Saddlemaker Skill wit it's extra skills. A basic saddle takes 7 days to make, bridles only 2. Repairing takes about the same time.

Science (choose type)

The character is an expert in one branch of scientific study such as Astronomy, Geology, Metallurgy, etc. Characters with this skill can make their living with it, usually as specialist in large cities. This skill is greatly unknown in unschooled areas, like the wilderness, and even marginally known in areas outside the great cities. The more civilized the area is the more reasonable it is for a character to have this skill. The character can have several Science skills in different fields. Astronomy, Biology, Geology, Metallurgy, Avialogy, Meteorology, Sociology, Psychology, Theology, Anatomy, Topography, Technology, Oceanography, Botany, Ecology, Zoology etc. The usage of this skill takes upon the task, the accessibility to a library, and other circumstances. This can take from one turn to several hours.

Signaling (choose Type)

Successful use of this skill allows the character to leave messages that can only be understood by another signaling specialists of the same culture, trade guild, military force, or "school". For instance, one Dwarf character with the signaling skill could pile rocks into a cluster; it would communicate nothing to most characters, but another Dwarf character with the signaling skill would recognize it as a signal and be able to determine its meaning. When a character takes a signaling skill, he must specify the type and culture of signals that he will be studying and he must have the opportunity to learn such signals. Appropriate types of signals include military trumpet signals, naval flag signals, smoke signals, drum signals, gypsy symbols, road symbols, etc. Like smoke signs by Ethengerians or those from the Atruaghin tribes. The skill Mimicry can copy the sound signs but does not enable knowledge of them. The usage of this skill takes an instant, for those with the appropriate skill to understand any other skill use will take at least on turn.

Smelting

This primary skill of a Smelter enables a character to use a forge and special smelter ovens in such a way that metals can be extracted from ores or damaged older metals (scrap, etc.). He melts different materials for jewelers, coinsmiths, etc. This skill takes several hours at least, but when the ovens are pre-heated it can be done in half time.

Smithing

This primary skill for Blacksmiths enables the character to hammer and mold metals in shapes, usable as tools. This will take several hours to days depending on the difficulty. Of course must the character have access over a fully equipped smithy with all its tools, fireplaces, anvils, etc. This skill enables making, and repairing basic iron/steel materials only.

Snares

This is the skill of building and setting snare traps to capture animals, monsters, and unwanted visitors. Modifiers are applied to the roll based upon the amount of time the character has to set up the trap, the availability of materials, scent, cover, etc. The character can make simple snares, primarily to catch small game. These can include rope snares and spring traps. A Skill check must be rolled when the snare is first constructed and every time the snare is set. A failed Skill check means the trap does not work for some reason. It may be that the workmanship was bad, the character left too much scent in the area, or he poorly concealed the finished work. The exact nature of the problem does not need to be known. The character can also attempt to set traps and snares for larger creatures: net snares, for example. A Skill check must be rolled, this time with a –4 penalty to the ability score. In both cases, setting a successful snare does not ensure that it catches anything, only that the snare works if triggered (DM). Only Thieves with this Skill can also attempt to rig mantraps. These can involve such things as crossbows, deadfalls, spiked springboards, etc. The procedure is the same as that for setting a large snare. The DM must determine the amount of damage caused. To prepare any trap, the character must have appropriate materials on hand. Setting a small snare or trap takes 1 hour of work. Setting a larger trap requires two to three people (only one need have the Skill) and 2d4 hours of work. Setting a mantrap requires one or more people (depending on its nature) and 1d8 hours of work. The time to make a trap is determined by the above mentioned factors and reaches from 1 turn to several hours.

Soapmaking

This primary skill for the Soapmaker enables the character to make soap from fat, perfumes and ash. Depending on the difficulty this will take several hours, and all tools, presses, chemicals, liquids, materials must be present and the fire must be heated. Perfumed or scented soaps are the most difficult and rare to make, mostly made soaps are used for cleaning surfaces are made from animal fat, most scented soaps are made from soap and other chemicals, perfumes, and are less harmfully for the skin.

Spellcraft

Although this Skill does not grant the character any spellcasting powers, it does give him familiarity with the different forms and rites of spellcasting. If he observes and overhears someone who is casting a spell, or if he examines the material components used, he can attempt to identify the spell being cast. A Skill check must be rolled to make a correct identification. Wizard specialists gain a +3 bonus to the check when attempting to identify magic of their own school. Note that since the Spellcaster must be observed until the very instant of casting, the Spellcraft Skill does not grant an advantage against combat spells. The Skill is quite useful, however, for identifying spells that would otherwise have no visible effect. This spell takes a minimum of 1 round per casting Time of the studied spell.

Spellflash

A particularly 'Glantrian" skill, this showy ability allows a character to cast a spell in a flashier, more dramatic, and visually impressive manner. Casting brighter, more colorful fireballs, dazzling dancing lights, and fabulously intricate illusions result from spells cast after a successful skill check. Using this skill does not affect game mechanics in any way (except maybe morale by awe). Glantrian wizards merely use the skill in attempts to impress and outdo their fellows. About 75% of the time, a non-wizard will not even notice the extra dazzle. This skill takes no extra time, nor affects the casting time of any spell.

Stone Engineering

Best used underground, it allows the character to understand the complexities of underground mining and stone constructions. A stone engineer can direct slaves or laborers in large building or tunneling operations. This skill takes as much time as is needed, but a survey takes about 1 Turn minimum.

Survival (choose terrain)

This skill must be applied to a specific environment—I.e., a specific type of terrain and weather factors. The character has basic survival knowledge for that terrain type. Additional Skills can be used to add more types of terrain. A character skilled in survival has a basic knowledge of the hazards he might face in that land. He understands the effects of the weather and knows the proper steps to lessen the risk of exposure. He knows the methods to locate or gather drinkable water. He knows how to find basic, not necessarily appetizing, food where none seems apparent, thus staving off starvation. Furthermore, a character with survival skill can instruct and aid others in the same situation. When using the Skill to find food or water, the character must roll a Skill check. If the check is failed, no

Desert, Mountain/Hill, Arctic,	Forest, Open Sea, Broken Lands.	Jungle, Plains, Swamp	Underground, Woodlands, Special,

more attempts can be made that day unless the weather changes or the location (at least 8 mile). The survival skill in no way releases the characters from the hardships and horrors of being lost in the wilderness. At best it alleviates a small portion of the suffering. The food found is barely adequate, and water is discovered in minuscule amounts. It is still quite possible for a character with survival knowledge to die in the wilderness. Indeed, the little knowledge the character has may lead to overconfidence and doom.

Desert survival doesn't give the character the ability to survive in the forest; he must also take Woodlands survival for that. A character with the survival skill forages automatically in fertile areas, even when on the move. If he is trying to supply for more than himself, he must make a skill roll if he is supplying one other person, and he takes a –1 penalty to the roll for each additional person after the first he is trying to supply. He must roll every day, and failure indicates that he has not found enough food to feed everyone that day. (The amount of failure indicates the less food was found)—if a character with a skill of 14 was trying to search for food for 5 people beyond himself he must make a skill check at –4 for the other people. The amount of success indicates how many people can be fed. Searching takes several hours, but these are part of a normal day of traveling, resting, eating, etc. To search specifically it takes 20-the skill success in half-hours to search for that specific food. If the check is rolled with 5 points better than needed it will only take 7.5 hours.

Tactics

The ability to use troops in the best way possible. A successful check means that it could well influence the outcome of a confrontation in a reasonable way. In effect it enables the character (and those directed by him) to more easily gain surprise, better defense or offence, or both. This skill takes about 1 Minute of investigation, but when the time is shorter it will be penalized by 1 for each 10 seconds (1 round) shorter.

Tailoring/Seaming

This primary skill for the Tailor enables the character to make and repair clothing if fabrics, threads and tools are available. Repairing could primitively be done at a campfire, but a good repair, making and designing takes several days and needs a studio. The character can only design clothing, bedding, upholsteries, curtains, wall coverings, mattresses, beddings, etc. if he has taken the Tailor profession skill. The level of this skill enables what class of clothing he or she can/may make. Apprentice = Copper Class, Skilled = Poor Silver Class, Journeyman = Rich Silver Class, Expert = Gold Class, Master = Upper Gold Class, Grand Master = Ruling class. A seamstress of lower skill is never asked to make clothing for a class he could not do, as this will bring that class its view and respect down. Some individuals accept any seamstress, regardless of skill level and their own class. It takes a character 1 hour per gp value to repair a piece of clothing, and 1 day or more per gp value to make it. The character can sew and design clothing. He can also do all kinds of embroidery and ornamental work. The character must have at least needle and thread and designated material to work.

Tattooing

This Skill gives the character knowledge of the tools, inks and methods used to make tattoos (often local designs only). Skill checks are made for difficult designs. A Tattooer has this skill primarily and can do more than when this skill is used singly. A tattoo takes several turns to make, but no Tattooer will work longer than 1 hour on a living patient due the stress it causes to both patient and Tattooer.

Taxidermy

Taxidermy is the primary skill of a taxidermist and is used to stuff dead beings for preparation. To use the skill in the best way the profession skill Taxidermist should be taken instead. It takes several days of preparations and drying, fermenting, etc. before a piece is ready.

Thatching

This primary skill of a Thatcher enables the character to make primitive roofs of thatch (Reet) or grasses. This could be used for a temporary use, for permanent use the Thatcher profession skill should be used instead. It takes an hour preparation and two for the construction of a single-sided 10'x10' roof.

Tracking

The character can follow tracks (even if unskilled—see table). But these can be penalized, by weather, hardness of the surface, age and number of tracks followed, etc. This skill is modified according the following list, and is applied cumulative.

The modifiers are cumulative—total the modifiers for all conditions that apply and combine that with the tracker's Wisdom score to get the modified chance to track. For example, if Thule's Wisdom score is 16 and he is trying to track through mud (+4), at night (-6), during a sleet storm (-5), his chance to track is 9 (16+4-6-5). For tracking to succeed, the creature tracked must leave some type of trail. Thus, it is virtually Impossible to track flying or noncorporeal creatures. Thus only possible in rare instances, but with severe penalties to the attempt. To track a creature, the character must first find the trail. Indoor, the tracker must have seen the creature in the last 3 Turns (30 minutes) and must begin tracking from the place last seen. Outdoors, the tracker must either have seen the creature, have eyewitness reports of its recent movement ("Yup, we saw them Orcs just high-tail it up that trail there not but yesterday."), or must have obvious evidence that the creature is in the area (such as a well-used game trail). If these conditions are met, a Skill check is rolled. Success means a trail has been found. Failure means no trail has been found. Another attempt can't be made until the above conditions are met again under different circumstances. Once the trail is found, additional Skill checks are rolled for the following situations:

• The chance to track decreases (terrain, rain, creatures leaving the group, darkness, etc.).

• A second track crosses the first.

• The party resumes tracking after a halt (to rest, eat, fight, etc.).

Once the tracker fails a Skill check, another check can be rolled after spending at least one hour searching the area for new signs. If this check is failed, no further attempts can be made. If several trackers are following a trail, a +1 bonus is added to the ability score of the most adept tracker. Once he loses the trail, it is lost to all. If the modifiers lower the chance to track below 0 (for example, the modifiers are -11 and the character's skill is 10), the trail is totally lost to that character

Recent track (within an hour)	+1	Levels 1 to 3	-1
Old Track (more than 6 hours)	-1	Levels 4 to 6	0
Very old track (more than 24 hours)	-3	Levels 7 to 10	+1
Every 12 hours more	-1	Over 800.000 xp	+2
Underground		**Weather**	
Soft or muddy ground/frozen snow	+4	Fresh Rain or snowfall	-2
Searching in fresh snow	+2	Every hour of rain, snow, or sleet	-5
Normal ground, wood floor	-2	Strong Wind	-1
Rocky ground or shallow water	-10	Poor lighting (moon or starlight)	-6
Every two creatures in the target group	+1	Thick brush, vines, or reeds	+3
Target is large or heavy-laden	+1	Occasional signs of passage, dust	+2
Tracked party attempts to hide trail	-5	Raised in Alfheim	+1
Target not seen	-5	Scout Class	+1
		Unskilled	-6

and further tracking is Impossible (even if the chance later Improves). Other characters may be able to continue tracking, but that character can't.

tracking character can also attempt to identify the type of creatures being followed and the approximate number by rolling a Skill check. All the normal tracking modifiers apply. One identifying check can be rolled each time a check is rolled to follow the trail. A successful check identifies the creatures (provided the character has some knowledge of that type of creature) and gives a rough estimate of their numbers. Just how accurate this estimate is depends on the DM. When following a trail, the character (and those with him) must slow down, the speed depending on the character's modified chance to track.   In the earlier example, Thule has a modified tracking chance of 9, so he moves at ½ his normal movement rate. Tracking needs as much time as needed or chosen.

1-6	¼ normal
7-14	½ normal
14 or greater	3/4 normal

Trapmaking

This skill enables he character if he has the right tools to make deadly traps and to design and place traps in furniture, buildings, chests jewelry or wherever. The DM decides the damage according the design of he trap. This skill needs several Hours for a simple trap to several days for more intricate or larger constructions.

Wagonmaking

This primary skill of a Wagonmaker enables a character to repair, design and make wagons, chariot, caravans and similar. This does not include wheels and axes, for this one needs the skill Wheelwright or the profession skill Wagonmaker. Simple repairs can be done however with the basic skill if tools, materials and workspace are available. The skill lasts 1 day for each hp the wagon has or each 500cn load it can carry.

War Machine Engineering

The character knows how to maneuver a War Machine and use its weapons. He can command a War Machine crew to obtain the best use of the Machine's potential. The successful use of this skill also adds a +1 to the morale of the war Machine crew. The skill takes as much time as is needed to work with the War Machine, be it moving or be it using it.

Weapon Sharpening

This skill makes a character adept at honing a blade to its finest possible edge. Of course it works only on cutting or piercing weapons. The character spends half an hour sharpening the weapon with a fine quality whetstone. At the end of this time the character makes a check. Failure indicates it must be done anew. Success means that the blade is at it sharpest and functions with a +1 adjustment to hit and damage for the next three attacks only (or unused a year in dry environments, or a week in wet environments), after which it loses its fine edge and needs resharpening. Non-magical and most magical weapons can't be sharpened indefinitely; every sharpening removes 0.1% of its size and weight, cumulatively.

Weapon/Toolmaking

This highly specialized Skill enables a character to perform the difficult and highly exacting work involved in making metal weapons, particularly those with blades. The character blends some of the skill of the blacksmith with an ability to create blades of Strength and sharpness. A fully equipped smithy is necessary to use this Skill. The time and minimal material cost of most tools are 5 days and 5 sp or weapons are approximately as given in this table. A character with the weapon maker skill also has access to the Weapon Sharpening skill, but it's inhabited in the Weapon-making skill.

Arrowhead	10/day	1 cp/each	Hand Axe	5 days	5 sp
Mace	8 days	9 sp	Scythe	10 days	12 sp
Dagger	5 days	2 sp	Spear, Lance	4 days	4 sp
Sh. Sword	20 days	5 sp	2H Sword	45 days	2 gp
Battle Axe	10 days	10 sp	Tongs	8 days	5 sp
Flail	6 days	7 sp	Saw	4 days	5 sp
Fork, Trident	20 days	10 sp	2-man saw	6 days	14 sp
Long Sword	30 days	10 sp			

This primary skill enables the character to make repair an know the function and usage to use several tools. It does not enable the character to actually use these tools when they don't belong to his skills. This is a primary skill for the profession skill toolmaker. The skill needs as much time as necessary.

Weaving

This primary skill of a Weaver enables a character to make from thread , linen or cloth or other threadlike fabrics woven patters of different design. These finished product are no more than sheets of fabric, often rolled up for transport, that can later be used for upholstery, clothing, mattresses, bedding or similar products. A Tailor skill is needed to do this. A character with weaving Skill is able to create garments, tapestries, and draperies from wool or cotton. The character requires a spinning apparatus and a loom. A weaver can create two square yards of material per day. One square yard of woven fabric if minor tools are available takes 5 to 100 hours depending upon the design of the pattern, when however weaveracks are available the time will be halved.

Wheelwright

This primary skill of a Wheelwright enables a character to make and repair axes and wheels for any kind of vehicle. To really make wheels from design to the end one needs the Wheelwright profession skill. A wheel takes 3 days to 30 days to make depending on the simplicity and/or complexity of the design the time is increased by 10% total for each wheel if more wheels are made for the same vehicle. A wagon with for wheels will take 440% of the time of one single wheel.

Winemaking.

A person skilled in Winemaking can create wine from grapes, beer from hops, etc. He also notes the quality of the ingredients prior to buying them or having them planted from seedlings. This skill takes 1 year per wine made, but no more than 1 Turn has to be used daily/barrel. The initial preparation (i.e. before it is stocked in a barrel) takes a full week (8hr daily) per 100'x100' area harvested. This skill enables the character to make wine from grapes or berries. It explains the fermentation process, the harvesting, the growing and planting of just on sort of grapes or berries, the storing, labeling, transport, and selling of the beverages need skill checks with several penalties (DM). Checks must be made with each step of a seasonal harvest, and must be made to recognize vintages ever tasted, or more or less similar to already tasted vintages. A successful check reveals, the type of berries, the excellency of the vintage, the average age, what the ground was it grew upon, how many AP it has per liter, existing vintages are revealed and an appraisal check may be based upon the check.

Woodlore

This basic skill of all characters living in, near or from the woods have this skill. This skill enables the characters to recognize the basic trees, animals, and plants of the woods and basic ways of their material use and how to harvest that. This includes what kind of tree delivers what kind of wood, if it is usable, and how to collect it (it does not include how to lumber a tree, therefore a lumbering skill is needed.), or to recognize blueberries or simple mushrooms when and how to harvest them. This is a knowledge skill and takes a mere check to know, but if used to harvest, or research it takes as long as needed.

Undertaker

This person is adept in burying, ceremonial burning, mummifying or whatever local way of disposing the dead the area may have. Mostly burying or entombing. Due to his "link" with the dead and everybody's fear of death, he won't be liked locally where everybody seems to know him. This is also because their work clothing is well known to be used for undertakers solely, it has the scent of death around it, and animals wherever will react correspondingly (including, Bugbears, Rakasta, Lupin, and Phanaton). Burying a grave (6" deep normally takes 3 hours), a roadside grave only 1 hour, an entombment 4 hours preparation and 2 closing it, burning takes 2 hours. These duration are excluding the local rituals needed.

Wisdom based skills

Animal, Mammal, Fish or Monster Empathy

The character has the ability to sense and communicate basic feelings with one type of animal or monster, within 100 feet. The animal or monster should be a non-intelligent creature (it's inappropriate to use Vampire Empathy for example). It's pointless to have Empathy with a monster, which is completely ferocious and deadly (such as a werewolf, beholder, T-rex or a hellhound); it will not change the monster's range of responses. The character must make a skill check for each attempt to communicate; if the monster is of higher HD than the character's level then the difference between HD and level results in a –1 penalty to the skill check. This skill is only allowed to characters that have a special relationship with one type of monster or animal. The tribe that is friends with wolves for instance (like most Goblins) would have Wolf Empathy. The skill does not allow the character to Charm the animal type, or to make friends forcibly with it. But when confronted with the animal, the character can communicate his own feelings—such as peacefulness, lack of danger, etc. If the animal reacts favorably towards him (DM!!), the character might then be able to become friends with the beast. The skill is penalized by one for each HD the monster or animal is greater than the character using this skill. Fish Empathy enables empathy to creatures of 20' long at most. The variant of the skill works up to 200' away. Shark-kin who have this skill have their Shark empathy extended to 400'. A character with the Mammal version of the skill can sense basic feelings up to a distance of 500' under water. Aquatic Elves and Merrow who take this skill have their Dolphin song ability extended to 1000'. This skill also gives a +2 to Riding skills of the chosen type of creature (if it allows it). This skill takes at least 1 round to use but can take up to 1 turn with an unwilling animal.

Animal, Fish or Monster Handling

The character knows how to exercise a greater than normal degree of control over pack animals, beasts of burden, food animals and such. Choose one of the main forms; be it Animal, Fish or Monster Handling. A successful skill check indicates that the character has succeeded in calming, or directing an excited or agitated animal. Those without this skill trying to do the same without magic must do so with a –8 penalty. This skill takes one to several rounds to complete depending upon the familiarity of the creature to be handled.

Animal, Fish or Monster Training

The character knows how to raise, train, and care for one type of animal. The animal can be taught some simple tricks or simple orders. A character who wants to train two or more different animal types must choose this skill more than once—horse training is one skill, Dog training another. However, a horse trainer can train any other sort of natural horse or pony (even Centaurs) and a dog trainer can train any breed of dog or wolf. Any culture that features a strong bond with some animal type will have members with the corresponding animal training skill. Creatures typically trained are Dogs, Horses, Falcons, Pigeons, Elephants, Ferrets, Parrots and Great Cats (these are as any cat, penalized by -4). The skill is penalized for each HD the creature is greater than the character using the skill. Fish training enables training to creatures of 20' long at most. A trainer can handle up to three creatures at one time. The trainer may choose to teach the creature general tasks or specific tricks. A general task is the ability to react to a number of non-specific commands to do its job.

Examples include guard and attack, carry a rider, and perform heavy labor, hunt, track, and fight. A specific trick teaches the animal one specific action. A horse may rear on command, a falcon may pluck a designated object, a dog may attack a specific person, or a rat may run through a particular maze. When enough time is available (this can be several months), a creature can be trained to do both general and specific tricks. A trained animal has a much greater value than a normal untrained animal would bring an animal trainer can also try to tame wild animals, but only when they are young, wounded, weak, or old. A healthy adult animal will always refuse to be tamed. This will take one month of uninterrupted work with the creature. If the skill check fails at then end of this month the animal can never be tamed, the creature retains enough of its wild behavior to make it untrainable. It can be kept, though it must be leashed or caged.

Training a character takes several weeks to months for the basic skills and several months to years for difficult training, this depending on the Intelligence of the creature to be trained. Training for a general task requires three months of uninterrupted work. Training for a specific trick requires 2d6 weeks. At the end of the training time, a Skill check is made. If successful, the animal is trained. If the die roll fails, the beast is untrainable. An animal can be trained in 2d4 general tasks or specific tricks, or any combination of the two.

Art

This is the skill of creating Art. Characters with artistic ability are naturally accomplished in various forms of the arts. They have an inherent understanding of color, form, space, flow, tone, pitch, and rhythm. There are different types of Art skill (Painting, Sculpture, Woodcarving, Mosaic, Etc), with their own art works. One skill check can be made to determine the quality of the work. If a 1 is rolled on the check, the artist has created a work with some truly lasting value. If the check fails, the artist has created something aesthetically unpleasing or just plain bad. Artistic ability also confers a +1 bonus to all Skill checks requiring artistic skill—music or dance—and to attempts to appraise objects of art. The character can take different Art skills to be proficient in several different forms of Art. An Art skill can be used to Improve the reaction of NPC's to the character and his group of companions; if the artist can present an NPC with a portrait or sculpture of that person (and makes his skill roll), the artists will receive a +2 bonus to reaction. This skill can also be based on Intelligence instead, and then the Art will be more realistically. To make a piece of art will take at least 1 hour when sufficient tools and equipment are available, and can take up to several months depending upon difficulty and size of the piece of art.

Bloodlust Control

Characters who suffer from bloodlust, notable Lycanthropes or Shark-kin, gain a +2 bonus to their Wisdom check whenever they attempt to control their bloodlust. This skill is always equal to the character's Wisdom. If they fail the skill they may roll as any other bloodlust affected character on their normal Wisdom. This skill actually Implies more control. An additional +1 is gained for each Improvement of this skill. This skill takes one round to use.

Bravery

With successful use of this skill, the character can resist the effects of magical or natural fear. An NPC using this skill can ignore the results of intimidation and morale failure. The skill is also used to calm companions, be it animals or other characters, but it will then not remove the fear itself, only lets the characters react more intelligently about it. The kill must be successful in use and the affected creature must succeed an Intelligence check to be calmed down. The use of this skill takes no time, except when used to calm on other creature, then it will take 1 round + 1 round per Intelligence penalty.

Caving

This is an ability to always know where one is while exploring underground caves, cavern complexes, rivers etc. A character with this skill will automatically know the route he has taken to get where he is (if he was conscious all the time). Many Dwarves, Gnomes, and Shadow Elves have this skill. This caving skill can also be used in a maze; skill checks are necessary when the character becomes disoriented. If he is forced to flee for a long stretch, he must make his skill check to prevent becoming lost. Without this skill characters will automatically become lost. The usage of this skill takes no time, but when used after becoming lost to recover the trail again it takes a lot more time and higher penalties do apply.

Ceremony/Honor (choose Immortal/Religion)

Character with this skill knows how to honor an Immortal (or a religion like the Church of Karameikos or Traladara who encompass more Immortals) through ritual and ceremony. The skill allows a Cleric to perform normal rituals of his Clerical order and could even permit a character to gain an Immortal's attention (through prayer, fasting, sacrifice of possessions, etc. This skill includes the knowing the code of behavior and the rituals pleasing to the Immortal. Every Cleric, Shaman, Shamani, Paladin, or other servant of an Immortal has this skill extra to his basic skills. Ordinary information (religious symbol used, basic faith attitude, etc.) of any religion is automatically known by the character. Special information, such as how the clergy is organized or the significance of particular holy days, requires a Skill check by non-Clerics. Additional Skills spent on religion enable the character either to expand his general knowledge into more distant regions (using the guidelines above) or to gain precise information about a single faith. The usage of this skill takes as much time as the ritual takes.

Codes of Law and Justice (Choose Country)

This skill informs the character of any act of behavior will be against the law the character has learned. It also informs the character with behavior needed to be used in court. This skill use is almost instant, but a secondary skill check may be rolled if a library with access to books of local law is available to the character. The usage of the skill in law is a bit different and must be checked more often during the whole court of Justice. Although this is actually a Knowledge skill about the laws and judicial system of one culture or country it is based more on Wisdom than Intelligence. A character who wishes to be a judge or advocate will have this skill in his profession. Each empire or nation has its own codes, so a character who wishes to be conversant in different nations' codes should either choose this skill for each set of laws they wish to study, or take the Judge or Advocate Profession skill. The amount of knowledge and bureaucracy makes it very difficult for characters to learn this skill, and that is why the skill starts with a penalty of -8 which is reduced by 1 for each 2 years using the skill. The time it takes for usage of this skill is very difficult to set, every case is different. But average it takes one to 400 days.

Cooking Military

The character is able of cooking food for up to a regiment of soldiers. It also allows him to make a relatively palatable food out of unappetizing ingredients scrounged up for the cook. Obviously, this isn't cordon blue cuisine, but it is a useful skill for the adventurer. The food often has an unappetizing taste and often also look, but keeps the soldiers active. The usage of the skill takes from 5 turns to 15 turns, then the food is ready (or not), and will be served.

Danger sense

Successful skill roll by the DM!! means that the character can detect imminent danger. The character will not know the nature or source of the danger and he should not inform the character that a roll was made unless successful. When a roll was successful, and there was no real danger present, the character just senses that the area can easily be used as a place of ambush or other form of danger. The usage of this skill takes no time at all.

Dark Sense

He character has an uncanny ability. If he's moving at half normal speed or less, he can sense objects or empty space in complete darkness. This requires total concentration (if distracted by sound, action or magic DM penalizes), and is thus completely useless in combat. Using the ability, the character could navigate through a dark room, avoid collisions with furniture and stopping before stepping into gaping holes or pits. A roll is needed everytime the character comes close to anything that could be sensed. Success means that the character is aware that his path is blocked by an object or that no solid ground exists before his feet. Slow or non moving creatures are considered objects in this case. Fast moving creatures can't be noticed by usage of this skill. Failing the skill is bouncing into the object, with all its effects, or falling into pits. The skill works only at the same horizontal level as the ears and eyes 60º up and down, left and right, and never more than 5' away. The skill is when used of continues function, until stopped using, by distraction of any kind.

Detect Ambush.

fighter with this skill has the experience and perception to spot potential ambushes outdoors, thus negating any chances for being surprised. This skill takes one round per 100' x 100' area surveyed, 1 Turn per map studied, and 1 round looking over the road as far as they eye can see (thus a farseeing item is of great use to them).

Detect Deception

This is the ability to recognize deceptive behavior in an NPC. This does not reveal the truth or falsehood of specific statements, the motivations of the speaker, or the exact nature of the deception. This skill only warns the character to distrust the deceptive NPC. The DM!! makes the roll for the character, informing him if the skill reveals any deceptive behavior. The skill does not work on PC's. The usage of this skill takes no time at all.

Direction Sense

character with this Skill has an innate sense of direction. By concentrating for 1d6 rounds, the character can try to determine the direction the party is headed. If the check fails but is less than 20, the character errs by 90 degrees. If a 20 is rolled, the direction chosen is exactly opposite the true heading. (The DM rolls the check.).Furthermore, when traveling in the wilderness, a character with direction sense has the chance of becoming lost reduced by 5%. It's the ability to know which way is up (so to speak) in totally unfamiliar surroundings or in very limited visibility (fog, thick jungle, and the like, even at full speed. It differs from navigation. Navigation requires external clues (where the moss is on trees, where the stars are in the sky), whereas Direction sense is pure gut feeling and intuition. Which way is up and down, east and west, north and south can be detected by a successful check. This way he can determine the average direction to a before known location.

Executioner

The sinister ability to make a prisoner talk, or scare him enough to do the same. A successful check can be ignored if the victim succeeds a morale or bravery check (when Demi-Human-oids). This skill also enables the character to use the local execution or punishment methods on the victim, with the best results (short painless in lawful countries, long painful and shocking in more chaotic countries or with horrendous crimes.) The skill lasts about one Turn, after which at least another Turn of rest must be used, or the victim will get used to the treatment and thus gain a bonus to his morale or bravery check. The preparation of an execution will take a day to a week at most, while the execution itself is more slowed by local rituals and proclamations and such, but could be minimized to one simple axe neck strike or a hanging to quartering by horses in a few turns.

Fantasy Physics

This is a unique skill to Gnomes and a very few Nagpa. It is the ability to design a device for carrying out some relative complex function based on pseudo-technological theory. Fantasy Physics is the principle that if something looks as if it ought to work. Even though its workings may not actually be entirely possible, the odds are that it will work. This skill takes 5 Turns + 1 Turn of continued study and designing per difference in making the skill check. Thus a skill check made by 3 points will take 8 Turns. In fact the better the skill is rolled the longer it takes. This also reveals that a failure will be found out after 5 Turns.

Gambling

This is the ability to win money in games of skill (competitive card games, for example) and betting. This involves honest games (although the games Themselves might be illegal), and a successful check increases the character's chances for winning money at the games. The usage of this skill takes as much time as the gambling game takes, which can be several turns to a few hours.

Grooming Animal

He character is adept in grooming a single specific species of animal. This can be used to increase the apparent value of the animal, or to make it simply look and/or feel good. This also removes any ticks the animal might have, fleas and other tiny vermin are located, yet not removed. This skill takes 1 Turn per HD of the animal minimal.

Grooming Humanoid

This character knows how to make people look good or bad through the use of make-up, appliances, hair styling, and clothing. A character with this skill can temporarily increase his Comeliness by 1d4 (1-2=Cha +1, 3-4=Cha+2), max 18, affecting the reactions of those able to see (or feel, Smell) the character. This Improvement lasts a minimum of 1 hour to a full day, depending upon the character's activity and the elements (Wind, Rain, etc) this skill Implies a +2 to disguise checks. This skill takes 1 hour minimal.

Guidance/Council

This is the advisory skill of the kindly old Cleric and other people whose advise is sought by those in trouble. The character interprets the situation, formulates his recommendation, (often with the usage of items like cards, dices, tokens, etc.) and then makes his roll; if it is successful, it will reveal how accurate or helpful his idea is. This skill takes about a minute.

Healing

Character proficient in healing knows how to use natural medicines and basic principles of first aid and doctoring. If the character tends another within one round of wounding (and makes a successful Skill check), his ministrations restore 1d3 hit points (but no more hit points can be restored than were lost in the previous round). Only one healing attempt can be made on a character per day per set of wounds. If a wounded character remains under the care of someone with healing Skill, that character can recover lost hit points at the rate of 1 per day even when traveling or engaging in nonstrenuous activity. If the wounded character gets complete rest, he can recover 1+con hit points per day while under such care. Only characters with both healing and Herbalism Skills can help others recover at the rate of 2+ con hit points per day of rest. This care does require a Skill check, only the regular attention of the proficient character. Up to 1 patient / Wisdom bonus (not penalty) can be cared for at any time.

Healer's Kit

character with healing Skill can also attempt to aid a poisoned individual, provided the poison entered through a wound. If the poisoned character can be tended to immediately (the round after the character is poisoned) and the care continues for the next 5 rounds, the victim gains a +2 bonus to his save (delay his save until the last round of tending). A Skill check is required, and the poisoned character must be tended to immediately (normally by sacrificing any other action by the Healer character) and can't do anything himself. If the care and rest are interrupted, the poisoned character must immediately roll a normal save for the poison. This result is unalterable by normal means (i.e., more healing doesn't help). Only characters with both healing and Herbalism Skills can attempt the same treatment for poisons the victim has swallowed or touched (the character uses his healing to diagnose the poison and his herbalist knowledge to prepare a purgative).

character with healing Skill can also attempt to diagnose and treat diseases. When dealing with normal diseases, a successful Skill check automatically reduces the disease to its mildest form and shortest duration. Those who also have Herbalism knowledge gain an additional +2 bonus to this check. A proficient character can also attempt to deal with magical diseases, whether caused by spells or creatures. In this case, a successful Skill check diagnoses the cause of the disease. However, since the disease is magical in nature, it can be treated only by magical means.

The binding of a Minor Wound takes 1d6 rounds, and will stop the bleeding unless the patient is exerting itself (new combat within natural healing period), which will give a reopening wounds chance.

The binding of a Major Bleeding Wound will restore 2d6 points of bleeding damage or less if the wound was smaller), and makes the wound into a Minor Bleeding Wound after at least 1 Hour of binding the wound. This healing can imply the usage of needle and thread.

Only a Healing Skill at -4 will enable a Severe Bleeding Wound to close to a Major Bleeding Wound, after at least one hour. This healing mostly implies the usage of needle and thread. Important; also read the page about hit rolls. The skill takes as much time as needed.

Healing, Natural

Character with this skill is knowledgeable in the use of seaweed, mollusk and herbal cures. On a successful natural Healing check, any character that has been poisoned is allowed a second saving throw at –2. It also doubles the character basic normal healing, on a successful check and if sufficient materials are available. This skill takes a Turn at least to prepare the Healing materials, and to serve them to the poisoned characters. When the character has prepared the ingredients beforehand, they will remain alive or usable for no more than 2 hour, if living mollusks or 24 hours for other materials. The character knows where and how to find the necessary components. Searching for them will take 3d4 Turns in component native surroundings, and 3d4 hours in component related surroundings.

Healing, Tribal

The character knows some tribal medicinal secrets that help heal wounds. He can reduce further hp loss for a companion under 0 hp, and heal the patient to a maximum of 1point each day. He can also heal someone at 0 hp or above, at the rate of 1 hp each day in addition to the natural healing if the patient is resting, This skill can later be replaced by a normal healing skill after a study of 20- Wisdom in months. The treatment takes several rounds a day spread so that at least one round of treatment is used every two Turns.

Healing, Veterinary

This is the same as Healing, but this skill pertains to creatures that are neither Humans, Humanoids, nor DemiHumans—in other words, non-Humans, monsters, animals, and so forth. A successful roll will allow a character to restore 1d3 points to a wounded character. It can also be used to stabilize a patient below 0 hp, so that patient will not die within the first 8 hours. The skill can't be used on a wounded patient more than once per set of wounds. If the patient receives new wounds, healing can be used only against the second set of wounds. The skill is used against a set of wounds, not individually against each injury. (The term "set of wounds" usually refers to all the hit points lost in a single combat situation). If a healer actually rolls a natural 20 when using the skill, he actually inflicts 1d3 points of damage to the patient, and he can't treat the same set of wounds again. Successful use of the skill will allow the character to diagnose type of illness. A roll made by 5 or more will allow the character to determine whether an illness is natural or magical induced. A character can take this skill in one of two ways; As a general Veterinary healing skill, which means that he makes his roll with a +1 penalty for every type of creature he treats;

or

As a specialized veterinary healing skill that pertains to one class of creatures (such as Equines = horses, Centaur, mules, etc.). The character with the specialized veterinary healing skill takes no penalty when treating the creatures, which are his specialty, but he takes a +2 penalty with all other types of creatures. A character could have this skill twice, one general and one specialized; he would have his listed rolls for creatures that were his specialty and have only a +1 penalty when treating other creatures. A character with a veterinary healing skill that tries to heal a Demi-Human-oid rolls always at +3 penalty, and any failure would cause damage instead of healing (a 20 even double damage). Treatment takes 1 round per point cured, per disease checked it takes 1 turn, all other usage will take at least 0ne turn.

Horticulture

Horticulture is basically gardening. It is Wisdom based skill, because it depends much on non-intellectual understanding of and sensitivity to plants and their lives. This skill takes at least a Turn for each use and can take even several hours. The character though will seem to forget the time and think it took no more than (1d4+1) x 10%

Local Rumor and Gossip

This is a very handy skill for those of curious inclination but rarely (DM) of any facts or reality. Rumors however often lead to facts while gossip mostly leads to jealousy. The skill is used so that the character is able to speak in such a way to easily retrieve locations and persons willing to share the rumor or gossip for free or some payment, trust is automatically gained if the character tells more gossip (Local or Important,) real or fantasy, by himself. The skill takes several turns at least but with local beverages (men beer or ale, women tee, coffee or rarely wine)can lead to several hours with promises to return and chat once more. Almost everybody knows some rumor or local gossip, but most know the same rumors or gossip however.

Mandragora

This allows the Mage to recognize Mandragora plants, and safely harvest them. The roots can be used to make soporic or hallucinogenic drugs. A victim of the drug must make a Constitution check ; if failed he will fall asleep for 1d6 days, or answer the truth to 1d6+6 questions the Mage asks. Later can be learned to make a Manakin from the root of the plant. The locating of the root in its correct landscape (swamp, wet-forest, moor, bog, dead river-arms, etc.)will take 24+2d30 days. The harvesting (only at a full moon) will take at least 4 hours (a black dog, a rope, wax are needed). The making of the concoction (choose while making what sort of effect is wanted) will take 4 hours. The concoction will be usable for 1 moon at most or turn into a poison BB.

Meditation   (known only in the Great School of Magic)

This helps the character reach a higher level of intellectual perception by concentration and eliminating extraneous interruptions—in effect, the meditation temporarily raises one's intelligence (18 max). After an hour of preparation (absolutely quiet)the wizard gains a modifier to his Intelligence check according following table. Inform the DM before meditating what problem is wished to be solved. This effect lasts until the ability check meditated for is attempted, this means it can be used only for on task at a time. Meditation improves chances of discovering new spells, enchanting items, or conjuring a companion. Only one meditation check must be made each waking period, but each day the ability meditated for is used, must also be meditated for. This will prolong the ability by 1 hour each waking period.

Level	Effect
1/5	+1
6/10	+2
11/15	+3
16/20	+4
21/25	+5
26/30	+6
31/35	+7
36	+8

Mining

A character with mining Skill is needed to site and supervise the operations of any mine. First, the character can attempt to determine what types of ores or gems can be found in a given area. To do this, he must spend at least a week searching a four-square-mile area. The area must be searched to find anything of value and may thus increase the amount of time required. At the end of the search, the character can say what is likely to be found in this area. After this, the character can site the mine. On a successful Skill check (made secretly by the DM), the character has found a good site to begin mining for any minerals that may be in the area. The check does not guarantee a successful mine, only that a particular site is the best choice in a given area. The DM must determine what minerals, if any are to be found in the region of the mine. On a failed check, the character only thinks he has found a good site. Much effort is spent before the character is proved wrong, of course. Once the mine is in operation, a character with mining Skill must remain on site to supervise all work. Although this is a steady job, most player characters will find it better to hire an NPC for this purpose.

Mysticism

This skill, though similar to Ceremony/ceremony Immortal, is available to non-Clerics. This skill allows the character to instinctively know the best course of action to please the Immortal in general. A successful skill roll, for example, means that the character recognizes an idol dedicated to a specific Immortal and that the characters should give it its due respects. The usage of this skill does take one round.

Psychology

This character is familiar with the twistings and turnings of the mind and can use his knowledge to "heal" or "harm" people. A character with this skill can treat madness and phobias or help modify psychopathic or sociopathic behavior as if he casts the spell Cure Insanity. This is, unlike the spell, not an automatic cure all, and much more time is needed to help someone who is insane. Each case is determined by the DM, based on the time spent (much) and the Intelligence of the subject. It's not the first time a patient dupes its healer by pretending to be cured. This skill is also been used by those of less moral virtue to attempt to brainwash victims, or as an aid to torture and interrogation. Those, of good and lawful or even neutral alignment always refuse to use the skill that way. This can also be use to aid characters who are under a Charm or Fear spell or effect. When the skill is successful, the spell-affected victim may make a new save to resist the same spell. If no save is normally allowed, a save vs. spells at –4 is made instead. This usage of this skill can only be done once a character in any given situation, and takes 30-the victims Intelligence in rounds of calming communication. Lastly a character with this skill is a scholar of a single race or culture its motivations and behavior (choose when skill is taken). The character can make a check to guess the individual of the same race its motives in any given situation or to sense whether that creature is being dishonest or deceptive. This skill Implies a +1 bonus to any skill where deception might be involved (Disguise, Haggling, Detect Deception, Storytelling, etc.).

Quick casting   (known only in the Great School of Magic)

This allows a magic-user to cast spells more quickly. If at the beginning of a round, the magic-user states that he has everything ready to cast the spell intended and succeeds this skill roll the intended spell is cast +1 on initiative faster than normal. Spell that take longer than 10 rounds casting time are Improved by 5%, spells that take more than 1 Turn are Improved by 10%. If he changes his mind he must shuffle his components and break of the spell he was casting and can't do anything else that round or let it go off as intended beforehand. This skill in itself does not take time to use.

Self Control

A Lycanthrope with this skill gains a +2 bonus to saving throws vs. spells when attempting to retain his alignment. In addition a character who has failed to retain his alignment may roll a Self Control check once each Turn, at a –2 penalty plus any penalties which affected the initial saving throw vs. spells. On a successful check, the Werecreature regains his own alignment. This skill is always equal to the character's Wisdom. This skill takes no time to activate.

Soothsaying

Astrology and Fortune telling are a vital part to many superstitious cultures. All soothsayers are trained to be intimate familiar with the local calendar, and are consequently aware of the passage of time, as marked by the sun, moon(s), stars, or floating Continents (Hollow World). The calendar is the central tool for predicting the Wisdom of performing an Important action on a particular day. But there are other methods as well—e.g., casting lots, examining the entrails of sacrificial animals, tealeaves, cards, hand reading, etc. The skill takes at least one Turn for each use but may be much more depending on the character and the method used.

Spell combination/mixing (known only in the Great School of Magic)

This technique allows a magic-user to mix his spell-levels in any combination, so long as the total spells don't exceed his capacity or the maximum spell allowed each level based upon his Intelligence (see spell miscasting). For example; a level for wizard normally casts 2 1st level spells, 2 2nd level spells (for a total of 6 spell levels) with this technique , he can choose to memorize 6 1st level spells or 3 2nd level spells, or any appropriate combination. This skill does not need to be rolled for. It is automatically infused in the meditation of the spells as normal, as long as it is known, and the meditation for spells is undisturbed. This skill does take no time to use.

Taunting

This skill causes a victim to become outraged for 1d4+2 rounds. An outraged victim's Wisdom and Dexterity scores are temporarily halved (round up) and the victim must then succeed its own Wisdom check to avoid immediately charging into combat. This skill takes the Wisdom of the target in rounds including the character adjustment of the character taunting.

Teaching

The ability to teach a skill most efficiently. A successful check means the apprentice learns the skill with a permanent +1 modifier, as long as the final skill score remains at best equal to the teacher's. The usage of this skill depends on the skill taught, but will always take a minimum of 1 week. Further follow the rules of learning other skills.

Time Sense

This character is mostly able to give a reasonable close approximation of the time (in Turns at best) and has a chance (skill check) of being able to tell how much time has elapsed during an interval of unconsciousness. This skill is based upon the internal biological clock, not on observation of the natural world, and so even functions under ground or when completely enclosed. If the character is on another plane where time operates differently than on his home plane, this skill will not function, until he returns to his home plane and spends at least one week adjusting to the normal flow of time. In case of any time travel the character does in the same plane he must adjust also one week. This skill takes only one round of usage.

Water Divining

This is the ability to sense underground deposits of water in areas which appear barren or devoid of it (in the specialized form this skill takes here). It is the skill greatly prized among desert dwellers and those who live in arid land, steppes or Savannah. The creature using this skill must work at ground level. The user can only sense water directly underneath it. However, a preliminary Wisdom check allows it to detect signs of terrain fruitful for subterranean water up to a mile away. This skill takes 1 hour per usage.

Weather Sense

This Skill enables the character to make intelligent guesses about upcoming weather conditions. A successful Skill check means the character has correctly guessed the general weather conditions in the next six hours. A failed check means the character read the signs wrong and forecast the weather incorrectly. The DM should roll the check secretly. A Skill check can be made once every six hours. However, for every six hours of observation, the character gains a +1 bonus to his ability score (as he watches the weather change, the character gets a better sense of what is coming). This modifier is cumulative, although sleep or other activity that occupies the attention of the character for a long period negates any accumulated bonus. Sometimes impending weather conditions are so obvious that no Skill check is required. It is difficult not to notice the tornado funnel tearing across the plain or the mass of dark clouds on the horizon obviously headed the character's way. In these cases, the player should be able to deduce what is about to happen to his character anyway. A check needs at least a full turn attention to the skies.

Dexterity based skills

Acrobatics/Tumbling

The character with this skill can perform Impressive feats, balance on taut ropes and wires, etc. A successful skill roll is required to perform any acrobatic feat; failure may result in the character falling. A successful roll allows the character to reduce the effective height from a fall by 10'. It also give a +2 versus mechanical traps where agility would help—such as tilting floors and pit traps if successful rolled. Many entertainers, thieves, and nimble Warriors have this skill. On a successful Skill check, he suffers only ½ the normal damage from falls of 60' or less and none from falls of 10' or less. Falls from greater heights result in normal damage. This skill is not the same as the mystic's acrobat ability or the fall ability of the Scout, but the mystic's ability can be presumed to include the skill; a mystic does not have any benefit from using this skill. A Scout does not improve his falling skill by usage of this skill, but can as normal use all other abilities gained from this skill. All things done while using this skill, except instantaneous reactions, use double normal time, of that of the action if done without usage of this skill.

Agility Training Spellcasters

This allows the Magic-user to be able to cast spells while moving. This can only be done at normal walking pace, riding a mount or dodging attacks will Impose a severe penalty (up to –10) on the check. If the check is failed the spell is disturbed. The usage of this skill takes no time, but can only be done when able to move and act normally.

Alertness

Successful uses of this skill allow the character to draw a weapon without losing any time, to avoid the effects of surprise, and to wake up at the slightest out-of-place noise.   This skill does not use any time, but when a character must use this skill over a prolonged period of time (example while exploring a dungeon) he will be so exhausted that he needs one hour more sleep to be without any detrimental effects.

Blind Shooting

This skill is the ability to shoot at a target without being able to see it; it is typically used when the character is in darkness or when the target is outside the range of sight or infravision. The character must be able to hear the target so that its position can be evaluated. If the character makes his skill check, he can then fire at the target; he needs an attack roll to hit the target, but he does not suffer the normal darkness penalties. The usage of this skill is one round.

Chariot Driving

Character with Skill in this skill knows how to properly harness horses to a chariot, how to drive the horses in order to maneuver it, and how to use his vehicle as a weapon. The chariot driver is skilled at avoiding injuries (skill check needed) during a crash. In most cases a skill check is not required—harnessing a horse, for instance, and normal driving situations don't require skill checks. When unusual conditions prevail (such as swerving through a hail of arrows from enemy archers, or maneuvering at speed over rough ground) then the DM should require a skill check to determine if the driver maintains control of the chariot. He is able to safely guide a chariot, over any type of terrain that can normally be negotiated, at normal movement rate for a chariot (those unskilled move at ½ that movement rate). Note that this Skill does not impart the ability to move a chariot over terrain that it can't traverse; even the best charioteer in the world can't take such a vehicle into the mountains. Chariots can be used as weapons in one of two ways; to attack enemies on foot by trampling or running over them; or (with special war chariots) to attack with wheel blades. To trample, no skill check is required, but the chariot driver must make a regular hit roll. Anyone trampled by a chariot's horses suffer 3d6 points of damage and 1 break per 6 points of damage (round down). War chariots (not racing chariots) are sometimes fitted with blades that extend from the center of the wheels. A river that passes an enemy on foot may make an attack roll to slice the enemy with the blade, which inflict 4d6 points of damage. It is not possible to both trample and slice an opponent at the same time. Blades and spikes may also be used to attack other chariots. By succeeding at a skill check, the driver maneuvers into position for the blades rip into the opponent's wheel or horses. The enemy must immediately make a skill check at a –4 penalty or crash. The attacking driver must then succeed at another normal skill check or crash also. If the driver flips or crashes his chariot, he may attempt a skill check. Success means he has landed without injury. Otherwise he suffers 3d6 points of falling damage, with 1 break chance per 6 points of damage, which may be further modified by the DM depending upon the circumstances. Take careful note of the differences between Chariot Combat and Chariot Driving skills. Chariot Driving allows a character to attack with the chariot itself; conversely, only Chariot Combat helps a character make missile attacks from a moving chariot without penalty. This skill is also needed to drive a Nithian float-chariot. The skill takes as long as used.

Chariot Combat

This skill is important for anyone who wants to fight from a moving chariot. Those without this skill make all attack rolls with a –2 penalty and only inflict half damage. They also loose their weapon on any disarm, natural 1 roll, and natural 20 roll (due impact). Milenians or Nithians seldom use melee weapons from chariots. Most often, they use it as a mobile platform from which to throw javelins or spears. A chariot can carry a large supply of missile weapons. A character can't fight from and drive a chariot at the same time. Without a chariot driver, this skill is unusable. This is true even if the character has both skills. This skill is only known in Outer World Thyatis (primarily Arena's), Hollow world Milenia and Nithia. The skill takes as long as used.

Cheating

This is the skill of winning at gambling games by cheating—by dealing cards from the bottom of the deck, etc. The cheating character should make his skill roll; each character he plays with can make one skill roll (cheating at normal level, Gambling at a –1 penalty, or a base Intelligence check at –4.) against the cheating character's roll. If one or more of the other players makes his roll lower (i.e. Better) than the cheater does, he detects the cheating. This skill can only be used by characters of chaotic alignment. The usage of this skill takes as much time as does the game played within, although the action themselves take minute moment of time.

Climbing.

A person with this skill can move quickly and efficiently up a hillside, tree, etc. This is not to say a person without this skill can't climb a tree, but in a stressful situation in which the surface must be scaled quickly, someone without this skill takes longer to climb than he might like. This skill gives a base +5% to his climbing chance. This is not Mountaineering, a climber can't guide a not-climber, or climb mountainsides while a mountaineer can. Note that relatively rough surfaces (such as a tree with many branches or a rocky hillside) can be scaled at double the indicated speed, while the base speed refers to a difficult surface or an attempt to climb a rough surface in bulky armor or while encumbered. The usage of this skill takes as much time as used.

Dancing

This skill enables the character to dance according the music available. A check is needed to each different type of music, dance style, or courtesy styles. A failure indicates that the character made as many mistakes as he failed the roll with. When a character makes a failure he will step on the partner's feet 50% chance, which will lower the partner's morale with 2 for each time stepped upon. A failure in a different way is mostly a mismatch of dance moves according the rhythm. If in this case the roll failed by 4 or more the character actually tumbles and falls. The usage of the skill is made once for each dance or each Turn the dance lasts. The rolls are penalized by a cumulative 1 for each 2 Turns of continues dancing, or if the character also has a rolled a successful stamina skill (if he has this skill) for each 4 Turns.

Dart

Using this skill a character can travel at twice the normal swimming speed for one round. A skill check is required every round. It makes ram attacks possible for slower moving creatures and is useful in chase and pursuit conditions. After 10 rounds of darting, or attempting to dart (characters are still expending energy), an endurance skill check is required each round that the character is no longer able to dart. To avoid making an Endurance check a character must have rested for a full Turn before again attempting to dart. This skill takes no time to use.

Dirty Fighting

This skill enables the character to fight with cheap shots and tricks. This skill can't be taken by lawful characters or those who uphold some moral code. Whenever a character wants to use the ability, he must make a check. Success means the trick worked, and the character gains a +2 to hit and damage for that single attack against that single victim, whatever weapon he's using at whatever mastery level. If he fails however, the trick was noticed and the intended victim gains an extra attack in the same round (if more attacks in one round are possible, the victim may choose the attack extra at +2 to hit and damage). Every next round a cumulative –2 penalty is given to the skill check as the victim(s) grow more and more accustomed to the tricks used. This skill takes one round segment to use.

Dismount Rider

On a successful check a character can attempt to dismount a rider. The character inflicts normal damage and the target must make a Riding skill check to avoid being dismounted. The difference between the levels /HD of the two characters is used as a modifier when attempting to dismount a character, and when trying to avoid being dismounted. This skill takes one round to use.

Escape Artist

The character is often able to get loose when tied up or locked up. A successful skill roll means that the character is able to get rid of his ties. Another roll is needed to open a locked door, but this roll is made as a Thief of equal level only when lockpicking tools are available, else the opening of locks will be penalized by 30% round down. In effect the character gains the Thief skill open locks. When the character already has this skill as part of his class (Thief, Rake, Scout, Bard, etc,) he will not get any Improvement, but does gain the primary ability of this skill, the removal of ropes, and such. The usage of this skill takes about one turn per action performed.

Evade

This skill comes through experience in running away from dangers. Successful use permits a movement bonus of 10' per round for 10 rounds, giving the evader a chance to hide or throw the pursuer off trail. The skill may be prolonged after the first 10 rounds, but with a cumulative penalty of 2, for each 10 rounds. This skill uses no time in itself.

Fighting Instinct

The reaction of Impulsive attacking first in order to gain the advantage in combat. Successful use gives a +1 bonus to individual initiative in hand-to-hand combat; roll once at the beginning of a combat. This skill uses no time to use.

Find Traps

This skill allows the character to detect traps after observing a corridor, room or other area. If the character fails the check, it means that he discovered none of the traps in the area. (An ambusher hiding in the are counts as a trap). A separate Find Traps roll is needed for each trap in the area. The DM may make this roll!! To keep the player of the character in the dark of if there exist more traps_. . The skill is made as a Thief of equal level and does not need a Dex check to succeed but a FT Thief ability check. The usage of this skill takes 5 rounds of undisturbed examination (from a distance) and a double that if there is much noise or other disturbance.

Fine Smith (Choose Material)

Finesmith skill is a primary skill that enables a character to work with one material only but work it to great detail and functions. The character must choose a metal (only the profession Finesmith enables usage in all softer metals). The metals include but are not limited to Gold, Silver, Tin, Platinum, Electrum, Bronze, Copper, Enamel, and Bronze. Silver and Goldsmith are the most known, but the rare enamel smith uses normal metals and coats them with other metals and pigments. This skill takes several hours to weeks depending on the size, difficulty and rarity of the metal and item made.

Fishing

The character is skilled in the art of fishing, be it with hook and line, net, or spear. This skill depends primarily on where the attempt to fish is made. If the fish in a body of water are abundant and hungry, even a totally unskilled fisherman can drop a hook and line, stake a fisher spear or harpoon, or throw a net into the water and come up with something. And if there are no fish in the area, even the most knowledgeable fisher will come back empty-handed.

Each hour the character spends fishing, roll a Skill check, and adjusts it by the area skill check modifier. If the roll is failed, no fish are caught that hour. Otherwise, a hook and line or a spear will catch fish, crayfish, crab or lobsters if available. To check how many fish are caught see the table.

Poor	-2	1d4-2	1d4+2	1d4
Fair	-1	1d6-3	1d6+2	1d6-1
Normal	0	1d4	1d6	1d6+1
Good	+1	1d6-2	1d8+2	1d6+2
School	+2	2d4	2d8	2d6
+2	if skill success if better than fair area.			
-2	if unskilled (or species fish to catch is unknown).			
-1	per cumulative fisher			
-2	per cumulative Hour			

The determination of whether a fishing spot is poor, fair or better is basically up to the DM, as determined by the chosen bait, and equipment; in other words by the chosen fish wanting to catch. A cool, fast-running mountain stream is a good spot for trout, a shallow or muddy pond is a good spot for carp or pike, a clear deep lake is a good spot for bass. Thus all these spots will at least be fair, mostly good however. In general, fishing is better if it is done from a boat moored in the middle of the water, than if it is done from the shore. A swamp or bog is generally a poor place for fishing, as with a stagnant shallow creek. And solitary pools mostly contain no fish, unless placed there, or the pool wasn't isolated in earlier times. There seem to exist some isolated pools, never used to place fish, and never connected to other water, yet still eels live in it. This is because in rain these creatures sometimes-even crawl on land following their taste to a good spot to live, they will however always leave the lake and return to the sunlit sea to breed. In hot or sunny weather, fish will congregate in places where they can be shaded by trees or overhanging terrain (Bridges), such a spot will be fair to good, while an unshaded spot nearby on the same body of water will be a poor one. Schools of fish only exist in larger bodies of water, and can be detected from the water surface, by color, reflection of movement, etc. Daily sea fishers look especially for these signs for a big catch.

Fishing Ware					
Fishing rod	10' - 30'Small, Lightweight rod with flotation device, weights (5% breakage / 40 cn fish caught)		50	sp	15
Monster rod	10' - 30' iron rod, with flotation device, weights (5% breakage / 200 cn fish caught)		1500	sp	100
Line Lead	weight for fish lines		1	cp	1
Net Lead	Weight for nets made of stone, steel or lead, 1 per 10 feet net needed		10	sp	50
Flotation Devices	To detect motion at line		2-20	cp	1-2
Net Floaters	To keep net vertical, on surface, 1 per 10 feet net needed		1	sp	5
Fish hooks	size 1 for fish 1d4" long,	weight 4cn / inch	3	sp	1
Monster hooks	Size 2 for fish 1d6 + 1" long,	weight 4cn / inch	6	sp	2
	Size 3 for fish 1d6 + 2" long,	weight 4cn / inch	9	sp	3
	Size 4 for fish 1d8 + 3" long,	weight 4cn / inch	12	sp	4
	Size 5 for fish 1d8 + 4" long,	weight 4cn / inch	15	sp	5
	Size 6 for fish 1d8 + 5" long,	weight 4cn / inch	18	sp	6
	size 7 for fish 1d12 + 6" long,	weight 4cn / inch + 50 cn	21	sp	7
	Size 8 for fish 1d20 + 10" long,	weight 4cn / inch + 100 cn	24	sp	8
	Size 9 for fish 1d20 + 12" long,	weight 4cn / inch + 200 cn,	27	sp	9
	Each size higher + 4" size and + 100 cn weight of fish caught		3 x size	sp	1 x size
Fishline	Size 1 50' (5% breakage / inch fish over 3" caught)		30	sp	1
	Size 2 50' (5% breakage / Inch fish over 6" caught)		60	sp	2
	Size 3 50' (5% breakage / inch fish over 7" caught)		90	sp	3
	Size 4 50' (5% breakage / inch fish over 10" caught)		120	sp	4
	Size 5 50' (5% breakage / inch fish over 11" caught)		150	sp	5
	Size 6 50' (5% breakage / inch fish over 12" caught)		180	sp	6
	Size 7 50' (5% breakage / inch fish over 17" caught)		210	sp	7
	Size 8 50' (5% breakage / inch fish over 30" caught)		240	sp	8
	Size 9 +50' (5% breakage / inch fish over 23 + size line" caught)		30 x size	sp	1 x size
Fishnet	for fish size 3 to 6 (Smaller swim through, bigger break net) 5% day / used net will be torn / mostly repairable		1sp / foot^2		1cn / foot^2
Monsternet	for fish size 5 to 10 (Smaller swim through, bigger break net) 5% day / used net will be torn / mostly repairable		10 sp / foot^2		5cn / foot^2
Spear Fishing	1d6 hooked head + 1d20 by wrong removal, curing time x ½, else 1d4				
	20 / 40 / 60 2H, 4' / 8' 1d6 r to remove target		35	sp	35

net will catch three times the amount of fish as a spear or rod would do, but the fish will often be diverse in size or even species. The DM may modify the results according to the situation. When a 0 or lower are rolled on the success table, that means that no fish are caught. Of every 50% of the weight of the fish is inedible for humans, but Humanoids (especially goblins) know a good deal (75%) how to use them (ex; Fish-head beer, Goblin gruel). Every 150cn constitutes a single meal. Underwater races never fish, but use the hunting skill instead. Shadow Elves and many Broken Lands Humanoids know the existence of Lava Fish, edible fish living in liquid Lava, which the eagerly fish, with metal spears or magical protected wires. This skill takes one hour at least.

Forgery

This Skill enables the character to create duplicates of documents and handwriting and to detect such forgeries created by others. The most commonly forged documents are certificates of ownership of slaves, land, military orders, local decrees, receipts of tax payments, a ship's or cargo's manifest, etc. To forge a document (military orders, local decrees, etc.) where the handwriting is not specific to a person, the character needs only to have seen a similar document before. To forge a name, a sample autograph of that person is needed, and a Skill check with a -2 penalty must be successfully rolled. To forge a longer document written in the hand of some particular person, a large sample of his handwriting is needed, with a -3 penalty to the check. It is Important to note that the forger always thinks he has been successful; the DM rolls the character's Skill check in secret and the forger does not learn of a failure until it is too late. If the check succeeds, the work will pass examination by all except those intimately familiar with that handwriting or by those with the forgery Skill who examine the document carefully. If the check is failed, the forgery is detectable to anyone familiar with the type of document or handwriting—if he examines the document closely. If the die roll is a 20, the forgery is immediately detectable to anyone who normally handles such documents without close examination. The forger will not realize this until too late. Furthermore, those with forgery Skill may examine a document to learn if it is a forgery. On a successful Skill roll, the authenticity of any document can be ascertained. If the die roll is failed but a 20 is not rolled, the answer is unknown. If a 20 is rolled, the character reaches the incorrect conclusion. To make a forged document or piece of art, several hours will be used (DM).

Gem Cutting

Character with this Skill can finish the rough gems that are discovered through mining at a rate of 1d10 stones per day. A gem cutter derives no benefit from the assistance of nonproficient characters. A gem cutter must work with a good light source and must have an assortment of chisels, small hammers, and especially hardened blades. Uncut gems, while still of value, are not nearly as valuable as the finished product. If the cutting is successful (as determined by a Skill check), the gem cutter increases the value of a given stone to the range appropriate for its type. If a 1 is rolled, the work is exceptionally brilliant and the value of the gem falls into the range for the next most valuable gem (the DM has the relevant tables).

Hard-Ball (Alphatian Countries Only)

This is the skill of the Alphatian commoner who plays the exciting HardBall sport. The skill wins or loses HardBall contests, of course, but can also help adventurers in tough situations. A successful HardBall skill roll will;

A   Give the character +1 to hit with any thrown missile weapon, or a +3 with anything the approximate size, shape and weight of a game's ball (4"-6" in diameter, spherical, less than 3 pounds/30 cn).

B   Give the character a + 2 on saves which are based on agility (dodging a falling block, evading a lightning bolt, for instance).

C   Give the character a +1 to open door rolls.

D   Give the wielder the ability to hit a target with throwing a bouncing ball against surfaces until it reaches the target.

The usage of this skill takes about 2 initiative segments.

Hear Noise

The aptitude of perceiving faint noises, or some detail among a multitude of sounds, knowing their source and nature. A successful check means that the character can tell approximately how many troops are approaching, if some wear armor, mounts, war machines, and how far away they are. An extra check with a penalty is needed to determine the tribe. This skill also improves the Blind-Shooting skill THAC0 by +1. The skill is made as a Thief of equal level and does not need a Dex check to succeed but a HN Thief ability check. The usage of this skill takes about 3 rounds, with a minimum of 1 round (then penalized by 2).

Hiding (Choose Terrain)

This is similar to the Thief's "Hide in Shadows" ability, with some important differences. The character with the hiding skill can do this only in one type of terrain, chosen from the following list.

The skill will only work in the listed type of terrain; the character could conceivably spend 14 skills, one for each type of Hiding skill. Humans, Demi-Humans and Humanoids can take the Hiding skill. The character will be able to conceal himself or others in the specified area. This is a useful skill for setting up an ambush or concealing something (without having time to do something as serious as bury it) so that no one will find it. The skill is made exactly as a Thief of equal level, with the following modifiers.

The hiding character makes his skill roll, and the observer makes his Find Traps skill roll; The DemiHumans detection abilities don't affect the observer's checks or apply to the situation. If the skill is made by 25% a lost hidden object can only be found 1 on 1d12 (Elves 1on 1d6), if it is made by 50% or more the object hidden can't be found at all. The

City/Outdoors	Roofs/Trees
Corals	Arctic
Jungle	Sea Weeds
Swamps, Moors	Rivers, Lakes
Hills	Broken Lands
Indoors	Caves
Seacoast	Snow
Mountain	Forest
Plains	Desert

skill takes as much time as the character intends to take. Remember that if a character makes sound that can be heard he is not immediately detected or seen, if he remains hidden and succeeds his skill check without making additional sounds he can still be overseen. The problem is that sound always attracts listeners and they can be viewers, and viewers can see the character. The Hide in Corals variant works underwater, but functions further exactly the same, except that Aquatic Elves gain a +5% bonus on their innate ability by taking this skill. This Skill takes as long as chosen.

Instrument Making

Those who take this proficiency must specify whether they are skilled at crafting wind, stringed, percussion, or keyboard instruments. It takes an additional proficiency slot to gain one of the other skills. Three additional slots allow the character to take the title "master craftsman" as he is able to craft instruments of all forms. A craftsman must buy materials equal to a quarter of the instrument's sale value. It then takes a minimum of 1d6 days to craft a wind or percussion instrument, 2d8 days to form a stringed instrument, and 3d10 days to create a keyboard instrument. These times assume that the craftsman is spending 10 hours a day working on the instrument. If craftsman tools (cost 25 gp, weight 5 pounds) are not available, all times are doubled. The quality of an instrument is determined by a final skill check. Failure results in an instrument of poor quality, while success indicates good quality. A natural 20 indicates that the instrument is nonfunctional, while a natural 1 results in a masterpiece worth twice the normal value. Simple repairs take only 1d4 hours and require no proficiency check unless the proper tools are not available. However, repairing severe damage requires 1d8 hours and a check is mandatory for success.

Juggling

The character can juggle, a talent useful for entertainment, diversions, and certain rare emergencies. When juggling normally (to entertain or distract), no Skill check is required. A check is made when trying spectacular tricks ("Watch me eat this apple in mid-air!"). However, juggling also enables the character to attempt desperate moves. On a successful attack roll vs. AC 0 (not a Skill check), the character can catch small items thrown to harm him (as opposed to items thrown for him to catch). Thus, the character could catch a dagger or a dart before it hits. If this attack roll fails, however, the character automatically suffers damage (sticking your hand in the path of a dagger is likely to hurt). This skill takes as long as used.

Jumping

This dexterity skill enables the character to jump at much greater or higher ranges than his strength normally would make possible. On a successful check a running broad jump (if the character has at least a 20' running start) would be improved by 3', a standing broad jump by 2' and a high jump by 1'. When this skill is improved it gives an extra foot of distance per skill bonus to the already enhanced distance by use of this skill. See the Jumping table. This skill takes one round of preparation, except when doing it while running toward the distance to be jumped (this could be penalized up to -6 due unseen circumstances, like slippery surfaces, loose sand, and so on). The character can also attempt vaults using a pole. A vault requires at least a 30' running start. If a pole is used, it must be four to 10 times longer than the character's height. The character must be able to climb the pole to use it this way. The vault spans a distance equal to 1½ times the length of the pole. The character can clear heights equal to the height of the pole. He can also choose to land on his feet if the vault carries him over an obstacle no higher than ½ the height of his pole. Thus, using a 12' pole, the character could either vault through a window 12' off the ground (tumbling into the room beyond), land on his feet in an opening 6' off the ground, or vault across a moat 18' wide. In all cases, the pole is dropped at the end of the vault. The use of halteres—jumping weights (known in the Hollow World Milenia only) increases the distance a further 1d4 feet. Jumping takes one single round.

Normal Jumping ranges			
Strength	**Far**	**Run 20'+**	**High**
1 to 6	1d4+1	1d4+5	1d3
7 to 9	1d4+2	1d4+6	1d4
	1d6+2	1d6+5	1d3+1
13 to 15	1d6+3	1d6+6	1d4+1
16 to 17	1d6+4	1d6+9	1d6
18+	1d6+5	1d6+12	1d6+1

Knot Tying

This skill is commonly learned by seamen, but is also a favorite of thieves. A character with this skill can tie all kinds of knots, ones that slip, hold snug, slide slowly, or come untied with a tug. This skill is also useful for escaping knots. If the character is bound with a knotted rope, he can attempt a skill check once with a –3 penalty (leather –5, but when first wetted then dried -8). If he makes it, he's free. The usage of this skill depends on the complexity of the knot. Making it takes 1 to 6 rounds, freeing one takes 6 to 12 rounds for the same knot, but 1 to 6 turns when the character is bound himself.

Looting

This skill represents a knack for grabbing the best loot in the shortest time. For instance, a cat burglar breaks into a room in a wealthy mansion. He has about two minutes to fill his backpack, so that he can escape before guards are summoned by magical alarms. If his skill check succeeds, he is able to recognize and stuff into his pack the most valuable combination of items that is feasible, given his limitations of time and space. The usage of this skill takes one round of time minimum.

Martial Arts, Bracers

This Hollow World Nithian skill allows a person to gain a +1 bonus to armor class for wearing any non-magic armlet, bracelet, or anklet. However, only one of these three is gained and must be specified. To gain the benefits of the other two, this skill must be taken for each of them. Thus, if 3 skill slots are used, a character can put on armlets, bracelets, and anklets for a net bonus of +3 to armor class. Of course, bracer skill can only be used in conjunction with partial armor of the Nithians and has no benefit if worn with any type of full armor. In the case of bracers of defense, this skill enhances the bracers' magical protection. The bracers skill is a form of martial arts. The wearer quickly maneuvers the armored section of his arm or leg to deflect missile weapons or physical blows. Thus, if the victim is attacked by surprise, no armor class benefits apply. Due to the active defense form, bracers can't be used during any round in which the character is firing a bow, casting a spell, acting on a agility skill, etc. The usage of this skill takes no time.

Martial Arts, Defensive

Improves the character's AC by one on a successful check, and allows a check to dodge non-magical projectiles. This skill takes no time to use.

Martial Arts, Offensive

Allows the character to add Strength bonuses to open hand or natural attacks. A successful check doubles damage (bonus not included). This skill takes no time to use.

Martial Arts, Nithian Shield

Nithians (only) can use shield to perform amazing feats of defense against missile weapons (not melee). Those possessing this skill gain an improved AC bonus vs. missile weapons based on the shield's size. These bonuses are cumulative with the standard protection of the corresponding shields. This is a near form of martial arts and does not apply unless the shield bearer is actively defending himself (i.e., not attacking someone else). Otherwise, only the normal AC of the shield does apply. This skill takes no time in itself.

Great	+4	3
Normal	+3	2
Small/Light	+2	1

Mountaineering

This does not replace the Thief's special climbing ability, nor is it a climbing skill; it is the skill of mountain climbing with the use of ropes, pitons, and other climbing gear. A character with this Skill can make difficult and dangerous climbs up steep slopes and cliffs with the aid of spikes, ropes, etc. If a character with mountaineering Skill leads a party, placing the pitons (spikes) and guiding the others, all in the party can gain the benefit of his knowledge. A mountaineer can guide a party up a cliff face it could not otherwise climb. A character that has the mountaineering skill can use such gear to climb difficult mountain and cliff faces and can rig lines to enable non-climbers to tackle those faces as well. A character with this Skill gains a 30% +10% bonus per Skill slot spent above the initial skill slot to his chance to climb any surface. The usage of this skill takes as much time as is needed to scale such a surface.

Move Silent/Stealth/Silent Glide (Choose terrain)

This is similar to the Thief's move silent ability, with some important differences. The character with the stealth skill can do this only in one type of terrain, chosen from the following list. The skill will only work in the listed type of terrain; the character could conceivably spend 8 skills, one for each type of Stealth skill. Humans, Demi-Humans and Humanoids can take the

Mountain/Hills	Roofs/Trees	Plains
Broken Lands	Forest/ Jungle	Desert
Indoors/Caves	Swamp/Moor	Arctic
City/Outdoors	Underwater Glide	Air Glide

Stealth skill. The character will move very quietly in the terrain's for which he has the skill. When he is trying to sneak up on someone or when there is a chance that he will be heard, he must make a check, or the DM does make one hidden. The check is made on a 1d100 like a normal Thief Move-Silent skill of equal level. The skill takes as much time as the character intends to take. The Silent Glide is the underwater or air variant of this skill, and is used to fly/swim silently towards an opponent). The maximum movement by use of this skill is 50% of the normal movement. This skill takes double time to traverse an area while Moving Silently than the character normal could. Successful use of this ability allows the character to move silently. When the character tries to use this skill, he always believes to be successful (therefore the DM makes this roll) but a failed roll means that someone <u>can</u> hear his passage if someone is there and able to hear. The roll is adjusted by the following modifiers cumulatively if applicable. The skill will also be adjusted by the successful amount a Hear Noise user is successful, then it will be subtracted from the base percentage.

Net Handling

This skill enables a character to use, make and repair nets. These can be either fish nets, hunting nets or Combat nets. This skill does not give the character any improvement in the use of nets as a weapon (like combat nets), that usage needs the weapon mastery net specialization. But a character will know how to make any specific net for each different usage, for each different kind and size of prey, on a successful skill check (penalized depending upon the character's knowledge of the intended prey as determined by the DM). The making of a net depends of the mazes, and the size of the net and the thread-rope-fibers used. Each square foot takes 3 to 6 turns to make, when tools (Hooks, Needles, Thread or other fibers) are available. The character also knows how to include weights, handholds, buoys, tackle, fish (or hurt hooks for damage). This doubles the needed time to make a net. A successful skill check enables the character to roll out, pull in, haul in (full fish net), hang up, or other wise handle a net professionally. This takes a variable amount of time, decided by the DM.

Odour Scenting

The character has the ability to identify smells and their source. A skill check is needed for faint sources this skill improves Tracking and Blind Shooting by +1. The usage of this skill takes one round of time minimum.

Odour Tracking

This skill allows a character to follow the scent of any creature through the sea. Modifiers should be applied according how old the scent is (-1 per hour) and whether it passes through any fast flowing current. The usage of this skill takes one round of time minimum, but can be done while moving. If a character is following a creature with the usage of this skill while moving the skill is penalized by 2.

Piloting (Choose Type)

This is the equivalent of the riding skill but applies to vessels of any kind. It can thus apply to large flying vessels such as aerial ships and flying castles. The usage of flying carpets does not require the usage of the piloting skill, but a broom of flying does. A character must use a different

pe of Vessel	Vessels in this category
Small Boats	River Boat, Sailing Boat, Canoe, Ship's lifeboat, Raft.
Galleys	Small Galley, Large Galley, War Galley, Longship.
Water vessels	Large Sailing ship, Small Sailing ship, Troop Transport.
Flying vessels	Aerial Boat, Aerial Ship.
Balloons	Any air vessel using balloons.
Underwater Vessels	Sea Chariot, Underwater Boat.

category of piloting for each different type of vessel, as defined in the following table. As such, he will spend more than one skill to pilot more than one type of vessel. For Sailing Boats it is called Sailing and is the primary skill of a Sailor. The usage of this skill takes as long as the vessel is piloted.

Quick Draw

Successful skill check with this skill allows the character to nock and fire an arrow with +2 individual initiative. The character needs to have a quiver filled with enough arrows. This skill takes no time to use.

Quick Tongue

This skill is designed for the mage or priest who wants to cast a spell just a little quicker than usual. A character with this skill is able to speak so quickly when required and may attempt to do so during spellcasting. When preparing to cast a spell, he must make the skill check, if success the casting time is improved by –1. if failed however the spell is disrupted as if disturbed during casting, which can result in dangerous happenings. The skill itself uses no time. With the use of this skill the character can make his wording understandable to those characters in a hasted situation. They can however not return the conversation.

Remove Traps (Choose Type)

This skill is exactly similar to the thief ability with the same name, but the character is specialized only in one type of traps, with the traps including as determined in the table. To remove any other trap the character is penalized an extra 20% above any other penalties.

Small Traps	Medium Traps	Big Traps	Special Traps
Rope traps	Acid Traps	Cave-in Traps	Magical Traps
Trap Triggers	Trap Triggers	Trap Triggers	Trap Triggers
Gas traps	Pit fall Traps	Exploding Traps	Sonic Traps
Blade Traps	Blade Traps	War Machine Traps	Living Traps
Dart Traps	Electrical Traps	Boulder/Avalanche Traps	Undead Traps

The character needs to have a set of thief tools to use this skill at best. Often this skill lets a character only remove a trap for a short period of time, unlike how thief classed characters would do. Most often the Small or Medium Traps are chosen. There is no difference made between indoor or outdoor traps, but only of the type the trap is off.

The Trap Triggers enables a character only to hold a trap-trigger (of the traps in the list) from triggering (temporarily mostly—until let loose by the character), but does never remove a trap. The usage of a remove trap trigger could help the character to go past the trap, but for each extra person that must go past, while the character holds the trap, it is penalized by 5%.

Big Traps often (DM) need a strength of at least 14, but the character may guide someone with this strength (for a 10%+10% penalty per intelligence penalty). This may sometimes also be solved by the usage of intricate construction systems when the skill muscle is known.

The Special Traps need an intelligence of at least 14 to allow to be learned. Magical traps often need magical needs to remove, if successful, the character knows how, and a second roll removes or temporarily disables the trap, if the character met all requirements (DM). The Living or Undead Trap includes the methods used to distract snakes, lowlife, Ghouls or bigger predators, but this distraction only lasts 1 round at most. The time used is similar to that used by thieves, and the percentage success is equal to hat of a thief of equal level, but only in the chosen type of trap. This skill does not enable a character to make traps, but he can, however, retrigger an existing trap, if all components are still available, and resettable (a killed ghoul, or an caved-in ceiling are of course not resettable).

Riding (choose type)

This skill includes the basic care and feeding of a riding animal and the ability to control it under difficult circumstances. Riding rolls are required if the character is; trying to cast a spell, fires a missile or meleeing, when the mount is traveling at full speed, increasing speed to maximum or other difficult maneuvers (like grabbing an object while riding past, handing of objects changing places, striking an object, (dis)-mounting while riding, jumping, passage through narrow/low spaces, etc.); failure means that the weapon means that he mount is moving too much for the character to use the weapon sufficiently.

Each riding skill allows the character to ride one type of animal; if a character wishes to ride to different types of beasts, he must buy two different riding skills. Horses constitute one type of animal, Giant eagles constitute another. Goblins get an innate +1 for riding Dire Wolves, as Rakasta with Land-Striders, Traldar with Footpad Lizards, Dwarves with Rockhome Lizards, Krugel Orcs with Land Striders, etc. The table lists the types that exist.

When a character uses his riding skill on the wrong type of animal (for example when a horse rider tries to ride a camel, he suffers a +4 to his riding rolls. When a character with no riding tries to ride an animal, it will succeed under normal relaxed circumstances without difficulty, but when needed to roll a skill check, they suffer a +8 on their Dexterity rolls. But a character needs only to roll in difficult situations, such as when the animal is spooked. In these circumstances the animal will do exactly what it pleases, possibly throwing and trampling the character trying to ride it. Otherwise he can stay on the animal without difficulty. There are other penalties and bonuses to the roll, according to this table.

| Dwarf | +4 | Level 1 to 4 | +1 | Military Cavalry training | -1 |
| Halfling | +2 | Level 10+ | -1 | Born in the Saddle | -2 |

Giant	land-based animals	(Like Elephant, Triceratops),
Large	land-based animals	(like Camels and Land-Striders)
Medium	land-based animals	(like Horses, Land Striders and Dire Wolves),
Small	land-based animals	(like Footpad lizards and Wolves),
Large	air-based animals	(like Dragons or Rocs),
Small	air-based animals	(like Giant Eagles),
Large	water-based animals	(like Whales),
Medium	water-based animals	(like Dolphins or Sharks, Manta Rays),
Small	water-based animals	(like Sea horses)
Specific creature		

Most nations have Military Cavalry Units. A Fighter or Elf has 50% chance of having had cavalry experience (where they learned the Riding skill), Clerics 5% and Mages or Thieves 1% chance. Makistani, Alasiyani, Ethengar, Atruaghin Horse Clan, and some other nations use the Riding Skill so often they become "Born in the Saddle" (natural +1 bonus to the roll).

The usage of this skill is one full turn for saddling, and mounting, further it takes no time at all.

Rope/String Making

This skill enables the character to make rope or strings from any fiber (animal, vegetable, or even magical), it does not make threads as these are seen as fibers, only a weaver can make treads. A rope or thread takes 1 hour per foot per thread used to make. A rope averagely has three or five main ropes with each 20 to 50 threads a string has averagely 1 to 5 threads. If the character tries to make rope out of scavenged materials, the DM makes a secretly check. Failure means there's a weak point in the rope, resulting in 50% less Strength of the rope. Proper testing can reveal this weakness, given time (several hours).

Rope Use

The aptitude of making knots and nets. A check is required to throw a net, a lasso, or a grapple to get a solid hold on an object or a creature (a creature moving needs also be hit by the THAC0 of the character). This Skill enables a character to accomplish amazing feats with rope. A character with rope use Skill is familiar with all sorts of knots and can tie knots that slip, hold tightly, slide slowly, or loosen with a quick tug. If the character's hands are bound and held with a knot, he can roll a Skill check (with a -6 penalty) to escape the bonds. This skill has similarities with the skill knot tying, but is truly different. This character gains a +2 bonus to all attacks made with a lasso. The character also receives a +10% bonus to all climbing checks made while he is using a rope, including attempts to belay (secure the end of a climbing rope) companions. This skill needs only time in making rope objects, which is at least 1 hour per 10 feet of normal rope or a square foot of net.

Sailing.

A sailor is familiar with the operation of either river-, lake-, or ocean-going ships or boats (player's choice). A high skill represents the ability of an experienced deck hand or minor officer. This skill is continuous and requires checks in changing situations.

Skinning

This primary skill enables characters to skin hides from animals or monsters for fabrication into fur. A professional Skinner actually is also a furrier and knows how to prepare furs and hides to make leather or fur from it, when only using this skill only basic leather can be made or temporary furs (the hairs will fall off within several warm days and it will stink. A Skinner will as a Leatherworker carry a strong smell with him. This skill takes several turns to skin depending on size, further preparations depend on moisture and temperature but can take several days.

Swimming

A character with swimming Skill knows how to swim and can move according to the rules given in the Swimming section. Those without this Skill can't swim. They can hold their breath and float, but they can't move themselves about in the water.

Tightrope Walking

The character can attempt to walk narrow ropes or beams with greater than normal chances of success. He can negotiate any narrow surface not angled up or down greater than 45º .Each round the character can walk 60 feet. One Skill check is made every 60' (or part thereof), with failure indicating a fall. The check is made with a -10 penalty to the ability score if the surface is 1" or less in width (a rope), a -5 penalty if 2" to 6" wide, and unmodified if 7" to 12" wide. Wider than 1' requires no check for proficient characters under normal circumstances. Every additional Skill spent on tightrope walking reduces these penalties by 1. Use of a balancing rod reduces the penalties by 2. Winds or vibrations in the line increase the penalties by 2 to 6. The character can attempt to fight while on a tightrope, but he suffers a -5 penalty to his attack roll and must roll a successful Skill check at the beginning of each round to avoid falling off. Since the character can't maneuver, he gains no adjustments to his Armor Class for Dexterity. If he is struck while on the rope, he must roll an immediate Skill check to retain his balance.

Trapmaking

This skill is actually the reverse of the remove traps skill. A character can actually make traps of a specific type if he has the tools, equipment, and knowledge (in the case of chemical, magical, architectural, biological, or necromantic, etc. based traps) available. The character can only

	edium Traps	Big Traps	Special Traps
Rope traps	Acid Traps	Cave-in Traps	Magical Traps
Trap Triggers	Trap Triggers	Trap Triggers	Trap Triggers
Gas traps	Pit fall Traps	Exploding Traps	Sonic Traps
Blade Traps	Blade Traps	War Machine Traps	Living Traps
Dart Traps	Electrical Traps	Boulder/Avalanche Traps	Undead Traps
1d12 Turn	2d20 Turns	3d30 Hours	special

make one type of traps. The chance of success is determined by his skill roll, and his skill level. The amount of success also sets the difficulty of the trap (see table). This thus determines how easy or difficult the trap can be removed. The amount of damage is always determined by the DM, not by the player, but the player can state in what range the damage could lie. This he will do in amounts of singles (up to 12), doubles (2 to 16), triples (3 to 18), quadruples (4 to 20), or more. This so for the DM that he can determine the amount of possible damage. It is very well possible for a player to imagine a trap would do massive amounts of damage, while the DM determines a much lower amount. This he will do because of the importance of game balance.

Failure rate	Difficulty Trap
5 or more	Wretched
1 to 4	Poor

Succes rate	Difficulty Trap
1 to 6	Normal
7 to 9	Excellent
10 to 11	Superior
12 or better	Masterful

Trapping.

A trapper can set and camouflage traps for normal creatures. This skill also includes the knowledge of which bait to use in order to capture a creature. It is for the DM to determine whether such creatures are in the area and whether the trap is successful (allow a 20-80% chance of success). This skill does not enable the character to make traps other than those to capture game, but also does not replace hunting or foraging. This skill is often used by poachers and it increases the chance to find/capture food by 50% in any area. It takes 1-3 hours to find a trap location, and 1 turn to set it at minimum.

Treewalking

This is the skill to stay aloft in trees, transferring from one tree to another close by, and working and fighting from a tree branch. A character with this skill can move among the tree branches, assuming that the trees are thick in the area, at the same movement rate as if he were on the ground. He is balanced and poised when running along tree-branches and easily leaps from branch to branch. Characters with this skill don't need to roll in ordinary situations. The skill check is only necessary if the tree is storm-tossed, or the character is fighting or performing some other

Tree		Experience	
Home Tree or Sentinel Oak	+1	Level 1 to 3	-1
Unfamiliar tree or species	-1	Level 7 to 10	+1
Dead tree	-3	800.000 xp	+2
Many small barring branches	-2		
her conditions		Character	
Snow or Rain falls	-1	Scout class	+1
Icing	-3	Raised in Alfheim	+1

complex task while trying to move on a tree limb. A character with this skill automatically gets the skill Jumping included with no bonus nor penalty, in the area he is used to jump, normal ground and trees there. Elsewhere he will have a penalty of –1. Elves learn how to negotiate tree branches at an early age. Elves with this skill usually succeed with it in normal situations. The skill roll is only necessary if the tree is storm tossed, or the character is fighting, or performing some other complex task while trying to move on a tree-limb. The skill is modified according the following table. The usage of this skill takes one round of time minimum.

Woodcraft

This skill enables the character to work wood with cutting and sawing utensils in a shape wanted. It takes several hours to days.

Constitution based skills

Bricklaying

This primary heavy skill of the bricklayers enables the character to do the arduous and heavy work of cementing (with the deadly white chalk) bricks or stones in different patters together. This skill takes lots of time depending on the height and material of the construction made.

Drinking

This skill gives the character a talent for absorbing greater amounts of alcoholical beverages without being affected. Drinking is actually an Important skill of many creatures, like Centaurs, developed over many lean years when those who survived were those able to consume much while the edibles were there. A successful check in this skill enables the character to consume a much larger portion than normal. This may then mean that the character can go longer without adverse effects. When intoxicants such as alcohol are involved, a successful check means that the character with this skill gets a+10 bonus per skill used on his Drinking level. The skill takes no time to use.

Eating

This skill gives the character a talent for absorbing greater amounts of food. Eating is actually an Important skill of many creatures, like Centaurs, developed over many lean years when those who survived were those able to consume much while the edibles were there. A successful check in this skill enables the character to consume a much larger portion than normal. This may then mean that the character can go longer without adverse effects. When intoxicants such as alcohol are involved, a successful check means that the character with this skill gets a+10 bonus per skill used on his Drinking level. The skill takes no time to use.

Endurance

This skill gives the character the ability to perform a tiring task for long periods of time. A successful check means that the character is able to run (or perform some other demanding task) for an hour without collapsing. The character must make another check each hour he performs the task, with a penalty of -1 for each extra hour. Once the character has completed his task or fails a skill roll and thus collapses, he must rest (or sleep) for three times the amount of time he was performing the task. He is able to talk while resting but further is completely exhausted and has all penalties according to exhaustion. Note that this Skill does not enable a character to extend the length of time that he can remain unaffected by a lack of food or water. The skill also increases the amount of rounds the character can remain hyper-active, like in combat. Here the checks are made each round. Any failure will cause fatigue. The skill takes no time to use.

Fasting

This skill allows a character to go longer period without food, though liquids are still necessary. Any amount under double the characters tolerance level spent fasting causes no ill effects. At one week the character makes a check and has lost 5 Lbs of weight if successful. When failed he suffers all penalties of undernourishment as if the skill is never used. He will also notice he has lost 10Lbs. These losses in weight can never be go lower than 15 Lbs per foot of length of the character. Each following week the skill roll is made with a cumulative penalty of –1. when he decides to end the fasting, he must begin to eat slowly (or die trying). Each day of eating will recover any damages as normal. Any weight loss may be regained after this time if desired, and any ability adjustment gained from the weight loss will be removed accordingly. This skill can be used in survival conditions, but is often used in religious or mystical situations (depending upon the Immortal in question). The DM (The Immortal) should consider granting dome reward to a character who chooses to fast before performing specific rituals. The longer the fast the larger the bonus(DM). This skill is of continues effect until stopped.

Fighting Frenzy

The ability to keep on fighting after being reduced to 0 hp or less. A check is needed for each round of fighting beyond 0 hp. The character instantly collapses when the check fails, or when combat ends. When he passed the death border of –10hp, he can still be fighting, but will die instantly when he fails his skill. The usage of this skill lasts as long as it is successful.

Food Tasting

This is the ability to taste food and drinks to see if they are spoiled. Thus the taster can avoid suffering from food poisoning by carefully tasting food or water first. This ability will not detect poisons to a dish, unless the poison actually has a taste. Some poisons can even affect the taster with such a minute dosage as used while tasting. The skill takes one round of time to use.

Quick Change

If successful, this skill reduces voluntary transformation time of a Lycanthrope character to 1d6 rounds. If level advancement allows a shorter time, use that time instead. This skill will always be equal to the character's Constitution, unless improved by other skill slots. This skill takes no time in itself.

Resist Heat Exhaustion

This skill can only be learned by desert folk, in the corresponding desert. A person skilled in resisting heat exhaustion can "take the heat" longer than most. This skill doubles the time limits on heat exhaustion triggers. Thus a skilled person can perform an 8-hour march through the desert before checking for heat exhaustion. This skill takes no time in itself. But this is known only in Sind, and Nithia and nowhere else.

Resist Wolvesbane

Successful check adds a +2 to a Lycanthrope's saving throw vs. poison for Wolvesbane for the encounter. This skill will always be equal to the character's Constitution, unless improved by other skill slots. This skill takes no time in itself.

Running

The character can move at twice his normal movement rate for a day. At the end of the day he must sleep for eight hours. After the first day's movement, the character must roll a Skill check for success. If the die roll succeeds, the character can continue his running movement the next day. If the die roll fails, the character can't use his running ability the next day. If involved in a battle during a day he spent running, he suffers a -1 penalty to his attack rolls.

Sleeping

Habit for being able of sleeping through anything. A successful check means the character manages to sleep through a brawl or a battle. A useful skill for Shaman in need of meditation or rest. The skill lasts as long as the character succeeds to sleep.

Slow Respiration

Successful check means the character survives in a reduced space after a cavern exit collapses. A check is needed for each day of Imprisonment, with a penalty of –1 for each day. The same could be applied for water, with a penalty of –1 for each minute of immersion. A failed roll means the character suffocates and dies, or releases all air stored in his lungs, and thus reveals himself. The skill lasts as long as used.

Transformation

Lycanthrope with this skill makes a transformation skill roll (based on his were-form's Constitution score) rather than a check on his Human Constitution score when attempting to change from Human to were-form (or back again). Normal penalties don't apply, but restrictions due to level do apply. This skill takes no time to use.

Charisma based skills

Acting

This is the ability to make one's living as a stage actor, but also Imparts the ability to pretend to be someone else or to show false emotions. Successful use of this skill allows the character to tell convincing lies over a period of time. This skill is often used by rulers and politicians to inspire their people, or by evil priests to use to dupe their flocks, and so on. Acting enables a character to skillfully portray various roles. Acting is most often used as a form of entertainment; it can also be useful in aiding a disguise. If both acting and disguise are known, the proficiency check for either is made with a +1 bonus. Skill checks are required only if the actor must portray a particularly difficult character or is attempting an "ad lib" role (*i.e.,* a non-rehearsed role or on short notice). This skill takes as much time as the action the character takes.

Bargaining

Successful skill roll allows the character to get the best deal available for goods, services, or information. It's not usually possible to bargain someone into giving you a great deal for nothing. This skill takes about a full turn, less or more will work with less effect.

Bawling

Similar to Intimidating. A shouting and verbal abuse contest to bully people into doing what the character wants them to do. A successful check means that an NPC with fewer HD obeys. NPC's with equal or better HD or levels may ignore a successful check if they succeed a Bravery or Morale check. This skill adds a bonus of +1 to commanding troops Further Improvements of this skill also Improves the commanding bonus. The skill lasts as long as the character intends to do.

Begging

This skill can be used to procure a very minimal daily income. (Many Cutpurses are in fact beggars who aren't getting enough—and vice versa.) Success requires first that there be people to beg from—people with money to give. A character in an abandoned castle or a recently pillaged village is virtually assured of failure. The following modifiers are available. They don't consider the

Uninhabited/Wilderness	Automatic Failure
Countryside	-7
Town	-2
Hamlet, Village	-5
City	0

wealth of a locale, just the population density. Impoverished regions might have greater negative modifiers—but then, so might affluent areas with traditions of stinginess. If a skill check is successful, then a character is able to panhandle enough money, goods or services that day to meet his basic needs (a little food and drink, a place to sleep). The begging skill may not be used to force player characters to give money away; players are always free to decide if and how generous their characters are in response to supplications. The skill takes as long as necessary.

Chanting

The character is an accomplished chanter and can use this ability to help fellow workers or soldiers keep pace. Skill checks are used to determine the effectiveness of the chanting. On a successful check, those who can hear the chanter become slightly hypnotized by the rhythmic sound, causing the time spent on arduous, repetitive tasks to pass quickly. The DM can, at his option, adjust results for forced marching, rowing, digging, and other such tasks accordingly. All Kara-Kara Orcs know this skill in addition to their own skills. They can even increase their combat effectiveness with it. See racial information. This skill is of continuous function and works only after several rounds of chanting.

Crowd Working

Almost every bard is familiar with the ways of a crowd. However, those who take crowd working learn all the tricks of the trade. Such bards are skilled at observing crowds and adjusting their performances accordingly. Any bard who is using a special ability to adjust the encounter reactions of a crowd (*e.g.,* influence reactions) can make a crowd working skill check after observing the crowd for at least a Turn prior to using the ability. If this check is successful, the bard can alter the reactions of the crowd by two levels instead of the typical one. If the bard or his group is soliciting money from a crowd, a successful check indicates that the bard is particularly appealing and the crowd willingly donates twice as much money as it normally would.

Deceive (Fast Talk)

This is the ability to a listener of the truth and sincerity of what is said, despite the fact that the skill user is lying through the teeth. Successful use of this skill causes an NPC (no PC) to believe an untrue statement, or accept a misleading statement as honest and sincere. Failure indicates that the character sounds unconvincing or stumbles over his words. This skill takes as much time as the conversation lasts, and this is a minimum of 5 rounds, and a maximum of 1 turn, any more would spoil what was said.

Diplomacy

This skill enables the character to speak in manners used in higher regions, like courts, castles, temples and such. This Skill gives the character a basic understanding of the proper forms of behavior and address required in many different situations, especially those involving nobility and persons of rank. Thus, the character will know the correct title to use when addressing a duke, the proper steps of ceremony to greet visiting diplomats, gestures to avoid in the presence of Dwarves, etc. For extremely unusual occurrences, a Skill check must be made for the character to know the proper etiquette for the situation (an Imperial visit, for example, is a sufficiently rare event). However, having the character know what is correct and actually do what is correct are two different matters. The encounters must still be role-played by the character. Knowledge of etiquette does not give the character protection from a gaffe or faux pas; many people who know the correct thing still manage to do the exact opposite. The skill is rolled with introduction to new characters met that are of equal or higher social class than the original character. It is also used to say things not so nice in a friendlier manner. The skill is also used in cases of politics. The skill takes as long as necessary.

Etiquette

This skill enables the character to behave in manners used in higher regions, like courts, castles, temples and such. A person with this skill knows proper table manners, styles of dance (although a dance skill would greatly improve this part), how to dress properly, and how to address officials. It is also used to get things done, during eating, during royal courts, or courts of law. The skill is also used in cases of politics. The skill is rolled with introduction to new characters met that are of equal or higher social class than the original character. For unusual situations, such as when meeting a king, emperor or senator, a skill check is needed. If successful, the DM must give suggestions to the player to help his character avoid a blunder or insult. If the roll is a miss, the player is on his own, and must role-play the situation as he sees fit. The skill takes as long as necessary.

Fortune Telling

This skill covers knowledge of a variety of methods of divination—all of them fake, since only a Seer can predict the future and Seers are rare. To be a Seer one must have the special ability of sensing through time. The character with Fortune Telling is familiar with numerous devices and methods, such as tarot cards, palm reading, interpreting the flight of sparrows or the arrangement of a sacrificed animal's entrails, and soon. A successful skill check indicates that the customer or client believes the fortune he was told to be authentic. If the check fails, the sham is discovered in some way, or the prediction is simply not believed. If a natural number secretly chosen by the Dungeon Master before the die is rolled comes up, the event that the Thief predicted actually comes true! This can only happen if the character is a strong follower of any specific Immortal (Time Immortals preferred). The skill takes as long as necessary.

Gain Trust

With this skill a character can gain the trust of NPC's through a combination of courtesy, respect for traditions and honorable behavior. In routine situations, a successful use of this skill is sufficient. In dangerous or threatening situations, or where the NPC has reason to distrust the character. Modifiers are applied, as also when two different races are involved. This skill takes all the time needed.

Gaming

The character knows most common games of chance and skill, including cards, dice, bones, draughts, and chess. When playing a game, the character may either play out the actual game (which may take too much time for some) or make a Skill check, with success indicating victory. If two proficient characters play each other, the one with the highest successful die roll wins. A character with gaming Skill can also attempt to cheat, thus gaining a +1 bonus to his ability score. If the Skill check for the game is 17 to 20, however, the character has been caught cheating (even if he won the game).

Grovel

This skill let's other character's believe that you do obey their order's or commands, while you still do it your own way. This does not Imply however that if a commanding person finds out he is outwitted, he will be very pleased, punishments, if any, will be, more severe if caught. And the DM may Imply penalties on how far the commander "trusts" the character. This skill takes several rounds to a mere seconds (yes, master").
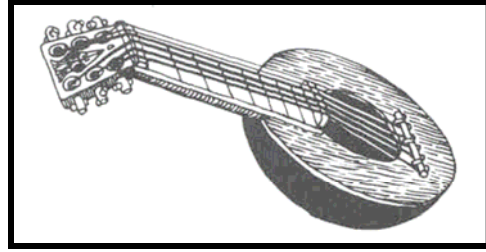
Leadership

Successful use of this skill adds a +1 to the morale of any NPC under the character's control. It may also be used to convince other NPC's to follow the character's commands. There might however be good reasons that a specific group or individual does not want to follow the leader, and is so automatically resistant to usage of this skill. Unlike Intimidate, leadership does not bully and antagonize the NPC's it is used upon. This skill adds one to the number of dice worth of animals a Lycanthrope character could summon, or adds a +2 bonus to the reaction of any NPC the Lycanthrope can communicate with. But for Lycanthropes this skill is based on Strength instead of Charisma. This skill takes as much time as the character wants to, but may not be more than 1 turn, or the NPC's would lose interest.

Music (al Instrument)

This skill allows a character top play one group of related instruments in a skilled manner; the player chooses the group of instruments, which he knows. This skill is often used in conjunction with the singing skill.
This skill takes as long as the music is made.

nstrument	Examples
Hand-used stringed	Harp, Banjo, Guitar
Brass	Trumpet, Horns
Woodwind	Flute, Wood-Horns
Organ	Pipe organ, wind Organ
Item-used stringed	Violin, Bass
Percussion	Drums, Tambourine
Piano	Piano, Clavacimble
Named Special	Mouth Harp, Harmonica

Groups include:

Oration

An oration is a speech given in formal, dignified manner. Characters with this skill are able to sway large crowds of people with verbal persuasion. The DM should modify the skill check by taking the nature of the oration and the mood of the crowd into consideration. Typically, successful oration will improve the crowd's reaction by one step. Remember that when the cloud disperses, they will have time to think more clearly about what has been said, and doubts may creep in. This skill takes as long as spoken, but has an after effect of about 1 turn cumulative per successful part of the roll. A roll successful with 4 points will thus have an after effect of 1+2+3+4=10 Turns.

Persuasion

This is the ability to persuade NPC's of your honesty and sincerity. The speaker must believe the truth of what he says. Successful use of this skill means the listener believes what the speaker tells him; it does not mean that the listener will agree to actions proposed by the speaker, Modifiers from –1 to –8 be used if the audience is hostile.
This act takes several rounds equal to the success the skill is rolled by.

Poetry

Proficiency in poetry includes the skills of reciting poetry and judging its quality. It also indicates that the character has a repertoire of poems memorized for recital at any time. No proficiency check is required for a normal recital. If the character can read and write, original poems can be written. A successful check indicates that the poem is of above average quality. This skill takes as long as used.

Servility

An aptitude for groveling and appearing so pitiful that a victimizer or a foe might leave the character alone, or spare his life for an extra day. With a successful check and a reasonable penalty, the tormentor might even let the character go (but not the rest of the party). This should be role-played. This skill lasts as long as it is used.

Singing

This is the ability to sing in a skilled manner; a character can make his living with this skill (and if he is entertaining enough can become a famous entertainer or well-known bard (for which this skill is obligatory). The character can also create choral works on a successful Skill check. Hin have an initial penalty of –1 to sing, Fairies of any kind, and Orcs—how rare it may seem have an initial bonus of +2 respectively. This skill is often used in conjunction with the Music skill. This skill takes as long as the song is made.

Singing Marches

A must for some horde leaders! This ability increases the Morale of the troops commanded by the character by +1. A successful check means the rest of the troops start singing too, reducing the enemy's morale by –1. Drinking songs enter this category, a successful check means the character gains a bonus to reaction rolls in inns, taverns, or other drinking locale. In Hin, or Orc populated taverns the character singing will always get an initial bonus of +2 on reaction rolls, if singing—even if false—for the fun of the song itself, (and if non-Hin the dare to sing openly). The skill lasts as long as the character sings.

Storytelling

This is the ability to captivate an audience when telling stories. The character can earn his living as a teller of stories; if he also has knowledge skills of such things as tribal history, he can become a sage, or else a Bard. Even Humanoids use the skill of Storytelling, as it is the main ability of the tribal sages versed in Humanoid History. Tribal culture is not written but transmitted through the generations by word of mouth. The art of story telling is popular in the Emirates of Ylaruam and with the Halfling race. Stories are told to entertain and to edify, and dramatic and

100	Masterpiece	Unforgettable experience teller acquires instant fame and will probably be called upon for a story whenever attending a party or spending an evening in a tavern or inn taproom in the Halfling Shires. He will be regarded as an honored guest; if at an inn, the bill may be reduced at the end of the stay; if a tavern, drinks may be on the house for the night. Unless involved in a dispute or other unpleasantness, teller will be remembered as a "good fellow" and a friend; reputation will spread. Elsewhere he could even be reckoned a saint; and will be treated as kin with an excessive gift. Further reaction rolls +4
90	Remarkable	Audience deeply moved. Teller reckoned wise and worldly and a good friend to have. A small gift may be offered, or drinks and meals paid for; his reputation will spread. Friendship will be offered and a great gift. Further reaction rolls +3.
80	Pleasurable	Audience enthusiastic. The teller earns great respect and will be regarded in a friendly manner. Generous hospitality and large gift. Further reaction rolls +2
70	Interesting	Audience attentive and cordial, teller earns respect and a small gift. Further reaction rolls +1.
60	Tedious	Audience Bored, may be polite or may heckle, Social duties are met, and hospitality extended
0-50	Shameful	Audience offended. They will catcall, boo jeer, or drown out the teller. An old Halfling will always tell a tale to "show how it is done". Hospitality will be withdrawn.

eloquent storytellers are often honored by their hosts with gifts and praise. Sultans have been known to make a storyteller a vizier on the spot after hearing a story that particularly pleased him. A story is told according the following formula, and a successful roll adds a bonus of 1 for each successful point, to the story telling rating. See the table

Adjus	
+5	If based on true character experience.
+5	If illustrates a moral lesson clearly applicable to current circumstances.
+1 to +10	If enhanced with magical effects depending on subtlety (i.e., charm, poetic incantations, visual and auditory effects, etc.). Hin dislike trickery or overbold displays of magical power, but enjoy vocal or auditory storytelling effects, or touches which display great emotion. For example: when an oppressed Hero finally lashes out in revenge or when sundered lovers or family are reunited after long days apart.
-1 to –10	If audience is initially hostile (if storyteller is foreigner, or if audience is captor, enemy, evil Efreet, etc.).
+1 to +4	If tale includes good and fresh one-liners or jests that Hin can re-use later.
+1 to +4	If tale involves good singing, mimicry of voices, acting.
-1	to Hin listeners; If teller non-Hin but Elven or Human and appearing well travelled.
+1	For each success point on the character's Storytelling skill roll.
-1	For each failure point on the character's Storytelling skill roll.
-2 to –10	If teller is foppish, arrogant or snobbish, is a foreigner of nondescript appearance, or is a known enemy.

A character's Storytelling Rating is computed using the following formula; Intelligence + Wisdom + Charisma = Storytelling Rating. To tell a tale, a character rolls 3d6, adds his story telling rating, and the following modifiers if needed, and compares it with the story telling Chart above. This skill is often used in conjunction with the music skill. This skill takes as long as the story lasts.

Toadying

This skill is useful for sucking up to more powerful characters. It allows a character to ingratiate himself by agreeing with an NPC and by generally polishing an NPC's ego. Failure at this skill can have interesting repercussions, as it makes a character sounding highly insecure and sarcastic. This skill also lets the character plead for his life, or to avoid punishment. This skill takes as much time as the character needs with the NPC.

Ventriloquism

The character has learned the secrets of "throwing his voice." Although not actually making sound come from somewhere else (like the spell), the character can deceive others into believing this to be so. When using ventriloquism, the supposed source of the sound must be relatively close to the character. The nature of the speaking object and the Intelligence of those watching can modify the character's chance of success. If the character makes an obviously inanimate object talk (a book, mug, etc.), a -5 penalty is applied to his ability score. If a believable source is made to appear to speak, a +2 bonus is added to his ability score. The observer's Intelligence modifies are double his Intelligence modifiers. A successful Skill check means the character has successfully deceived his audience. One check must be made for every sentence or response. The character is limited to sounds he could normally make (thus, the roar of a lion is somewhat beyond him). This skill takes as much time as the character needs. Since ventriloquism relies on deception, people's knowledge of speech, and assumptions about what should and shouldn't talk, it is effective only on intelligent creatures. Thus, it has no effect on animals and the like. Furthermore, the audience must be watching the character since part of the deception is visual ("Hey, his lips don't move!"). Using ventriloquism to get someone to look behind him does not work, since the voice is not actually behind him (this requires the ventriloquism spell). All but those with the gullibility of children realize what is truly happening. They may be amused—or they may not be.

Voice Mimicry

Voice mimicry is the art of convincingly imitating the voices of other people. It is a very demanding skill, needing intense training of and practice with the vocal cords. A character with voice mimicry is able to imitate any accent he has heard.

"an acquaintance"	0
"a friend of the subject"	-2
"a close friend of the subject"	-5
"someone extremely close" (e.g., parent or spouse—	-7
someone who has had close contact with the person for years)	

Success is automatic unless people who Themselves speak in that accent are his listeners; in such a case, a skill roll is required (with a +2 modifier). More difficult is the imitation of a specific person's voice. To do this, the Character must, of course, be familiar with the voice. A skill check is needed to determine if the imitation is detected; modifiers depend on how well the listeners know the voice that is being mimicked. Success is of course certain if the listener is a stranger, someone who has never heard the original voice.

This skill is often used in conjunction with the Disguise skill. Which skill must be checked first depends on whether the character is seen or heard. If the disguise first is successful, there is a +5 modifier to the voice mimicry—the listeners have already accepted the appearance, so they are less likely to doubt the voice. If the disguise fails, it doesn't matter how good the voice imitation is. If the voice is successfully mimicked first, it gives a +1 modifier to the disguise check. The skill lasts as long as the character mimics.

Whistling/Humming

Almost anyone can whistle or hum. Those who take this proficiency are exceptional whistlers and hummers. They can produce tunes as captivating as most songs. A person with this skill is a true master whistler and hummer. It is so easy to learn a new tune to whistle or hum that characters with this proficiency can learn numerous tunes. In fact, if a check is made, a whistler or hummer knows any particular tune in question. In addition, a character with both this proficiency and the animal lore proficiency can mimic any bird call he has heard. However, most adventurers do not take whistling just for the entertainment value. Instead, they are looking for its uses in communication. This communication is possible only among those who know this proficiency. If both characters succeed with their checks, a single concept can be communicated. Some examples are "Go around to the side door," "I hear them coming," "Slowly reach out now, the guard doesn't see you." This skill takes as long as used.

Comeliness based skills

Allure

A Character with this skill appears beautiful or handsome and desirable to a member of to his or her interest sex. The character may direct this skill at any character of the target group regardless of race. On a successful check, a character will be favorable disposed toward the alluring character, willing to offer help and advice, but not to endanger his people or himself in any major way. Requests for aid in a fight are okay, requests to attack comrades or do something dangerous like wrestle a Shark are not. The allurement lasts as long as the character does not attack or harm the admirer in any way. The skill takes no time to use. This skill will be severely penalized when hygiene is absent (as with most adventurers).

Hygiene

This rarely used skill, enables the character to clean itself or its surroundings, with the use of soap, and other items. When the skill is used successfully, the character has a bonus of 1 on his saving throws against diseases for each skill slot used this way. This lasts for 24+ 1 hour for each point rolled better than needed. Upper class females of Human or Elven races may take this skill for free. This skill is also used for applying cosmetics, which could increase the user's Charisma (This improvement this way will not affect any skill uses, but will affect reaction rolls). This skill takes 1 Turn for Men, and 1d4 Turns for female and 2d4 Turns for each average sized room (about 20 x20 x10 feet).

Experience

As characters go through a lot of adventures, they gradually get better and better at what they do. Everyone learns to fight better (especially fighters). Everyone learns to withstand damage better (more hit points and better saving throws), and so forth. This is all accomplished through the use of experience points and experience levels. At the end of every game-session or complete adventure story (the DM will decide which), the Dungeon Master will award experience points (abbreviated as "XP") to the characters. Experience points are awarded for accomplishing goals in the course of the adventure story. Every so often, a character will have earned enough experience points to attain a higher experience level; this is often referred to as "going up a level." Each time the character goes up a level, he gains more abilities. Under no circumstances can a. character advance more than one level per adventure; all experience beyond one level of advancement can be retained up to one point short of a two level advance. Any additional experience is lost. Take a look at the Fighter Experience Table on page 478, then return here.

As you can see on that table, a fighter with no experience points (0 XP) is a 1st level fighter. During his adventuring career, he'll earn experience points. Once he reaches 2,000 points, his player should inform the DM that he's reached his 2nd experience level; once he reaches 4,000 experience points, he can tell the DM that he's reached 3rd level; and so on. The number of experience points the character must earn becomes proportionately greater and greater. Don't be alarmed by this. The character's rise through experience levels will slow down, but not as much as this table suggests. As he becomes tougher, he can undertake tougher and tougher quests, which will earn him proportionately more experience points.

Remember that there are three groups of experience gaining, the magical way, the clerical way, and the individual way. To keep track of this record all gained experience of the player group in three groups; treasure gained xp, combat gained xp, individual xp. The first group lists all xp gained from acquiring treasure (yellow in the tables). The second group is combat related gained xp (red in the tables). These two groups of experience are each divided by the surviving number of party members, and each character writes down this amount. And the checks how much of that experience he may acquire. The third group adds up all experience the character acquired him self, and is thus recorded individually by the player. This includes thief abilities, spell research, item enchanting, books acquiring, and other incentives. The DM informs a character what amount of XP the character gets for each of them, the character adds all this individual xp gained in a game session up. These are not used in the overall group experience, and thus aren't divided by the total amount of characters.

If there is truly a leader in the group he gains 10% of all gained xp, another 10 xp is equally divided among sub-leaders(if any), the rest is equally divided among all other group members. A leader also gains 5xp per HD of group members, but only once. When two leave and two others later take their places, and are of equal HD, no xp is gained. Remember levels are not HD!!! To this number is subtracted double the amount a group member his xp-value was as if killed. When negative, no experience was gained. This rule takes direct effect when a clear leader is presented in the group. Most character groups work more on an equal basis without a true leader, then this rule is not used. In such parties where everybody is equal, the penalty of lost group members is subtracted from the total amount of combat xp instead. When this total reaches a negative, no combat experience was gained at all.

Example; Lets say a fighter, a cleric and a mage get their parts of the group experience. The total acquired xp is; 9000 combat xp, 6000-treasure xp=> each character gets 3000 combat xp, and 2000 treasure xp. The mage also acquired 3000 individual xp by book, and spell research, the cleric 500 for erecting shrines or similar actions, and the fighter 500 for building a keep. The mage would get 50% of his treasure xp=1000, and 66% of the combat xp=2000, plus his individual xp is a total of 6000xp. The cleric instead would gain 66% of 3000=2000 combat xp, 2000 treasure xp, and 500 individual xp, totaling 4500xp, while the fighter would gain 3000 combat xp and 2000 treasure xp, and 500 individual xp, totaling 5500xp. These total amount are the adjusted according the character's prime requisite individually, to calculate the individual xp gain. The DM may give extra experiences for good role-playing, inventive ideas, reaching from 100 to 1000 xp /person /session, depending on play and level. This bonus xp is included individual xp.

NPC's in an adventuring group also take part of the experience, but each counts as a half character in the initial dividing by group members, and thus would get only half what player characters would get. Only their individual xp is not halved in amount.

The simple way of calculating experience is done by adding up all treasure xp and monster xp, giving all PC's an equal part (NPC's a half part), and discarding all other forms of experience. No individual experience is gained (no spell research, book discovery, shrine building, war nor warmachines, etc.), by use of this method, except those bonuses the DM gives to the player for good role-playing or inventive skill or magic use. But keep in mind that by this way, characters will not be rewarded by the special acts their class can accomplish.

ombat experience is calculated by adding up all experience of defeated or captured creatures, monsters. These amounts are give in each monster's individual xp value. These values can be different by the way the character is defeated, as in the following table.

Treasure xp is calculated by adding up all the xp values of each treasure found, and taken with the character group. This means that treasure secretly stashed by the thief in the group without the groups knowing, does count in the xp value the group may divide together.

Source of combat xp		gained xp
Non-intelligent Creature or Monster	Chased away	25% xp value of creature
Non-intelligent Creature or Monster	experience by capture;	50 % xp value of creature
Any Creature or Monster	experience by slaying;	100 % xp value of creature
Humanoid Prisoner		re
Human Prisoner		10 XP
Elven Prisoner		1 XP
Dwarven/Gnome Prisoner		5 XP
Halfling/Fairy Prisoner		
Intelligent Monster Prisoner		5 XP/HD
Gaining treasure in adventures, if Coins only		1xp/gp value
Trade, sell, or cast spells for gold, etc.;		1xp/10 gp value
Other Treasure		1 xp/10 gp value
Dominion resources;		1 xp/100gp value

Hit Dice

With the earning of experience you earn Levels and Hit Dice. These follow the tables of your chosen race and or class. Each HD corresponds to a number of Hit Points (Hp), as levels do. Each class or race uses different dice to determine the number of hit points a character has. When not given use eight sided dices (D8). Each level or HD gives the character access to a number of abilities, skills, weapon mastery slots, improves saving throws, and finally a chance to become immortal (this will take several gaming years with the same character from beginning). The different classes earn each experience in a somewhat different way, but if the DM finds this to difficult he may just give the players experience for each creature they defeat, each treasure they find, and discard all other experience incomes. But he must remind that these are not given to restrict the character, but to steer him or her more in the direction the character class or race simply takes normally. That will be the best way for a character to earn experience and improve himself.

Prime Requisites and Experience Points

If your character's prime requisite is high enough, he will get extra individual experience points. The Experience Bonuses and Penalties Table will serve as your rule of thumb for calculating how much extra experience clerics, fighters, magic users, and thieves get for high prime requisites.

For example, a fighter's prime requisite is Strength. If he has a Strength of 3-5, he loses 20% of all the experience points he earns. If he has a Strength of 6-8, he loses 10%. If his Strength is 13-15, he earns an extra 5%. And if his Strength is 16-18, he earns an extra 10%. If a fighter with a Strength of 16 were to be given 100 points of experience, his player would add in an extra 10% (for a total of 110 experience points) before writing the amount down on his character sheet.

Prime Requisite	
3-5	-20%
6-8	-10%
9-12	0%
13-15	+5%
16-18	+10%

Calculating Experience Bonuses

Unless your DM tells you otherwise, you will always calculate your character's experience bonus . . . or experience penalty. However, some DMs prefer to keep a close eye on characters' experience gains, and may decide to calculate all such bonuses themselves. In such a case, the DM needs to tell his players about this decision ahead of time; otherwise they might accidentally add in their experience bonuses again. in character professions, or "character classes," are described below. They include the your basic human classes (cleric, fighter, magic-user, thief), the three Demihuman classes (dwarf, elf, Halfling), and two special human classes (druid, mystic). Each character class is presented in the following fashion. A simple XP calculator (on an Excel Document is created by the writer).

Experience gaining for Magic users

The best way for a magic-user to earn experience points is by inventing spells, enchanting magical items, and studying rare tomes. This includes Mages, Wicca, Wokani, Elven Mages, but not Elves or Foresters, who always learn spells from their teachers or from existing scrolls. These do not invent spells, ever. And thus gain experience as fighters.

Slaying monsters

Destroying monsters is more a pur   o on adventures to find components,
secrets, books or magical item   **age gets 66% of his part of the**
combat experience; the rest of his part is lost.

Getting treasure

Money is the least favorable subject for a wizard. A wizard's overhead costs can be terrifying; tuition fees, spell
research, component needs, enchantments, ta   enses, membership dues if he is part of a guild or
(secret) order, etc. although wizards do not gene   el attracted to wealth, money is still quite necessary to
acquire knowledge. **A mage gets 50% of his part of the tre   ce; the rest of his part is lost**.

Gaining spells;

This is the main activity of a wizard. How much experience he gets depending on how he acquires spells. Use the following table to find when the spell is successfully studied (thus enabling it to cast it). This is all individual xp, and as thus must be recorded by the character himself.

Magical research of a new spell;	1500xp/level spell
(the user sets a goal and invents the spell around that goal).	DM Chooses Name & Power Level and the components.
Magical research of a known spell;	1000xp/level spell
(the user knows the spell effects, or the way how it is cast).	DM Chooses Name & Power Level and the components.
Discovered in a Treasure;	500xp/level spell
(a scroll or spellbook with the spell is used).	Spell study revealed partially
Given by Master or Teacher	250xp/level spell
(studied and helped during study).	Spell study revealed completely
Trade, purchase, theft	100xp/level spell
(all known information needed for is available).	Spell study and needs revealed and available

Enchanting items

This activity occurs later in a wizard's career, since he must be 9th level to make magical items. Nevertheless, it can produce large amounts of experience if the wizard is successful. This is all individual xp, and as thus must be recorded by the character himself.

Attempt was successful	1xp/gp used	materials, books, tools, craftsmen, etc not counted.
Attempt was unsuccessful	1xp/10gp used	materials, books, tools, craftsmen, etc not counted.

Acquiring a magical item doesn't give the wizard experience because he already benefits from its powers; this is sufficient in itself. He may use it or sell it and earn some money or MXP's if he is also a Merchant and has bought/traded the item.

Acquiring rare books

Another wizardly habit is the quest to find old book and build up a library. Aside from the effect owning books has on magical research, this is a source of pure knowledge. This is all individual xp, and as thus must be recorded by the character himself.

Acquiring books in an adventure;	100%	of book value
Acquiring books by trade, purchase, theft, etc.;	10%	of book value

Other incentives

This is all individual xp, and as thus must be recorded by the character himself.

There is also the possibility to get experience for acquiring major components for a spell, or for a magic item enchantment.		
Uncommon and efficient use of a spell;	100 xp	
Gaining a noble title in Glantri could give the wizard a 10% bonus each time he gains another nobility rank.		
Discovering the Radiance, magic sources;	+10%	total xp
Entering a secret order;	+10%	total xp
Discovering the Aranea secret	+5%	total xp
Creating a species	+15%	total xp

Experience gaining for Clerical Characters

The best way for a Cleric to earn experience points is by bringing the word of his Immortal to as many followers. Piety is very Important in this. This includes all clerical classes, including the shaman, humanoid shamans, paladin, healer, exorcist, etc.

Enchanting items

This activity occurs later in a Cleric's career, since he must be 9th level to make magical items. Nevertheless, it can produce large amounts of experience if the wizard is successful. This is all individual xp, and as thus must be recorded by the character himself. This is all individual xp, and as thus must be recorded by the character himself.

Attempt was successful	1xp/gp used	materials, books, tools, craftsmen, etc not counted.
Attempt was unsuccessful	1xp/10gp used	materials, books, tools, craftsmen, etc not counted.

Acquiring a magical item doesn't give the wizard experience because he already benefits from its powers; this is sufficient in itself. He may use it or sell it and earn some money or MXP's if he is also a Merchant and has bought/traded the item.

Acquiring rare books

Another Clerical habit is the quest to find old books of history or items of knowledge (not particularly magic, but if found it's added) and build up a library. Aside from the effect owning books has on magical research, this is mainly a source of pure knowledge. This is all individual xp, and as thus must be recorded by the character himself.

Acquiring books in an adventure;	100 %	of book value
Acquiring books by trade, purchase, theft, etc.;	10 %	of book value

Other incentives

This is all individual xp, and as thus must be recorded by the character himself.

There is also the possibility to get experience for acquiring major components for a spell, or for a magic item enchantment.		
Uncommon and efficient use of a spell ;	100	xp
Curing by magic	1	xp/hp or bone cured
Raising a dead person	500	xp
Building a Shrine and keeping it whole for 1 year	+ 150	xp
Building a Temple and keeping it whole and viable for 1 year	+ 1000	xp
Piety 100+	+5%	total xp
Make religion official in 1 country	+ 10%	total xp
Discovering the Aranea secret	+5 %	total xp
Creating a species	+15 %	total xp

Experience gaining for Fighters and other Characters

estroying monsters is the of a hero. They go on adventures to find creatures to slay, lands to conquer, enemies to defeat, etc.

Getting treasure

oney is the a favorable subject fighter, thief or hero characters. They must pay heavy for castles, houses, taxes, licenses, and many more.

Other incentives

This is all individual xp, and as thus must be recorded by the character himself.

Warfare	10XP / Battle Point won
Each 8-mile hex conquered	500 XP
Each 24-mile hex conquered	3500 XP
	+50% if river included
	-50 % if forest included
Building a temple, bridge, fortress, etc.	1 XP/100 gp value
Warmachine invented and constructed	1000 XP / efficiency level
Cattle Captured alive	20 XP / HD
Food captured (50Lbs supports 1HD Humanoid/week)	1 XP / 50 Lbs
Drinks captured	10 XP / normal Barrel
Armor/Weapons captured	XP / gp value
Furs/ Clothes Captured	1 XP / complete outfit
Tools/Equipment Captured	1 XP /10 Gp value

Thief classes also get individual xp by Finding / Removing Traps & Opening Locks, as given there in the corresponding ability tables.

Piety

Character Piety is measured by piety points, which are gained through pious acts and lost through Impiety. The current number of Piety Points determines the piety level. As with experience levels, increased Piety brings more benefits that "kick in" at discrete intervals. Unless experience, however, it is easy to lose Piety and drop a Level. The listed Piety Points (Pip) are the minimum necessary to enter the corresponding category. All followers of an Immortal begin Pray with 1 point of piety in their given Faith. All servants (Clerics, Clerics, Paladins, Avengers. Healers, Shaman, Shamani, Masters, Druids, and Dervishes) begin with 1d4 Pip. At higher levels of Piety, all followers and servants gain with special powers and advantages as a sign of divine favor in the fight against the enemies of the faith. All benefits of piety are cumulative. The character's effective power level with any granted ability is the same as that of a Paladin of the same experience level (that is a 1/3 of a Cleric). Example; A pious follower of Odin is a Bard level 12. He is given the major ability to Turn Undead. When he does, he has the same chance as a Paladin of the same level, thus as a Cleric level 4.

character's Piety represents the protective aura placed around him by his Immortal. This aura is usually invisible to Mortals (thus can be seen by Second Sight), but may be detected by appropriate spells. All extraplanar servants of the character's Faith (Guardian Angels, Souls on the search of a body to be Reincarnated, etc.) automatically know his current Piety level (not number), and extraplanar servants of other faiths can detect his Piety level by making a successful Wisdom check. Extremely Pious characters (Piety level 100 and above) may become noticeable to the casual observer after a Wisdom check (may be repeated each day). The nature of the aura will generally reflect the character's faith. For example. A follower of a good aligned faith may radiate a feeling of peace and goodwill, while a servant of evil may radiate a chilling unease.

Gaining and Losing Piety

haracter's receive Pip gains or losses at the same time the they receive experience points, when the events of the adventure are still fresh in the minds of the characters, and of the Immortal (even Immortals look only rarely more than once a day upon their followers). Since different faiths have different demands, these are listed under each Immortal separately. To calculate Piety awards, simply add all applicable awards and penalties to determine a number. There should be a strict limit on how many can be gained, and as thus no more than 10 Pip are gained each month maximum. Note that one act could have many consequences. For example, robbing a poor box is both "theft from a church" and "Harming the Weak". Any number of Pip can be lost during any amount of time, according to the character's behavior. Canny characters will plan their actions so as to minimize Piety losses and maximize gains (killing only in a good cause, doing a few extra good deeds to make up for a lapse, etc.). Add up all awards to the character's current total, and apply all results immediately. Transition from one level to another is a major event in a character's life, and most Immortals may wish to throw in some sort of sign or omen (a pleasant or disturbing dream, an unpleasant bit of weather, etc.).

Piety Progression			
Pip	**Description**	**Benefits for Followers**	**Benefits for Servants**
below 0	Cursed	Cursed	Cursed
0-15	Average	Special Follower Powers Granted Further no special effects	Spellcasting Hampered Cast only as many spell levels as Pip available Has no special Clerical powers granted
16-31	Devoted	+4 reaction vs same or Allied faith followers	No special effect
32-63	Blessed	+1 to all saves	Blessed continuously as per spell
64-127	Inspired	Granted Minor Ability	Cast (Un)Holy Word once a day
100	**AURA**	**Faithfully faint glowing aura on character, visible to all succesful Wis. Check if wanted to see it.**	
128-255	Excalted	Granted Major Ability	90% resistance vs. all spells of one Sphere (Thought, Matter, Time, Thought, Energy, Entropy)
256	Ascended	Special	Special
An Ascended character is called upon by the Gurdian Angels to go into his Immortal's Home Plane, and serve the Immortal by becoming a Guardian Angel or Devil/Demon(Statistics; DM!! According to it's future goal)depending on alignment of Immortal Often this goal leads the character in the many Blood Wars between the Planes and its denizens. Angels/Devils are still able to gain levels, and becoming Immortal themselves. They are reshaped by their Immortal to serve his goals. Some Lawful Immortals turn these characters into treu Archons (DM!!).			

Abilities			
		Minor	**Major**
1		Cast a 1st level Clerical Spell once a week.	Pray and cast spells as a Paladin.
2		Permanent protection form Evil/Good.	Radiate Protection from Evil/Good 10' radius.
3		Cast Remove Curse or Minor Curse once a week.	Turn/ Control Undead as Cleric of equal level.
4		Cast Divination once per week.	Cast Raise Dead/Finger of Death once a week.
5		+4 on saving throws vs. Illusions	Lay on hands as a Healer/or cause wounds the same way.
6		Character becomes immune to all diseases	90% magic resistance vs. one Sphere of spells (Thought, Time, Entropy, Matter, Energy) up to levels 1 to 3 only.
Spells are granted according to the Immortal and the spells he normally would grant to Clerics, and such.			

If the total Piety Points are reduced below 0, the character's Piety remains 0, and a divine Curse is placed on the character as a warning. A character who commits a further offence earns a further curse for every three such offenses (rounded down). If this is the first time for the character, a good or tolerant (or ignorant) Immortal may let him off with a warning, and the curse will only last one day. Otherwise, all curses are permanent until the character has atoned for his deeds. Although a character may earn enough Piety to go above 0, all curses remain until the offence that triggered each one is atoned for separately.

2	Character becomes clumsy, and his attack and Saves are reduced by 4.
3	y 25%, and running and jumping are completely out of the question, as is any major action related to the legs.
4	The character loses one sense (Sight, Hearing, Smell, Touch, Taste, the 6th sense)
5	The character loses one experience level, that can't be restored until the curse is lifted.
6	The character loses a class ability (i.e. Thieves can't Pick Pocket as normal, or Mages can't memorize a specific level spell).

Although all Immortals and their faiths have much the same categories of awards and penalties, each Immortal will have specific behaviors that earn each one. For example, although all Faiths require some sort of regular ceremonial observance, the exact nature of the observance can vary widely, from some private meditation to wild festivals. Each Immortal can determine the specific actions that will earn each award or penalty in his or her Faith.

A character may be not content with his Immortal, its faith and its rules and restrictions, and as thus might want to change to another religion or faith (and thus immortal) without penalty. When he is divinely cursed, however, only opposing Immortals will accept the character without proof of loyalty to the chosen faith. When accepted by another Immortal all divine curses may be removed if that Immortal wishes so, or later as a period of training and acceptance.

Skeptics

Some characters don't follow any immortal, and as thus don't have any piety, nor religion, or faith. The Reverent skill is always below 6 at best. These characters will have no problem by any immortal rules, they have no immortal or religious based rules or restrictions. These characters will mostly be either true neutral and well balanced, or chaotic and absolutely uninterested. No good or lawful character could become a skeptic. Skeptics have much penalties, most positive based spells will not work on them. All these spells have only a 25% chance of success on the character (this includes any healing spells), as the immortal, refuses to spend his might (the power of the spell send through his loyal follower; the casting cleric) without true cause. The cleric must explain this explicitly beforehand or soon thereafter in his prayers or he instantly drops in Pip 1d4 points, depending on the mood and character of the immortal in question. Negative based spells (Blight or Cause Wounds) work normally. The skeptic character has no restrictions of entering any temple, holy ground, or similar. But can't activate any clerical magic from items (Good or Bad), and is not affected by positive clerical shrines or holy powers. These characters often become marionettes of the powers of Entropy, as immortals often aren't interested in them. Entropic immortals misguide them with trickery, guile, and outright lies to enable acts no follower of them (or other immortals) would do. Skeptics also can't become immortal, as some immortal power must guide them, alter them. If trying to become immortal, they often follow the trail of Entropy, unknowingly, unstoppable, slowly guided toward Chaos, Death, Destruction or Evil.

Common Awards and Penalties
All Followers and Servants
Following minimum standard of Behavior
A minimum standard of behavior (attending occasional services, giving spare change to church, not spitting on the Shrine, etc.). +0
Failure to Uphold Minimal standard of behavior, mocking the Immortal, etc. Includes behavior such as drinking on a day of abstinence. -1

Attending Major Religious Events
Major events such as Festivals, Mysteries or observance occur 3-6 times per Year (different for each Religion). Each one should occupy most or all of the days and involve some sort of expense (either as a Sacrifice, or a gift, or "I simply must buy a new Robe for Year Day!") from 1 to 100 Gp. +1
Neglect to attend a major event for any reason -1

Tithes a percentage of all income
A tithe is a percentage of income donated to Clergy of the Faith; it may not otherwise benefit any of the character or his friends or relatives in any way. The percentage of income that a given Faith requires is entirely up to the Immortal or the Clergy.
10% to 50% +1
51% to 90% +2
90% or more +3
Failure to make the required tithe (or misusing Tithes) -1

<u>Constructs a small Shrine</u>
Specific requirements must be determined by the Immortal, but may include building the structure alone and by hand, spending 100 gp or more, consecration of the site by a servant of the faith, or placing the shrine in a specific location (such as a bridge, road-crossing or t-split, or in a forest). Characters rarely gain Piety from constructing more than a small shrine per month.   +1
Harms a small Shrine of own Faith   -2

<u>Constructs a Temple</u>
This may be a church, a monastery, a school run by Monks, or even a Hospital. Temples must be well constructed (of average or better quality), and have a central meeting area, one or more altars, and smaller rooms sufficient for the Temple's purposes. The characters are entirely responsible for either constructing, funding the Temple, or finding staff for it. Constructing a Temple is a major event and will lead often to different adventures. Note that Strongholds that higher-level characters build in order to attract followers do not count.   +4
Harms a Temple of own Faith   -10

<u>Martyrdom</u>
This is dying a conspicuously heroic Death at the hands of an enemy of the Faith while fighting for one's own Faith. Characters well aware that a member of the party had Raise Dead memorized do not qualify for this award, those who expected someone with this spell near or willing to raise him at a later date, but not sure about it do qualify.   +10
Betrayal of a Holy Cause to the enemy in order to save one's own life   -10

<u>Aiding Servant of own Faith</u>
Assist a Servant in their duties or Quests, without thought of reward.   +1
Harms Servant of own Faith
If Servant   has 0 Pip   -1 per Level/HD
If Servant is Killed   and had 0 Pip   -2 per Level/HD
If Servant is harmed   and had more Pip   -2 per Level/HD
If Servant is killed   and had more Pip   -4 per Level/HD

<u>Harming or impeding a member of enemy Faith</u>
An "enemy Faith" isn't just a Faith that isn't an ally…it's a faith that is actively opposed to yours, and whose servants work to harm yours. Highly intolerant Faiths regard all other Faiths as "enemy" (the Immortal Vanya shows such tendencies, and Thanatos is almost to any Faith an enemy). The DM must keep record of how many opponents have been harmed or impeded; as the more are opposed the less piety will be gained (it is difficult to become Holy). Remember that this number is also divided by the amount of characters responsible for it. A Group of 6 adventurers harming 12 members of Thanatos will only receive 2 Pip each (+1 for the first 6 each and +1 for the second six), and must impede a total of 24 members of opposing faiths to receive a total of +3 Pip.

+1	1st	+1	2nd and 3rd,
+1	4th to 8th,	+1	8th to 16th,
+1	17th to 32nd,	+1	33rd to 64th,
+1	65th to 128th,	+1	129th to 256th,
+1	257th to 512th,	+1	513th to 1024th,
+1	1025th to 2048th,	+1	2049th to 4096th,
+1	4097th to 8192nd,		etc.

Willingly and knowingly   Aids member of enemy Faith   -4
Willingly and knowingly   Aids member of enemy Faith if enemy member has 0 Pip   -2
Unwilling but forced   Aids member of enemy Faith   -3
Unwilling but forced   Aids member of enemy Faith if enemy member has 0 Pip   -1
Unknowingly   Aids member of enemy Faith   -2
Unknowingly   Aids member of enemy Faith if enemy member has 0 Pip   -1

Clerics, Clerics, Healers, Paladins, Avengers, Shaman, Shamani, Druids, Dervishes, etc.
Carry out any of the above duties. All servants are expected to perform all eight duties above and receive the same amount of Piety as a follower would.   x 1
Committing any of the above offenses, is punished much severely as these characters are trained to know what's good and what's not)   x 2

<u>Carrying out additional basic duties of servants</u>
This includes ceremonies, giving advice and spiritual guidance, casting spells to aid followers, obeying all class restrictions, and so on. Again it is assumed that characters will do this unless the do otherwise.   +0
Neglecting basic duty. Each day or a fraction of a day. (This includes usage of weapons / armor / clothing / food / etc. not allowed, as with Clerics)   -2

In addition to common behaviors listed above, each Faith has unique awards and penalties. Many Immortals demand Good, Neutral, or Evil behavior from their followers and Servants. To know this; look at the book of the Immortals. When there nothing special is given, use the standard Piety penalties and bonuses.

Aging

The rolled character statistics will be at a adult (DM's may sometimes allow at young adult age), and as thus are changed by the following numbers (cumulative per age category passed) as time passes for the character. Players must keep track of this on their character record sheet. As given in the sample here. These statistics are often listed in the racial information, and those statistics always take precedence over those in this table. A DM can use this table to create statistics for races not mentioned in either racial information or this table.

Age Effects apply on;		
Whelp/Baby	**0**	
Youngster/Child		
Teenager		
	Death	

0-5	baby, whelp	-4	0	-2	-1	-2	0	4
6-10	child, youngster	-2	0	-1	0	-2	0	2
11-15	teenager	-1	0	-1	0	-1	0	1
16-20	young adult	0	0	0	0	-1	0	0
21-39	adult	0	0	0	0	0	0	0
40-59	mature	0	1	0	-1	-1	0	-1
60+	elder	-2	1	1	-1	-2	-1/com penalty	-1d4

Natural Death; At this moment he would naturally die of Old Age. The chance that he would reach that age is small, because of his already weakened statistics. It is more reasonable that he would die when he is mature, as body slowly deteriorates. This started at 40 when his Constitution and according loss of hit points.

When he became **Undead**, the following adjustments would apply, calculated from the last living statistics:

Rotting corpse(Ghoul)	+1d4/-1d4	0	0	-6	-4	-8	-1/mnth dead	1
Static corpse(Vampire)	+1d6/-1d6	0	0	0	-2	+1d4/-1d4	-1	as was
Immaterial(Spectre/Ghost)	-4	0	0	-6	-4	-8	-6	1d4

This would cause the poor character to become a truly hideous and clumsy, yet strong Undead.
A Zombie, Skeleton, or similar mindless Undead will have no Int., Wis., nor Cha. as they are mindless.
Vampires even gain Charisma and Comeliness (+2) due the magic source of their curse.(no limit)
And Vampires or Liches will raise their Intelligence and Wisdom by +1/century (no limit).

Age	Baby	Youngster	Teenager	Young Adult	Adult	Mature	Elder	Death
Aquatic Elf	0-20	21-50	51-70	71-150	151-400	401-599	600+	900+2d100#
Bugbear	0-5	6-10	11-13	14+1d6	21-23	24-44	45+	85+2d12
Elves	0-20	21-50	51-70	71-150	151-400	401-599	600+	750+2d100#
Dwarf	0-20	21-30	31-50	51+	100-160	161-238	240+	375+1d100
Gakarak	0-5	6-10	11-20	21-50	50-100	101-400	401+	1000+1d100x10*
Giants	0-20	21-30	31-50	51+	100-160	161-238	240+	375+1d100
Gnoll	0-5	6-10	11-15	16+1d4	21-25	26-44	50+	95+2d12
Goblin	0-4	5-7	8-11	12+1d4	17-21	22-42	43+	65+2d8
Halflings	0-6	7-15	16-30	31-55	56-78	79-119	120+	190+2d10
Hobgoblin	0-5	6-10	11-19	20+1d4	24-29	30-44	55+	95+2d12
Human	0-5	6-10	11-13	14-20	21-39	40-59	60+	95+2d12
Kna	0-7	8-13	14-30	31+	40-59	60-90	91+	140+3d10*
Kobold	0-4	5-9	10-13	14+1d4	18-23	24-44	45+	85+2d12
Kopru	0-6	7-15	16-30	31-55	56-78	79-119	120+	190+2d10*
Merrow	0-7	8-13	14-30	31+	40-59	60-90	91+	140+3d10
Nixy/Pixy/Sprite	0-6	7-15	16-30	31-55	56-78	79-119	120+	190+2d10*
Ogre	0-3	4-8	9-11	12+1d6	18-21	22-44	40+	85+2d12
Orc	0-5	6-10	11-17	18+1d6	24-27	28-44	55+	95+2d12
Shadow Elf	0-20	21-50	51-70	71-150	151-400	401-799	800+	950+2d100#
Shark-kin	0-5	6-10	11-13	14+1d6	21-39	40-59	60+	95+2d12#
Treant	0-5	6-10	11-20	21-50	50-100	101-200	201+	190+1d100x3*
Tritons	0-6	7-15	16-30	31-55	56-78	79-119	120+	190+2d10
Troll	0-4	5-8	9-11	12+1d4	16-19	20-44	35+	75+2d12

Those marked with an * can never become Undead, this mostly due to their inherent magic.
Those marked with an # will become Undead rarely, and if then they are limited to a few sorts only.

Pregnancy?

Sure characters screw around as any other normal species would do. This is role-playing, the acts itself, however, is just stated and no further explained, to no offense to any player. This also includes any sexual tendencies for any character (NPC or PC). The following dice roll can generate sexual tendencies, but the player and DM both must be content with the roll or choice. Local customs must be upheld, or the character could suffer legal, or social conflicts.

Character Sexual Tendencies	
1d100	Tendency
01-90	Heterosexual
91-95	Bisexual
96-00	Homosexual

The female can become pregnant with these actions. Below is a very simple system to make the possibility fairly clear. To start, get the base racial chance and add the appropriate Constitution modifiers of both sexual partners. Then roll 1d100.

A successful roll is lower than the racial number in the following table; it will thus indicate any pregnancy. Of course, this assumes that both characters are of the same race, opposite sex, at an age/period where conception can occur.

Inter-racial crossbreeding can only occur under (mostly Immortal magic), and this is only done to create a new race, something immortals (if at all) do only very rarely (DM will decide this, but must create the new race by himself with all effects. No offspring will ever get the all the best of both parents, 50% will be of either parent, and half of that is positive, while the other half would be negative to the character child.). Example; the Half-Elf (Human –Elf), Half-Orc (Human-Orc).

Race	Chance	Race	Chance	Race	Chance	Race	Chance
Dwarf	22%	Orc	65%	Kobold	85%	Mountain Giant	56%
Pegataur	18%	Elf	13%	Troll	45%	Tabi	62%
Storm Giant	36%	Merrow	57%	Gnome	20%	Goblin	50%
Nagpa	0%	Cloud Giant	38%	Kna	29%	Half-Elf	54%
Hobgoblin	35%	Hill Giant	35%	Forest Giant	22%	Kopru	34%
Halfling	50%	Sasquatch	20%	Stone Giant	55%	Rock People	47%
Shark-kin	44%	Human	77%	Ogre	45%	Frost Giant	61%
Centaur	39%	Gremlin	77%	Cyclops	37%	Fire Giant	45%
Gnoll	43%	Lizard-kin	37%	Minotaur	22%	Troglodyte	32%
Thoul	11%	Neanderthal	45%	Fairy-kin	55%	Other Races	2+1d12%

Normal Constant Races	Births and Death in Balance

This part will only be used when a character ever gets pregnant. Further skip it. Normally, labor will occur –1d4+1d4 weeks before end pregnancy for Human-oids and Elves. Labor will occur –1d6+1d6 weeks before end pregnancy for Dwarves and Halflings. The DM will supply the duration of the Pregnancy (often 9 month for most Demi-Human-oids—but can be 6 months for the smaller and more fertile races, while some bigger races use up to 12 months or even more<Giants come to mind>). The character must role play any effects. This can reach from morning sickness in the first three and very last months, to mood changes, food cravings, nesting habits, and corporeal complaining. Always read the racial description and the tables on page 447, and the chapter; PC's own family on page 490. In case of hermaphrodites (racial or biological variation) the sexual tendencies are not used, and the fertility chance is halved.

Miscarriages

When a character suffers over 50% of total hit points in damage, there is a chance that she suffers a miscarriage based on how long she has been pregnant. The woman has 3d4 hours to get to a Cleric for cure critical wounds to save the child. In the case of a miscarriage, there is a 25% of hemorrhaging. Hemorrhaging causes 3d6 points of internal damage to the character. For the last three stages instead of a miscarriage there is a 50% chance for a premature birth instead. When a woman has her first child, she will be in labor 4d6 hours. Subsequent labors will be for 1d10 hours. The mother must spend 1d6+3 days in recovery. If the character wishes to engage in strenuous activities rather than recover, Strength, Constitution will be lowered by 25% original, and Dexterity will not recover).

How does alcohol affect the body?

Remember Alcohol can be dangerous!!!!

Don't drive a horse or wagon or cast any spells while under influence!!!!!!

This system is created to make a reasonable real interaction with the normal intoxicating effects of alcoholical beverages. To know how much Alcohol points a character has consumed; see the Tables in What Can Be Bought. The system works with some formulas as follows;

Any race; Con. + 15 (+ 10 / drinking skill) + Racial Adjustment = Drinking Level (DL)

Total alcohol points drunk (ap) = Alcohol level (AL) Round up

Additional Racial adjustments to alcohol (in-) tolerance on the Drinking Level are as given here or in the racial information.

Dwarves +5, +1 / drinking skill, Dragons +40, Elves –5, Orc +5, Troll +25, Ogre +10, Fairies –5, Faun +5, Pooka +8

*I
Dex –2, Sight 50%, Character Traits –1 if Lawful, -2 if Neutral, -3 if Chaotic SV-1
Must make Int. checks for any act of concentration (spell casting!!) or combat or fail it.
Must make a Con.check for each drink or 5 ap consumed beyond AL, or become Drunk.
➔ *If fail then drunk for 4d4 hours,
THAC0 - 4, Sight x ½, Surprise + 2, Dex, Int, Wis, and Cha/Com –4 SV-2 AC-2 MV 2/3
50% –5 % / Hour chance to exgurgitate all drinks and food eaten in the last 10 hours.
Must make a Con.check for every next drink consumed.
➔ *If fail then 1d6 hours KO. + 1d10 + 9 hours deep sleep *
Direct after drunkenness THAC0 + 1, Cha –1d3, Com –1d6
Headache for 3d4 hours (no concentration, spellcasting Int. checks -8)

Alcohol Poisoning.

If total ap consumed is 3 times or more then DL, then alcohol poisoning comes into effect; this means no recovery from magical healing, KO for 4d4 hours, save vs. Poison every Hour KO adjusted by Constitution adjustments or die by heartfailure due alcohol poisoning in 1d3 Rounds. A Neutralize Poison will remove all alcohol Poisoning Effects only. Any exgurgitating will remove 25% ap. Only, and only once, but will not remove any drunkenness this way. Drinking during Pregnancy may cause the child Fetal Alcohol Syndrome, which could result in mental or physical deformed child, spontaneous abortion or even death due bloodloss.

Magic used with Alcohol (Poisoning).

Hedge wizard/Herbalist Brew; Hangover Remedy
Removes the effect of alcohol poisoning for 1d4 hours
                    10   sp

Mage Spell lvl 1
Village Magic: Wine Makes you Dizzy

Enchantment spell

Range: Touch
Duration: 4d4 turns
Effect: A bottle of wine
Save: none
Casting Time: 1

The magic-user enchants a bottle of wine. The wine turns a bit darker in color and the smell becomes richer. The enchantment on the wine lasts for 3 turns and people drinking from this bottle their Alcohol-level is reduced to zero, they become drunk and fall heavily asleep 6 rounds later (all actions till then penalized by 4) and sleep 4d4 hours unless awakened. Only living humanoid creatures with 4+1 HD or less is affected by this spell. There is enough of this enchanted wine to affect 2d4 victims. There will be no hangover effects of any kind. In fact they are refreshed as with a good sleep, whatever the current conditions.

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Mage Spell lvl 1 **Bugman's Mug** Bugman created this spell in Rockhome in 945 AC

Alteration spell.

Range:	Touch
Duration:	1 Turn per level of the caster (1 minute per level of the caster)
Area of Effect:	1 mug of water
Saving Throw:	None
Components:	a pewter mug full of clear water. (+ a non-flowering Zzongha Root and Friendly Fungus Saliva)
Casting / Reading time:	4 (+1) / 5 (+2)

Bugman, a thoroughly loathsome looking Geonid with a heart of gold (literally), created this spell for a Dwarven friend who often visited. This spell alters normal water into a Magical potion that must be imbibed in the duration of this spell. The potion removes hangovers and other ill effects of inebriation and will negate any current state of drunkenness or intoxication. It is effective only against alcohol-based changes in the target's physiology, thus being ineffective against drugged stupor's and poisons. No other way to use this spell has yet been found. Maybe some other added components could remove any ingested poisons or drugs. It's rumored a not-flowering Zzongha root together with Saliva from a well treated Friendly Fungus will suffice this, but this—by Alchemist of the GSM in 1011 AC—stated information could not be checked. (the altered statistics are in parentheses).

Mage Spell lvl 2 **Protection From Intoxication**

Abjuration

Range:	Touch
Duration:	1 hour/level
Area of Effect:	One person
Save:	None
Casting Time:	1
Components;	A drop of Alcohol

This spell causes the recipient to be immune to the effects of any kind of alcohol. It also grants immunity to the Seductress spell Kiss of Intoxication.

Clerical Spell **Detect Poison**

Range:	caster only	for Shaman only
Duration;	2 Turns	1 Turn
Casting Time ;	1	1
Effect:	30' radius	30' radius
Save:	None	None
Casting Time:	1	

Cleric 1, Healer 1, Exorcist 1, Humanoid Shaman 1, Druid 1, Dervish 1, Shaman 1 spell.

This spell will allow the caster to determine if poison is present or is being used within a 30' radius, and where. It will also reveal the type of poison, and if the caster has an alchemy skill also its side-effects and what kind of antidote must be taken to reverse it malicious effects. This spell doesn't protect against any poison, it only shows if one is existent in the area. Remember that a lot of Human product are actually poisonous, and so are a lot of products of other creatures. Dung for example is dangerous to inhale, and deadly to eat for humans, and sugar can kill if eaten more than one pound within an hour. The spell will also revel this is especially looking for it. Healers will be able to use this spell to determine what poison is used, and when they have a successful Alchemy or Apothecary skill they can sometimes make an Antidote. This spell will also reveal the DL and AL of a Character when under Influence of Alcohol, and can be used to determine the Ap of a single Beverage (or food) each round.

Clerical Spell **Neutralize Poison**

Range:	Touch
Duration;	Permanent
Casting Time ;	5
Effect:	A creature, container, or object.
Save:	None
Casting Time:	4

Cleric 4, Healer 2, Exorcist, Humanoid Shaman, Druid, Dervish, Master, Shaman, Shamani 4, Shadow Elf Shaman 5, spell.

This spell will make poison harmless either in a creature, a container (such as a bottle), or one object (such as a chest). It will even revive a victim slain by poison if cast within 10 rounds of the poisoning (Note: many poisons have an incubation period longer than 10 rounds!!). The spell will affect any and all poisons present at the Time it is cast, but doesn't cure any damage (and will thus not revive a poisoned victim who has died of wounds). A revived person will be as if the poisoning did not take place at all. A Neutralize Poison will remove all Alcohol Poisoning Effects only, not any other Alcohol effects.

Clerical Spell   **Protection from Poison**

Range: Touch
Duration;   1 Turn per level of the caster
Casting Time: 3
Effect: Gives one creature immunity to all poison.
Save: None
Casting Time: 5

Cleric 5, Healer 3, Exorcist 5, Humanoid Shaman 3, Druid 2, Dervish 3, Shadow Elf Shaman 3, Shaman 3 spell.

For the duration of this spell, the recipient is completely immune to the effects of poisons of all types, including gas traps and Cloudkill spells. This protection extends to items carried (thus protecting food, water, potions, etc., against a Spirit's poisonous presence, for example). Furthermore, the recipient gains a +4 bonus on saves vs. poisonous breath weapons (such as Green Dragon Breath), but not Petrification Breath (such as a Gorgon's). The character will be thus Immune from Alcohol poisoning, but not from the other Alcohol effects.

Clerical Spell   **Slow Poison**

Range: Touch
Duration;   1 round (cumulative) per level of the caster
Casting Time ;   3
Effect: Character touched
Save: None

Cleric 2, Healer 1, Exorcist 2, Humanoid Shaman 2, Druid 2, Dervish 2 spell.

This spell slows the effects of any poison for a limited Time. When the spell dissipates the victim suffers the poison's full effect unless a Neutralize Poison spell is cast. The spell duration increases by 1 round cumulative per level of the caster. (level 1 = 1 round, level 2= 3 rounds, level 3 = 6 rounds , etc.). Even High level Paladins or Avengers can cast Slow poison. Alcohol Effects will also be slowed by this spell taking full effect after the spell ends as the current AL. Thus the character can become Drunk instantly!!

Fetal alcohol syndrome

Alcohol has a very bad effect on the developing brain of the fetus. In some areas, the brain may never totally mature. In addition to reduced learning capabilities, a person has little or no sense of "right or wrong". He/she has little sense of time, so that a potential long jail term means little to him/her, and he/she doesn't see the benefits of saving money today to spend next year, or to study today for a test next week. These symptoms can range anywhere from almost unnoticeable to very pronounced, and facial disfigurement (small, misshapen eyes and a flatter nasal area) can even occur. Some fetal alcohol syndrome (Fas) victims are somewhat socially inept. Not in a "nerdy" manner, but they seem to be unable to have healthy friendships. They are attracted to dangerous elements, such as the other troublemakers (unable to separate right from wrong, etc). They can't seem to resist peer pressure, and if pressured, will drink, steal, etc. Their work ethic is bad, unable to see the future as imminent. The awful thing is, it's not their fault!

Therefore, if a woman drinks at any time during pregnancy (even if she doesn't know she's pregnant) and if she consumes even a small amount of alcohol, there is a risk of fetal alcohol syndrome. The more often she drinks, the greater the risk and the greater the possible effects.

Fetal Alcohol Syndrome Results												
1d100	**Str**		**Int**		**Wis**		**Con**		**Cha**		**Learns**		**Alignment**
01-03	-1d4	13-15	-1d4	25-27	-1d4	37-39	-1d4	49-51	-1d4	61-63	1/4 speed	70-72	not Lawful
04-06	-1d3	16-18	-1d3	28-30	-1d3	40-42	-1d3	52-54	-1d3	64-66	1/2 speed	73-75	Neutral
07-09	-1d2	19-21	-1d2	31-33	-1d2	43-45	-1d2	55-57	-1d2	67-69	3/4 speed	76-78	Chaotic
10-12	-1	22-24	-1	34-36	-1	46-48	-1	58-60	-1				

79-81	Unable to save money, destitute. Always gets rid of money.		
82-84	Unable to save money, poor. Wastes money on frivolous things.		
85-87	Never able to cast spells.Can't be Spellcaster		
88-90	2d20+8% magic resistance.	Roll 1x ignoring any result above 87.	Reroll when Equal Results are rolled. Each ability can be affected only once.
91-93	Two problems.	Roll 2x ignoring any result above 87.	
94-96	Three problems.	Roll 3x ignoring any result above 87.	
97-99	Four problems.	Roll 4x ignoring any result above 87.	
00	Five problems.	Roll 5x ignoring any result above 87.	

The player should roll 1d100 when the baby is born, and check against the total times the mother had +5 AP (alcohol points) (in one sitting) during the pregnancy, each one is 5%.a character may (often advised by the DM) roll if his character is affected by Fas.

If the result is lower than this number, it has fetal alcohol syndrome, then the player rolls 1d100=5%/time mother her AL was lower than her Con. When ever the Alcohol level of the mother exceeds her Drinking Level it will be +25% for that sitting and even having 5% of spontaneous abortion in 1d8 Hours. (All % are cumulative), and 5% Alcohol Poisoning killing both mother and unborn child. A Neutralize Poison will cure only either mother or child. Two must be cast simultaneously to save both from death by heartfailure by alcohol poisoning. There do exist magic spells that remove any alcohol effects instantly (Bugman's Mug, Blue Mug of Ale, Etc.) but these aren't accessible by Clerics or healers except from scroll or a very rare item (potion, etc).

Other Dangerous Effects (Magic) On An Unborn Child

Not only alcohol can have great impact on the physique of a character or its baby. Magic is in itself also very unpredictable in is effects. The following effects are used in the game if the DM intents to use them. Always create the mother before using this system, as this also decides if a character could be affected by any dangerous effect (chance is listed in red)—don't forget any character levels!

Spell-casting

A pregnant Mage can cause weird things to happen to an unborn child if she casts spells after the 2nd stage of pregnancy. Magic is the ability to shape, control, harness, and utilize natural forces that infuse the world and surround the character. When a Mage uses her magic ability, this force can influence the development of an unborn child. Every time a Mage casts a spell (not Cantrips) after the 2nd stage of pregnancy, there is chance equal to the spell level that an effect has occurred.

The chance that a Cleric or Mage mother has done this is 50% (–5% for each level lower or higher than 9). This reflects experience and risk—lower ranking mages don't know the risks and are often in risky circumstances, higher-ranking mages know more and so often do less.

Extraplanar travel

Each time a pregnant character travels to another plane after the 2nd stage of pregnancy, there is chance that an effect has occurred. Going to the Ethereal Plane gives a 5%, to the Elemental Planes gives a 10%, to the Astral Plane gives a 25% because of the strain. The effects of going to the Outer Planes is relative to the numbers of borders crossed and would be equal like the Contact Outer Plane spell and the chance of insanity. This is 5% per Planar border crossed, to a maximum of 90%.

The chance that a pregnant mother of any class has crossed a Planar Border is 15% (–5% for each level lower or higher than 9). This reflects that higher-level characters often cross the Planar Borders. Roll again until better than 15% (–5%/lvl 9+/-) to find how many borders were crossed. Then roll 1d10 for each border crossed to find out how often it was crossed). In this calculation is already included the way back and forth over the border. Whenever a character only enters another plane during pregnancy use the same percentages, to reflect the environmental conditions. This does not happen if the mother was impregnated on that plain and remained there until birth.

Level draining

Every time the pregnant woman loses a level for whatever reason after the 2nd stage of pregnancy, there is cumulative chance equal to the number of levels drained multiplied by 10% that an effect has occurred. The chance a character was drained during pregnancy is 5% per age-category, if she has a character class. Commoners will always die when drained, and thus the child also.

Magical aging

If any aging effect is inflicted upon the pregnant woman, the aging effect is split between the mother and child equally. This, of course, may cause immediate labor and birth of the child. Due to increased development rate, the child must make a Constitution check roll based on its mother's Constitution. The child could even kill the mother if great age effects are coming in effect. Any rejunivation will kill (disappear) the child, as if never impregnated. Failure indicates that an effect occurs.

01-25	Positive Effects					
1d10	1	2	3	4	5	6
	Infravision 60' or +20'	+1 SV DR	+1 SV R/S/W	+1 SV TS	+1 SV DB	+1 SV SP
8	Regenerate	1hp / T				
9	Immortal Touch	Turn Undead	as +1 lvl Cleric			
10	Wild Magic	can cast	a cantrip at will			
26-00	Negative Effects					
1d12	1	2	3	4	5	
	-1 SV DR	-1 SV R/S/W	-1 SV TS	-1 SV DB	-1 SV SP	
6	Possessed by Entropic/Demonic entity (DM)					
7	Different Skin Color Dis-/or advantageous, depending on if it will camouflage or make a laughing stock (DM).					
8	Different Eyes					
1d6	1	2	3	4	5	6
	Huge Protruding as Frog	Large Tureted as Chameleon	Small Stalks as Crab	Multi- Faceted as Insect	none Empty Eyesockets	+1d4 Eyes on forehead as Spider
9	Special Eye Color		Whole eye (Iris, Sclera and Pupil)			
1d6	1	2	3	4	5	6
	Solid Black	Solid White	Glowing Red	Glowing Venom Green	Putrid Pink	Opalescent
10	Skull Outgrowths		Slowly Grow with age			
1d4	1	2	3	4		
	Antlers as Deer Winter Spring 1d2 Slash 1 sprig/adult year 20 maximum	**Horns** as Bull all over 1d3 Stab almost no grow 1"/year to 6+1d4"	**Single Horn** as Unicorn all over 1d4 Stab twist growth +1"/ good act	**Curved Horns** as Ram all over 1d4 But Grow forward down along ears +1"/year +1" thickness/5 year		
11	Tail					
1d4	1	2	3	4		
	Short useless non-fuctional as Turtle 1d3"	Long Prehensile can hold a Shield as Monkey 12+2d12"	Long Segmented Stinger as Scorpion 1d4 Sting 2'+2d3'	Long Slender as Whip as Snake 1d2 dm 2'+2d6'		
12	Handicapped					
1d12	1	2	3	4		
	Paralyzed	Deaf	Mute	Blind		
	5	6	7	8		
	No Taste/Smell	No Touch sense	No Temperature sense	No Immortal Link Natural Skeptic AL=N		
	9	10	11	12		
	Wild Magic Zone 10' diameter Wild Magic	Limbiotic Zone 10' Diameter Attracts Undead	Bad Omen all dices in 10'/HD penalized by 1	Bad Smell		

		1d6		
		1	2	3
		Decay	Garlic	Leather
		4	5	6
		Sulfur	Sweat	Fire

Example Character

As being told in the beginning, a player may roll or choose according the table, if just gives more fun to see what the dices will bring and give a meaning to the "role" in role-playing. Just remember that all information must be used in the creation of a character, be it rolled or chosen. The character record sheets will make this a lot easier. For those nitwits who think that all this extra character information is not necessary or even handicaps their play. Let them, since the flaws of themselves will almost always handicap them, as almost always will their character be an upgraded version of themselves. Be aware of these players, for keeping character and player knowledge separately. If a player can't "role-play" or even won't, penalize his experience by 5 to 50% depending on the severity. Look upon this at each session or at least each adventure, since even these players can learn to role-play. If a player refuses to choose or roll any statistics, do it yourselves, since they are needed in the play on the most rare circumstances. Choose them wisely, in case of a player playing himself, let the missing statistics resemble themselves for example.

Ability	Father	Mother	Genetic Base	+1d4	-1d4	1d100	Round	Result character	
Name	Leopold Tavaresh	Irina Scipio	Tavaresh					Sarah Tavaresh	
Race	Human	Human	Human					Human	
Nationality	Karameikos	Thyatis						Karameikos	
Homestead	Kelvin	Kelvin						Kelvin	
1d100						23		Good Fortunes and Perfect Health	
Str	17	14	15.5	+3	-2	23	down	16	
Int	12	12	12	+2	-2	42	down	12	
Wis	9	14	11.5	+1	-4	53	up	9	
Dex	11	14	12.5	+3	-4	61	up	12	
Con	17	8	12.5	+4	-3	13	down	13	+1(Training)
Cha	8	12	10	+4	-1	08	down	13	
Com	10	10	10	+2	-4	75	up	8	
Alignment						1d6=3		Neutral =	Traits = 6+1d6
						1d20=11		Neutral =	Traits = 0
Handedness	Right	Left				65		Right	
Sex	Male	Female				47		Female	
Height	5'8"	4'4"	5'0"		=3	22	down	5'3"	
Fitness	3	6	4.5			34	down	4=normal	
Weight	1650cn	1250cn	1450cn			43	down	1250cn	
Size				+4	-1			23.5"+2 (Con 14)=	
Circumference	25"	22"	23.5"			44	down	25"	
Bust					Cha 13	=+7"		32"	
Cup				Cha 13 =+1d4"	=+3			35"	
				+7"+3"	=+10"			B	
Waist						+0		25"	
Hips						+0		32"	
Hair Color	44LBr	73Red	58			23	Down	Dark Brown	
Hair Length							Very Long	4d8=23"	
Beard Color	43LBr							Na	
Beard Length	5M=1d10=4N=1d6=3"							Na	
Iris Color	66Aub	21BBl	43.5			55	Up	Light Brown	
Sclera	22Whi	41Whi	31.5			44	Down	White	
Pupil	43Bla	91DGy	67			07	Down	Dark Brown	
Fetal Alcohol Syndrome						06		Normal	
Magical defect						77/34		None	
Sexual Tendency						64		Heterosexual	
Social Class	Typical Freeman	Typical Freeman				43		Typical Freeman	SM+0
Starting Money						20+1d10gp		29gp	
Social Status	Copper Low	Copper Low		Copper	Low		expenses.	500 sp/lvl/month	SM+0
Family Status	Unremarkable	Unremarkable				66		Unremarkable	SM+0
Religion	Church Traladara	Church Traladara						Church Traladara	
Modest		-2							
Generous		-2							
Reverent		3							
Forgiving		-2							
Dogmatic		2							
Piety				2d8-1=				6 PIP	
Character Class			3	Warrior		72		Fighter	

Negative	Alignment roll	Adjustments	Total	Positive		Traits	
	6+1d6+0						
Cautious	=11	-3-3	5	Rash		Extremely Rash	
Modest	=9	-2	7	Proud		Very Proud	
Peaceful	=11	0	11	Violent		Normally Peaceful	
Generous	=8	-2	6	Greedy		Quite Greedy	
Courageous	=7	+1+1	9	Fearful		A Bit Fearful	
Reverent	=9	+3	12	Godless	Pip=2d8-1	Quite Reverent	
Forgiving	=7	-2	5	Vengeful		Very Vengeful	
Energetic	=12	0	12	Lazy		A Bit Energetic	
Honest	=10	0	10	Deceitful		Normally Honest	
Trusting	=5	0	5	Suspicious		Very Suspicious	
Loyal	=6	0	6	Unreliable		Quite Unreliable	
dogmatic	=9	+2	11	Open-minded		Normally dogmatic	
Important Past Experience			4d6-3=3			Hard Training	Str+1(15 max)
							Con+1(15 max)
Personal Experience			1d20=6			Mocked by Timid Behavior	
	Courageous	+1					
	Cautious	−3					
Combat Experience			4d4-3=7			Raid/Small Action	Little Danger
	Courageous	+1					

Combat

Combat Maneuvers

In combat, characters choose maneuvers to perform. The Combat Maneuvers Table shows all normal combat maneuvers in the order in which they occur within a combat round. A character can only perform one of the maneuvers per round unless he has the multiple attacks option; see the description for that maneuver, below.

Non-Melee actions

The use of a non melee action in melee results in a single opportunity attack by the intelligent creatures (Int 4+) in melee range of the acting character.

Throw

A character can use any weapon that is thrown (daggers and hand axes, for instance). A successful hit will do the damage listed for the weapon. The character gets his Dexterity and magic bonuses to his attack roll and his Strength and magic bonus to any damage he inflicts. Targets must be in weapon range. If a character has multiple attacks, he can throw a weapon for any attack he makes in a round.

Fire

A character uses any missile fire weapon (bows, crossbows, and slings, for instance) in combat. A successful hit will do the damage listed for the weapon. The character gets his Dexterity bonus to his attack roll. Targets must be in range of the weapon (see the listing for weapon ranges in the Weapons table of Chapter 4). A monster attacking with a ranged damage power (such as a dragon's breath) will use this maneuver in combat. Remember that most missile weapon have a recharge or load/cock time. A bow can only be shot once a round, and a crossbow only one a two rounds, but only if missiles are in direct reach of the shooter (that is not in a bag, but in an open quiver or box, or lying freely near the shooter). Multiple attacks improve this rate.

Cast Spell

A character casts a spell—from memory or from a scroll. A monster attacking with a magical power that doesn't qualify as a ranged damage attack or a hand-to-hand attack, such as a vampire's charm, will use this maneuver in combat. Of coarse, only Spellcaster can choose this option. Spell casting takes time from the moment of initiative rolled to cast the spell and can be disturbed as thus.

Use Magical Item

A character with a non-weapon magical item can use it with this maneuver. This is the maneuver for use of most non-weapon magical items (potions, wands, staves, rods, rings, and miscellaneous magical items) and for the inoffensive magic powers of other magical items (for instance, an enchanted sword's detect evil power). Magic takes time from the moment of initiative rolled to summon the magic and can be disturbed as thus.

Melee Attacks

Melee attacks are done within the reach of the weapon (which is normally the average arm-length 2' for Humanoids +90% of the weapon length, mostly this is about 5').

Attack/ Strike

The main combat maneuver. A character attacks with your hand, claws bite, arm, tail, weapon or whatever, you whack your opponent. A successful hit inflicts the attack's standard damage on the target. The character gets to add his Strength and magic bonuses to both his attack roll and the damage he does with his weapon. If a character has the multiple attacks maneuver, he may choose this maneuver for any attack he makes in a round. Usable by any class.

Lance Attack

If a character is on a riding steed (such as a horse) and is using a lance, he can perform the lance attack if his mount runs (flies, swims) for 20 yards or more toward the fighter's target. The character gets his Strength and magic adjustments to the attack roll and damage with the lance attack maneuver. The lance, if it hits, will inflict double damage with a successful hit—roll the damage for the lance, multiply the result by 2, and then apply all appropriate adjustments. Without enough room to charge—if the mount moves less than 20 yards or is stationary—the lance does normal damage only. If a character has the multiple attacks maneuver, he may choose the lance attack maneuver for any attack he makes in a round. However, he cannot hit the same target time after time; he must choose a new target along his mount's line of movement for each attack, and therefore he must be capable of hitting each target with an attack roll of 2. Fighters, humanoid racial class, dwarves and elves can use a lance attack, but no other character class can do so.

Set Spear vs. Charge

A character on foot and carrying a spear, pike, sword shield, or lance can set the weapon vs. a charge. A charge is when a monster charges the character—that is, runs toward him for 20 or more yards before its attack. A character can also set his spear vs. another character's lance attack against him. When the character "sets vs. charge," he holds the weapon firm, braced against the ground and toward the onrushing enemy. The character gets his Strength and magic adjustments to his attack and damage rolls. If the character's attack hits, he inflicts double damage on his target, adding damage adjustments after doubling. The character must declare a set spear vs. charge before he is in hand-to-hand combat with the creature charging him. For example, if the character's party wins initiative in the round and the character suspects the monster will charge, he could declare his set spear vs. charge maneuver.

Likewise, the characters might see a group of charging monsters several rounds before they arrive, and set their spears against the charge one or more rounds ahead of time. Normally, the character makes his attack on the monster's movement phase, when the monster first moves within range of the weapon. If his attack hits and kills the monster, the monster cannot hurt him in return. If his attack fails to kill the monster, the monster will be able to attack on its own hand-to-hand combat phase of the combat sequence. Mounted Fighters, humanoid racial class, dwarves and elves can use a lance attack, but no other character class can do so.

Multiple Attacks

This is a Fighter Combat Option maneuver, first available at 12th level to human fighters and humanoids, at other experience point totals to demihumans(see their experience tables). In melee combat, if the AC of the Target is thus that the fighter can hit his opponent with an attack roll of 2 (modified by all bonuses), he can make two attacks per round against that target (three per round at level 24, four per round at level 36). This means that a fighter with strength 18 (+3), with a +2 sword for a total adjustment of +5, giving 2+5 =7.Each attack of a multiple attacks maneuver can be a throw, attack, lance attack, or disarm. A character can mix and match his maneuvers; for instance, a character with three attacks per round could perform an attack, disarm, attack combination against his foe, or throw three knives instead of one. This maneuver applies to ideal circumstances, and the character can use movement or some other action instead of another attack.

Smash

This is a Fighter Combat Option maneuver, first available at 9th level to fighters and mystics, and at other experience point totals to demihumans (see their experience tables). With this hand-to-hand maneuver, the character automatically loses initiative and takes a - 5 penalty to the attack roll (he still gets his Strength and magic adjustments to his attack roll). If attack hits, the character adds his Strength bonus, magic bonuses, and his entire Strength score to his weapon's normal damage. For example, a Strength 17 fighter (+ 2 to attack and damage) using a sword +2 (+ 2 to attack, 1d8 + 2 damage) would perform a smash this way: He rolls to hit with a net penalty of –1 (+ 2 + 2-5). If he hits, he rolls ld8 + 21 (17+ 2+ 2) for damage!

Avoid Attacks

Fighting Withdrawal

A character can only perform this maneuver when he begins his combat round in hand-to hand combat with an enemy. With this maneuver, the character backs away from his enemy at a rate of 5' per round. He makes no attack unless his enemies follow him later in the same combat round. If they do, he can make his attack before the enemies begin their own attacks. The character's attack is the same as a normal attack. If he is not in hand-to-hand combat with his enemy next round, he can go to running speed that round. Available to all classes.

Retreat

A character can only perform this maneuver when he begins his combat round in hand-to hand combat with an enemy. The character runs away from his enemy at greater than half his encounter speed, up to his full encounter speed. He forfeits the armor class bonus of his shield. Any enemy attacking him later in the combat round (that is, either an enemy who followed him or an enemy attacking with a ranged weapon) receives a +2 attack roll bonus this round for attacking in the back. This is the same +2 that characters normally get for attacking from behind. If the character is not in hand-to-hand combat with his enemy when his movement phase comes up in the next round, he can go to running speed that next round. Available to all classes.

Dodge

When a fighter takes this combat option, he does not attack at all—he just tries to dodge the attack coming this way. His AC goes up by 5 against the one attack he names that he is trying to elude. His AC goes up by 3 against any other attack which comes that he is aware of. His AC goes up by 1 against any attack that he isn't aware of. This AC bonus lasts only in the round it is stated, it can't be prolonged by any other than an new Dodge maneuver. Missile attacks can't be dodged. Usable by fighter classes only(includes racial classes like humanoids).

Parry

With this maneuver, you can block the incoming attack. To parry , you make a normal hit roll. But if your roll indicates a hit, you have parried; you have intercepted his attack with your weapon or shield, no damage is done. An unarmed man may block another unarmed attack normally. An armed attack, however, is treated differently. He may block the attack by getting his arm/hand in the way of the attacking weapon hand, but not the weapon, but the parrying hit roll is at –4. Missile attacks can't be parried. Usable by any class.

Disarm

This maneuver can only be used against an opponent using a one-handed, weapon. Natural or locked weapons (a special buckler exist to prevent disarming) can't be disarmed. Two-handed weapons may be disarmed, but they don't go flying—one hand still holds the weapon and the wielder simply must ready the weapon again.

1-15	Behind the disarmed
16-17	Left of the disarmed
18-19	Right of the disarmed
20	In front of the disamed/behind attacker

To disarm, the attacker must make a normal hit roll. He gets his normal Strength and magic adjustments to his attack roll. If he hits, he inflicts no damage, but instead. the victim must roll 1d20- own Dex adj. + attacker Dex adj. , and if the result is greater than the victims Dex, the victim is disarmed. The weapon is dropped; str +1' away for each 3 point of difference won(round up). Example; Theodosius (Str 13=+1, Dex 18=+3) tries to disarm Lucian (Dex 12=0). He rolls and hits. Lucian rolls 1d20=10+0(own Dex adj.)-3 (Theodosius Dex adj.)=13, this exceeds his dexterity by 1 so he is disarmed and the weapon falls in a 13+1' area away from him.

When retrieving a disarmed weapon the character must retreat, the next round, and suffer the according penalties. Should the weapon have fallen in a pit, pool, down a mountain, or picked up by someone else it can't be retrieved so easily. To draw another weapon this takes a full round, also. The disarmer can't determine where the weapon will fall, the DM determines this by the following table. Usable by fighter classes only(includes racial classes like humanoids). Once disarmed, the victim may either switch weapons (suffering only the loss of initiative for the next round), or he may try to retrieve the weapon. When retrieving a weapon, a victim must retreat to grab the dropped weapon.

Initiative

Character (and all monsters) roll for individual initiative. This decides at which moment the character can try to do his action in the round. A character can state his action until later in the round until the round ends, at which moment his chance for action is lost and new initiative must be rolled for the following round. For large groups the DM rolls for group initiative, while the PC's still use individual initiative. Actions of the character will influence initiative as all these actions use more time to finish. Magic for example needs a casting time, during which an opponent can disturb the spell by any successful hit. A smash, for another example, needs much preparation to induce its full use, and always comes in action at the end of the round.

Spells and Scrolls	see spell or as level	if adjustment passes
Empathic Triggering	0 or -1/int+wis penalties.	over 0 then count
Ability use	-3	remaining from 6 next round.
Item use	-3	
Ring use	-3	if adjustment passes
Rod use	-1	over 6 then handle
Wand Use	-3	actions from there.
Staff use	-2	
Potion	-4	any speed inducing
Size Huge	-1	magic affects spellcasting
Size Gargantuan	-1	intelligence/ wisdom checks
Size Small	1+	cumulative by -2 as spells
Size Tiny	2+	can only be cast in normal
Hasted or Speeded	1- and 1+	time
Hasted and Speeded	2-,1- and 1+, 2+	
Slowed	once every other round	
Smash	-6	
Multiple Attacks	2nd at -1	
Multiple Attacks	3rd at -2	
Multiple Attacks	4th at -4	
Heavy encumbered and/or fatigued	-2	
Medium encumbered and/or fatigued	-1	
Dismounting	1 round	
Readying a weapon	1 round	
Taking an item	1 round	

Some magic can also speed up a character, enabling him to act twice in a round, or even more, but will make it harder to cast magic in a slowed or hasted state. A hasted person actually makes double the possible actions in a round, thus may now act twice, each with its own action (except spellcasting and item activation, which needs normal time to come in effect). A slowed character simply skips 1 complete round after each action, if he is somehow double slowed he can make only one action each 4 rounds—in this case the character must skip three rounds after each action.

When an action is not listed here the DM must use his judging in the adjustment, the use of an ointment would clearly fall beyond these adjustments as that needs several rounds smearing on a character to come to effect. Empathic abilities don't need real time, unless the character has a negative adjustment on either intelligence or wisdom. Positive adjustments aren't used here.

Attack Roll Checklist: All Characters

The attacker looks on the Attack Rolls Table and finds the armor class of his target. The number given on the table is the number he needs to achieve with his roll and bonuses to hit his target. Weapon Mastery: Because they help determine how often a character can use multiple attacks, weapon mastery attack bonuses are applied to the character's attack roll. If a character needs to roll an 18 to hit someone but he has a + 2 bonus for weapon mastery, he actually needs a 16 for a successful attack . The victim's armor class may be modified by partial exposure if the attacker is using a missile weapon and the victim is only exposed for part of a round. See "Cover Adjustments" .

Choose and Declare Target to the DM. This may be done in secret to the other players, but must be open to the DM. Then, choose and declare action. An aware target may decide to block/dodge when target decides to do an action against him, he'll lose a corresponding combat action for this. A character may do this even if the attacker has initiative. As long as the target has a combat option left he may use it in any way he wants. Only dodge and parry can be done (but only if aware) on the same moment of attack. All other options are resolved from initiative. Thus if he has had initiative and used all his options he can't do block nor parry. In the case of multiple attacks, the attacker may choose for each attack what combat option he decides to.

The attacker rolls 1d20, this is named a hit roll. The attacker adds and subtracts pertinent bonuses (Strength adjustment, for melee attacks, Dexterity adjustment, for missile or thrown attacks, Magic bonuses and penalties, either from spells affecting the character or from magical weapons being used, Cover, if missile attack and the target is partially concealed (optional), and Magical curses, if the curse affects combat abilities and attack rolls) to his 1d20 roll.

If the result of the modified 1d20 roll equals or exceeds the number on the Attack Rolls Table, the attacker has hit his target. In combat the character must always make a Hit roll to see if he is able to hit a target. The number needed to his is determined by class, training and experience, and even by magic. The number on the rolled dice is important to the sort damage inflicted on the target. To see how the roll will effect the damage done see following table.

If the result was a hit, the attacker now rolls for damage. First, he rolls the damage listed for the weapon or attack. Adjust the roll with any multipliers, such as a thief's Backstab ability, or a charge bonus. Then, the attacker adds or subtracts any pertinent bonuses (Strength adjustments, (added to melee attacks), Magic bonuses or penalties (from magic weapons or magic spells affecting the character), the attacker's entire Strength score is added to the damage if he performed a smash maneuver to damage. The sum of the number rolled on the damage dice and the pertinent bonuses is the amount of damage the victim takes.

Hit rolls

1	Always misses. The character must save vs. DR or lose the weapon in hand, or (DM) some mishap occurs (the bowstring looses or snaps, or the blade of the weapon shifts, or the weapon is dropped from the hand of the user).
2-17	Hits with normal damage, determined by hit roll (THAC0), Armor Value is normally deducted (minimum 1 point of damage even when the AV is greater) from any damage. Any wound can be normally, or magically cured (be it potion, spell, item or else). A character will fall unconscious to the ground when his hp have reached 0 or lower. If he has any wounds he will lose 1 hit point each round until he reaches -10, at which moment he dies. Before he reaches -10 however, he can be cured with any magic (Only, spell, item, ointment, or special, but not Potions!!). He will regain consciousness when he reaches 1 hit point. A wounded person can naturally stabilize. The character must make each round a successful constitution check penalized by the amount of negative hit points. If successful the hit point drop stabilizes to a loss off –1 each Turn instead each round. A Healer (or anyone with a Healing skill) can keep a person under 0 hit points alive and allow him or her to regain hit points instead of losing them. Therefore the Healer must attend all time to the healing of the character. For every hour he heals he must make a Healing skill check. When he fails the patient will fall back 1 hour. For every hour successfully healed the patient must make a successful save vs. DR penalized at the damage below 0 (a character at -6 must make his save at -6 etc.). When this is successful he will gain a hit point. The patient will only lose hit points when the healing skill of the healer in question fails (this is not always his failure, but could also be that the patient was to far away to be cured, or the affliction was to great). A healer can do this with as many persons as given (int/3 round down= number patients kept alive and healing). A healer can also apply a binding of wounds, stitching, stabilizing broken bones, etc. but if he does this he can't heal the patient like the method mentioned above. This method can be done with a single set of wounds, an can remove 1d3 points of damage at the cost of one set of bindings. Wounds can reopen, however, under active motion. When the character reaches 0 hit points he will heal naturally, even without magical healing, but must at least rest for two weeks (as with the Raise Dead spell). When the hit was 8 or better than the Armor Class needed to hit a Critical hit is made and the character must roll on the Critical Hit Table accordingly.
18	The hit is better than normal and will cause maximal damage according to the weapon and weapon Mastery and then added with the magical and Strength bonuses. A person may deduct his Armor Value still though as per normal hits. When the hit was 8 or better than the Armor Class needed to hit a Critical hit is made and the character must roll on the Critical Hit Table accordingly. This also applies to all "20^" on the attack roll table.
19	The hit is better still and even by passes the Armor somehow (through one of the minute soft spots, or open spots an armor always has (ex. Armpits, Neck, Crotch, and other movable parts, or when Armor parts are connected or have movable joints). The damage done is maximum and no Armor Value may be deducted. When the hit was 8 or better than the Armor Class needed to hit a Critical hit is made and the character must roll on the Critical Hit Table accordingly. This also applies to all "20)" on the attack roll table.
20	The hit is the best a character ever could make. It will always hit regardless of THAC0 and Armor Class. Only creatures with an Armor Class 6 steps or better than the maximum possible to hit by that character can't be hit. When a Character is hit he will sustain double maximum damage of the weapon and weapon Mastery, (double again if a smash attack is made) then the Strength and magic bonuses are added. Any constructed Armor must make a material save or lose an AV point permanently (until repaired, if possible). Apply all damages as normal and use the Critical Hit Table also. Held, sleeping or unconscious targets can be killed in a single blow by any well-targeted melee weapon. This also applies to all "20*" on the attack roll table.

Some weapons shift the last three attacks forward when the user has a higher weapon mastery, example the dagger. When here is said the damage is doubled 19 and 20 then the other rolls are lower by 1 also. I.e. 18 becomes equal to a normal 19, and a 17 becomes in fact equal like a normal 18.

The damage from a single attack is a wound, and a wound can have bloodloss, slowly weakening the character. The character may roll a constitution check to stop 1 hp bleeding each round, until the wound closes, this is called stabilizing. Thus a critical wound needs 3 successful constitution checks, a healing skill applied with 3hp, or a Cure Critical Wounds spell to close. Even when the magic did not completely heal the damage done, there is no further blood loss. Simply said, the +x of the spell actually closes the wound, while the total rolled amount heals the damage taken. This is depicted in the next table under the "cured by" column. A critical wound (see there) has also bloodloss, but that is treated differently. A victim losing his hit point below zero is dying, slowly. When death finally sets in the attacker(s) get the victims experience value in XP. A character below –10 hp is virtually indistinguishable from those truly dead, even if his spirit hasn't left the body and healing (magic or skill) still works.

Wounds and Death

Damage	Intensity	Cured by	Bloodloss	other effect in 1 round
1-7	Light	CLW+	1hp/round	nil
8-14	Serious	CSW+	2hp/round	nil
15-21	Critical	CCW+	3hp/round	25% critical damage
22+	Deadly	Cure All	4hp/round	50% critical damage

Hit points	Corporeal Status	Side effects	healing skill applied	Magical Curing
1 or higher	Alive	nil	Per set of wounds 1d3hp	as normal
0	K.O.	lose 1hp in 1d3 r	Revives in 1d3 r. with 1h	as normal
1- to 10-	Dying	lose 1hp/round	Stops hp loss 1 hour	s 0 restores to +1 hp ma
11- or lower	Dead in 1d3 r.	no visible lifesigns	ows dying time by 1 rou	0 restores to +1 hp ma
Dead	Slowly decaying	Rotting Processes	Slow rotting process	Only raise Dead(Fully)
				Pay Cleric 10.000gp+
				n advance or 150% late
				50% of cost is always lost

Extra Damage

Whenever the number needed to hit is a zero or less, a * appears next to it on the attack roll table. This indicates that the attack hits unless a natural 1 is rolled, and the attack inflicts additional damage equal to the number with the dagger. Thus, if a character needs a 7* on the table to hit, he will automatically hit that armor class unless he rolls a natural 1; if he does hit, he inflicts 7 extra points of damage to his target.

Attack Roll Modifiers

Some modifiers to the attack roll that are used in many combat situations are listed in the following table. Characters may become exhausted from running or overexertion, become wholly or partially blinded, handicapped or hindered.

Corporeal Changes	Saves	THAC0	AC	MV	other effects	
Blind	-4	-6	4+	x1/3	sv.Dr to locate target	
Deaf	-2	0	0	NA.	sv.Dr to locate target	
Invisible	0	6+	-6	NA.	Detect Invisible to see oneself	
Paralyzed	Fail	0	becomes 9	0	until cured, killed in one blow	
Prone	-4	-2	4+	0	1r to get up	
Sleep	Fail	0	becomes 9	0	awakened by force, killed in one blow / sv.Con to awaken	
K.O.	Fail	0	becomes 9	0	duration 1d20 r or special(DM), killed in one blow	
Fatiqued	-1	-1	-1	x2/3	after con. x rounds action	rest for 2 Turns to norm
Serious Fatiqued	-2	-2	2+	x1/3	after Fatiqued + con.check/round=> Fa	rest for 1 hour to Fatiqu
Exhausted	-1	-2	2+	x1/3	after S.Fatiqued + con.check/round=>	rest 4 hours to recover
Stu	-4	-4	4+	x1/3	no concentration/spell/item/skill/attack	
Lim	-1	-2	2+	x1/2	until cured	

Missile Combat

In the missile combat, each character who has chosen to use a missile or thrown weapon now chooses his target, rolls to hit that target, and (if his roll is a success) rolls damage for his attack. The victim, if hit, applies results immediately. If the attack kills or stuns the victim, the victim will not be able to act later in the round.

Missile Adjustments to Hit

Each of the factors in the Missile Adjustments to Hit Checklist can provide a bonus or penalty to the attack roll when using missile or thrown weapons.

Dexterity Adjustments

Include any bonuses or penalties to your attack roll due to high or low Dexterity. You may have an adjustment from — 3 to +3, depending on your Dexterity score.

Range Adjustments

Every missile or thrown weapon in the game is rated in terms of its range—how far away it may be cast to hit a target. If the range is short, it's easier for a character to hit his target; add 1 to the attack roll. For instance, if a character is throwing a net at a target six feet away, that's within the 10' short range, and a +1 on the attack roll. If you don't know for sure that you're at short range, after you've rolled to hit, ask the DM if you got the + 1 bonus on the attack. If the distance to the target is greater than the short-range number but not greater than the medium range number, the range is medium. Your character gets no adjustment for range. If the distance to the target is greater than the medium range number but equal to or less than the long-range number, the range is long. It's a more difficult shot; your character must subtract 1 from his attack roll.

Cover Adjustments

The enemy may be harder to hit because it is hiding behind something; this is called cover. A character can gain the advantage of cover by hiding behind a table or chair, or a tree or boulder outdoors. A shield does not provide cover for purposes of this rule; the - 1 to AC bonus is the only adjustment the shield provides. If a target is behind cover, the DM should mention the fact to the players; he will apply penalties to the attack rolls. The DM does not have to tell his players precisely how severe the attack roll penalties are. The DM determines each shot's penalties; they range from -1 for nominal soft cover to — 6 for 3/4 hard cover.

Covered	Soft Cover	Hard Cover
25%	AC-1	AC-2
50%	AC-2	AC-4
75%	AC-3	AC-6
fully	AC-4	can't be hit

On the Target Cover Table, the fractions represent how much of the target is behind cover. "Soft" means that missile attacks easily penetrate the cover, whose value is mainly to hide the target (bushes, tapestries, etc.). "Hard" means that the cover can often deflect or stop the missile attacks (boulders, heavy oaken tables, doors, and so forth).

Magic Adjustments

If your character is under the effects of a magic spell that helps his chances to hit, that help— which is normally a bonus to his attack roll—is applied here. Bonuses from such things as magical arrows also apply to the attack roll.

Missile Adjustments to Damage

Characters get their Strength adjustment to thrown weapon damage, but not to missile weapon damage. If a weapon has a magical bonus (an arrow +1), you also add the bonus to the damage the weapon does. An arrow does 1d6 points of damage; an arrow +1 does 1d6 + 1.

Missile Targets Within 5'

Missile attacks are not normally effective within a 5' range. If the target is within 5' and the attacker is using a missile fire device (bow, crossbow, etc.), the attack automatically misses unless the target cannot move. The target must be tied down, grabbed by another character, held by magic, or otherwise pinned, else the missile attack will always and automatically fail.

Partial Targets

Sometimes a target is only exposed for part of a round (such as during a quick run between points of concealment). If so, the DM can use this rule to simulate the difficulty of hitting a target that is only briefly exposed to

Seconds exposed	9	8	7	6	5	4	3	2	1	0
Defensive Bonus	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10

missile fire. A combat round is ten seconds long. The DM should calculate, based on how he sees the situation, how long the target was exposed, then consult the table for the target's defensive bonus. The bonus applies both to armor class and saves. In fact, if the attack is a spell that normally does not allow a save, any defensive bonus from partial exposure gives the target a save of 20. This mean the character must roll a 20 on his unadjusted save roll to save vs. the effect.

Gladiatorial Combat

Gladiatorial combat is a style of dueling, often involving exotic weapons, designed for showmanship. That doesn't make it less deadly than normal fighting. Gladiators in Thyatis / Broken Lands / Milenia and some rare locations elsewhere (DM) typically use the following weapon combinations at a time-see table). Horned, knife, sword and tusked shields may be substituted for normal shields

Other weapons are occasionally used. A convicted criminal may be given a knife when released to fight a lion. A dwarf may prefer an axe instead a sword. The two opponents don't have to have the same sets of weapons. Duels often have opponents armed with different weapon sets—or when facing off wild animals or monsters. The character must have the skill two weapon fighting.

A fighter with a weapon in each hand must inform the DM which weapon is in the weapon hand (the other—off hand—suffers –4 to hit. Only shield, net and Cestus don't have this penalty. And an ambidextrous character also does not suffer from this penalty.(very rare), a character can train to become ambidextrous but this costs two skill slots. block and parry may be done with off hand weapons at no penalty. When you have reach the multiple attacks according to your level the penalty disappears. But the ambidextrous skill choices cannot be trade back. Carrying two weapons one in either hand doesn't mean you can make two attacks—only high enough level will let you do that.

Broad Sword	Shield	Cestus	Cestus
Short Swort	Shield	Short Sword	Short Sword
Net	Trident	Broad Sword	Broad Sword
Net	Short Sword	Spear	
Broad Sword	Whip	Halberd	
		Pole Axe	

Non lethal damage

If characters want to fight to see who's the best, but don't really want to injure one another seriously, or if they're trying to knock out an enemy without killing it, use the non-lethal combat rules. Under these rules, hit roll and damage are rolled as normal. But take one-fourth the damage done (round down); that's the normal damage done by the attack. The remainder is also applied to the target's hit points, but is recorded separately as non-lethal damage. When normal damage and non-lethal damage equals the character's hit points, the enemy is unconscious for 2d6Turns. Then he'll recover half the lost non-lethal damage, and wake up. An equal amount of time later he'll recover from fatigue and the rest of his non-lethal damage.

Non Lethal Attacks
Only Club, Blackjack, Staff, Bola, Cestus, Fist
Striking: declare BEFORE initiative
Hit roll +strength   Damage   25% real
Victim A=1d20-con. IF A=1+= stun for 1 round
Save vs. Death ray (-2 if weapon used)
or K.O. for A x rounds
Not if target is twice as big as attacker
or 4 HD/Level or less must use weapon

A early splash of water will awake the character, but he'll be seriously fatigued until the 2d6 turns have passed. A healing check will reveal the state the character is in, but will only heal the real damage. Any healing magic will also heal the real damage first to the non-lethal damage. When enough healing is applied to remove 50 % of the non-lethal damage, the character awakes fatigued as if recovering normally after 2d6 Turns.

To use non-lethal damage, an attacker must use unarmed combat (like boxing or wrestling), use a weapon designed to do non-lethal damage (i.e., wooden practice swords, normal shields, clubs, staffs and the like. A weapon designed to do non-lethal damage does exactly the normal amount if damage as the weapon it represents—but it can't be used to do normal damage, use a non-missile weapon (there do exist, however, non-lethal damage missiles). If you are trying to use a normal weapon to do non-lethal damage, you suffer a –3 to each hit. (Dragon subdual is equal but does not have this penalty). Non-lethal damage makes it easier to conduct duels, capture enemies, and stop people without killing them. It is a way of attacking a lawful character would prefer to creatures of its own family, friends, race, birth ground and/or religion. A paladin would surely prefer this attack above all, except against chaotic and evil creatures. A mystic may determine with any barehanded attack if it will be lethal or non lethal, but if he does so, his hands count no stronger to hit than a +1 weapon.

Hit Dice and Hit Points

After a character reaches 9th experience level (often referred to as "Name" level), the player no longer rolls dice to gain additional hit points for the character: For each level of experience earned, a given number of hit points (instead of Hit Dice) will be gained. The number of hit points gained each level (after 9th will be shown later in the next chapter; it differs from character class to character class. Each player will roll Hit Dice for his character from 1st experience level to 9th (or 8th, in the case of the Halfling character, who can only go up to 8th level). Starting with 10th level, the character will receive a pre-set number of hit points appropriate for his character class. Constitution adjustments to hit points apply only to the Hit Dice the player rolls; they do not apply to the hit points added at higher levels.

Maximum Levels and Experience Points

Dwarves and elves may not progress beyond 12th level. Halflings may only rise to 8th level. Druids may only achieve 30th level (and only then after a special challenge, which is described in the next chapter), while mystics can only reach 16th level. The other four human classes (cleric, fighter, magic-user, thief) may continue all the way to 36th level. Once a character reaches his maximum experience level, he does not stop earning experience points. Characters can always earn more experience points. Players should keep records of all the experience points their characters earn.

Attack Rank:

Not all experience tables will have this column; only the Demihuman tables have it. Attack ranks are measures of a demihumans ability to improve his fighting skills even when he's reached his maximum experience level. Each attack rank corresponds to a fighter's experience level when you determine how well the Demihuman hits in combat.

Critical Hits

A hit is critical when the hit roll is 8 or higher than needed to hit, or when a natural 20 is thrown. Whatever level or class a natural 20 always hits, unless the difference is too great to be hit(8+). Only the natural 20 roll (this includes natural weaponry) will result in a double damage from which no Armor value may be deducted, and as thus create a critical hit. Under some strict circumstances (judged by the DM!! only!!) other critical hits may be made. Use following table to see how the damage has to be calculated.

Sort Critical Damage	Sort Weapon damage			Crush	Rip	Natural Healing	Infection Reopen	Bleeding		Magic Healing
	Pierce Thrust	Smash	Cut Slash		Rend	-con adustment		Sort	Damage	Minimum
Grace	1-4	1-5	1-4	1-3	1-5	3+1d3 days	0-3%	None	0	NA
Injure	5-9	6-7	5-7	4-5	6-8	6+1d3 days	0-20%	Minor	1.T	Any
Break	10-12	8-11	8-11	6-10	9-11	Roll Break Table	0-5%	Minor	1/r	Varies
Crush/Destroy	-	12	-	11-12	-	40+(3d6x10) days	0-25%	Majore	2/r	10+
Severation	-	-	12	-	12	Regeneration Only	0-50%	Sever	3/r	20+
	Arrow Spear Sword	Mace Hammer Club	Sword Axe Polearm	Boulder Warhammer Giant	Claw Teeth Hook	If Rest				

A healer will always see what kind of wound (and thus what kind of weapon was used) the patient sustained, on an successful skill check. The same way he'll see the natural healing time average(as in the table). Another check will reveal to him if the patient has sustained an infection, and how to treat that.

Weapons

Piercing /Thrusting; Creates a small but deep wound, often internal bleeding.
Smashing;   Creates an internal wound, with lots of bloodloss.
Slashing / Cutting; Creates a large wound with much bloodloss.
Crushing;   Creates massive damage to internal structure.
Ripping/Rending;   Creates deep ripped wounds with much bloodloss, infection risk high.

Wounds

Natural Healing

A person will always heal naturally, unless the wound was done by ripping damage (Claws), a Karaash Sword (often used by Orcs), or if somehow infected like a mummy curse. This rate of healing is not done in hit points, a critical wound will be completely closed, even if the natural healing rate of a character (1+con bonus=>if resting 24 Hr, or 1 if not resting) will still reveal damage. A 12 hp Grace wound could be closed in 4 days on a character with Con 14=+1, while the damage could still be a loss of 4 hp (4 days x{1+1}) or even 8 days if the character was not resting 24 Hours.

Binding of a wound

This must be done by applying one full set of bandages to the set of wounds. This includes any stitching if necessary. But does not include any needles. Mostly these are clean, else they'll imply another extra 15% infection chance, cumulative the existing chance.

When ever magic is used to heal a wound it takes precedence over any healing practices. When magic is applied, it sees no difference between bound and open wounds, it will cure them as far as the power can heal. A magically healed wound always closes up any wounds, even if the magic is not enough to heal all lost hit points. This way it prevents any further bloodloss, infection, and reopening of the wounds. A binding/stitching is of no further use once any healing magic is applied. Any bound wounds with damages higher than the amount cured can still reopen as normal.

Infection danger

There is a danger of infection when the wound is not completely cured, or dirty bandages are used, or the wounds is not bound at all (an open wound). The chance of infection depends on the sort of wound and is increased by 10% if the patient entered an area like Swamps, Sewers, Graves, Battlefields, etc. .If the wound is infected the patient must roll a saving throw vs. poison each day the wound was not healed completely.

Reopening wounds

Wounds have a chance of reopening equal to the chance of infection when the patient moves or attacks, or makes other strenuous moves with the afflicted bodypart. When the wound does reopen bleeding damage does occur again. The wound will even open on magical cured wounds, if the curing was less than the total damage done to inflict the wound. When a wound does reopen it will bring damage equal to the sort wound it currently is. This means a wound will be treated as if unbound.

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Bleeding

Any bleeding caused by any sort of critical hit is additional to bleeding of the wound as given earlier.

Minor Bleeding Damage gives 1 points of damage each Turn until healed or bound or a unmodified Constitution check after at least 1 Turn. The binding of a Minor Wound takes 1d6 rounds, and will stop the bleeding unless the patient is exerting itself (new combat within natural healing period), which will give a reopening wounds chance Any magical curing will stabilize the patient instantly, and closes the wound in addition to restoring hit points.

Major Bleeding Damage gives 1 points of damage each Round until successfully healed or bound. The binding will restore 2d6 points of bleeding damage or less if the wound was smaller), and makes the wound into a Minor Bleeding Wound after at least 1 Hour of binding the wound. This healing can Imply the usage of needle and thread. Any Cure Wounds spell or spells will close a wound if the bloodloss is lower or equal than the spells adjustment (A Cure Light Wounds is 1d6+1, thus it cures only wounds with a bloodloss of 1 or less/round) immediately, and restores hit points for the remainder curing rolled. If however the spells turns the wound only in a Minor Bleeding Wound, then any lower healing will have no effect at all at the closure and bloodloss of the wound. Any Further Healing is only natural or magical, no skill will enable the wound to close any further.

Sever Bleeding Damage gives 2 or more points of damage each round until healed. Only a Healing Skill at -4 will enable the wound to close to a Major Bleeding Wound, after at least one hour. This healing mostly Implies the usage of needle and thread.

Any Cure Wounds spell or spells will close a wound if the bloodloss is lower or equal than the spells adjustment (A Cure Serious Wounds is 2d6+2, thus it cures only wounds with a bloodloss of 2 or less/round) immediately, and restores hit points for the remainder curing rolled. If however the spells turns the wound only in a Major Bleeding Wound, then any lower healing will have no effect at all at the closure and bloodloss of the wound. Any Further Healing is only natural or magical, no skill will enable the wound to close any further.

Crush/Destroy

When a patient his body (not the extremities) is crushed, or destroyed, he must save vs. Death Ray or die in 1d8 rounds with horrible pain. When the saving throw is successful, the patient has a 35% chance to recover +/-10% per Constitution bonus or penalty in 4+1d8 months. The patient will always heal, but when his healing chance fails he never does fully recover and his body will be permanently disfigured.

When the Head is crushed or destroyed, the patient will have only a 10% chance to stay alive, but then he will be permanently disfigured. This could result in Blindness, Muteness, Deafness, a 5 penalty on Charisma, and at least a lowering of 10 points in comeliness, this can result in a number of 3 or lower, any penalty resulting from this must be used on the Charisma also. When the Charisma is lowered beyond 3 he will seem to become a monster according to his own society (Humanoids not included, because they don't react according Comeliness and Charisma as thus). As thus he will mostly be totally rejected, or even killed by his own kind thereof. Only when the patient died (or somehow kept alive while cut open), can the bones be restored by Mages with the Mending spell, after which the Cleric or Healer can restore the body and raise the Character. This process is seldom seen as death (although the patient actually is dead for a short period of time), thus making it more acceptable to cure such a patient. Actually only the attending Clerics and Healers (and sometimes the Mage in the process) know the character died in the process. This curing method will take at least 1 day in an enclosed clean room, and up to 1 week in any other circumstances. There are rumors that some mages knew of a spell that could "Teleport" the bones out of the body, while paralyzing the body itself by muscle-cramps, thus enabling any manipulation of the bones. Even a Dwarf could thus mend the bones together, with screws and small plates of Gold, Silver or Platinum (any other metal would affect the body as if poison), or even replace bones with metal variants. This spell seems to be lost to actual knowledge. The usage of this spell is normally Chaotic and Evil, but not with this use.

Severation

Only healed by regeneration. A Cure Critical Wounds or better spell or a torch will close the wound for 3d10 days. . If reopened due to stress, motion, or time span, the bleeding will start as Minor Bleeding for a Turn, then major bleeding for another Turn and Severe Bleeding for yet another if the character is still alive. The fire does inflict damage but will close the wound. The complete closure of the wound will take 3d10 months. If Legs, Hands. Feet or Arms are missing; the character must practice for 5+2d10 weeks to learn to function with one body part less. The decapitation of the head always results in Death instantly. This could be so fast that the character will not be able to locate the gate to the Plane of Limbo towards eternal rest, and thus preventing the character to die properly. This will always result in the character becoming a Ghost or similar Undead.

Broken Bones

When ever a Break results from a wound the character must make a check on the following table or if it is a called shot (i.e. an attack on a particular body part). When more breaks result in one piece of bone, the healing skill check is reduced by one point per additional break, as is the time to heal naturally enlarged by 10% per break. The effects will be cumulative per broken body part, but not per break!! Thus when the patient has both legs broken and also of which one is broken twice; he will still be lowered his Dexterity by only 2, and his movement is only ¼ (½ x ½). When a Patient still used the afflicted body part there is a 75% chance that the bone will be disfigured and needs to be broken again to be restored normally. As long as the bone is disfigured the break effects still do apply (this can even be permanent if the character never finds a Healer, who can restore the bone(s)). The natural healing of a bone is affected by the overall health of the character afflicted, the patient makes the natural healing roll and subtracts his constitution bonus to it. Thus a negative bonus is added to the roll and thus prolongs the healing time. Broken bones also occur with massive damage (boulder and smash attacks of giants, some animals or dragons), falling down or some falling on the character.

D M's be aware, this real world effect can hinder a campaign if the characters are too stupid to think about their actions, or when a DM overuses this effect. Keep in mind not only the reality in the fantasy world but also the game fun. Take the characters aside, and explain them the real danger of their actions, but also explain those with a healing skill or healing magic how he can help the victims. This is as real as death, characters and players must learn to live with it and try to prevent it. One tip in this can be given; there can't be more bones broken than the total sustained damage, even by use of specific magic, as each break will give an automatic 1-point of damage minimal.

T here are a few very dangerous bones that can be broken while they don't heal naturally, like the Neck. The character must make a saving throw vs. Death Ray (adjusted by the character's current Constitution adjustment) or die in 20-current constitution rounds. Even when the roll is successful the character is paralyzed for life unless magically cured by a Cure All (or Heal) spell and a Cure Paralysis, (or a Wish). No other cure is possible.

T he back is similarly dangerous, but has a slim chance to cure by itself naturally. The character will permanently lose a dexterity point, unless cured magically. A natural curing will never remove the lost point, as the bones and nervous tissues are severely damaged (the character has sustained a Permanent Hernia). When the character has naturally healed only a Wish can restore the permanent damage, the normal magical way of curing by a Mend Bones spell and a Cure Paralysis, or a Cure All (or Heal) and a Cure Paralysis will never remove a healed disfigured back, but will heal a still broken back.

Broken bones			Curing by	
2d20	Broken Part	effects	naturally	magic no mend bones
2	skull	in/wi-1,no concentration	10+2d20 days	clw or better
3	jaw	no speaking	10+2d10days	clw or better
4 to 5	teeth	no conc. 4+1d3 days, worse eating	not	regeneration or artificial teeth
6	**neck**	Paralyzed **death in 20-con rounds**	**not**	cureall+Cure Paralysis
7	keybone	no use of arms	30+2d20days	ccw or better
8 to 9	weapon shoulder	THAC0-2 dex-2	20+2d20days	csw or better
10 to 11	other shoulder	dex-2 THAC0-2 if used	20+2d20days	csw or better
12 to 13	weapon arm	THAC0-2 dex-2	10+2d10days	clw or better
14 to 15	other arm	dex-2 THAC0-2 if used	10+2d10days	clw or better
16	weapon hand	THAC0-2 dex-2	20+2d20days	csw or better
17	other hand	dex-2 THAC0-2 if used	20+2d20days	csw or better
18 to 19	**back**	paralyzed **dex-1 permanent**	1%chance / 20 days	mend bones+ Cure Paralysis
20 to 24	rib	AC+1 no swimming or lifting.	10+2d10days	clw or better
25 to 26	left hip	mv x 1/2 Limped	30+2d20days	ccw or better
27 to 28	right hip	mv x 1/2 Limped	30+2d20days	ccw or better
29 to 31	left leg	mv x 1/2 Limped	20+2d20days	csw or better
32 to 34	right leg	mv x 1/2 Limped	20+2d20days	csw or better
35 to 36	left ankle	mv x 1/2 Limped	10+2d10days	clw or better
37 to 38	right ankle	mv x 1/2 Limped	10+2d10days	clw or better
39	left foot	mv x 1/2 Limped	20+2d20days	csw or better
40	right foot	mv x 1/2 Limped	20+2d20days	csw or better

The rack critical hit chart: for males only

T he rack can either be a called shot to the groin, part of a normal critical hit chart, or (to get more use of it) if the attacker rolls five higher than the necessary to hit roll (modified or natural), it is now considered to be a rack. Due to the amount of protection a male will go through to protect his "family treasure", his AC for his privates is 2 better than his overall AC. He also gets +2 to his Dexterity at any attempt to dodge a directed attack to that location.

The rack chart:
01-70   Man drops weapon, clutches privates, and loses next 1d6 rounds of initiative.
71-80   Man is blinded by tears and can't defend or attack for the next 1d6 rounds.
81-90   Man is stunned for one round and then goes into a Berserk rage for 1d6 rounds. Rules for berserk rage apply.
91-95   Man's voice is 1 week long altered to 1d4 octaves higher, dropping his Charisma by 1d3. Also stunned for 1d4 rounds.
96-98   Man is permanently rendered impotent. Stunned for 1d6 rounds.
99   Man loses consciousness for 1d10 rounds. (Constitution check: if successful, man is only unconscious for 1d4 rounds.)
00   Man goes into shock, no save, and dies. All men within a viewing distance must make a Constitution save at -5 or they clutch themselves and remain stunned for 1 round.

	rope or two hands	
	rength adjustments	
Save vs. Death Ray	Paralyze and KO x 1d30 rounds	
If further strangled	Death in 1d6+2 + constitution bonus victim x rounds	

Squad Combat Rules

Squads are small military groups of 10 or fewer individuals trained to fight with deadly efficiency as a unit. Any group or race of war-like individuals is able to learn this form of attack. This includes, humans, humanoids of most races, dwarves, elves, Halfling or gnomes and similar races. Those races need a skill-slot for each individual using these rules. The war-like races don't need a skill slot to use these rules. Non-humanoid and creatures and unintelligent creatures mentally directed by a creature of superior intelligence (such as spiders and spider folk) can also fight in squad combat. This also includes undead under command of a higher level liege.

Squad rules are never used for spellcasting, but Spellcasters may attack per squad rules, as long as they don't cast spells. Squads always consist of one single class (or race). when squads are of mixed classes (or races), they can't use the squad rules effectively. Thus 10 thieves and a thief leader could use squad rules, but 10 fighters led by a thief leader couldn't, just as 3 orcs, 3 goblins, and four kobolds led by a hobgoblin could not.

When directing their attacks against a single foe, the effective level or hit dice of the squad for THAC0 is equal to the number of soldiers in the squad multiplied by the average HD of the squad, plus half the level of their leader (rounded up, but never more than half the average HD of the squad). This is called the squad dice.

A squad of 10 soldiers led by a 6th level fighter would attack as a 13th level fighter. The number of attacks against a foe is determined by rolling a single die whose number of sides is equal to or less than the number of soldiers (including the leader) in the squad. Thus the previously described squad would roll a 1d10 to determine the number of attack rolls. If reduced to nine soldiers, the squad would use a 1d8 to determine the number of attacks to be rolled. This is called the squad attack dice. The squad attack dice never goes lower than 1d4, at which moment the squad breaks up, loses all abilities, and must fight as individuals.

The damage is determined by the average amount of damage the squad can give. If a squad has 5 pole arms (1d10) and further 6 daggers (1d4), the average damage would be (max damage = 5 x 10 = 50, 6 x 4=24, 50 + 24 = 74, 74 / 10 = 7.4, Min damage = 5 x 1 = 5, 6 x 1 = 6, 5 + 6 = 11, 11 / 10 = 1.1, max + min = 7.4 + 1.1 = 8.5, 8.5 / 2 = 4.25) 4 (always round toward the nearest dice). From this damage any AV the opponent has must be deduced. This is called squad damage. Squad damage is readjusted after any casualties.

The squad its hit points are added together, and any damage is taken from the total. Subtract whole characters and their hit points until the damage is resolved. The lowest HD (i.e., Hp) in the squad will be taken from the total until no complete characters can be subtracted. When in the above example the Polearm bearers had 8 hp, and the dagger bearers had 4, while the leader (a 5th level dagger bearer) had 25. the total hp would be (5 x 8 = 40, 5 x 4 = 20, 1 x 25 = 25, 40 + 20 + 25 = 85) 85.

When after an attack, with any AV deduced, 10 points of damage would be sustained to the squad, the total would become 75 instead, this accounts for two 4 hp dagger bearers, and 2 hp remaining damage. The squad would now have to roll 1d8 the next round, for the same squad damage (this is readjusted after disbanding the squad—for game simplicity and balance).

The DM squads (and any Player squads) must be created beforehand. This includes, their HD, Hp, AC, AV, weapons, Damage, Squad Dice, squad attack dice, squad damage. Don't forget to include the leaders statistics. Squad attack dice can be readjusted by weapon mastery, as with the average damage.

Attacking as a squad increases the Armor Class of the individual soldiers by one. Morale checks are made for the entire squad, but the average morale is used as a base (Rounded up). When the leader falls the squad falls apart, and thus it affects the morale of the squad.

When a squad attacks another squad, it is as if they are attacking an individual. Roll all attacks simultaneously for both sides, but don't roll damage. Total the number of attacks for each side that actually hit a foe. Remove that number of foes from the opposing squad.

Thus if 10 orcs led by an ogre were to fight 10 elves led by a 5th level elves, the orcs would attack as a 12th HD and the elves would attack as a 13 HD fighter. In this round of combat, the elves score 1d10 = 5 hits, and the orcs score 1d10 = 3 hits. Both sides make morale checks for the squad after this first round in which casualties are lost. The second attack the elves would have to roll 1d6 to determine the number of attacks, while the orcs roll 1d4 instead.

Mass Combat or War Machine or Sea machine Rules

Your DM will inform you with information about this when needed, as these are using very different game mechanics.

Weapon Mastery

P=	"Primary Target Type Damage is…"	S=	"Secondary Target Type/Damage is…"	
☛	One handed weapon	☛•	Two handed weapon, always loses initiative versus one handed weapons	
↗	Missile fire weapon	✳ Melee weapon, may be thrown	﹨ Melee weapon rarely or never thrown	
✪	shield may be used	❋	Weapon may only be properly used during a mounted charge	
•	Small weapon	O Medium weapon	◉ Large weapon	
✔	weapon may be used to set vs. charge			
Enc.	Encumbrance	cn weight in coins	Sq. ft square foot	
Nil	insignificant damage, treat as no damage			
s/m/l	short/medium/long range a special effect column entry such as "stun (s/m)" means the weapon has a stun special effect at short and medium ranges, but not at long range.			

P=H	Creatures attacking with hand-held or thrown weapons
P=M	Creatures with missile-fire or natural weaponry
P=A	Creatures attacking with all types of weapons
P=L	Large Creatures attacking

A character who is untrained in a specific weapon is classified as unskilled. If an unskilled character uses a weapon, the weapon will be used at Basic characteristics and bonuses or penalties, but it does <u>half damage</u> rounded down. Thus if an unskilled character uses a weapon that does 1d8 points of damage, he will roll a 1d8, halve the result for he actual damage, round down. Missile weapons used at unskilled mastery level also receive a –1 penalty to attack rolls.

Mastery	Intelligence	Minimum Level
Unskilled	0-6	1
Basic	7-11	1
Skilled	12-15	6
Expert	16-17	12
Master	18+	24
Grand Master	18+	30

Weapon Mastery limits and choice amounts or limits are listed in the character class tables, when not given there, use this table instead. Intelligence always applies first. Dumb Masters don't exist!!

Strength and Dexterity adjustments to hit and damage apply as normal.

Remember that ranges are given in feet indoors and in yards outdoors, due to handicaps like walls, ceilings, lighting etc..

A character chooses the weapons he wants to use, not the player. (The DM may enforce a logical choice)!!

A character has limited weapon choices, Fighter classes have more skill choices than any other class (unless given in the Character or racial class). Otherwise use the following table.

Weapon Choices Available

Level	Fighters	Others	Weapon Choices Spend	Mastery Level
1	4	2	0	Unskilled
3	5	3	1	Basic
6	6.	4	2	Skilled
9	7	5	3	Expert
11	8	6	4	Master
15	9	7	5	Grand Master
19	10	7		
23	11	8		
27	12	8		
30	13	9		
33	14	9		
36	15	10		

Skilled Weapon Use

When a character acquires a higher level of weapon mastery he also acquires new abilities attached to the weapon the mastery is gained for. Not only higher amounts of damage are obtained but also a higher chance to hit a specific target, bonuses to Armor Class and other special results (stunning, paralysis, etc.).

When the adjusted attack roll is 2 or less it will activate the Multiple Attacks Option. Other weapon mastery benefits can be applied during the normal course of the combat. Benefits such as greater damage available can be a crucial factor when doubled by a Thief's backstab ability. Some benefits can occur only if the player announces that the character is deliberately using them (disarming, deflecting, etc.).the player must mention this usage before he rolls to hit. It automatically fails if mentioned too late. Armor Class bonuses gained through weapon mastery are applied automatically in all applicable situations.

Attack and Defense Benefits

Many damage increases and attack roll bonuses vary with the type of opponent. This also reveals against which type of attacker the weapon is at it best, or is specialized against.

Unskilled	no bonus	-2
Basic	no bonus	no bonus
Skilled	+2	+1
Expert	+3	+2
Master	+4	+3
Grand Master	+6	+4

Training

Although characters can gain basic levels of mastery simply by expending weapon choices, characters cannot attain higher levels in the same way. Once the character has spent his 1st level choices, to gain additional knowledge of the use of a weapon he must be trained by someone who has equal or greater knowledge of that specific weapon. That someone could be another PC, but it is usually an NPC teacher found during adventures or through word-of-mouth. In some countries, weapon masters run academies where they teach the proper use of specific weapons; sword academies are common. In other countries, mystics may allow non-mystics to learn at their monasteries; many mystics are weapon masters.

After finding a trainer who will provide the necessary instruction, the student must pay all of the required costs *before* training can begin. The costs and time required for weapon training vary by the level of mastery sought, and they are listed in the Training Times and Costs Table. A student can train only to the next rank of ability above his own. He can go from Basic to Skilled, for example, and next time go from Skilled to Expert, but he can never jump straight from Basic to Expert.

A student can train in the hope of achieving the next level of mastery—and yet fail to do so. The student character has a chance of failure applied to each training period. His chances of success and failure vary by the mastery levels of himself and his trainer, as given in the Chance of Training Success Table. From the character's perspective, failure may occur because the trainer has insufficient knowledge or lacks the ability to train others or because the student cannot fully absorb the new information. Failure does not mean that the character has lost his weapon choice for that experience level. The weapon choice is still there, and it's still dedicated to the weapon and level of mastery he has chosen for it. The student has lost the time and money he has spent, but he may spend more time and money until he reaches the level of mastery for which he has spent his weapon choice.

The chance of success is checked halfway through the training period, and the student is immediately informed of the results. (In the role-playing situation, this usually consists of the teacher taking the student aside and telling him that he is not ready yet and that it is useless for him to continue at this time.) The student may then either continue (despite his teacher's recommendation) or stop the training.

If the success roll failed but the student decides to continue training for the full period, the student may then study the same level again but with a different trainer, and his chance of success is increased by 10%. If the student chooses to stop the training midway, he may then study the same level with a different master at the same chance for success. The two advantages to this option are that the character does not lose the rest of the time he would spend with the first teacher and that the first teacher normally refunds half the cost of training. (Chaotic teachers might not offer refunds.)
As you can see from the Chance of Training Success Table, it is possible (1% chance) for a character to learn a superior level of weapon mastery from a teacher who is actually the character's equal. (Such unusual training matches usually end up with the teacher realizing and announcing that his student has surpassed him: "Now, you are the master, and I am the student!")

Percentage chance to learn higher knowledge Weapon Mastery.									
Students	Minimum		**Trainer's knowledge**						
Knowledge	Int.	Unskilled	Basic	Skilled	Expert	Master	Grand-Master	Time needed	Cost/week
Unskilled	0-6	1%*	60%	80%	95%	99%	99%	1 week	100gp
Basic	7-11	-	1%*	50%	70%	90%	95%	2 weeks	250gp
Skilled	12-15	-	-	1%*	40%	60%	80%	4 weeks	500gp
Journeyman	16-17	-	-	-	1%*	30%	50%	8 weeks	750gp
Expert	18+	-	-	-	-	1%*	20%	12 weeks	1000gp
Master	18+	-	-	-	-	-	1%*	16 weeks	2500gp
Chance to find teacher, and		0	1d6-1	1d8	1d6-1	1d4-1	1d3-1	available number of	
Chance to be accepted by teacher								pupils of lower level	
Thus roll twice 1d100, one for locating, and one for acceptance.									
Unskilled		-	45%	30%	15%	11%	1%	1%*= is also Selfstudy Chance	
Basic		-	-	50%	30%	20%	5%		
Skilled		-	-	-	45%	35%	15%		
Expert		-	-	-	-	50%	30%		
Master		-	-	-	-	-	45%		

owever, learning from an equal-level teacher is very difficult to do. Whenever possible, the student should find a teacher who is more skilled than he is; when that isn't possible, however, he will have to train with a teacher who is his equal. At the more advanced levels, characters are likely to train with their equals and just as likely to fail their chance to succeed the first time around. Most characters will choose to finish training with that teacher anyway so that they will have a 10% bonus with the next teacher they train under. Obviously, it takes quite a while to attain the grand master level of competency.

The Chance to Find a teacher.

Character needs always training to gain a weapon mastery improvement; he could do it himself or use a teacher. The chance to find a teacher by questioning around is determined in 0-40 gp per search, but easily could be less or even nothing, and rarely becomes more than double this amount. If this teacher is found, he could be localized up to 500 miles away. The higher-ranking specialists are more likely to be found in large cities than in smaller villages. And the chance to be accepted must be rolled separately. Weapon mastery is learned one step by another step. It is therefore impossible for a character to gain more than one step in weapon mastery, even when all the basic requirements are met. A minimum of 12 months must pass, in which the character becomes adjusted by the newly learned mastery level, before another could be learned. The character can also learn how to improve his ranking, up to the ranking his ability would suggest, by studying himself (he is Student and Trainer as well, and thus has only a 1% chance to improve) for the normal time and double the material cost used to train. If he is unskilled, he has a maximum of 1% chance to learn to improve each week. (He can't try to teach others his skill, since even if he succeeds to become skilled enough, he makes to many mistakes to learn the skill rightfully to others, and thus this would always fail.

Bonuses to the Wielder's Armor Class

When a character is using a weapon he has mastered, he gains an Armor Class bonus above any he might receive from his armor or defensive maneuvers. The armor class bonus he receives applies only to a given number of attacks per round of a specific kind.(M= Monster / Missile, H = Hand-held, A = All) as shown on the weapon table. For example, if the table says the character has M:-2AC/2, it means that he gets a –2 armor class bonus against the first two attacks made against him that round by missile or monster natural weapon attacks. Likewise, A:-6AC/3 means that the character has a –6 bonus to his armor class against the first three attacks of any kind that round. Some shields don't have a number after the / mark; that means that the shied provides the character an additional armor class all the time the weapon is held, not just a certain number of attacks per round. Having an armor class bonus does not count as a maneuver; the character may still move and attack at normal rates. In addition to these armor class bonuses, a character may have an armor class adjustment due to Fighting Withdrawal and Parry defensive maneuvers.

Special results

Weapon masters can do amazing things with their weapons; they get "more performance" out of the weapons they've mastered. Most of the special results are listed in the following table. However one special result is common to all weapons; the Despair effect. A weapon master's amazing ability with his weapon can cause despair and fear inn some opponents. This is called the Despair effect. When it happens, the targets must make a standard morale check if they have an Intelligence of 3 or higher (above animal Intelligence). Targets that fail their morale rolls try to flee or surrender at their next opportunity.

The DM makes the Despair-Morale rolls when;
The weapon master inflicts maximum possible damage with the weapon.
The weapon master avoids all damaged in a round by deflecting the opponent's blows. (see under Deflecting).
The weapon master disarms two or more opponents in the same round.

Player characters under a Despair effect must make a saving throw vs. Death Ray. If they succeed, thy are merely Impressed; those who fail must retreat in awe for 1d6 rounds.

Unskilled	UN	No Despair possible.
Basic	BS	No Despair possible.
Skilled	SK	Up to 4 Hit Dice or levels.
Expert	EX	Up to 8 Hit Dice or levels.
Master	MS	Up to 12 Hit Dice or levels.
Grand Master	GM	Up to 16 Hit Dice or levels.

The Despair effect can affect a certain numbers of opponents at a time. The stronger or multitude the opposing Force is the more difficult they are Impressed or awed. This number varies with the weapon master's level of mastery.
When the effect is directed towards a group of different Hit Dice or Levels in character the lowest are affected first.
A Despair can be made only once per fight.

Special Effects Descriptions

Breaks:
Whenever the wielder of a Shield weapon or his foe rolls the exact number needed to hit the other, there is a chance that one of the Shield weapon's blades will break with a subsequent roll of 5 or less on a 1d10, a blade breaks.

Charge:
If the wielder charges 20 yards (60 feet) or more and strikes his target, the victim takes double damage.

Death:
Unless the defender saves vs. death ray, he is reduced to 0 hp, else he remains at normal damage.

Deflect;
In addition to any attacks, the wielder of this weapon may attempt the number of melee and thrown weapon attacks indicated in one round. To deflect each attack, the character must make a saving throw vs. Death Ray.

Delay:
The victim hit by this weapon must make a saving throw or lose initiative the next round. If the type of saving throw is not specified, it is a saving throw vs. paralysis. For missile attacks, this effect occurs only at the indicated ranges.

Disarm:
The wielder of this weapon may attempt to disarm an opponent instead of making an attack. The attacker must roll his to hit the target. The victim can save his weapon by making a Dexterity check. If the attacker has the disarm combat option, the victim must add +5 to his roll. For each level of mastery the attacker has gained beyond Basic, the victim suffers a –1 penalty to his roll vs. the effect.

Double Damage;
On a natural roll of the numbers indicated the weapon inflicts double damage where Armor Value may not be subtracted. The 18,19,20 rolls of numbers shift accordingly, and thus no further doubling is allowed.

Entangle:
An entangled victim can't attack, cast most spells (those requiring somatic and/or material components and most verbal component spells) or move. The victim may make a saving throw vs. Death Ray each round to escape.

Hook:
Instead of making a normal attack, the wielder of this weapon may attempt to hook and pull down a foe. The attacker must roll to hit. This causes the minimum damage possible for the weapon; the victim must make a saving throw vs. paralysis or fall down. The character will become prone for one round.

Ignite:
Fire has a chance to ignite anything combustible that it hits. The chance is 5% per point of damage caused that round. If an item ignites it will burn for 1d4 damage each round and remains burning until consumed (approximately 1d6 Turns.).

Knockout:
The victim is rendered unconscious for 1d100 rounds.

No Off-Hand Penalty:
This weapon does not take a –4 or the weapon mastery level penalties when used in the off-hand. If the character uses two Cesti, he can strike with both weapons for the same chance of success.

Paralysis:
Paralysis freezes a creature in place for 1d6 Turns. A paralyzed creature is aware of what is happening but can't move, attack cast spells, talk, and barely breathes and has a minimal heartbeat. Any cure spell can negate the effects of Paralysis, but they don't cure damage in addition to removing the paralysis. A successful save vs. Paralysis negates, the Paralysis after 1 round.

Poison:
The victim will affected by poison with all its effects unless immune or saving vs. poison.

Second Attack:
The wielder is able to make a second attack with this shield weapon attacking with another one-handed weapon in the other hand. This second attack is made with no off-hand penalty.

Set vs. Charge:
If the wielder is aware of a charging enemy, he may set this weapon against the charge. A charge only takes place when the enemy rushes the wielder at 20 yards (60feet) or more this round. If the wielder hits the charging foe, it inflicts double the listed damage.

Sink:
This weapon will do half-normal damage to creatures, but normal damage to vessels. Any vessel damaged will take half the damage taken (round down) each round by water intake, until the vessel sinks or the damage is repaired Improvisely (full repair can only be done in a dry-dock).

Skewer: If the target has no more than the number of HD indicated, the wielder of this weapon may decide tom Skewer instead of strike him normally. A normal attack consists of striking the target and withdrawing the weapon for another attack. With the Skewer the attacker thrusts the weapon into the target and twists it so that it is not easily extracted. Once the weapon hits it is stuck for 1d4+4 rounds after which the victim's movements will cause it to come free for each round the target remains Skewered he receives automatically 1d6 damage where Armor Value may not be subtracted.
Unless the defender saves vs. Death Ray, the Ballista's heavy bolt remains stuck in the defender. The defender must make a successful Strength check to remove it, or else the bolt inflicts another 1d6 points of damage each round the defender attempts to move.

Slow: The victim is slowed and can move and attack at only half his normal movement rate. He can't cast spells, but can use items while slowed.

Strangle: If the attacker makes a natural roll of the numbers indicated, the victim must make a saving throw vs. Death Ray or become immediately paralyzed and die in 1d6+2 rounds unless immune to strangulation or saved. If the victim escapes, he survives but remains "paralyzed" for 2d6 rounds.

Stun: If the victim is approximately the same size as the attacker or smaller, he is stunned if he fails a saving throw vs. Death Ray. A stunned defender moves at one-third speed and can't attack or cast spells. The defender also suffers a +2 penalty to Armor Class and –2 to saving throws (including saving throws against the catapult's possible effects). A stunned character may make a saving throw each round to recover from the stun. For missile weapons the effect applies only at the indicated ranges.

The weapons are displayed in text and tables detailed as given in the next example;

Name Weapon	Skill Level	Range	Damage	Defense	Special
Attack/Defense Benefit	BS	Near/Average/Far			
	SK				
	EX				
	MS				
	GM				
C		t	cn	Size;	Ft',Inch"
Other Information					

This weapon……… …… …………
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Weapon	Page	Weapon	Page	Weapon	Page
Unarmed Combat Mastery		**Hand-Held Weapons Rarely Thrown**		**Ammunition**	
Striking	604	Axe, Battle, Dwarven War	629	Blowgun Darts	648
Wrestling	607	Axe, Great	629	Crossbow Quarrels / Bolts	648
Weapons for Hand-Held use only		Axe, Orc Double	629	Short / Longbow Arrows	648
Blackjack	610	Club	630	Sling Pellets	648
Bullroarer Knife	610	Club, Torch	630	Bulletbow Pellets	648
Cestus	610	Hammer, War	631	**Arrows**	649
Flail, Onehanded	611	Mace	631	**Artillery**	**650**
Flail, Twohanded, Horse Flail	611	Mace; Morningstar, Eveningstar	632	Alternative Ammunition	651
Lance	612	Rapier	632	**Direct Fire**	**652**
Lance, Ethengarian	613	Sickle	632	Ballista	652
Polearms	613	Sword, Bastard used two-handed	633	Springal, Heavy Ballista	652
Polearm; Bardiche	613	Sword, Normal or Long	633	Ballista, Underwater	653
Polearm; Bec de Corbin	613	Sword, Short	633	Ballista, Springal-Multiple Arrow	653
Polarm; Bill	614	**Hand-Held Weapons Easily Thrown**		**Impact Fire**	**654**
Polearm; Bill hook	614	Axe, Hand or Throwing	634	Light Catapult (and Onagers)	654
Polearm; Bill-Guisarme	614	Axe, Light Eye	634	Dwarven Mechanical Light Catapult	655
Polearm; Fauchard	615	Axe, Heavy Eye	634	Heavy Catapult	656
Polearm; Fauchard-fork	615	Dagger	635	Trebuchet	656
Polearm; Hook-Fauchard	616	Hammer, Throwing	635	**Breaching Weapons**	**657**
Polearm; Guisarme	616	Lasso	636	Bore	657
Polearm; Glaive	617	Mace-axe	636	Ram, Standing	657
Polearm; Glaive-fork	617	Net, Small	637	Ram, Battering	657
Polearm; Glaive-Guisarme	617	Net, Large	637	Ram, Vessel	658
Polearm; Halberd	618	Spear	638	Ram, Dromon	658
Polearm; Lochaber Axe	618	Spear, Dja (Nithian, Short)	638	**Other Weapons**	**659**
Polearm; Lucern Hammer	619	Spear, Harpoon	638	Greek Fire	659
Polearm; Manscorpion Poleaxe	619	Spear; Javelin	638	Rock Drops	659
Polearm; Military Fork	619	Spear; Mancatcher	639	Ball Drops	659
Polearm; Partizan	620	Spear; Trident	639	Log Slides	659
Polarm; Pike / Awl pike	620	**Missile Weapons**		**Cauldron Attacks**	**660**
Polearm; Poleaxe	620	Hand gun (Coulevrine-a'-main)	640	Boiling Oil	660
Polearm; Ranseur	621	Blowgun to 2'	640	Boiling Tar	660
Polearm; Spetum	621	Blowgun 2 to 4'	640	Boiling Water	660
Polearm; Spontoon	621	Bola	641	Lye	660
Polearm; Voulge	622	Boomerang	641	Hot Sand	660
Polearm; Voulge-Guisarme	622	Bow, Long	642	**Gunpowder on Mystara**	**661**
Shield Weapons	623	Bow, Staff-Bow, used in Missile	642	Iron Pot (pot de fer)	661
Shield, Horned	623	Bow, Short	643	Small Bombard (Serpentine)	663
Shield, Horned	623	Chakram	644	Small Bombard (Veuglaire)	663
Shield, Sword	623	Cimarron Six-shooter	644	Bombard	663
Shield, Tusked	623	Crossbow, Heavy	645	Great Bombard	664
Scythe	624	Crossbow, Light	645		
Staff, Quarterstaff	624	Sling	646		
Staff-Bow, used in Melee	624	Staff-bow	646		
Sword, Bastard used one-handed	625	Tossed Object, Stone	646		
Sword, Kopesh, Short	625	Tossed Object, Ball	646		
Sword, Kopesh, used two-handed	625	Tossed Object, Dart	647		
Sword, Kopesh, used one-handed	625	Tossed Object, Shuriken	647		
Sword, Two-Handed	626	Tossed Object, Oil	647		
Sword Staff	626	Tossed Object, Caltrops	647		
Whip	627	Tossed Object, Holy Water/Acid	647		
War Claws	628	Throwing Stick	647		

Unarmed Combat Mastery
Striking

When one character hits his target in unarmed combat, this is called "striking." A strike normally results in either a "stun" or a "knockout." However, if the attacker has less than 4 Hit Dice, a stun is the only possible result. See the Striking Procedure checklist for details.

Attacker Hit Dice:

Although any creature may attempt to strike an opponent, inexperienced (i.e., low level) characters do not do it very well. If the attacker has less than 4 Hit Dice, he cannot achieve a knockout result; a stun is the only possible result.

Size Differences:

A strike cannot achieve a stun or knockout result if the victim is two or more times the size (height/length, not weight) of the attacker. (The strike will still do normal damage.) A Halfling cannot do stun or knockout to a full-grown human, but can achieve these results against an elf or dwarf, which are not twice its height. When a character strikes a monster, the DM decides whether the victim is two or more times the size of the attacker.

Monsters With Other Attacks:

Creatures whose weapons are parts of their bodies (such as claws) do not normally strike. There are exceptions: Bears, for example, can strike as well as claw. When a monster with natural hand-to hand weapons also strikes, it does strike damage equal to half of its normal attack.

Monster Immunities:

Creatures with multiple heads may suffer few or no results until all of its heads have suffered stun or knockout results. Several types of creatures should be immune to some or all of the effects of Striking techniques. Use the following guidelines.

Undead, constructs, and all oozes, jellies, and molds are completely immune to the effects of strikes—immune to damage, stun, and knockout results.

If a creature can be hit only by magical weapons, striking has no effect unless the attacker is wearing a piece of magical apparel on the body part doing the striking. He would need a magical glove or gauntlet for fist strikes, magical boot for kicks, etc. Magical rings do not count as "apparel" for this purpose.

Creatures that are immune to most normal weapons but do not necessarily require magic to hit them do not suffer damage from strikes, but can suffer stun or knockout results. (Example: Lycanthropes, which are immune to normal weapons but can be hit by silver weapons.) If the attacker is wearing magical apparel as described above, the strike attacks will also do damage to these types of monsters.

Stun Effects

With the one-round stuns caused in unarmed combat, the victim cannot make any attacks until the stun wears off. (In some other types of stun, the stun might go on awhile, allowing the stunned character to attack, ineffectually, after a certain amount of time has passed.) Also, while stunned, the victim moves at one third the normal movement rate for whatever speed he is attempting. He suffers a —4 penalty to all his saving throws. He suffers a +4 penalty to his armor class (thus an AC 5 becomes a 9). He cannot concentrate, cast spells, or use magical items. He cannot use general skills. Any weapon mastery skill he possesses above Basic level is reduced to Basic level.

Knockout Effects

Knockout is simply a short sleep. The victim is unconscious and completely helpless.

Striking and Combat Maneuvers

A strike is a normal use of the attack maneuver from the Combat Maneuvers.
An unarmed character can perform a fighting withdrawal normally.
An unarmed character can perform a retreat maneuver normally, but not while he is striking.

Striking and Two Weapons Combat

Characters can strike with their off-hand instead of using weapons in that hand. The off-hand strike will suffer the normal penalties: -4 to hit, and (if you use the weapon mastery rules, too) — 1 level of weapon mastery (Basic level stays Basic).

Striking and Weapon Mastery

The D&D® game world is a very physical and vigorous setting. Therefore, every character (regardless of character class) is presumed to have a Basic level of mastery with striking techniques. He does not have to spend a weapon mastery choice to get this; it is free. Characters can train up to greater levels of mastery in striking, using the normal rules for weapon mastery. Instead of spending a new level of mastery on a weapon, the character would spend it on one type of unarmed combat. Systemized training in striking techniques is usually called boxing.

Rules for Striking

1. Punching:
Only a fist strike can cause a knockout. All other strikes result in stuns at best, but for a duration of 1d20 minus the target's Constitution score in rounds.

2. Tough Opponents:
A knockout is not possible if the victim has more natural Hit Dice than the attacker. This means a 12th level fighter of 9HD can't knock out an ogre which natural HD is 4+1 while that of the fighter is 1HD as all humans.

3. Using Strength:
A character may decide not to use all of his or her Strength, "pulling the punch" so that no damage is inflicted. The character may either use his entire Strength bonus, or no Strength bonus, but may not choose a number in between.

4. Saving Throws:
If a character has a Strength adjustment, that adjustment also applies, in reverse, to the victim's saving throws vs. death ray to resist knockouts. For example, a Strength 17 fighter (+ 2 Strength bonus) strikes another character. If he achieves a stun result and the victim must save vs. death ray or be knocked out, the victim rolls his saving throw at a -2 penalty because of the attacker's great Strength. If a character has low Strength and normally has a Strength penalty, that penalty becomes a bonus to the victim's saving throw.

5. Objects in Hand:
A striking character may wear a Cestus or carry a small, heavy object (such as a pouch full of coins). If he does so, his strike does normal strike damage (not weapon damage), but if the victim must save to avoid being knocked out, he takes a –2 penalty to his saving throw.

6. Regenerating Victims:
If the victim has a power of regeneration (wearing a magical ring, for example), the duration of a knockout is reduced. Each point of regeneration ability reduces the knockout duration by 1 round every round. For example, a troll regenerates at 3 hit points per round. It suffers a knockout of 8 rounds duration. The first round it is knocked out, you count of one round of duration and subtract three more rounds for its regeneration. A the end of two rounds, the troll has used up its entire 8 round knockout duration.

7. Fighter Combat Options:
The additional combat options for fighters and demihumans can be applied to al forms of striking.

Multiple Attacks:
A character with multiple attacks who is able to hit his target with a roll of 2 can make multiple strikes. A character with multiple attacks who is using a weapon in one hand and nothing the other, who can hit his target with either type of attack with a roll of 2, can divide his attacks between weapon attacks and strikes.

Smash:
An unarmed character with the smash maneuver option may smash with his fist; this is called a "haymaker." He suffers the normal -5 to hit, but the other smash rules are different for a haymaker. First, the unarmed character adds only half his Strength score to the damage he does with the smash. Second, a victim who must make a saving throw vs. death ray against knockout does so at a - 4 penalty, negating the standard + 4 bonus given. Third, the haymaker can affect monsters of any size; monsters two or more times the size of attacker are not immune to stun and knockout effects of the haymaker.

Parry:
Instead of attacking, the character gains a — 5 bonus to his armor class by blocking attacks with a weapon.

Disarm:
An unarmed fighter can try to disarm an armed fighter.

Striking Procedure Checklist

1. During the hand-to-hand combat phase of the combat round, the player announces that he intends to strike. He may strike with his fist, foot (kick), head (butt), elbow, or knee. If he intends to use a fist, the character must be empty-handed, or may drop or put away an item in his striking hand.
2. The character goes through normal initiative and attack roll procedures.
3. If his strike hits, the character does the base damage of 0 plus any bonuses from a high Strength.
4. A victim hit by a strike must roll ld20, and subtract his Constitution* score from the result. If the total is 1 or more, the victim is stunned for one round. The stunned victim must also make a saving throw vs. death ray with a +4 bonus to the roll, or suffer a knockout. The duration of the knockout is simply the result of the " ld20-minus-Constitution-Score" roll in combat rounds.
* If the victim is an NPC and his Constitution score is not known, the DM rolls or select one. If the victim is a monster, use twice its Hit Dice as its Constitution score (ignoring "pluses").

[P=H]	BS	-	1	-	Stun,
	SK	-	1d3	-	Stun,
	EX	-	1d4+1	-	No off-hand penalty Stun, (save-1)
	MS	-	P: 2d4	-	No off-hand penalty
			S: 1d4+1		Stun, (save-3)
	GM	-	P: 3d4	-	No off-hand penalty
			S: 2d4+1		Stun, (save-5)

☞ ‹ • Boxing is the foremost known attack form existing and used by any species with hands or similar appendages. These hands are shaped in the most sturdy way and with force slammed into the opponent. This is a chaotic and primitive way of determining Strength, power and rank. This way of fighting always causes damage, but a character may decide not to use all of his Strength, "pulling the punch" so that no damage is inflicted. The character may either use his entire Strength bonus or no Strength bonus, but may not choose a number in between. This way of fighting does not include fighting techniques like karate, that is something completely different, only the mystic, the ninja and those with the specific skills for it can use those techniques. Boxing does not need a skill slot until becoming more experienced in it. This "weapon" does not have an unskilled level, everybody is able to do basic damage.

Punching;only by fist-strike	Knockout	All other strikes;	Stun 1d20-victim's Con. x rounds.

Tough Opponents can't be knocked out if the Victim has more HD than the attacker.

If a character has Strength adjustment, that adjustment also applies in reverse to the victim's saving throws vs. Death Ray to resist. For example, a Strength 17 Fighter (+2 bonus) strikes another character. If he achieves a Stun result and the victim must make a save vs. Death Ray or be Knocked Out, the victim rolls his saving throw at a –2 instead because the attackers great Strength. If an attacker has a low Strength, the normal penalty becomes a bonus to the saving throw.

A striking character may wear a Cestus or carry a small, heavy object (such as a pouch full of coins, a rock, etc.). If he does so, his strike does normal striking damage (not weapon damage), but if the victim must save vs. Knock-out, he takes a –2 or weapon damage (whichever greater) as a penalty to its saving throw.

If a victim has a power of regeneration, the duration of the Knock Out is reduced. Each point of regeneration reduces the Knock Out by 1 round every round. For example, a Troll regenerates at 3 hit points per round. It suffers a Knock Out of 8 rounds duration. The first round it is knocked out one round is normally reduced and three more are subtracted for its regeneration. At the end of two rounds the Troll has used up its entire 8 round Knockout duration.

A character with multiple attacks that is able to hit his target with a roll of 2 can make multiple attacks. A character with multiple attacks who is using a weapon in one hand and none in the other, and who can hit his target with either type of attack with a roll of 2, can divide his attacks between weapon attacks and strikes.

An unarmed character with the smash maneuver option may smash with his fist; this is called a "haymaker". He suffers the normal –5 to hit, but the other smash rules are different for a haymaker. First, the unarmed character adds only half his Strength score(round up)to the damage he does with the smash. Second, a victim who must make a saving throw vs. Death Ray against Knock Out does so at –4 penalty negating the standard +4 bonus given. Third, the haymaker can affect monsters of any size; monsters of two or more times the size of the attacker are not immune to stun and effects of the haymaker.

Instead of attacking, the character gains a –5 bonus to his armor class by blocking attacks with a weapon if the character has the Parry ability. An unarmed Fighter can try to disarm an armed opponent.

Wrestling

When an unarmed character grabs a victim and tries to hold him, pin him, or bear him to the ground, this is called "wrestling." Humans, demihumans, humanoid monsters, and human shaped undead monsters can al wrestle.

Restrictions; Who May Wrestle:

Any character of any class or level, most humanoid monsters, and undead monsters that were originally human, Demihuman or humanoid may use wrestling.

Initiative, Armed vs. Unarmed:

When a character attempts to wrestle an armed opponent, the armed opponent always wins initiative automatically.

Unintelligent Monsters:

Uninteligent monsters will always chose to use their normal attacks instead of wrestling, unless controlled.

Monster Immunities:

Several types of creatures are immune to some or al of the effects wrestling: Noncorporeal undead (wraith, Spectre, etc.), oozes, jellies, slimes, and similar creatures cannot be wrestled. Ethereal or elemental creatures can be wrestled only by opponents in the same form.

Contact Abilities:

Special "touch" abilities (energy drain, turn to stone, etc.) function normally during wrestling if the monster wishes them to. For example, a character wrestling a cockatrice must make a saving throw vs. turn to stone every round while in contact with the monster.

Wrestling Rate

Human and Demihuman Characters divide their character's level by two, rounding up. Then add the bonuses (or subtract the penalties) for Strength and Dexterity scores. Find the character's unmodified AC (not counting magic or Dexterity adjustments), and add the result to total.

Then deduce any Armor Value the character has added to his body (not counting natural AV). The total is the characters wrestling rate. Monsters multiply their Hit Dice by 2, not counting pluses, instead of dividing their level. Further they follow the same method.

Unarmored			Free
Armored			Grab
to pinned WR		P	Takedown
		S	

Preparing for Wrestling

Before the game or a crucial battle, the DM should find each character's and monster's wrestling rating (WR). Example: A 9th level dwarf has a Strength of 17 and a Dexterity of 8; he wears chain mail +3 and carries a shield. We take his experience level and divide by 2, rounding up (5), his Strength bonus (+ 2), his Dexterity penalty (-1), and his basic armor class, not counting magic or Dexterity adjustments (AC 4, for +4); adding these together, we get his wrestling rating (WR) of 10. If he drops his shield, his wrestling rating would go up to 1; if he'd take off his armor first, it would go up to 15.

Monster Example: A Snow Ape has 3 + 1 HD and wears no armor. We take its HD multiply by 2, dropping pluses (6) and add 9 (+ 9); its WR is 15. Worse armor classes (for instance, 9) result in better wrestling ratings than god armor classes (for instance, 2). This is correct. The more armor a character is wearing, the harder it is for him to wrestle effectively. Remember, magic bonuses and Dexterity adjustments do not count toward wrestling ratings. Unlike other sections of the rules, in which Hit Dice and levels are equated, this section uses Hit Dice precisely, so a 25th level fighter still has only 9 Hit Dice.

Wrestling Procedure

Each opponent involved in wrestling (whether attacking or defending) makes a simple roll of 1d20 each round. If the character is trying to wrestle, he adds his WR to the roll. If he is trying to do something else (such as a strike, use a dagger, etc.), he does not add his WR that round. The highest roll wins the round. Ties dictate no result in that round. In normal wrestling contests, characters move up and down the following table according to how well they are doing.

Free	then;	**Grab**	then;	**Takedown**	then;	**Pin**

Before the wrestler wrestles his target, both targets are considered free. When one successfully attacks the other, he grabs his victim. If he wins the wrestling roll on the next round, he performs a takedown, bringing his opponent down to the ground and getting a superior position over him. (If the victim is already down on ground, the winner still gets into a superior position and sets himself up for the next round.) If he wins another wrestling roll on the next round, he has pined his opponent. This, of course, assumes that the victim isn't fighting back. The victim normally does fight back. So, each round the two parties are wrestling, each makes his wrestling roll. Compare the two 1d20 rolls. The higher roll wins. A tie means that there is no change in the characters' relative situations. Now, if one character wins round, he moves the other fellow down one level (from grab to takedown, for example). If the other character wins the next, he moves the combat back up one level. In the first round, the two come together and roll. The first fighter rolls a 9 on 1d20; that, plus his WR, equals 24. The second fighter rolls a 13; that, plus his WR, equals 26. The second fighter has grabbed the first. Next round, the two roll again. The first fighter rolls a 15; that, plus his WR, equals 30. The second fighter, however, rolls a natural 20. That plus his WR equals 3. The second fighter takes his opponent down to the ground; he's wining this fight. The third round, the first fighter rolls a 10 and the second fighter also rolls a 10; first fighter's 25 wins over the second fighter's 23, and the first fighter breaks the takedown. Both fighters are now on the ground, and first fighter is still grabbed, but he's no longer in imminent danger of being pined. On the fourth round, first fighter rolls a 13 and the second fighter a 14. The first fighter's 28 has beaten the second fighter's 27, and the first fighter breaks out of the grab. Next round, the first fighter rolls a 9 and second fighter 3; the first fighter's 24 beats the second fighter's 16, and the first fighter grabs second fighter. In the sixth round, first fighter rolls a 13 and the second fighter an 8; the first fighter wins again, and performs a takedown on the second fighter. In the seventh round, first fighter rolls a 14 and the second fighter also 14; the first fighter's 29 beats 27, and the first fighter pins the second. He has won the match.

Wrestler vs. Attacker

One fighter could be wrestling while the other might be using some other attack, such as an unarmed strike or a dagger attack. In such a case, the character who is wrestling will be able to pin his opponent relatively quickly. However, the other character can still make attacks while grabbed or taken down, and might knock out the wrestler or stab him to death before pin occurs.

Wrestling Effects

A character who is grabbed by a wrestler can still do many things. The easiest and most immediate reaction is to drop everything and counter-grapple the wrestling attack. He can also throw a small or medium throwing weapon (not at the person who has grabbed him!) and attack unarmed or with any small or medium hand weapon. If he has the Fighter Combat Options, he can smash, perform a disarm, and use multiple attacks with any of the attacks still available to him. He cannot fire a missile weapon, cast a spell, use a magical item, perform a fighting withdrawal, retreat, lance attack, set spear vs. charge, or parry. A character who has been taken down fewer options. He can throw only small throwing weapons (still not at the person who has taken him down) and attack unarmed or with any small hand weapon. Counter-grappling against the wrestler is still available while taken down. If he has the Fighter Combat Options, can use multiple attacks with any of the attacks still available to him. He cannot fire a missile weapon, cast a spell, use magical item, perform fighting withdrawal, retreat, lance attack, set spear vs. charge, smash, parry, or disarm.

A pinned character can perform no combat maneuvers. Once per round, however, he can make his wrestling roll (at a - 3 penalty) to try to escape the pin. If he ever beats his opponent's wrestling roll, he breaks the pin and returns to being taken down. The pinning character can inflict 1-6 points of damage (plus Strength bonus, if any), if he wishes to; he does not have to inflict this damage. If he plans to do damage his pined opponent, he must state his intent during the hand-to hand combat phase of the round. The victim can make a saving throw vs. death ray to avoid all damage, and a natural "20" is an escape from pin. If a group has pined character (se below), all of them can inflict damage, but the defender only makes one saving throw.

Multiple Wrestlers

When three or more characters all decide to wrestle against a common opponent, find the single wrestler with the highest WR (called "leader"). Use his wrestling roll for the entire group, modified as follows:

1. For each group member with half (or les) the leader's Hit Dice, add 1 to the group WR.
2. For each group member with more than half the leader's Hit Dice, ad 5 to group WR.

A maximum of four attackers can wrestle an opponent of equal size. Up to eight attackers can wrestle an opponent of twice their size, 12 against an opponent of triple their size, etc.

Wrestlers Being Attacked

When a wrestler has grabbed, taken down, or pined a victim and is then attacked by another wrestler, the defending wrestler may either (a) release his victim and defend normally, or (b) continue to hold his victim and try to defend against the new attack with a -4 penalty to his WR. While holding a grabbed, taken down, or pined victim, he can make another grabs. Each roll he wins merely indicates he successfully avoids the new attack, while holding the previously-grabbed victim. When a wrestler has grabbed, taken down, or pined a victim and is then attacked by nonwrestler, the defending wrestler may either (a) release his victim and defend normally, or (b) continue to hold his victim. If he releases victim, he gets his full armor class and can attack by other means than wrestling. But if he continues to hold his victim, he's very easy hit; treat him as being AC 9, with no Dexterity bonuses, and he cannot attack the new attacker.

Wrestling and Combat Maneuvers

See "Wrestling Effects" for guidelines on which normal combat maneuvers may be used against a wrestler.

Fighting Withdrawal, Retreat:

A character who has been grabbed, taken down, or pinned cannot perform these maneuvers.

Multiple Attacks:

A character who has multiple attacks still makes only one wrestling roll per combat round. If he does not wrestle, he may use his usual number of attacks per round.

Wrestling and Weapon Mastery

As with striking earlier, every character is presumed to have a Basic level of mastery with wrestling techniques. This does not cost the character a weapon mastery choice; it is free. As with striking, characters can train up to greater levels of weapon mastery in wrestling, using the normal rules for weapon mastery. Instead of spending a new level of mastery on a weapon, the character would spend it on wrestling.

As you can se, a wrestling "weapon master" pins his victims more and more effectively; he does more damage each round, and the victim has a harder time (reflected in the minus to his wrestling rating) to get free of the pin.

Rules for Wrestling

1. Instant Pin:

When one wrestler's wrestling roll (1d20 + WR), is 20 or more points higher than the other's, the loser is instantly pined, regardless of what the two wrestlers' relative positions were previously.

2. Class Adjustments:

When calculating a character's wrestling rating, adjust the wrestling rating according to character class: - 1 penalty to magic-users; +1 bonus fighter, dwarf, thief, and mystic; no adjustment for other classes.

3. Opponents with Multiple Attacks:

If a creature has multiple attacks and is pinned, only one attack is negated by each pin. For example, two attackers pinning a troll would negate its bite and one claw, but the troll would still be able to use its second claw attack each round.

4. Simplified Rolls:

When comparing die rolls (ld20 + WR), subtract the lower wrestling rating from the higher. The opponent with the higher rating adds the difference to his 1d20 roll, and the other opponent rolls 1d20 unmodified. For example, a fighter with a WR of 12 is wrestling a bugbear with a WR of 15; subtracting the 12 from 15 gives the bugbear a + 3 bonus to wrestling rolls against normal 1d20 wrestling rolls for the fighter.

5.Skills:

In the "Skills" section, you will find a Wrestling skill that adds to a character's wrestling rating.

[P=H]	BS	- 1	-	Grab, Takedown, Pin(-3 to pinned WR)
	SK	- 1d3	+1WR	Grab, Takedown, Pin(-6 to pinned WR)
	EX	- 1d4+1	+2WR	Grab, Takedown, Pin(-9 to pinned WR)
	MS	- P: 2d4	+3WR	Grab, Takedown, Pin(-12 to pinned WR)
		S: 1d4		
	GM	- P: 3d4	+4WR	Grab, Takedown, Pin(-15 to pinned WR)

☞☛ ⟍ • Wrestling is the unarmed combat technique to grab opponent, bring them to the ground and prevent them from undertaking other actions. This pinned one can sustain damage each round pinned if the attacker wants to. This is a lawful way of fighting and used often as a way to determine true Strength and power. This "weapon" does not have an unskilled level, everybody is able to do basic damage.

An Instant Pin is the result when one wrestler's wrestling roll (1d20+WR), is 20 or more than the other's. If a character has multiple attacks and is pinned, each pin negates only one attack. For example, two attackers pinning a Troll would negate its bite and one claw, but the Troll would still be able to make its second claw attack each round.

Weapon for Hand-Held use only

Blackjack

{P=H}	BS	-	1d2	-	KO/Stun/Delay	
	SK	-	2d2	-	KO/Stun/Delay	(save-1)
	EX	-	1d4+1	-	KO/Stun/Delay	(save-2)
	MS	-	P=1d4+3	-	KO/Stun/Delay	(save-3)
		-	S=1d6=1			
	GM	-	P=1d4+5	-	KO/Stun/Delay	(save-4)
		-	S=1d6+2			

Cost:		5gp	Enc:	5cn		Size;	4"-

Victim's level/HD	0/1	1+/3	3+/6	6+/9	9+/12	12+
Bonus to save DR	0	+1	+2	+3	+4	+
Basic/Skilled Effect	KO	KO	Stun	Stun	Delay	De
Expert/Master	KO	KO	KO	Stun	Stun	Dela
Grand Master	KO	KO	KO	KO	Stun	Stun

☞✪⦚ •This weapon is a small leather sack, 4"-8" long, filed with sand or metal shot and with a looped strap attached. It causes little damage, but if used to strike a victim's head or neck, it can possibly stun or cause unconsciousness. The weapon has no effect on an victim wearing a metal helmet, or any creature with an Armor Value of 6 or better. This called shot gives a penalty to hit of –4, but the user must be behind the target. Therefore the user also suffers a –1 cumulative penalty for each foot the target is larger than himself, up to the jumping height of the user maximum. The weapon is mostly illegal.

Bullroarer Knife

[P=A]	BS	-	1d6	-	Spread damage (rounded down)
	SK	-	d6+2	H:+1AC/1	Spread damage (rounded up)
	EX	-	d6+4	H: + 2AC/2	Spread damage (rounded up + 1)
	MS	-	2d4 +4	H: + 3AC/2	Spread damage (rounded up + 2)
	GM	-	2d4+8	H: + 3AC/3	Spread damage (rounded up + 3)

Cost;		60gp	Enc;	10		Size;	10'

☞✪⦚ OThere are no primary or secondary targets for damage (all creatures within a 10' radius are affected the same way). The Bullroarer Knife is a 10'-long chain ending in a flat knife, or with knife like hooks, whirled over the head to make a loud roaring noise. This is an "odd-ball" weapon capable of hitting several opponents at once, within a 10' radius. In a melee with multiple opponents, the user makes one single attack roll and spreads damage among the opponents whose AC the user could hit (minimum damage should be 1 point), even if they stood behind him! The user however suffers a –1 penalty to hit for each opponent beyond the first within the chains radius. The weapon can't be used if any obstacle stands within the chains radius (dungeon walls, trees, etc.) For example, three opponents surround the user. One is AC0, the other two AC8. If the user's attack roll is good enough to hit AC5, the damage should be spread among the two opponents with AC8 only. At basic level of mastery, a score of 3 for d6 damage would result in both opponents taking 1 point of damage. At a skilled level, the same user would inflict 3 points of damage to each of the two opponents (3 + 2 / 2 = 2½, rounded up = 3). At expert level, the damage per opponent becomes 5 per opponent (3 + 4 / 2 = 3½ rounded up + 1 = 5), etc. The extra "plus" modifier for damage after rounding up is only to be used when damage is spread among multiple opponents. Bonuses due to Strength and magic should be added up before spreading damage to multiple opponents. Mystics and Fighters can use the Bullroarer Knife.

Spiked Chain

Cestus

{P=H}	BS	-	1d3	-	no off-hand penalty
	SK	-	1d4+1	-	no off-hand penalty
	EX	-	2d4	-	no off-hand penalty
	MS	-	P=2d4	-	no off-hand penalty
		-	S=1d4+3		
	GM	-	P=3d4	-	no off-hand penalty
		-	S=2d4+3		

☞✪⦚ • The Cestus (plural; Cesti) is a sort of glove or thong wrapped around the users hand, or a specially made metal form; it has cutting edges on its back, so that a punching attack will inflict more damage on an opponent. The Cestus is one of the rare weapons that suffers no off-hand penalty. It is often illegal, or used in Gladiator games. With Boxing special rules do apply, see there.

Flail, onehanded

{P=H}					
	BS	-	1d6	-	-
	SK	-	1d6 + 2	H;-1AC/1	Deflect(1)
	EX	-/10/20	1d8+2	H;-1AC/2	Deflect(2)
	MS	-/10/20	P=1d8+4	H;-2AC/2	Deflect(3)
			S=1d6+3		
	GM	10/20/30	P=2d6+5	H;-2AC/3	Deflect(4)
			S=1d8+4		
Cost:	5gp	Enc:	40cn	size; 3'-4'	

A one-handed flail is composed of a handle measuring roughly 1-1.5' in length, from one end of which 4-6 chains extend. Each of these chains measures up to 2' in length, and ends with small steel, from which protrude a number of spikes. Generally, the balls at the end of a flail have fewer spikes than that of a morning star.

The threshing flail, a wooden handle with another billet of wood attached to it by a swivel or several links of chain, was easily adapted and modified to become a ghastly weapon. Horsemen commonly employed a short-handed flail with one or more chains ending in smooth or spiked iron balls. The peasant's tool made a far more effective weapon when swung by a strong man. From a heavy shaft of about 3 to 4 feet in length was hung one or two rods of metal shod and spiked wood or iron. The whole weapon was over 5 feet long and had tremendous penetration and crushing power.
Clerics can use this weapon.

Flail, twohanded, Horse Flail

{P=H}					
	BS	-	1d8+1	-	-
	SK	-	1d8+4	H;-1AC/1	Stun + Deflect(1)
	EX	-/10/20	2d6+4	H;-1AC/2	Stun + Deflect(2)
	MS	-/10/20	P=3d4+5	H;-2AC/2	Stun + Deflect(3)
			S=2d6+5		
	GM	10/20/30	P=2d8+7	H;-3AC/2	Stun + Deflect(4)
			S=1d10+6		

A two-handed flail is identical to its one-handed counterpart except in size. The handle measures 1.5-2' in length, and the chains are up to 3' long. The spiked balls on the two-handed flail tend to be slightly larger, as well.

The threshing flail, a wooden handle with another billet of wood attached to it by a swivel or several links of chain, was easily adapted and modified to become a ghastly weapon. Horsemen commonly employed a short-handed flail with one or more chains ending in smooth or spiked iron balls. The peasant's tool made a far more effective weapon when swung by a strong man. From a heavy shaft of about 3 to 4 feet in length was hung one or two rods of metal shod and spiked wood or iron. The whole weapon was over 5 feet long and had tremendous penetration and crushing power (Non-Magical Non-natural AV Target reduced by 1 per natural 20). Clerics can use this weapon.

Lance

{P=H}				
	BS	-	1d10	-	Charge
	SK	-	1d10+3	M:-2AC/1	Charge, may use a shield
	EX	-	1d10+7	M:-3AC/1	Charge, may use a shield
	MS	-	P=1d8+12	M:-3AC/2	Charge, may use a shield
		-	S=1d8+10		
	GM	-	P=1d8+16	M:-4AC/2	Charge, may use a shield
		-	S=1d6+12		
Cost:	10gp	Enc:	180cn		

⚔ ⟍ ❋ ● This weapon can only be used from a "Horseback" and only by Dwarves, Elves, Humans, Orc, and Gnoll. A smaller version (1 Die smaller in damage, 5'-12', 90cn) for Goblins on Wolveback exists. Only Fighter, Mystic classes are able to use this weapon. If a Lance is used to defend, it will only cause ½damage. Multiple attacks can't be made against a single target, the user must make each attack against a different target, taking them in the course of his charge. A Lance is up to 20' long and mostly decorated in heraldic color patterns. They are

always of wood, and break when causing maximum damage. This weapon may be set vs. a charge.

A lance is a long spear carried by a mounted man. Norman lances were about 12' in length, some less, but later in the Middle Ages the weapon grew to an average length of about 14' - thus effectively giving the horseman about 10' of reach beyond the horse's head when charging. Just as with the spear and pike, many different heads were attached to the end of the lance shaft to meet the requirements of varying opponent's armor. Austrian knights and men-at-arms used these weapons to considerable effect against the Swiss, when the Austrians dismounted and fought a Swiss force which did not have the high percentage of pikes which was common to Swiss armies in later years (cf. Battle of Sempach, 1386). For this reason, the lance should be mentioned in a description of pole arms. Generally it was a horseman's weapon and not a true footman's weapon.

{P=H}					
	BS	-	1d6	-	Charge
	SK	-	1d6+2	M:-2AC/1	Charge, may use a shield
	EX	-	2d4	M:-3AC/1	Charge, may use a shield
	MS	-	2d4+4	M:-3AC/2	Charge, may use a shield
	GM	-	2d4+6	M:-4AC/2	Charge, may use a shield
C					

⟜➤╲❊⬤   The Ethengar lance is similar to an ordinary Lance, except that incorporates a special hook for dismounting an enemy. Any roll to hit that exceeds the number required by 5 or more, or a natural 20, will dismount a mounted opponent. A successful Equestrian—Horse-riding skill check by the victim negates this. Targets who are dismounted receive 1d6 falling damage in addition (and must check for breaking bones accordingly) and must spend the next round standing up, if able. Meanwhile they are prone. Targets on foot are also knocked over, but do not receive additional (falling) damage and must spend the next round standing up, if able. This weapon can only be used from a "Horseback" and only by Dwarves, Elves, Humans, Orc, and Gnoll. A smaller version (1 Die smaller in damage) for Goblins on Wolveback exists. Only Fighter, Mystic classes are able to use this weapon. If a Lance is used to defend, it will only cause ½ damage. Multiple attacks can't be made against a single target; the user must make each attack against a different target, taking them in the course of his charge. A Ethengarian Lance is up to 8' long.

They are always of wood, and break when causing maximum damage. This weapon may not be set vs. a charge, as it is too small in length.

Polearms

Pole arms consist of various weapon blades mounted on long poles. Only fighters, Dw
arms. Because of their length, pole arms may attack a foe from behind another character
A pole arm may be used with the optional fighter combat rules. However, the optional disa
noted with the weapon type. The pole arm user's Hit rolls suffer penalties of -3 for each of
     -The user is a dwarf.
     -Attacking from behind a larger ally.
     -Ally in front is using a battle-axe, bola, any two-handed weapon, Bola, Sling, S
Those trained in the use of these two-handed weapons can deflect some attacks with swift circular maneuvers. Pole arms are generally grouped into three categories: thrusters, choppers, and combination weapons. Although each category is represented here by one weapon, there were many variations of pole arms. Pole arm heads show slight variations add-ing special abilities. Hooks are added to catch a foe and pull him down. Curved blades can block attacks and disarm an

{P=H}					
	BS	-	1d10	-	Disarm
	SK	-	1d10+2	H:-1AC/1		Disarm
	EX	-	1d10+5	H:-2AC/1	Deflect (1)	+Disarm
	MS	-	P=1d8+10	H:-2AC/2	Deflect (1)	+Disarm
		-	S=1d8+8			
	GM	-	P=1d6+15	H:-3AC/2	Deflect (2)	+Disarm
		-	S=1d6+12			

⟜➤╲⬤This weapon has a heavy axe blade with a long spike projecting forward. This weapon may be used from behind a friend, and as thus functioning as a second line of attack. This weapon suffers a –3 penalty for each of the following cases; if the user is a Dwarf; is attacking from behind a larger ally or barrier; an ally in front of the user is using a two-handed weapon or any weapon that is swung or thrusted backward behind the wielder, thus endangering the Polearm bearer. Those using this weapon will always lose initiative to those not using a two-handed weapon. Any creature smaller than 4' can't use this weapon. This weapon may be set vs. charge.

This very broad and heavy axe links the pole-axes to the pole cleavers as a sort of transitional step between the two forms, although its only obvious use is as a military arm. A Bardiche head ranged from about 2 feet to over 3 feet in length, and it was attached to its haft with two rings or a single one in those examples where the blade is shorter and backed with a hammer head or spike. The Bardiche in all of its forms was very heavy and cumbersome—more so by far than a halberd—and was used principally in Eastern Europe.

As stated, the family of axes set on poles for use in war overlaps into many other weapon forms, but its only true members are the Poleaxe; the halberd (possibly the brown bill); and the Bardiche. The related cleaver-type weapons are so similar in function, however, that they can almost be treated as pole axes.

Bardiches

⚔🏹⚲ ⬤This weapon has a light hammer with a short spike projecting forward. This weapon may be used from behind a friend, and as thus functioning as a second line of attack. This weapon suffers a –3 penalty for each of the following cases; if the user is a Dwarf; is attacking from behind a larger ally or barrier; an ally in front of the user is using a two-handed weapon or any weapon that is swung or thrusted backward behind the wielder, thus endangering the Polearm bearer. Those using this weapon will always lose initiative to those not using a two-handed weapon. Any creature smaller than 4' can't use this weapon. This weapon may be set vs. charge.

{P=H}					
BS	-	1d10	-		Disarm
SK	-	1d10+1	H:-1AC/1		Disarm
EX	-	1d10+3	H:-2AC/1	Deflect (1)	+Disarm
MS	-	P=1d8+6	H:-2AC/2	Deflect (1)	+Disarm
	-	S=1d8+2.			
GM	-	P=1d6+10	H:-3AC/2	Deflect (2)	+Disarm
	-	S=1d6+6			

Bec de corbin

At first glance, a Bec de Corbin might be mistaken for a Lucern hammer, but important functional differences can be noted. The Bec de Corbin was used late in the Middle Ages and into the Renaissance by knights and nobles, not by commoners. Its heavy, crow's-beak blade was designed to puncture the heavy plate armor common to upper- class warriors. In this weapon the beak is the major feature. This is backed by a flat hammer head, or by a clawed head somewhat similar to that of a Lucern hammer, and the end spike is more bladelike and far shorter than the awl spike of the Lucern hammer, for the latter weapon was not so specialized.

Polearm; Bill

⚔🏹⚲ ⬤ A lightweight weapon, the Bill has a long, narrow, single-edged blade (like a Scythe). This weapon may be used from behind a friend, and as thus functioning as a second line of attack. This weapon suffers a –3 penalty for each of the following cases; if the user is a Dwarf; is attacking from behind a larger ally or barrier; an ally in front of the user is using a two-handed weapon or any weapon that is swung or thrusted backward behind the wielder, thus endangering the Polearm bearer. Those using this weapon will always lose initiative to those not using a two-handed weapon. Any creature smaller than 4' can't use this weapon.

{P=H}					
BS	-	1d10	-	Hook + Disarm	
SK	-	1d10+3	H:-1AC/1	Hook (save-1)	+ Deflect (1)
EX	-	1d10+6	H:-2AC/1	Hook (save-2)	+ Deflect (1)
MS	-	P=1d10+10	H:-2AC/2	Hook (save-3)	+ Deflect (2)
	-	S=1d10+8			
GM	-	P=1d8+16	H:-3AC/2	Hook (save-4)	+ Deflect (2)
	-	S=1d8+12			

Bill

⚔🏹⚲ ⬤ A lightweight weapon, the Billhook has a long, narrow, single-edged blade (like a Scythe), and a small sharp hook. The English Billhook was almost exactly the same as the French Guisarme, but its concave (hook) edge was the sharp one, and rather than a straight back spike it typically had an L-shaped tine projecting forward. This arrangement was slightly more effective than the European Guisarme. This weapon may be used from behind a friend, and as thus functioning as a second line of attack. This weapon suffers a –3 penalty for each of the following cases; if the user is a Dwarf; is attacking from behind a larger ally or barrier; an ally in front of the user is using a two-handed weapon or any weapon that is swung or thrusted backward behind the wielder, thus endangering the Polearm bearer. Those using this weapon will always lose initiative to those not using a two-handed weapon. Any creature smaller than 4' can't use this weapon.
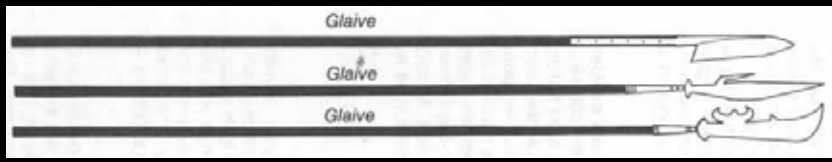
{P=H}					
BS	-	1d10-1	-	Hook	
SK	-	1d10+1	H:-1AC/1	Hook (save-1)	+ Deflect (1)
EX	-	1d10+4	H:-2AC/1	Hook (save-2)	+ Deflect (1)
MS	-	P=1d10+6	H:-2AC/2	Hook (save-3)	+ Deflect (2)
	-	S=1d10+4			
GM	-	P=1d8+10	H:-3AC/2	Hook (save-4)	+ Deflect (2)
	-	S=1d8+8			

Cost:	7gp	Enc:	100cn	size	8'-10'

Bill hook

⚔🏹⚲ ⬤ This weapon resembles a Bill with a thin spike on the back of the blade, curving backward. This weapon may be used from behind a friend, and as thus functioning as a second line of attack. This weapon suffers a –3 penalty for each of the following cases; if the user is a Dwarf; is attacking from behind a larger ally or barrier; an ally in front of the user is using a two-handed weapon or any weapon that is swung or thrusted backward behind the wielder, thus endangering the Polearm bearer. Those using this weapon will always lose initiative to those not using a two-handed weapon. Any creature smaller than 4' can't use this weapon.

{P=H}					
BS	-	1d10	-	Hook	
SK	-	1d10+1	H:-2AC/1	Hook	
EX	-	1d10+4	H:-2AC/2	Hook (save-1)	+Deflect (1)
MS	-	P=1d12+6	H:-3AC/2	Hook (save-2)	+Deflect (2)
	-	S=1d10+4			
GM	-	P=1d10+8	H:-3AC/3	Hook (save-3)	+Deflect (2)
	-	S=1d8+6			

This variety of pole arms was developed to compensate for weakness of simpler weapons or to enhance already powerful ones. Technically, all pole arms with a secondary spear tip for thrusting can be considered combination weapons.

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However, this sort of improvement was done *so* often and could be done so easily to most weapons that it is necessary to ignore secondary spear tips when classifying pole arms. By the same token, a partisan could be considered a combination weapon, but since it was primarily used as a thrusting weapon, it should be classified as part of the spear family.

There are quite a number of designs of the Bill-Guisarme. Each type has the following features:

1) a sharp spear or awl point;
2) a large hook formed from the body of the weapon;
3) a back spike for armor penetration; and
4) several sharpened edges. Some forms of the Bill-Guisarme have a sufficiently heavy blade and cutting edges placed so that they are actually Voulge-like. This form of pole arm persisted the longest of all save the pike and the halberd, for it was certainly efficient in all functions - piercing, holding off, and cutting, penetrating, dismounting, and cleaving. The scorpion is one typical form of the Bill-Guisarme.

{P=H}	BS	-	1d10	-		
	SK	-	1d10+3	H:-1AC/1	Deflect (1)	+ Double Damage (20)
	EX	-	1d10+6	H:-2AC/1	Deflect (1)	+ Double Damage (19-20)
	MS	-	P=1d10+10	H:-2AC/2	Deflect (2)	+ Double Damage (18-20)
		-	S=1d10+8			
	GM	-	P=1d8+16	H:-3AC/2	Deflect (2)	+ Double Damage (17-20)
		-	S=1d8+12			
Cost:	9gp	Enc:	80cn	Size;	8'-12'	

☞ ➤ ╲ ⭘ This weapon has a long and small knifelike blade. This weapon may be used from behind a friend, and as thus functioning as a second line of attack.

It seems quite likely that some outraged peasant fastened his meat cleaver to the end of a stave in order to protect himself and his family, and thereby created a weapon form, which was to be widely used in both Europe and the British Isles for several centuries. The same derivation holds true for the majority of the other pole arms, which will be discussed; they are simple agricultural tools converted to a warlike use, and their form is easily distinguishable and identifiable until they become so combined and sophisticated as to prove some difficulty in easy classification. Even this latter transition is not too difficult, how- ever, if the reader is well versed in the basic forms of each basic peasant tool-cum-weapon.

This weapon is a development of the scythe or sickle. Set upon a long pole, the curving blade of a Fauchard could be used for both cutting and thrusting, although it is to be strongly suspected that it did neither too well. Furthermore, the weapon offered little in the way of parrying or catching holding and had no provision for dismounting opponents in its early and more common form. Later models include a back hook to dismount horsemen, but the weapon was still not efficient, and it passed out rather quickly, although its combination form, the Fauchard-fork, remained.

This weapon suffers a –3 penalty for each of the following cases; if the user is a Dwarf; is attacking from behind a larger ally or barrier; an ally in front of the user is using a two-handed weapon or any weapon that is swung or thrusted backward behind the wielder, thus endangering the Polearm bearer. Those using this weapon will always lose initiative to those not using a two-handed weapon. Any creature smaller than 4' can't use this weapon. This weapon may be set vs. charge.

Polearm;   Fauchard-fork

{P=H}	BS	-	1d10	-		
	SK	-	1d10+3	H:-1AC/1	Deflect (1)	+ Double Damage (20)
	EX	-	1d10+6	H:-2AC/1	Deflect (1)	+ Double Damage (19-20)
	MS	-	P=1d10+10	H:-2AC/2	Deflect (2)	+ Double Damage (18-20)
		-	S=1d10+8			
	GM	-	P=1d8+16	H:-3AC/2	Deflect (2)	+ Double Damage (17-20)
		-	S=1d8+12			
Cost:	9gp	Enc:	80cn	Size;	8'-12'	

☞ ➤ ╲ ⭘ This weapon has a long and small knifelike blade. This weapon may be used from behind a friend, and as thus functioning as a second line of attack. This weapon suffers a –3 penalty for each of the following cases; if the user is a Dwarf; is attacking from behind a larger ally or barrier; an ally in front of the user is using a two-handed weapon or any weapon that is swung or thrusted backward behind the wielder, thus endangering the Polearm bearer. Those using this weapon will always lose initiative to those not using a two-handed weapon. Any creature smaller than 4' can't use this weapon. This weapon may be set vs. charge.

This variety of pole arms was developed to compensate for weakness of simpler weapons or to enhance already powerful ones. Technically, all pole arms with a secondary spear tip for thrusting can be considered combination weapons. However, this sort of improvement was done *so* often and could be done so easily to most weapons that it is necessary to ignore secondary spear tips when classifying pole arms. By the same token, a partisan could be considered a combination weapon, but since it was primarily used as a thrusting weapon, it should be classified as part of the spear family.

Polearm; Hook-Fauchard

{P=H}						
	BS	-	1d10	-		Dismount 20%
	SK	-	1d10+3	H:-1AC/1	Deflect (1)	Dismount 20%
	EX	-	1d10+6	H:-2AC/1	Deflect (1)	Dismount 25%
	MS	-	P=1d10+10	H:-2AC/2	Deflect (2)	Dismount 30%
		-	S=1d10+8			
	GM	-	P=1d8+16	H:-3AC/2	Deflect (2)	Dismount 35%
		-	S=1d8+12			

Cost:	9gp	Enc:	150cn	Size;	9'-13'

☜➤❘○ This pole arm is principally useful as a device to dismount or fell opponents. It is a normal Fauchard with its tip hook greatly elongated and curved into a sickle shape. The wielder attacks by making a sweeping motion to encompass the target with the hook of the weapon. A successful hit will have a 20% probability of dismounting or toppling (to knees or prone position) the target. This assumes that the wielder is larger than his or her opponent, or at least over *50%* of the target's height and weight.

This weapon suffers a –3 penalty for each of the following cases; if the user is a Dwarf; is attacking from behind a larger ally or barrier; an ally in front of the user is using a two-handed weapon or any weapon that is swung or thrusted backward behind the wielder, thus endangering the Polearm bearer. Those using this weapon will always lose initia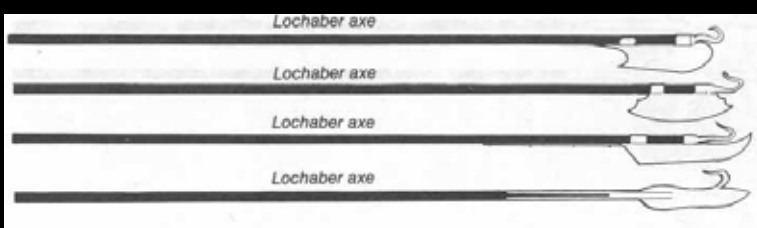tive to those not using a two-handed weapon. Any creature smaller than 4' can't use this weapon. This weapon may be set vs. charge.

There were two general forms of this combination weapon. The first followed the typical Fauchard form, with a single spike set to project from the back of the scythe blade. The second reversed the scythe blade so as to have its concave cutting edge face toward the opponent; the blade being more curved and sickle-like, and a spike tipping the pole end (or projecting from the scythe blade).

This variety of pole arms was developed to compensate for weakness of simpler weapons or to enhance already powerful ones. Technically, all pole arms with a secondary spear tip for thrusting can be considered combination weapons. However, this sort of improvement was done *so* often and could be done so easily to most weapons that it is necessary to ignore secondary spear tips when classifying pole arms. By the same token, a partisan could be considered a combination weapon, but since it was primarily used as a thrusting weapon, it should be classified as part of the spear family. This weapon is nothing more than a scythe blade backed by a heavy hook for dismounting opponents.

Polearm; Guisarme

{P=H}						
	BS	-	1d10	-	Hook	
	SK	-	1d10+2	H:-2AC/1	Hook (save-1)	+Deflect (1)
	EX	-	1d10+5	H:-2AC/2	Hook (save-2)	+Deflect (1)
	MS	-	P=1d12+9	H:-3AC/2	Hook (save-3)	+Deflect (2)
		-	S=1d10+8			
	GM	-	P=1d10+14	H:-3AC/3	Hook (save-4)	+Deflect (2)
		-	S=1d8+10			

☜➤❘○ This weapon resembles a Bill with a thin spike on the back of the blade, curving forward. This weapon may be used from behind a friend, and as thus functioning as a second line of attack. This weapon suffers a –3 penalty for each of the following cases; if the user is a Dwarf; is attacking from behind a larger ally or barrier; an ally in front of the user is using a two-handed weapon or any weapon that is swung or thrusted backward behind the wielder, thus endangering the Polearm bearer. Those using this weapon will always lose initiative to those not using a two-handed weapon. Any creature smaller than 4' can't use this weapon.
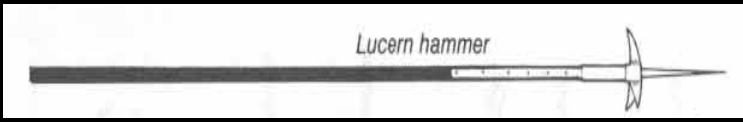
Guisarme

It seems quite likely that some outraged peasant fastened his meat cleaver to the end of a stave in order to protect himself and his family, and thereby created a weapon form, which was to be widely used in both Europe and the British Isles for several centuries. The same derivation holds true for the majority of the other pole arms that will be discussed; they are simple agricultural tools converted to a warlike use, and their form is easily distinguishable and identifiable until they become so combined and sophisticated as to prove some difficulty in easy classification. Even this latter transition is not too difficult, how- ever, if the reader is well versed in the basic forms of each basic peasant tool-cum-weapon. Medieval peasants discovered that their pruning hooks made reasonably effective pole arms. The provocation, which necessitated such development, was undoubtedly considerable, but the upshot was likely to have been as unsatisfactory as having no weapons. Pole arms of this sort, called Guisarmes, were soon modified into highly efficient combination weapons. This class includes most couteaux de breche, although some identified as such are Glaive-Guisarmes. The Guisarme was furnished with a sharp cutting edge along its convex side, probably from reverse spike to hook. The spike, of course, could be used to penetrate armor when the weapon was swung, and the curved hook provided an ample means of pulling horsemen to the ground. Deficiencies in this form of pole arm are apparent - no spear point for thrusting and only one projection for penetrating. The Guisarme was soon combined with other forms of peasant weapons to make a second generation of highly effective, all-purpose pole arms.

Polearm; Glaive

{P=H}	BS	-	1d6	-		
	SK	-	1d8+1	H:-1AC/1	Deflect (1)	+ Double Damage (20)
	EX	-	1d10+2	H:-2AC/1	Deflect (1)	+ Double Damage (19-20)
	MS	-	P=1d12+4	H:-2AC/2	Deflect (2)	+ Double Damage (18-20)
		-	S=1d10+2			
	GM	-	P=1d8+8	H:-3AC/2	Deflect (2)	+ Double Damage (17-20)
		-	S=1d8+4			

Cost:	9gp	Enc:	75cn	Size;	8'-14'

Glaive
Glaive
Glaive

This weapon has a broad, knifelike blade. This weapon may be used from behind a friend, and as thus functioning as a second line of attack. This weapon suffers a –3 penalty for each of the following cases; if the user is a Dwarf; is attacking from behind a larger ally or barrier; an ally in front of the user is using a two-handed weapon or any weapon that is swung or thrusted backward behind the wielder, thus endangering the Polearm bearer. Those using this weapon will always lose initiative to those not using a two-handed weapon. Any creature smaller than 4' can't use this weapon. This weapon may be set vs. charge.

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Glaive-fork

Having employed just about everything else, there was no reason not to add the single-edged knife at the end of a staff also. This family of arms is as small as the Fauchard family and about as efficient. The Glaive is a knife-bladed spear. It has the thrusting function of the pear and the secondary cutting function of the convex blade of the knife. The weapon was rapidly enlarged in the blade in order to give it a greater cutting function as well as a cleaving attack. As with a spear or Fauchard, however, it was not overly effective at holding opponents back, nor did it have piercing or dismounting capabilities, so modifications produced the Glaive-Fork (+20cn, +1 Damage, Deflect (1) max). The increase in the size of the blade of these weapons brought some to a point where they nearly merged with cleaver-type weapons.

Polearm; Glaive-Guisarme

{P=H}	BS	-	1d10	-		
	SK	-	1d10+3	H:-1AC/1	Deflect (1)	+ Double Damage (20)
	EX	-	1d10+6	H:-2AC/1	Deflect (1)	+ Double Damage (19-20)
	MS	-	P=1d10+10	H:-2AC/2	Deflect (2)	+ Double Damage (18-20)
		-	S=1d10+8			
	GM	-	P=1d8+16	H:-3AC/2	Deflect (2)	+ Double Damage (17-20)
		-	S=1d8+12			

Glaive-guisarme
Glaive-guisarme

This weapon has a long and small knifelike blade. This weapon may be used from behind a friend, and as thus functioning as a second line of attack. This weapon suffers a –3 penalty for each of the following cases; if the user is a Dwarf; is attacking from behind a larger ally or barrier; an ally in front of the user is using a two-handed weapon or any weapon that is swung or thrusted backward behind the wielder, thus endangering the Polearm bearer. Those using this weapon will always lose initiative to those not using a two-handed weapon. Any creature smaller than 4' can't use this weapon. This weapon may be set vs. charge.

This variety of pole arms were developed to compensate for weakness of simpler weapons or to enhance already powerful ones. Technically, all pole arms with a secondary spear tip for thrusting can be considered combination weapons. However, this sort of improvement was done *so* often and could be done so easily to most weapons that it is necessary to ignore secondary spear tips when classifying pole arms. By the same token, a partisan could be considered a combination weapon, but since it was primarily used as a thrusting weapon, it should be classified as part of the spear family. To the heavier and longer Glaive head was added a Guisarme hook to enable the wielder to jerk horsemen from their seats.

It seems quite likely that some outraged peasant fastened his meat cleaver to the end of a stave in order to protect himself and his family, and thereby created a weapon form, which was to be widely used in both Europe and the British Isles for several centuries. The same derivation holds true for the majority of the other pole arms that will be discussed; they are simple agricultural tools converted to a warlike use, and their form is easily distinguishable and identifiable until they become so combined and sophisticated as to prove some difficulty in easy classification. Even this latter transition is not too difficult, how- ever, if the reader is well versed in the basic forms of each basic peasant tool-cum-weapon. Medieval peasants discovered that their pruning hooks made reasonably effective pole arms. The provocation, which necessitated such development, was undoubtedly considerable, but the upshot was likely to have been as unsatisfactory as having no weapons. Pole arms of this sort, called Guisarmes, were soon modified into highly efficient combination weapons. This class includes most couteaux de breche, although some identified as such are Glaive-Guisarmes. The Guisarme was furnished with a sharp cutting edge along its convex side, probably from reverse spike to hook.

The spike, of course, could be used to penetrate armor when the weapon was swung, and the curved hook provided an ample means of pulling horsemen to the ground. Deficiencies in this form of pole arm are apparent - no spear point for thrusting and only one projection for penetrating. The Guisarme was soon combined with other forms of peasant weapons to make a second generation of highly effective, all-purpose pole arms.

Polearm; Halberd

{P=H}	BS	-	1d10	-	Hook + Disarm
	SK	-	1d10+2	H:-1AC/1	Hook (save-1)
	EX	-	1d10+5	H:-2AC/1	Hook (save-2)
	MS	-	P=1d8+10	H:-2AC/2	Hook (save-3)
		-	S=1d8+8		
	GM	-	P=1d6+15	H:-3AC/2	Hook (save-4)
		-	S=1d6+12		

Halberds

☛ ➤ ⸜ ◐ This weapon is both a thrusting and a chopping weapon. It has a broad axe-head with a spike on the top and a hook on the back. This weapon may be used from behind a friend, and as thus functioning as a second line of attack. This weapon suffers a –3 penalty for each of the following cases; if the user is a Dwarf; is attacking from behind a larger ally or barrier; an ally in front of the user is using a two-handed weapon or any weapon that is swung or thrusted backward behind the wielder, thus endangering the Polearm bearer. Those using this weapon will always lose initiative to those not using a two-handed weapon. Any creature smaller than 4' can't use this weapon.

This form of a pole axe is seen as a convex-headed broad axe in early examples, but the head is set at a convenient angle (considering the point where the blade is most likely to impact upon an enemy), so this alone makes it quite distinct from an ordinary long-hafted axe. The whole weapon often reached 8 feet in length. It was also always topped with a fairly long spear point and backed by a spike, which was often angled or hooked slightly downward. The spear point is, of course, designed to keep opponents at bay and deliver a thrusting attack. This proved quite useless when opposing mounted knights armed with lances (*cf.* Battle of Arbedo, 1422). The opposing spike was for penetration of heavy plate armor, with a secondary function as hook for dismounting opponents. The halberd was used extensively, particularly by the Swiss and Germans, and considerably modified and developed over the course of two centuries. Concave blades, some very pronounced, were not un- common, and some halberd heads were made smaller (as the piercing axe) in order to better penetrate armor. Many of these weapons pictured in texts on arms are not battle arms, but rather fanciful parade arms. There are examples of bills and Voulges, which are called halberds, but the discerning reader will note the differences in form, especially when keeping in mind the weapon's possible use. Accord- ing to C.W.C. Oman, the English brown bill was a halberd in all respects save the back spike

Polearm; Lochaber Axe

{P=H}	BS	-	1d10	-	Hook	+ Disarm
	SK	-	1d10+2	H:-1AC/1	Hook (save-1)	+Disarm
	EX	-	1d10+5	H:-2AC/1	Hook (save-2)	+Deflect (1) +Disarm
	MS	-	P=1d8+10	H:-2AC/2	Hook (save-3)	+Deflect (1)+Disarm+Stun
		-	S=1d8+8			
	GM	-	P=1d6+15	H:-3AC/2	Hook (save-4)	+Deflect (2)+Disarm+Stun
		-	S=1d6+12			
Cost:	8gp	Enc:	150cn	Size;	7'-13'	

Lochaber axe
Lochaber axe
Lochaber axe
Lochaber axe

☛ ➤ ⸜ ◐ This weapon has a long single-bladed heavy axe with a hook on the back pointing forward. This weapon may be used from behind a friend, and as thus functioning as a second line of attack. This weapon suffers a –3 penalty for each of the following cases; if the user is a Dwarf; is attacking from behind a larger ally or barrier; an ally in front of the user is using a two-handed weapon or any weapon that is swung or thrusted backward behind the wielder, thus endangering the Polearm bearer. Those using this weapon will always lose initiative to those not using a two-handed weapon. Any creature smaller than 4' can't use this weapon.

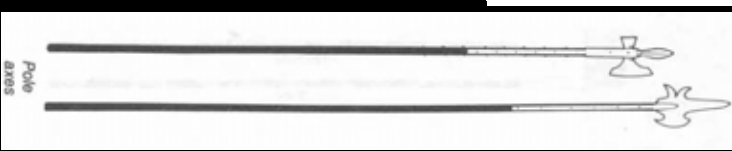It seems quite likely that some outraged peasant fastened his meat cleaver to the end of a stave in order to protect himself and his family, and thereby created a weapon form, which was to be widely used in both Europe and the British Isles for several centuries. The same derivation holds true for the majority of the other pole arms, which will be discussed; they are simple agricultural tools converted to a warlike use, and their form is easily distinguishable and identifiable until they become so combined and sophisticated as to prove some difficulty in easy classification. Even this latter transition is not too difficult, however, if the reader is well versed in the basic forms of each basic peas- ant tool-cum-weapon. in its early, crude forms this weapon is the same as a Voulge. Development of the Lochaber axe added a hook to the weapon, either as a tip or a blade backing, and in this form it is nearly identical to the Guisarme Voulge. To all intents and purposes the two forms are so nearly the same as the types of Voulges they resemble that there can be no real differentiation between them as far as function and form are concerned. Continental Europe developed the pole cleaver as the Voulge, while the Scots in the British Isles developed the same thing and called it the Lochaber axe. Both types of pole arms were developed to deliver a powerful cleaving blow, just as the pole axe family were designed to do. Both forms had secondary functions, which were aimed at keeping enemies at a distance and / or dismounting them.

Polearm;   Lucern Hammer

{P=H}						
	BS	-	1d6	-	Hook	+ Disarm
	SK	-	1d8	H:-1AC/1	Hook (save-1)	+Disarm
	EX	-	1d10+1	H:-2AC/1	Hook (save-2)	+Deflect (1) +Disarm
	MS	-	P=2d4+3	H:-2AC/2	Hook (save-3)	+Deflect (1)+Disarm+Stun
		-	S=1d8+4			
	GM	-	P=2d4+5	H:-3AC/2	Hook (save-4)	+Deflect (2)+Disarm+Stun
		-	S=1d6+6			

Cost:	8gp	Enc:	150cn	Size;	5'-11'

Lucern hammer

👆➤🖊️◉ This weapon has along single-bladed light hammer with a hook on the back pointing forward. This weapon may be used from behind a friend, and as thus functioning as a second line of attack. This weapon suffers a –3 penalty for each of the following cases; if the user is a Dwarf; is attacking from behind a larger ally or barrier; an ally in front of the user is using a two-handed weapon or any weapon that is swung or thrusted backward behind the wielder, thus endangering the Polearm bearer. Those using this weapon will always lose initiative to those not using a two-handed weapon. Any creature smaller than 4' can't use this weapon. This weapon is very similar to the halberd, but the spike on its end was generally longer than that of a halberd, and instead of an axe head the Lucern hammer featured a smaller, hammer-like head with three prongs. Evidently this function was not as efficient against armor (total AV may be deduced, so even 0 damage on a successful hit may result) as the axe blade, for the halberd amongst the ranks of the Swiss replaced it after the 14th century.

Polearm; Manscorpion Poleaxe:

[P=H]					
	BS	-	3d6	-	Attacks every other round
	SK	-	3d6+3	H:+1AC/1	Attacks every round
	EX	-	3d6+6	H: +2AC/I	Deflect (1)
					ct (1)
					ct (2)

👆➤🖊️◉ This huge Pole arm exists in Nimmur alone, but it is so heavy that a Manscorpion Warrior with basic mastery can effectively swing it only once every other round. The Nimmurian Poleaxe can be neither used with a shield nor thrown. It is a two-handed weapon. Non-Manscorpions have a -5 attack penalty when using this weapon because of its size and the way it is balanced. Manscorpion masters and Grand Masters of the Nimmurian Poleaxe are a myth. No Manscorpion is skilful enough to with the Poleaxe to reach those levels. But maybe other races (only Minotaur or Giant) could be able to use the weapon thus good (this primarily would be the Winged Minotaurs). Those using this weapon will always lose initiative to those not using a 2-handed weapon. Any creature smaller than 6' can't use this weapon. There do exist magical variants with tremendous powers like Meteor Swarm.

Polearm; Military Fork

{P=H}						
	BS	-	1d8	-		
	SK	-	2d4+1	H:-1AC/1	Deflect (1)	+ Double Damage (20)
	EX	-	2d6+3	H:-2AC/1	Deflect (1)	+ Double Damage (19-20)
	MS	-	P=2d6+5	H:-2AC/2	Deflect (2)	+ Double Damage (18-20)
		-	S=1d10+6			
	GM	-	P=2d8+8	H:-3AC/2	Deflect (2)	+ Double Damage (17-20)
		-	S=1d8+8			

Cost:	9gp	Enc:	150cn	Size;	7'-10'

Military fork
Military fork

👆➤🖊️◉ This weapon has a long and small knifelike blade. This weapon may be used from behind a friend, and as thus functioning as a second line of attack. This weapon suffers a –3 penalty for each of the following cases; if the user is a Dwarf; is attacking from behind a larger ally or barrier; an ally in front of the user is using a two-handed weapon or any weapon that is swung or thrusted backward behind the wielder, thus endangering the Polearm 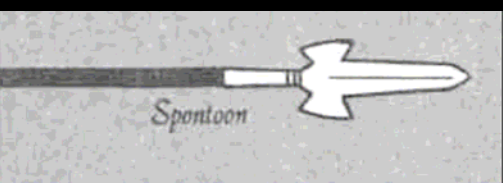bearer. Those using this weapon will always lose initiative to those not using a two-handed weapon. Any creature smaller than 4' can't use this weapon. This weapon may be set vs. charge.

The lowly hayfork was straightened and strengthened to provide a very potent weapon, the military fork. This pole arm had two efficient piercing points, for holding off an enemy, and sometimes a shorter third tine in the crotch of the fork, so that opponents were channeled into a third attack. The major drawback to this pole arm was its lack of effective penetrating power with respect to heavily armored targets. The fork principle was soon combined with other pole arms to form very efficient tools of war.

Polearm; Partizan

{P=H}					
	BS	-	1d6	-	Disarm
	SK	-	1d8+2	H:-2AC/1	Disarm +Deflect (1)
	EX	-	1d10+3	H:-2AC/2	Disarm +Deflect (1)
	MS	-	P=1d12+4	H:-3AC/2	Disarm +Deflect (2)
		-	S=1d10+3		
	GM	-	P=1d10+5	H:-3AC/3	Disarm +Deflect (2)
		-	S=1d8+6		

Cost:	7gp	Enc:	110cn	Size;	7'-11'

☞➤ \ ○ This weapon has a broad spearhead with two hooks at the base, pointing forward. This weapon may be used from behind a friend, and as thus functioning as a second line of attack. This weapon suffers a –3 penalty for each of the following cases; if the user is a Dwarf; is attacking from behind a larger ally or barrier; an ally in front of the user is using a two-handed weapon or any weapon that is swung or thrusted backward behind the wielder, thus endangering the Polearm bearer. Those using this weapon will always lose initiative to those not using a two-handed weapon. Any creature smaller than 4' can't use this weapon. This weapon may be set vs. charge. This form of pole arm is basically a spear - often with an ox tongue blade - to which a pair of small axe heads were added below the dagger blade. To the thrusting stab of the spear was added the defensive use of the side axe blades and their cutting / penetrating potential. Later versions of the partisan yielded a gradual change in the axe blades, *so* that they became almost unrecognizable as such. Typical of this is the Bohemian Earspoon, a form of partisan where the axes have been changed to serve as piercing spikes (primarily to be used against plate armor) with a Ranseur-like function. It is very common to see confusion between Spetum, Ranseur, and partisans. This especially holds true of late-period partisans, where there are additions to the side blades of Spetum-like projections and Ranseur-like gaps for trapping opponent weapons. Thus, the spear family is composed of the spear proper; the long spear, or pike; the Spetum; the Ranseur; and the partisan. All weapons in this class are basically daggers atop a sturdy pole, with trimmings added to make the weapon more efficient in one way or another.

Polearm; Pike / Awl pike

{P=H}					
	BS	-	1d6	-	-
	SK	-	1d8+1	H:-2AC/1	Deflect (1)
	EX	-	2d6+5	H:-2AC/2	Deflect (1)
	MS	-	P=2d6+7	H:-3AC/2	Deflect (2)
		-	S=1d10+4		
	GM	-	P=2d6+10	H:-3AC/3	Deflect (2)
		-	S=1d8+6		

Cost:	3gp	Enc:	80cn	Size;	12'-18'

☞➤ \ ○ This thrusting weapon (essentially an extra-long spear) has a short sharp spearhead on the end of a very long pole (12-18'). This weapon may be used from behind a friend, and as thus functioning as a second line of attack. It is very easy to learn in groups. A lot of commoners can become Pikeman in week training. (Becoming basic mastery). This weapon suffers a –3 penalty for each of the following cases; if the user is a Dwarf; is attacking from behind a larger ally or barrier; an ally in front of the user is using a two-handed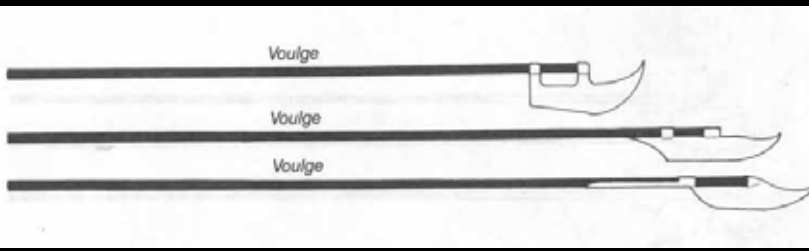 weapon or any weapon that is swung or thrusted backward behind the wielder, 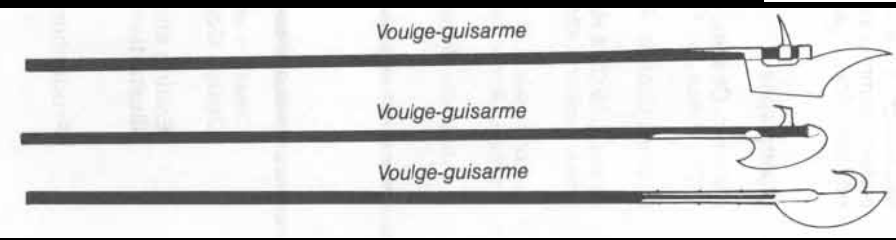thus endangering the Polearm bearer. Those using this weapon will always lose initiative to those not using a two-handed weapon. Any creature smaller than 4' can't use this weapon. This weapon may be set vs. a charge. The 2nd attack must be in line with the wielder and the primary target.

Although there is no set rule, any spear with a shaft of 12' or longer is considered to be a pike. The pike is designed to deliver a thrusting attack at an opponent at long range, and its great length was used to keep him there, as the weapon was always used in mass. One of the most common form of pike is the awl pike, a strictly piercing weapon, although there are many other forms of blades which were used. Swiss and German pikes were fashioned so that metal protected the wooden shaft up to 2 feet from the head, so that an enemy could not easily lop the blade off and make the weapon useless.

Polearm; Poleaxe

{P=H}					
	BS	-	1d10	-	-
	SK	-	1d10+3	H:-1AC/1	Deflect (1)
	EX	-	1d10+6	H:-2AC/1	Deflect (1)
	MS	-	P=1d10+10	H:-2AC/2	Deflect (2)
		-	S=1d10+8		
	GM	-	P=1d8+16	H:-3AC/2	Deflect (2)
		-	S=1d8+12		

Cost:	5gp	Enc:	120cn	Size;	5'-15'

☞➤ \ ○ This chopping weapon has a small axe-head attached to a pole of varying length (5'-15'). It is essentially an extra-long battle-axe. This weapon may be used from behind a friend, and as thus functioning as a second line of attack. This weapon suffers a –3 penalty for each of the following cases; if the user is a Dwarf; is attacking from behind a larger ally or barrier; an ally in front of the user is using a two-handed weapon or any weapon that is swung or thrusted backward behind the wielder, thus endangering the Polearm bearer. Those using this weapon will always lose initiative to those not using a two-handed weapon. Any creature smaller than 4' can't use this weapon. The axe took many forms and was combined with many basic forms of weapon to make a prolific family, but some of the pole arms bearing the name do not really belong to the genre. The axe has two basic head forms, broad and narrow. The latter form is usually thicker than the other, in order to give it the necessary weight. A related form of the axe is the cleaver, a butchering tool that was adapted for military use also. Many pole arms in the axe and cleaver families also had spear points to provide some secondary thrusting capability, but again the primary use of the weapons of these types was chopping at one's opponent rather than thrusting toward him. Strictly speaking, a

Poleaxe is nothing more than an axe head of any sort set upon a long haft in order to deliver an earlier and more forceful blow. It can be double-bitted, backed by a spike, and / or topped off with a dagger (spear) point, but it is still recognizable as an axe.

Polearm; Ranseur

{P=H}	BS	-	2d4	-	Hook	
	SK	-	2d4+2	H:-1AC/1	Hook (save-1)	+Disarm
	EX	-	2d4+5	H:-2AC/1	Hook (save-2)	+Deflect (1) +Disarm
	MS	-	P=1d8+8	H:-2AC/2	Hook (save-3)	+Deflect (1) +Disarm
		-	S=1d8+6			
	GM	-	P=1d6+10	H:-3AC/2	Hook (save-4)	+Deflect (2) +Disarm
		-	S=1d6+8			

Ranseur

This weapon has a short, sharp pike flanked by two short, curved blades at its base. This weapon may be used from behind a friend, and as thus functioning as a second line of attack. This weapon suffers a –3 penalty for each of the following cases; if the user is a Dwarf; is attacking from behind a larger ally or barrier; an ally in front of the user is using a two-handed weapon or any weapon that is swung or thrusted backward behind the wielder, thus endangering the Polearm bearer. Those using this weapon will always lose initiative to those not using a two-handed weapon. Any creature smaller than 4' can't use this weapon. This weapon may be set vs. charge.

We now come to the many specialized and combination forms of the dagger on a stick. This is not to say that all pole arms equipped with a spear head (dagger) should be considered as spears or variations thereof. To the contrary, this is an error all too common amongst writers treating pole arms, identifying the weapon by a secondary rather than a primary function, and losing all sense of what the weapon was for (as will be demonstrated later). The primary function of a spear is thrusting; thus, the specialized and combination pole arms belonging in the spear family should be primarily used as thrusting weapons. At first glance, a Ranseur appears to be a form of Spetum, or vice versa, but the purpose of the design of the former weapon is more complex than that of the latter. A Ramseur's secondary blades are backward-hooking projections set well below the large central blade. The spearing function of the weapon is apparent, and the deflection includes the trapping of opponent weapons in the space below the main blade, where a twist of the shaft would apply pressure from it or the secondary projections to either break the caught weapon or dis- arm its wielder. Additionally, the side projections provide both a means of holding an opponent at long range or of pulling mounted opponents off their horse. Similar weapons (or synonymous names) are chauve souris, ransom, rhonca, roncie, and runka.

Polearm; Spetum

{P=H}	BS	-	1d6+1	-	Disarm
	SK	-	1d8+1	H:-1AC/1	Deflect (1)+Disarm
	EX	-	1d10+1	H:-2AC/1	Deflect (1) +Disarm
	MS	-	P=1d12+3	H:-2AC/2	Deflect (2) +Disarm
		-	S=1d10+2		
	GM	-	P=2d6+5	H:-3AC/2	Deflect (2) +Disarm
		-	S=1d8+4		

Cost:	11gp	Enc:	140cn	Size;	8'-13'

The Spetum has a long spike with two sharp curved blades forming a trident shape. This weapon may be used from behind a friend, and as thus functioning as a second line of attack. This weapon suffers a –3 penalty for each of the following cases; if the user is a Dwarf; is attacking from behind a larger ally or barrier; an ally in front of the user is using a two-handed weapon or any weapon that is swung or thrusted backward behind the wielder, thus endangering the Polearm bearer. Those using this weapon will always lose initiative to those not using a two-handed weapon. Any creature smaller than 4' can't use this weapon. This weapon may be set vs. charge.

Spetum
Spetum
Spetum
Spetum

We now come to the many specialized and combination forms of the dagger on a stick. This is not to say that all pole arms equipped with a spear head (dagger) should be considered as spears or variations thereof. To the contrary, this is an error all too common amongst writers treating pole arms, identifying the weapon by a secondary rather than a primary function, and losing all sense of what the weapon was for (as will be demonstrated later). The primary function of a spear is thrusting; thus, the specialized and combination pole arms belonging in the spear family should be primarily used as thrusting weapons. The Spetum was probably designed to increase both offensive and defensive capabilities of a normal spear. To a sharp, tapering point two blades which point forward at about 450 are added to provide secondary attack modes, deflect opponents' weapons, and catch and hold opponents at a distance if penetration with one of the blades is not achieved. Weapons in this same class are the various corseques or korsekes.

Polearm; Spontoon

{P=H}	BS	-	1d6	-	Set
	SK	-	1d6+2	-	Set + Double Damage (20)
	EX	-	2d4+2	-	Set+Stun+Deflect(1)+DoubleDamage (19-20)
	MS	-	2d4+4	-	Set+Stun+Deflect(1)+DoubleDamage (18-20)
	GM	-	2d4+6	-	Set+Stun+Deflect(2)+DoubleDamage(17-20)

Cost:	7gp	Enc:	150cn	Size;	7'-11'

The Spontoon has an elaborate blade, possibly wavy or with flares. This weapon may be used from behind a friend, and as thus functioning as a second line of attack. This weapon suffers a –3 penalty for each of the following cases; if the user is a Dwarf; is attacking from behind a larger ally or barrier; an ally in front of the user is using a two-handed weapon or any weapon that is swung or thrusted backward behind the wielder, thus endangering the Polearm bearer. Those using this weapon will always lose initiative to those not using a

Spontoon

two-handed weapon. Any creature smaller than 4' can't use this weapon. This weapon may be set vs. charge.

Polearm;Voulge

{P=H}	BS	-	1d10+2		
	SK	-	1d10+5	H:-1AC/1	Deflect (1) + Double Damage (20)
	EX	-	1d10+8	H:-2AC/1	Deflect (1) + Double Damage (19-20)
	MS	-	P=1d10+12	H:-2AC/2	Deflect (2) + Double Damage (18-20)
		-	S=1d10+10		
	GM	-	P=1d8+18	H:-3AC/2	Deflect (2) + Double Damage (17-20)
		-	S=1d8+14		
Cost:	7gp	Enc:	125cn	Size;	8'-15'

The Voulge has a large heavy broad blade like a cleaver. This weapon may be used from behind a friend, and as thus functioning as a second line of attack. This weapon suffers a –3 penalty for each of the following cases; if the user is a Dwarf; is attacking from behind a larger ally or barrier; an ally in front of the user is using a two-handed weapon or any weapon that is swung or thrusted backward behind the wielder, thus endangering the Polearm bearer. Any Creature smaller than 4' can't use this weapon.

It seems quite likely that some outraged peasant fastened his meat cleaver to the end of a stave in order to protect himself and his family, and thereby created a weapon form, which was to be widely used in both Europe and the British Isles for several centuries. The same derivation holds true for the majority of the other pole arms, which will be discussed; they are simple agricultural tools converted to a warlike use, and their form is easily distinguishable and identifiable until they become so combined and sophisticated as to prove some difficulty in easy classification. Even this latter transition is not too difficult, however, if the reader is well versed in the basic forms of each basic peas- ant tool-cum-weapon. Place a hefty cleaver at the end of a long, stout shaft, and the leverage that the pole gives the wielder will enable him to cleave through armor. The Voulge has no provision to keep the enemy at a distance in its simple form, but if the top front or back edge is ground down so as to provide a pointed or dagger-like tip, the weapon assumes a more complete form. The Voulge was sometimes backed with a spike or hooked spike to make a crude Voulge-Guisarme, a combination-form weapon, which will be discussed later.

Polearm;   Voulge-Guisarme

{P=H}	BS	-	1d10	-		
	SK	-	1d10+3	H:-1AC/1	Deflect (1)	+ Double Damage (20)
	EX	-	1d10+6	H:-2AC/1	Deflect (1)	+ Double Damage (19-20)
	MS	-	P=1d10+10	H:-2AC/2	Deflect (2)	+ Double Damage (18-20)
		-	S=1d10+8			
	GM	-	P=1d8+16	H:-3AC/2	Deflect (2)	+ Double Damage (17-20)
		-	S=1d8+12			
Cost:	9gp	Enc:	150cn	Size;	9'-13'	

This weapon has a long and small knifelike blade. This weapon may be used from behind a friend, and as thus functioning as a second line of attack. This weapon suffers a –3 penalty for each of the following cases; if the user is a Dwarf; is attacking from behind a larger ally or barrier; an ally in front of the user is using a two-handed weapon or any weapon that is swung or thrusted backward behind the wielder, thus endangering the Polearm bearer. Those using this weapon will always lose initiative to those not using a two-handed weapon. Any creature smaller than 4' can't use this weapon. This weapon may be set vs. charge. This variety of pole arms were developed to compensate for weakness of simpler weapons or to enhance already powerful ones. Technically, all pole arms with a secondary spear tip for thrusting can be considered combination weapons. However, this sort of improvement was done *so* often and could be done so easily to most weapons that it is necessary to ignore secondary spear tips when classifying pole arms. By the same token, a partisan could be considered a combination weapon, but since it was primarily used as a thrusting weapon, it should be classified as part of the spear family. This pole arm is similar to the Lochaber axe, but the hook is formed from the blade of the Voulge itself, not added separately. Guisarme-Voulge featured the pointed tip or spike so as to make the weapon as all-purpose as possible

Shield Weapons

Shield, Horned				
{P=A}	BS	-	1d2	A:-1AC/1 Second Attack
	SK	-	2d2	A:-1AC/1 Second Attack
	EX	-	1d4+1	A:-1AC/2 Second Attack
	MS	-	P=1d4+3	A:-1AC/4 Second Attack
		-	S=1d6+1	
	GM	-	P=1d4+5	A:-1AC/6 Second Attack
		-	S=1d6+2	
Cost:	15gp	Enc:	20cn	

☞ \ •   The Horned Shield is one foot round buckler shield (AC1) that is strapped at one arm rather than held. A single spike projects from its center the shield is very durable and will normally not break.

Spiked Wooden Shield

Shield, Knife				
{P=A}	BS	-	1d4+1	A:-1AC Second Attack + breaks
	SK	-	1d6+1	A:-1AC Second Attack + breaks
	EX	-	2d4+1	A:-2AC Second Attack + breaks
	MS	-	P=3d4	A:-2AC Second Attack + breaks
		-	S=2d4+2	
	GM	-	P=4d4	A:-2AC Second Attack + breaks
		-	S=3d4+1	
Cost:	65gp	Enc:	70cn	

☞ \ •   The Knife Shield is a small buckler (AC1) equipped with one or two blades protruding from its sides. This weapon combines a shield with weapon blades. Though awkward and prone to breaking, a shield weapon can provide a second attack when used with a one-handed weapon. Only Fighters, Thieves, DemiHumans and Humanoids can use this weapon. The weapon may break during battle. Check for breakage during battle when the user or attacker rolls exact what is needed to hit. Each time a Breakage occurs, one of the Blades breaks off. The chance that a weapon breaks is 1-5 on 10. Magical shields may add their bonus to the weapon, while a magical weapon striking it will subtract their bonus from the roll.

Shield, Sword				
{P=A}	BS	-	1d4+2	A:-1AC/2 Second Attack + breaks
	SK	-	1d6+3	A:-1AC/2 Second Attack + breaks
	EX	-	1d6+4	A:-2AC/3 Second Attack + breaks
	MS	-	P=1d6+7	A:-2AC/3 Second Attack + breaks
	-		S=1d4+7	
	GM	-	P=1d6+9	A:-3AC/4 Second Attack + breaks
		-	S=1d4+9	
Cost:	200gp	Enc:	185cn	

☞ \ ○   The Sword shield is a medium sized shield (AC2) with one or two sword or spear blades projecting from the sides if round or ends if oblong. This weapon combines a shield with weapon blades. Though awkward and prone to breaking, a shield weapon can provide a second attack when used with a one-handed weapon. Only Fighters, Thieves, Demi-Humans and Humanoids can use this weapon. The weapon may break during battle. Check for breakage during battle when the user or attacker rolls exact what is needed to hit. Each time a Breakage occurs one of the Blades breaks off. The chance that a weapon breaks is 1-5 on 10. Magical shields may add their bonus to the weapon, while a magical weapon striking it will subtract their bonus from the roll. This weapon may be set vs. a charge.

Shield, Tusked				
{P=A}	BS	-	1d4+1	A:-1AC Two Attacks + breaks
	SK	-	1d6+2	A:-2AC Two Attacks + breaks
	EX	-	2d4+2	A:-2AC Two Attacks + breaks
	MS	-	P=2d4+2	A:-3AC Two Attacks + breaks
		-	S=1d6+5	
	GM	-	P=2d4+6	A:-3AC Two Attacks + breaks
		-	S=1d8+5	
Cost:	200gp	Enc:	275cn	

☞☞ \ ○ The Tusked shield is a Large shield (AC3) with one to four short blades protruding from its sides. It may have a central spike. Due to its size the weapon requires two hands to use (even with a Strength of 18+) and can't be used with an additional weapon or another shield. Those using this weapon will always lose initiative to those not using a two-this weapon. This weapon and prone to breaking, a shield one-handed weapon. Only this weapon. The weapon may

Large Metal Shield

handed weapon. Any creature smaller than 4' can't use combines a shield with weapon blades. Though awkward weapon can provide a second attack when used with a Fighters, Thieves, DemiHumans and Humanoids can use break during battle. Check for breakage during battle when the user or attacker rolls exact what is needed to hit. Each time a breakage occurs one of the blades breaks off. The chance that a weapon breaks is 1-5 on 10. Magical shields may add their bonus to the weapon, while a magical weapon striking it will subtract their bonus from the roll.

{P=H}	BS	-	1d10+1	-	Disarm
	SK	-	1d12	H:-2AC/1	Disarm
	EX	-	3d6	H:-3AC/1	Disarm
	MS	-	P=2d12+2	H:-4AC/2	Disarm
		-	S=1d10+2		
	GM	-	P=3d8+2	H:-5AC/2	Disarm
		-	S=1d8+4		

Cost:	11gp	Enc:	140cn	Size;	8'-13'

Scythe

☞➳↘ ◐ The Scythe is a large half-curved blade attached to a opposed curved and handled staff. The weapon was originally a grass/weed cutting tool, but was already early used by Nithian warriors under their Thanatos Clergy as a tool to behead their enemies and captured victims that the Thanatons clergy took this weapon as their Holy Symbol. The weapon has a great handicap, though; it be used only in one swing direction, while is has a wide reach. It must be lifted, and heaved to retarget. Therefor it has a –2 on its initiatives on all following attacks (this not the initial—first— attack), and thus a –2 on the users AC that very moment (thus all initiatives following the initial attacks except the rolled one –2.).Any secondary attack gained through weapon mastery is always a target that can be hit in the same swing only. The wearer must have a 16+ in strength to be able to hit without the standard initiative penalty of –6 (act last in the round).

Staff / Quarterstaff

{P=A}	BS	-	1d6	-	-
	SK	-	1d6+2	A:-1AC/2	Deflect (1)
	EX	-	1d8+2	A:-2AC/2	Deflect (2)
	MS	-	P=1d8+5	A:-3AC/3	Deflect (3)
		-	S=1d6+4		
	GM	-	P=1d8+7	A:-4AC/4	Deflect (4)
		-	S=1d6+12		

Cost:	5gp	Enc:	40cn		

Quarterstaff

☞➳↘ O This is a 2" thick staff, 4-6' long, possibly with iron-loaded ends, or branched end. Sometimes (like with wizard staff's they are decorated heavily with shapes, stones, metals or other strange patterns, or materials. Those using this weapon will always lose initiative to those not using a two-handed weapon. Any creature smaller than 4' can't use this weapon. Any character class may use the staff. This weapon can often be easily created from young trees.

Staff-Bow, used in melee

{P=A}	BS	-	1d4	-	-
	SK	-	1d4+2	A:-1AC/2	Deflect (1)
	EX	-	1d6+2	A:-2AC/2	Deflect (2)
	MS	-	P=1d6+5	A:-3AC/3	Deflect (3)
		-	S=1d4+4		
	GM	-	P=1d6+7	A:-4AC/4	Deflect (4)
		-	S=1d4+12		

Cost:	15gp	Enc:	40cn		

Quarterstaff

☞➳↘ O This is a 1.5" thick staff, 4-6' long and is an innovative weapon of the Nithian. It was first designed by the peasant class ages ago, but is now used by the populace at large. It is therefor unknown in the Outer World, as it has its roots in the **Hollow World only.** When unstrung, a staff-bow is a straight heavy staff that can be used in melee. The string either detached altogether, or tightly coiled around one end. When strung, it functions as a rather stiff, hard pulling bow. Due to its shape it has severe range penalties, but tales have been told of magical staff bows that are as good or better as the common longbows, and may perform as a staff of striking. Only wood with the special properties of resilience and flexibility will suffice and most simple staves don't qualify. Those using this weapon will always lose initiative to those not using a two-handed weapon. Any creature smaller than 4' can't use this weapon.

Sword, Bastard			Used one-handed	
{P=H}	BS	-	1d6+1	-	-
	SK	-	1d6+3	H;-1AC/1	-
	EX	-	1d6+5	H;-2AC/2	Deflect(1)
	MS	-	P=1d8+8	H;-3AC/2	Deflect(1)
			S=1d6+7		
	GM	-	P=1d8+10	H;-4AC/3	Deflect(2)
			S=1d6+8		
Cost:	15gp	Enc:	80cn		

☞✿↘◉ This popular weapon is similar to a normal sword, but has a longer blade and a hilt nearly as long as that of a Two-handed Sword; the overall length may be from 3.5' to 4.5'. This sword may be used one or two-handed, but needs a separate weapon mastery for each use (as two-hand use can be thrown it is found under rarely thrown weapons). When using a Shield one must first discard the shield before one can use this weapon two-handed. Creatures smaller than 4' can't use the Bastard Sword.

Sword, Kopesh, short				
{P=H}	BS	-	1d6	-	-
	SK	-	2d4	H;-1AC/1	-
	EX	-	1d6+5	H;-2AC/2	Deflect(1)
	MS	-	P=1d8+8	H;-3AC/2	Deflect(1)
			S=1d6+7		
	GM	-	P=1d8+10	H;-4AC/3	Deflect(2)
			S=1d6+8		
Cost:	15gp	Enc:	80cn		

☞➤↘O This weapon is the short type of Nithian swords. It is similar to a short sword but much longer and heavier, usually being 2.5' to 3.5' long. It's a strange looking weapon with a blade that looks like a normal question mark. It's nearly non-functional in the hands of foreigners. A person must train for years to perform all the strange stances and swings associated with the mighty Kopesh. Those using this weapon in a two-handed way will always initiative to those not using a two-handed weapon. This weapon may be thrown, the second attack at higher skill rankings maybe by throwing the weapon. This weapon is only used in the Hollow World, even if it had its ancient origin in Outer World Nithia 1800 BC. Thus it can sometimes be found (especially magical ones—as they are more resistant against the destructions caused by the passage of time), but near to body uses the weapon, nor has attained any mastery in it, in the Outer World.

Sword, Kopesh, used Two-Handed				
{P=M}	BS	-	1d10	- -	
	SK	-	1d10+2	- Stun + Deflect (1)	
	EX	-	1d10+5	- Stun + Deflect (2)	
	MS	-	P=1d8+10	- Stun + Deflect (2)	
		-	S=1d8+8		
	GM	-	P=1d6+15	- Stun + Deflect (3)	
		-	S=1d6+12		

Sword, Kopesh, used one-Handed				
{P=H}	BS	-	1d6+1	-	-
	SK	-	1d6+3	H;-1AC/1	-
	EX	-	1d6+5	H;-2AC/2	Deflect(1)
	MS	-	P=1d8+8	H;-3AC/2	Deflect(1)
			S=1d6+7		
	GM	-	P=1d8+10	H;-4AC/3	Deflect(2)
			S=1d6+8		
Cost:	25gp	Enc:	100cn		

☞➤↘◉ This weapon is the largest type of Nithian swords. It is similar to a normal sword but much longer and heavier, usually being 4.5' to 5.5' long. It's a strange looking weapon with a blade that looks like a normal question mark. It's nearly non-functional in the hands of foreigners. A person must train for years to perform all the strange stances and swings associated with the mighty Kopesh. Those using this weapon in a two-handed way will always lose initiative to those not using a two-handed weapon. Any creature smaller than 4' can't use this weapon, either two-handed or single-handed. This weapon is only used in the Hollow World, even if it had its ancient origin in Outer World Nithia 1800 BC. Thus it can sometimes be found (especially

Khopesh Sword

magical ones—as they are more resistant against the destructions caused by the passage of time), but near to body uses the weapon, nor has attained any mastery in it, in the Outer World.

Sword, Two-Handed

{P=M}	BS	-	1d10	-	-
	SK	-	1d10+2	-	Stun + Deflect (1)
	EX	-	1d10+5	-	Stun + Deflect (2)
	MS	-	P=1d8+10	-	Stun + Deflect (2)
		-	S=1d8+8		
	GM	-	P=1d6+15	-	Stun + Deflect (3)
		-	S=1d6+12		

☞➴❵❍ This weapon, also called the Great Sword or Claymore, is the largest type of swords. It is similar to a normal sword but much longer, usually being 4.5' to 6.5' long. Those using this weapon will always lose initiative to those not using a two-handed weapon. Any creature smaller than 4' can't use this weapon. This is the legendary sword of stories, capable of bringing great damages, often enchanted, and mostly known under their own name. The wearer / user will be able to get renown and fame by using such a weapon. The weapon is however, awkward, cumbersome and of great length. It can only be worn with a back-scabbard, which thus used prevents the usage of any other back-worn equipment (like backpack, sacks, bow, et.). It also will hinder the user in tight passages, undergrowth and forests (MV x75%).

Sword Staff

{P=H}	BS	-	1d8	-	-
	SK	-	1d8+3	H:-1AC/1	Deflect (1)
	EX	-	1d8+6	H:-2AC/1	Deflect (1)
	MS	-	P=1d8+10	H:-2AC/2	Deflect (2)
		-	S=1d8+8		
	GM	-	P=1d8+16	H:-3AC/2	Deflect (2)
		-	S=1d8+12		

Cost:	4gp	Enc:	100cn	

Sword
Staff

☞➴❵❍ This Nithian chopping weapon has a small sword blade attached to a pole of varying length (5'-15'). It is essentially an extra-long normal sword. This weapon may be used from behind a friend, and as thus functioning as a second line of attack. This weapon suffers a –3 penalty for each of the following cases; if the user is a Dwarf; is attacking from behind a larger ally or barrier; an ally in front of the user is using a two-handed weapon or any weapon that is swung or thrusted backward behind the wielder, thus endangering the Sword staff bearer Those using this weapon will always lose initiative to those not using a two-handed weapon. Any creature smaller than 4' can't use this weapon. This weapon is only used in the Hollow World, even if it had its ancient origin in Outer World Nithia 1800 BC. Thus it can sometimes be found (especially magical ones—as they are more resistant against the destructions caused by the passage of time), but near to body uses the weapon, nor has attained any mastery in it, in the Outer World.

Whip

{P=M}							
	BS	-	1d2	-	Entangle	(Save-0)	
	SK	-	1D4	M:-2AC/2	Entangle	(Save-1)	
	EX	-	1D4+2	M:-3AC/3	Entangle	(Save-2)	
	MS	-	P=1d4+3	M:-4AC/3	Entangle	(Save-3)	
		-	S=1d3+2				
	GM	-	P=1d4+5	H:-4AC/4	Entangle	(Save-4)	
		-	S=1d3+3				

Cost:	1gp/ft	Enc:	10cn/ft				
Victim's level/HD	0/1	1+/3	3+/6	6+/9	9+/12	12+/16	16+
Bonus to save DR	0	+1	+2	+3	+4	+5	+5
Basic/Skilled Effect	Entangle	Entangle	Slow	Slow			

☛✪⟍○ The Whip is a long braided leather strap with handle. It may be 5'-30' long. It is a hand-to-hand weapon and may be either used to cause damage or to entangle. (Declare before making an attack roll). This weapon is not very useful except as tactical device. A Thief or other character that wants to help a front-line Fighter while not actually engaging in melee often uses it. A Whip can only entangle material creatures, but they will suffer damage as normal.

The whip is a dangerous weapon only in the hands of a highly skilled and well-trained user. To inflict damage, the whip must contact exposed (no AV available), or lightly covered, flesh. Heavy clothing or thick hair / fur will be of considerable protection until torn away by repeated lashing. (Thick hide, such as that of an elephant, rhinoceros, or hippopotamus, will allow a slight sting at best, with no real damage inflicted.) Heavily scaled or otherwise protected opponents will not even feel the lash of a heavy leather whip, even with a weighted tip. However, the whip also has another use. It can entangle an opponent's limb(s) or weapon. Any hit scored on an opponent means that an entanglement of some sort will occur. If the whip is in non-proficient hands, the chance is only 5%. In proficient hands, there is a chance per level of the victim for entanglement, but only at the wielder's option. This effect will be different per Level or HD the wielder is lower than the victim. The entanglement will be one limb (0-50%), two limbs (51-60%), the weapon arm and weapon (61-80%), or the head (81-00%, or 61-00% in the case of an opponent not using a weapon). One-limb entanglement indicates no effective attack for 10 segments. Two-limb entanglement indicates the same, with a 25% chance that the opponent will be kneeling or prone for that period and must thereafter recover its feet. A hit on the weapon arm / weapon indicates no effective attack and a 10% chance that the weapon will be lost. (If the weapon is edged, there is a 50% chance that the whip will be severed and useless instead.) A neck hit indicates the opponent can make no effective attack, and additional choking damage will be scored if the opponent has no throat protection such as thick hide, heavy leather, armor, mane-like fur or hair, etc. A proficient wielder can disentangle the whip by rolling his or her dexterity or less on 1d20. Otherwise, the whip remains entangled until it is broken or severed, or until the wielder pulls it loose, or until the opponent does so (the chance of this last occurrence is 5% + 1% per point of strength of the victim). Sometimes whips are used with small thorn or blades. These will double the damage done (including choking—bleeding damage), and reduce the chance of freeing oneself (SV DR) by –1.

War Claws

[P=M]						
	BS	-	1d4	—	-	No off-hand penalty
	SK	-	1d6	M: + 1AC/2	Double damage* (20)+	No off-hand penalty
	EX	-	1d8	M: + 2AC/3	Double damage* (19-20)	No off-hand penalty
	MS	-	P: 1d10 + 1 S: 1d8+1	M: + 3AC13	Double damage* (18-20)	No off-hand penalty
	GM	-	P: 1d12+2 S: 1d10+	M: + 4AC14	Double damage* (17-20)	No off-hand penalty

Cost;	12gp 120gp(silver) 36gp (Red Steel)	Enc;	20 cn 10cn(Red Steel)	

The war claws can neither be used with a shield nor thrown. They usually come in a set of two. Both war claws should be used in order to benefit from all the advantages listed here. These are steel claws that increase the damage of natural claws to 1d4 hp <u>each.</u> Mostly only Rakasta's or Ninja's make use of this rare weapon.

Hand-Held Weapons Rarely Thrown.

Axe, Battle, Dwarven war

{P=M}				
	BS	-	1d8	-	-
	SK	-	1d8+2	M;-2AC/2	Delay
	EX	-/5/10	1d8+4	M;-3AC/2	Delay
	MS	-/5/10	P=1d8+8	M;-3AC/3	Delay + Stun
			S=1d8+6		
	GM	5/10/15	P=1d10+10	M;-4AC/4	Delay + Stun
			S=1d8+8		

⇐→⍀○ This is a large one- or two-bladed chopping head fixed upon a long (3'-5') wooden shaft. This is a two-handed weapon. Those using this weapon will always lose initiative to those not using a two-handed weapon. Any creature smaller than 4' can't use this weapon. This weapon may be thrown, the second attack at higher skill rankings maybe by throwing the weapon. The blade of the Dwarven variety is mostly larger and elaborately decorated, while the shaft is 1' to 2' shorter than the human average.

Dwarven Waraxe

Battleaxe

Axe, Great

{P=M}				
	BS	-	1d10	-	-
	SK	-	1d10+1	M;-2AC/2	Delay
	EX	-	1d10+2	M;-3AC/2	Delay
	MS	-	P=1d8+6	M;-3AC/3	Delay + Stun
			S=1d8+4		
	GM	-/5/10	P=1d10+6	M;-4AC/4	Delay + Stun
			S=1d8+6		
Cost:	20gp	Enc:	90cn	Size;	2'-4'

⇐→⍀○ This is a very large two-bladed chopping head fixed upon a wooden shaft. This is a two-handed weapon. Those using this weapon will always lose initiative to those not using a two-handed weapon. Any creature smaller than 4' can't use this weapon. This weapon may be thrown, the second attack at higher skill rankings maybe by throwing the weapon.

Greataxe

Axe, Orc Double

{P=M}				
	BS	-	1d8	-	-
	SK	-	1d8+2	M;-3AC/4	Delay
	EX	-	1d8+4	M;-4AC/4	Delay
	MS	-	P=1d8+8	M;-5AC/4	Delay
			S=1d8+6		
	GM	-/-/5	P=1d10+10	M;-6AC/4	Delay
			S=1d8+8		
Cost:	75gp	Enc:	150cn	Size;	4'-5'

⇐→⍀○ This is a very large two-bladed two-headed chopping head fixed upon a long (3'-5') wooden shaft. This is a two-handed weapon. Those using this weapon will always lose initiative to those not using a two-handed weapon. This weapon can't be used if hasted or speeded, but each next round will be 1 initiative segment faster, unless hitting the target. Any creature smaller than 4' can't use this weapon. This weapon may be thrown, the second attack at higher skill rankings maybe by throwing the weapon. The Orc tribes of King Thar only use this weapon.

Orc Double Axe

Handaxe

{P=M}					
	BS	-	1d4	-	-
	SK	-	1d6+1	A;-1AC/2	Deflect (1)
	EX	-/15/25	1d6+3	A;-2AC/2	Deflect (1)
	MS	-/15/25	P=1d6+5	A;-3AC/3	Deflect (2)
			S=1d4+5		
	GM	10/25/40	P=1d6+6	A;-4AC/4	Deflect (2)
			S=1d4+6		
Cost:	3gp	Enc:	50cn		

Greatclub

☞✪⑃• This is a simple, blunt piece of wood or bone used to batter opponents. +1 damage if it is made of steel or stone. +1 damage if it is spiked. Any mastery in the Club also gives mastery with the Torch. This weapon may be thrown, the second attack at higher skill rankings maybe by throwing the weapon. Any stick of appropriate size will suffice as a club, if to long it will be a staff, if too small if will be no more than an object in hand (see unarmed combat). A giant using a tree will be actually using an awkwardly balanced club of giant size. This is together with the tossed stone; the first weapon in existence, so any culture will know it, even when evolved further. A club may be set aflame and then it becomes a torch.

Club

Club; Torch

{P=M}					
	BS	-	1d2+2 fire	-	Ignite
	SK	-	1d3+1+2 fire	A;-1AC/2	Ignite+Deflect (1)
	EX	-/15/25	1d3+3+2 fire	A;-2AC/2	Ignite+Deflect (1)
	MS	-/15/25	P=1d3+5+2 fire	A;-3AC/3	Ignite+Deflect (2)
			S=1d2+5+2 fire		
	GM	10/25/40	P=1d3+6+2 fire	A;-4AC/4	Ignite+Deflect (2)
			S=1d2+6+2 fire		
Cost:	3gp	Enc:	50cn		

☞✪⑃• This merely is a flaming Club. Although lighter than a club, it may be lit with fire. Any mastery in the Torch also gives mastery with the Club. This weapon may be thrown, the second attack at higher skill rankings maybe by throwing the weapon. Any size increase will also affect the damage caused by the flame.

Hammer, War

{P=M}				
BS	-	1d6	-	-
SK	-	1d6 + 2	M;-2AC/2	-
EX	-/10/20	1d8+2?	M;-3AC/2	-
MS	-/10/20	P=1d8+5	M;-4AC/3	-
		S=1d6+4		
GM	10/20/30	P=1d8+7	M;-5AC/4	-
		S=1d6+7		

Cost:	5gp	Enc:	50cn	size;	3'-4'

War Hammer

Warhammer

☞✪＼O This weapon consists of a broad hammerhead—sometimes with two striking ends instead of just one—on a medium length (about 3') wooden shaft. This weapon may be thrown, the second attack at higher skill rankings maybe by throwing the weapon. This weapon can even be a Holy Symbol of the Immortal Thor, with the right runes and decoration and spells.

This one of the earlier evolutions in weaponry, and even primitive tribes (like trolls or Neanderthal—a.k.a. those tribes using stones as tools or weapons) belong to them.

Mace

{P=A}				
BS	-	1d6	-	-
SK	-	2d4	H;-1AC/1	-
EX	-/10/20	2d4+2	H;-2AC/2	-
MS	-/10/20	2d4+5	H;-3AC/3	-
GM	10/20/30	2d4+7	H;-4AC/3	-

Cost:	5gp	Enc:	30cn	Size;	3'-5'

☞✪＼O This is a heavy striking head attached to a short or medium-length wooden shaft. The head can contain ridges or spikes but will be smaller than. This weapon may be thrown, the second attack at higher skill rankings maybe by throwing the weapon. This weapon may be thrown, the second attack at higher skill rankings maybe by throwing the weapon.

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{P=A}	BS	-	1d6+1	-	-
	SK	-	1d8+1	H;-1AC/1	Disarm + Stun
	EX	-/10/20	1d8+4	H;-1AC/2	Disarm (save-1)+ Stun
	MS	-/10/20	P=2d6+4 S=2d4+4	H;-1AC/3	Disarm (save-2)+ Stun
	GM	10/20/30	P=2d4+8 S=2d6+4	H;-1AC/4	Disarm (save-3)+ Stun
Cost:	5gp	Enc:	35cn	Size;	3'-5' (7')

⛏✿⦚O The Morningstar is a heavy striking head attached to a short or medium-length wooden shaft. The head can contain ridges or spikes but will be smaller than. This weapon may be

thrown, the second attack at higher skill rankings maybe by throwing the weapon. This weapon may be thrown, the second attack at higher skill rankings maybe by throwing the weapon.

This club adaptation was typically a heavy wooden haft from 3' to 5' or more in length, atop which was set a cylinder, barrel, or truncated cone, also of wood, metal-bound, and set with vicious metal spikes. Also called the holy water sprinkler (or godentag in the Low Countries), it was a favorite of the peasants, for it was easy to make and could lay low the best-armored opponent at a blow. For some time it was used extensively by the Swiss, although the halberd eventually replaced it. The weapon was often tipped with a spear point in its longer form, so that some models were long enough to be pole arms. Some military picks were also pole-mounted, having shafts of 5 feet or greater length.

The Evening star is composed of a short handle (roughly 1-1.5' in length), from which a chain measuring up to 2' long extends from one end. At the end of this chain is a spiked steel ball. Both variants have equal statistics, and can be used by clerics, even when their appearances vary greatly.

Rapier

[P = H]	BS	-	2d4-1	-	-
	SK	-	1d8+1	H: +2 AC/2	Deflect (1**) + Disarm (Save)
	EX	- -/10/20	P;1d8+2 S:1d8+1*	H: +2 AC/3	Deflect (2**) + Disarm (Save +2)
	MS	- -/10/20	P:1d12 S:1d10*	H: + 3 AC/3	Deflect (3**) + Disarm (Save +4)
	GM	- 10/20/30	P:1d12 + 1 S:1d10 + 1*	H: +4 AC/4	Deflect (3**) + Disarm (Save +6)
Cost;	10gp	Enc;	60cn		

☞⦚O This weapon is a small flexible thrusting blade with a specially shaped handle for more flexible use. The shield conflicts with the "art of fencing" required for the rapier, negating all Defense and Special effects. The Rapier is a melee weapon rarely or never thrown. It suffers a -2 to-hit penalty against Plate armor. This weapon may be thrown, the second attack at higher skill rankings maybe by throwing the weapon.

Sickle

[P=H]	BS	-	ld4	-	Double Damage (20)
	SK	-	ld6	H:-lAC/1	Double Damage (20)
	EX	-	2d4	H:-2AC/2	Double Damage (19-20)
	MS	- 10/20/30	P:3d4 S:2d4+2	H:-2AC/2	Double Damage (18-20)
	GM	- 20/30/45	P:4d4 S:2d4+4	H:-3AC/3	Double Damage (17-20)
Cost;	3gp	Enc;	10cn		

☞✿✳• This is a small blade with a one-handed grip. This weapon, is like the Scythe, a grass/weed cutting tool that is later used by the Nithians Thanatons (Thanatos followers) to kill and behead opponents. This weapon is also used by assassins, who silently approach a target from behind, the swing the blade around the victim's neck the slicing the head of in a easy backwards motion. This way of attack is mainly responsible for that class special ability to severely damage opponents if surprised. (See Assassin). The weapon is the holy weapon of Thanatos followers and clergy. It is also used by Druids (made from gold) to cut special magical herbs—the only metallic tool the druid is allowed to use—and is only used by them as a weapon in utter self-defense. They cannot master in it.

{P=H}					
	BS	-	1d8+1	-	-
	SK	-	1d8+3	-	Deflect (1)
	EX	-	1d8+5	H;-1AC/1	Deflect (1)
	MS	-/-/5	P=1d8+8 S=1d6+7	H;-3AC/2	Deflect (2)
	GM	-/5/10	P=1d8+10 S=1d6+8	H;-4AC/3	Deflect (3)
Cost:					

☞➤↘ O This popular weapon is similar to a normal sword, but has a longer blade and a hilt nearly as long as that of a Two-handed Sword; the overall length may be from 3.5' to 4.5'. This sword may be used one or two-handed, but needs a separate weapon mastery for each use. When using a Shield one must first discard the shield before one can use this weapon two-handed. Creatures smaller than 4' can't use the Bastard Sword. This weapon may be thrown, the second attack at higher skill rankings maybe by throwing the weapon.

{P=H}					
	BS	-	1d8	-	-
	SK	-	1d12	H;-2AC/1	Deflect (1) + Disarm(save+0)
	EX	-/5/10	2d8 ?	H;-2AC/2	Deflect (2) + Disarm(save+1)
	MS	-/5/10	P=2D8+4 S=2D6+4	H;-3AC/3	Deflect (2) + Disarm(save+2)
	GM	5/10/15	P=2d6+8	H;-4AC/3	Deflect (3) + Disarm(save+4)
Cost:	10gp	Enc:	60cn		

☞✿↘ O This is the classic weapon of history and includes many varieties like the curved Cutlass, Kopesh, and others. It consists of a one-handed hilt attached to a long cutting or thrusting blade. The weapon is usually between 2.5' to 3.5' long. This weapon may be thrown, the second attack at higher skill rankings maybe by throwing the weapon.

Sword, Short

{P=H}					
	BS	-	1d6	-	-
	SK	-	1d6+2	H;-1AC/1	Deflect (1) + Disarm(save+1)
	EX	-/10/20	1d6+4	H;-2AC/2	Deflect (2) + Disarm(save+2)
	MS	-/10/20	P=1d6+7 S=1d4+7	H;-2AC/3	Deflect (3) + Disarm(save+4)
	GM	10/20/30	P=1d6+9 S=1d4+9	H;-3AC/4	Deflect (3) + Disarm(save+6)
Cost:	7gp	Enc:	30cn		

☞➤↘ • This is much like the Normal Sword, and also knows many small varieties (including curved) but is much smaller than it. It is usually between 2' and 2.5' long. This weapon may be thrown, the second attack at higher skill rankings maybe by throwing the weapon.

Hand-Held weapon's Easily thrown

These weapons have actually a dual function; one as melee weapon, the other as throwing weapon. A thrown weapon must be retrieved to be used again unless returning magic is applied to it. the THAC0 is adjusted by Strength in melee use and by Dexterity in Throwing use. Throwing is always seen as the Secondary attack for determining damage.

Axe, Hand or Throwing

[P=H]				
BS	10/20/30	ld6	-	-
SK	15/25/35	ld6+2	M:-lAC/1	-
EX	20/30/45	1d6+3	M:-2AC/2	-
MS	25/35/50	P:2d4+4	M:-3AC/3	-
		S:1d6+4		
GM	30/50/60	P:2d4+7	M:-3AC/3	-
		S:1d6+7		

Cost;	4gp	Enc;	30cn	Size; 1.5'-3'

Handaxe   Throwing Axe

☞✪✳•   This is a small chopping blade—usually only a one-handed blade—affixed to a small 1'-2' wooden shaft. Originally used as a wood or meat cutting tool, later perfected as a simple weapon. Gives Smashing or Slashing damage.

Axe, Light Eye

[P=H]				
BS	10/20/30	ld6	-	-
SK	15/25/35	2d4	M:-lAC/1	-
EX	20/30/45	1d6+3	M:-2AC/2	-
MS	25/35/50	P:2d4+4	M:-3AC/3	-
		S:1d6+4		
GM	30/50/60	P:2d4+7	M:-3AC/3	-
		S:1d6+7		

Cost;	3gp	Enc;	20cn	Size;1.5'-2.5'

Eye-axe (Ikhu)

Axe, Heavy Eye

[P=H]				
BS	10/20/30	ld6	-	-
SK	15/25/35	1d8	M:-lAC/1	-
EX	20/30/45	2d4+3	M:-2AC/2	-
MS	25/35/50	P:2d4+4	M:-3AC/3	-
		S:1d8+4		
GM	30/50/60	P:2d4+7	M:-3AC/3	-
		S:1d8+7		

Cost;	5gp	Enc;	40cn	Size; 2.5'-3.5'

☞✪✳•   This is a small Nithian chopping blade, they're less bulky axe, intended to make desert campaigns an easier affair. Their blades are mounted on the inside curve of an s-shaped stick. When the axe is viewed from the side, the shape suggests the Nithian Hieroglyphic for the human eye, hence the name. The axe head has a large base with a narrow tip for great penetration. The overall design allows a skilled individual to produce a lot of penetrating force that offsets the loss of greater weight and cutting surface. This is a weapon not evolved from a tool and gives only smashing damage.

☞✪✳•   This is a larger Nithian chopping blade, they're less bulky axe, intended to make desert campaigns an easier affair. Their blades are mounted on the inside curve of an s-shaped stick. When the axe is viewed from the side, the shape suggests the Nithian Hieroglyphic for the human eye, hence the name. The axe head has a large base with a narrow tip for great penetration. The overall design allows a skilled individual to produce a lot of penetrating force that offsets the loss of greater weight and cutting surface. This is a weapon not evolved from a tool and gives only smashing damage.

Dagger

[P=H]	BS	10/20/30	ld4	-	Double Damage (20)
	SK	15/25/35	ld6	H:-lAC/1	Double Damage (20)
	EX	20/30/45	2d4	H:-2AC/2	Double Damage (19-20)
	MS	25/35/50	P:3d4	H:-2AC/2	Double Damage (18-20)
			S:2d4+2		
	GM	30/50/60	P:4d4	H:-3AC/3	Double Damage (17-20)

Cost;	3gp	Enc;	10cn		

☞✪❊● This is a small blade with a one-handed grip. It is one of the most ancient blades and can be found in nearly any culture (except the most primitive), thus it can be of any material, even stone, animal bone, claws, metal or even sharp wood (Organic, Stone or Wood: break on any critical hit, Full AV may be subtracted). It can be used in hand-to-hand combat or be thrown. Some expensive varieties made out of silver for use against Cretan magical creators. This is the first real weapon for most cultures, and can be made from a piece of bone or a correctly carved piece of rock. It must be made balanced to be thrown correctly, when the weapon is not made balanced—which is rarely so in primitive cultures—the wielder suffers a –2 to his hit roll when throwing the weapon. Gives Piercing or slashing damage. Some daggers have a more specialized function. A **Dirk** penetrates metal armor (only ½ AV may be subtracted from the damage given). This weapon will not give any AC bonus like normal daggers. Thieves and assassins with Backstabbing mostly use it. A **Weapon Breaker** is specialized to catch a weapon and with a special move a sufficient Strength check penalized by the Magic of the weapon to break and it's wielder's strength adjustment, adjusted by its own magic. This weapon will not give double damage (even with a critical hit, and if used to stab, full AV may be subtracted, so even 0 damage can be sustained. A **Parrying Dagger** will give its wielder a deflect move for any wielded weapon striking the character. Thus not bites, missile weapons, Boulders, etc, but any melee weapon. The deflect save will be decreased by any magic the weapon has. Some daggers are shaped differently and can vary in THAC0 (**Sickle** -2) or in damage (**Knife** –1 die).

Hammer, Throwing

[P=M]	BS	10/20/30	ld4	-	-
	SK	10/20/30	ld4+2	M:-lAC/2	Stun (s/m)
	EX	20/30/45	1d6+2	M:-2AC/3	Stun (s/m)
	MS	20/30/45	P:1d6+4	M:-3AC/4	Stun (s/m)
			S:1d4+4		
	GM	30/50/60	P:1d6+6	M:-4AC/5	Stun (s/m)
			S:1d6+6		

Cost;	4gp	Enc;	30cn	Size;	2.5'-3.5'

☞✪❊O This weapon consists of a broad hammerhead—sometimes with two striking heads instead of just one—on a medium length (about 3') wooden shaft. The weapon is balanced precariously to enable a good throw, Gives Crushing or Smashing damage.

Lasso

[P=M]						
	BS	10/20/30	nil	-	Entangle	
	SK	15/25/35	nil	A:-2AC/1	Entangle (save-1)	
	EX	20/30/40	nil	A:-4AC/2	Entangle (save-2)	
	MS	25/35/45	nil	A:-6AC/3	Entangle	P; (save-4) S; (save-2)
	GM	30/40/50	nil	A:-8AC/4	Entangle	P; (save-6) S; (save-3)

Cost;	1sp/ft	Enc;	1cn/3ft	Size;	1/4-1/2' diameter upto 40' long	
Victim's level/HD	0/1	1+/3	3+/6	6+/9	9+/12	12+/16	16+
Bonus to save DR	0	+1	+2	+3	+4	+5	+5
Effect	Entangle		Slow		Delay		

☞✪✳O A lasso, used in cultures like Ethengar, with lots of cattle hoarding and catching, is actually nothing more than a long supple, yet strong rope, up to 40' long, with a free sliding loop (noose) at one end. The noose is held in one hand, swung above the head and released toward its target. The range is of coarse limited by the length of the rope, as the other end is often held in the other arm (or more rarely bound to the saddle), so that a prey is held to the lasso thrower. When the target makes it's save; it is not entangled and the target and thrower must make strength checks to become free or hold the target and haul it in. This can become dangerous (or even futile) with stronger animals. A lasso can't be used in surrounding tighter than 10'. As a thrown Lasso needs to be re-coiled properly and prepared for throwing, it can only be used once every three rounds. Often one end is bound to the saddle (if any). This weapon does no damage in game terms. A successful hit, however, effectively creates the same situation as does a successful harpoon hit, only the lasso must be broken or severed to detach it if the wielder is exerting force to keep it taut. There is a 75% chance that the victim will be dismounted, and / or a 25% chance that the victim will be pulled off its feet if the target is bipedal and of a height and mass not greater than + 50% of the lasso wielder. Note that several creatures can combine to make this more probable, i.e. rider and mount, several individuals seizing the other end of the lasso line, etc. A lasso is severed by 2 points of cutting damage. Strength can snap a lasso, with a chance equal to that of bending bars, but only one such attempt is allowed in any given instance.

Mace-axe

	Axe use							
[P=H]	BS	10/20/30	ld6	-	-	-	1d6	-	-
	SK	15/25/35	ld6+2	M:-lAC/1	-	-	2d4	H;-1AC/1	-
	EX	20/30/45	1d6+3	M:-2AC/2	-	-/10/20	2d4+2	H;-2AC/2	-
	MS	25/35/50	P:2d4+4 S:1d6+4	M:-3AC/3	-	-/10/20	2d4+5	H;-3AC/3	-
	GM	30/50/60	P:2d4+7 S:1d6+7	M:-3AC/3	-	10/20/30	2d4+7	H;-4AC/3	-

Cost;	Ceremonial Gift only	Enc;	40cn			

☞✪✳• The most prestigious weapon in all Nithia is the Mace-axe. This official weapon of the Pharaoh and his war-clerics is a combination of a normal mace and normal hand-axe. One may only acquire a mace-axe by direct gift of the Pharaoh or his representative. If a common peasant were ever being seen carrying a mace-axe, he would be heavily interrogated by the Medjay (Police). The Pharaoh is quite liberal in passing on mace-axes to those of high honor or rank. Thus it's not uncommon to see officers of any rank as well as small squadrons of elite fighters carrying them. In general, if an opponent is carrying a mace-axe, he's either a very prestigious person, or an amazingly skilled combatant. Knowledgeable opponents have been known to run away in fear from a Nithian soldier wielding such a weapon. In melee either way of damage may be used. A character needs double normal weapon skill slots used to obtain mastery in this weapon, as in fact two weapons are learned at once. A mace axe user (Nithia only) is only skilled in the use of a mace-axe as the weapons it was derived from have too much variables to be used also. Gives Smashing or slashing damage.

Mace-axe

Net, small

[P=M]							
	BS	10/20/30	nil	-	Entangle		
	SK	15/25/35	nil	A:-2AC/1	Entangle (save-1)		
	EX	20/30/40	nil	A:-4AC/2	Entangle (save-2)		
	MS	25/35/45	nil	A:-6AC/3	Entangle	P; (save-4)	
						S; (save-2)	
	GM	30/40/50	nil	A:-8AC/4	Entangle	P; (save-6)	
						S; (save-3)	

Cost;	1sp/sq.ft	Enc;	1cn/sq.ft				
Victim's level/HD	0/1	1+/3	3+/6	6+/9	9+/12	12+/16	16+
Bonus to save DR	0	+1	+2	+3	+4	+5	+5

Effect	Entangle		Slow		Delay		
	until Save DR/r		until save DR/r		= Dazed lose initiative		

Victim's Size		Equivalent Size		
Very small	up to 1'		2'x2'	
Small	1'-3'	(Halfling, Kobold)	4'x4'	
Medium	3'-6'	(Human, Dwarf, Elf)	6'x6'	3 Strength or 2+ throwers needed

☞✪✲○ A net is an open mesh of rope or cord. Nets upto 6'x6' can be used one handed. Small nets of up to 10' x 10' are commonly used in hunting and fishing and can be used either a hand-to-hand or thrown weapon. The net's encumbrance varies by the size. This weapon is common in most cultures, its cost is low but it is easily damaged. The net is one of Humankind's first tools, having been invented in prehistoric times, and it is used by most Humanoid species for both hunting and defense. A net can only affect creatures made of solid material. Wraiths, Spectres, Ethereal creatures, and monsters made of loose elements like water or fire can't be affected. A net inflicts no damage on the victim normally, but may entangle, slow or delay the victim. The wielder makes a normal roll to hit his target; if he does, the target must make an adjusted saving throw vs. Death Ray. If the saving throw does succeed, the net does not affect the target; it drops off him without impairing him at all. If the victim fails the saving throw, the result varies by then victim's size or experience. Once a target is trapped in a net, he may make a new saving throw at the end of each round until one is successful; a successful save indicates the net has been thrown of and thrown aside. If he has a dagger, knife, claw, bite or alike (but not a longer blade or non bladed weapon) in his hand when he was hit with the net he has a +4 to his saving throw; success means that he has cut his way out of the net, thus destroying it.

Magical nets are very rare. The few that exist can't be damaged except by fire or acid; daggers will not cut through them. An entangled victim can only remove the net, not damage it. Some truly wicked creatures have found a way to attach small blades to the net, which will inflict damage to those within if they move. This damage will be equal to the amount the saving throw was failed minus any Armor Value if applicable.

A net can normally easily be damaged by any edges weapon or claw or bite, but it can be repaired if rope or cord and the skill is available, which requires 1d3 turns of undisturbed repair work. A damaged net is useless. Nets come in a variety of sizes; if the target is too large for the net, he will gain a +4 bonus for each step greater than the net was intended for. A roll of 1 is always a failure unless the total bonus was +20 or more. Gives no damage. This weapon needs a range around the wielder of 1'+net size to be thrown correctly. For each foot shorter it sustains a THAC0 penalty of 1.

Net, Large

[P=M]							
	BS	10/20/30	nil	-	Entangle		
	SK	15/25/35	nil	A:-2AC/1	Entangle (save-1)		
	EX	20/30/40	nil	A:-4AC/2	Entangle (save-2)		
	MS	25/35/45	nil	A:-6AC/3	Entangle	P; (save-4)	
						S; (save-2)	
	GM	30/40/50	nil	A:-8AC/4	Entangle	P; (save-6)	
						S; (save-3)	

Cost;	1sp/sq.ft	Enc;	1cn/sq.ft			
Victim's level/HD	0/1	1+/3	3+/6	6+/9	9+/12	12+
Bonus to save DR	0	+1	+2	+3	+4	+5

Effect	Entangle		Slow		Delay	
	until Save DR/r		until save DR/r		= Dazed lose initiative	

Large	6'-10'	(Bugbear, Orc)	9'x9'	4 Strength or 2+ throwers needed
Very Large	10'-15'	(Troll, Ogre)	12'x12'	9 Strength or 2+ throwers needed
Huge	15'-20'	(Hill Giant)	16'x16'	13 Strength or 2+ throwers needed
Mammoth	20'-30'	(Most Giants)	25'x25'	16 Strength or 2+ throwers needed
Gargantuan	30'-50'	(Dragons)	30'x30'	18 Strength or 2+ throwers needed

☞➤✲○ A net is an open mesh of rope or cord. Nets of larger than 6'x6' must be used two-handed. Those using this weapon will always lose initiative to those not using a two-handed weapon. Any creature smaller than 4' can't use this weapon. Further read Net, Small.

A damaged net is useless. Nets come in a variety of sizes; if the target is too large for the net, he will gain a +4 bonus for each step greater than the net was intended for. A roll of 1 is always a failure unless the total bonus was +20 or more. Gives no damage. This weapon needs a range around the wielder of 1'+net size to be thrown correctly. For each foot shorter it sustains a THAC0 penalty of 1.

[P=A]	BS	20/40/60	1d6
	SK	20/40/60	1d6+2
	EX	40/60/75	2d4+2
	MS	40/60/75	2d4+4
	GM	60/75/90	2d4+6
Cost;	3gp	Enc;	30cn
		Size;	
Cost;	5gp	Enc;	15cn

☞✪✳⚙ The spear is a thrusting head attached to one end of a medium-to-long pole (6'-8'). Fighters, Dwarves and Mystics may set vs. a charge.

Some cultures make us of a Spearthrower, a 2'-3' long stick with a hollowed top, a lifted end and a handle on the other end. A Spear is laid upon the Spearthrower, which thus lengthens the arm and doubles all throwing ranges and damage on short range. The spear is a dagger set atop a pole. It is so ancient a pole arm that it is not generally mentioned in the class, but the spear is such a weapon. It is principally a thrusting weapon, but if a broad blade is used (such as that often referred to as an ox tongue) it can also have a secondary cutting function, especially when the blade is lengthened considerably. Spears of 12 feet or so in length are often referred to as ash spears in English writings, and when they reach such length, they are often confused with pikes.. they need a strength of 16+ to be thrown as a normal spear, and enough free throwing space.

hort)			
[P=A]	BS	20/40/60	1d4
	SK	25/50/75	1d6
	EX	30/60/90	2d4
	MS	35/70/105	2d6
	GM	40/80/120	2d4+4

☞✪✳⚙ The spear is a thrusting head attached to one end of a medium sized pole (3'-6'). Nithians rarely use standard spears as they have perfected the art of spear crafting and hurling to the degree that their short spears serves them better. It causes the same general damage, but is lighter, cheaper and can be thrown farther than the spear adventurers may be used to. Of course, they are not quite as long, but this is not seen as a hindrance since Nithians throw their spears as often as they use them in melee combat. This spear can't be Set vs. charge. Gives Piercing Damage. The Nithian Short spear can't be used with a spear thrower.

Short Spear (Dja)

Spear; Harpoon			
[P=A]	BS	20/40/60	1d6
	SK	20/40/60	1d6+2
	EX	40/60/75	2d4+2
	MS	40/60/75	2d4+4
	GM	60/75/90	2d4+6
Cost;	3gp	Enc;	30-60cn

☞✪✳⚙○ This weapon is a form of throwing spear with the head socket detachable in most cases. The head is fastened to a line so as to secure the target creature to the wielder or some object, provided the weapon strikes home. Against most targets, a hit from the harpoon indicates that the barbed head is buried or snagged. Naturally, the line attached to the harpoon must be of sufficient length to allow hurling to the range needed. Furthermore, this line must be able to run freely when the weapon is hurled (and possibly subsequently moved away with at great rapidity). In general, the following guidelines can be used when dealing with harpoon hits: likewise has some means of effectuating dislodgement of the weapon head or severance of the line, a save vs. poison is allowed. Success indicates the victim has freed himself. Failure indicates continued attachment, 1 point additional damage, and the possibility that the victim will be dragged 1" closer to the harpooner if the wielder so desires and the victim is of a size, weight, and strength which enables the harpooner to do so. The victim must make these rolls for every Harpoon he is hit by. With the development of gunpowder (after 1014 AC) it is possible that it will be invented to use it with a Serpentine and a Harpoon as bullet, to increase range and impact damage upon the victim. Most underwater races will know and use the trident and the harpoon. The heavier and larger harpoon are used from either Ballistae or Serpentine, else suffer a 25% range reduction and a –2 on the longer ranges..

Spear; Javelin					
[P=H]	BS	30/60/90	1d6	-	-
	SK	30/60/90	1d6+2	-	-
	EX	40/80/120	1d6+4	-	-
	MS	40/80/120	P:1d6+6	-	-
			S:1d4+6		
	GM	50/100/150	P:1d6+9	-	-
			S:1d4+8		
Cost;	1gp	Enc;	20cn	Size;	4'-6'

☞✪✳○ This weapon is a thrusting point atop a light long (4'-6') pole. It can be thrown at targets or be used in hand-to-hand combat. Gives Piercing damage. Characters experienced in the use of a staff can use this weapon as a short staff, but not as a Javelin.

[P=A]			
	BS	10/20/30	1d6
	SK	15/30/45	1d6+2
	EX	20/40/60	2d4+2
	MS	25/50/75	2d4+4
	GM	30/60/90	2d4+6
Cost;	30gp	Enc;	75cn
Spear-Thrower			
Cost;	5gp	Enc;	15cn

☛➴⦃ O A Mancatcher is a specialized version of Spear with an intricate collapsible system of metallic hooks. When the weapon hit the target, it will snap closed, holding the victim like a vise, while keeping the wielder out of reach of the victim and most melee weapons. The victim will suffer further damage if trying to resist the movements of the wielder, or when trying to free himself. The victim can only free himself without damage when the wielder does not wield the Mancatcher, if he has more than 1 arm free and succeeds a Strength and Dexterity check, and usable, or has outside help. Any other movement will cause 1d4 damage (no AV). During the time the victim is within the Mancatcher's vise while being held, his THAC0 is penalized by 4, he can't cast any spells with a casting time of 2 or greater. When the Mancatcher is not held The THAC0 is penalized by –2, and only spells of Level 5 or greater are affected if they have a casting time of 2 or greater—as these use more intricate somatic components.

Mancatcher

Spear: Trident

[P=M]				
	BS	10/20/30	1d6	- -
	SK	10/20/30	1d8+1	- Skewer (up to 4HD)
	EX	20/30/45	1d8+4	- Skewer (up to 7HD)
	MS	20/30/45	P;=1d8+6	- Skewer (up to 10HD)
			S;=1d6+6	
	GM	30/45/60	P;=1d6+9	- Skewer (up to 15HD)
			S;=1d4+9	

Trident

☛✿✴O This is a light spear with two or three barbed prongs on the end, designed for underwater use. Most underwater races will know and use the trident and the harpoon. Any small creatures (2' long or less, such as normal fish) hit by a Trident becomes stuck on the prongs. To free themselves, they need to make a Strength check. Each round (most fish have Strength of no less than 3). This weapon may be used either one-handed or two-handed but the wielder will then not lose initiative vs. one-handed weapon using opponents. When used as such a Shield can then not be used. Gives Piercing damage.

Missile Weapons

Hand gun (couleuvrine-a'-main or hand-culverin)

P=H					
	BS	60/20/180	1d8+2	—	—
	SK	75/130/180	1d10+2	H:-1AC/1	Double damage on 20
	EX	90/140/180	1d12 +2	H:-2AC/1	Double damage on 19-20
	MS	105/150/180	2d8 +4	H:-2AC/2	Double damage on 18-20
	GM	120/160/180	3d6 +5	H:-3AC/2	Double damage on 17-20

Cost;	50gp	Enc;	100cn	
Ammo Cost	10gp	Weight;	10cn	20shots+powder;
AC;	0	HP;	36	
Full Crew;	1	Minimum range;	NA	

This weapon is invented a few years after the invention of gunpowder. It requires two hands to fire. It looks like a bulky, metal tube (1" caliber) at the end of a wooden staff that the gunner holds under the arm when shooting. A slow burning match or cord is needed to fire the weapon. It can fire every 3 rounds, requiring 2 full rounds to reload, during which the user must not be interrupted or wounded (if so start all over, or backfire on 1-10). The sound of usage can be heard up to several miles away, and can also trigger avalanches near the user. On an unmodified hit roll of 1, the handgun backfires, causing 1d6 points of damage to the user. The ammunition consists of a fine skill powder produced by an alchemist and properly sized stone bullets, adding up to 10 gp for 20 shots. Only a Fighter can use it. The missiles can be made magical, but this magic will instantly evaporate into nothingness when shot from the weapon due to the distorting effects of the chemical explosion in the weapon that will propel it forward. **In no way magic will ever increase range, damage, or effects upon the weapon or its missiles.**

[P=A]							
	BS	10/20/30	nil	-	Poison		
	SK	15/20/30	nil	-	Poison (save-1)		
	EX	15/25/35	nil	-	Poison (save-2)		
	MS	20/25/35	nil	-	Poison (save-3)		
	GM	25/30/40	nil	-	Poison (save-4)		

Effect	Death	-75%hp +paralysis	+2 -50%hp +paralysis	+3 -50%hp	+4 -25%hp	+5 -25%hp	+5 -10%hp

This is a tube 6" to 2'long. The user places a small dart or thorn into it, aims the tube at a target, and blows air into it—forcing the dart to fly toward the target. The darts cause no damage by Themselves. However , the darts are usually treated with poison. A blowgun dart merely scratches the victim, with little penetration; it inflicts no real damage. If hit, the victim must make a save vs. poison or suffer the effects. Depending upon the size or level of experience , he may gain a bonus to the save. No Undead creature or

any creature immune to poison or those with an AV 6+ can be harmed by a blowgun. The use of poison as a weapon is not a good act. Because of its dangers, local or regional rulers may declare poison illegal. Monsters on the other hand may and often do make use of poison. At skilled or better the weapon master knows how to accurately fire the darts into arteries, veins, and other critical areas, thus introducing the poison more effectively in the bloodstream, thus affecting the saves by 1 for each mastery above Basic.

Blowgun 2 to 4'

[P=A]						
	BS	20/25/30	nil	-	Poison	
	SK	20/25/30	nil	-	Poison (save-1)	
	EX	25/30/40	nil	-	Poison (save-2)	
	MS	30/35/40	nil	-	Poison (save-3)	
	GM	30/40/50	nil	-	Poison (save-4)	

Cost;	6gp	Enc;	15cn	Incl. 5 darts		
Ammo Cost	1gp	Weight;	1cn.	5 darts;		
Victim's level/HD	0/1	1+/3	3+/6	6+/9	9+/12	12+
Bonus to SV Poi	0	+1	+2	+3	+4	+5
Effect	Death	-75%hp	-50%hp	-25%hp	-25%hp	-10%hp

This is a tube 2' to 4'long. T The user places a small dart or thorn into it, aims the tube at a target, and blows air into it—forcing the dart to fly toward the target. The darts cause no damage by Themselves. However , the darts are usually treated with poison. A blowgun dart merely scratches the victim, with little penetration; it inflicts no real damage. If hit, the victim must make a save vs. poison or suffer the effects. Depending upon the size or level of experience , he may gain a bonus to the save. No Undead creature or any creature immune to poison or those with an AV 6+ can be harmed by a blowgun. The use of poison as a weapon is not a good act. Because of its dangers, local or regional rulers may declare poison illegal. Monsters on the other hand may and often do make use of poison. At skilled or better the weapon master knows how to accurately fire the darts into arteries, veins, and other critical areas, thus introducing the poison more effectively in the bloodstream, thus affecting the saves by 1 for each mastery above Basic.

Bola

[P=H]						
	BS	20/40/60	1d2	-	Strangle (20)	
	SK	25/40/60	1d3	H:-1AC/1	Strangle (20)	(save-1)
	EX	30/50/70	1d3+1	H:-2AC/2	Strangle (19-20)	(save-2)
	MS	35/50/70	1d3+2	H:-3AC/3	Strangle (18-20)	(P=save-3,S=save-2)
	GM	40/60/80	1d3+3	H:-4AC/3	Strangle (17-20)	(P=save-4,S=save-2)

						elay	Delay
Expert/Master Effect	Entangle	Entangle	Entangle	Slow	Slow	Delay	Delay
Grand Master Effect	Entangle	Entangle	Entangle	Entangle	Slow	Slow	Delay
				Slow			

☛✪✳• This weapon is a cord with weighted balls on the ends. It is whirled around and then thrown at a target. It causes little or no damage itself (1d2 points), but may entangle, slow delay or strangle a victim. If the attack roll given is rolled, the victim must immediately make an adjusted saving throw vs. Death Ray or be immediately paralyzed; he will die in 1d6+2 rounds from strangling until rescued. If freed, the victim remains paralyzed for another 2d6 rounds. Material creatures that don't breathe are immune to this effect. If the attack roll is not a 20, but successful, the victim must make an adjusted saving throw or be affected according level/HD. The victim may try to make a new adjusted saving throw, where a success indicates that the Bola is removed. If another character tries to remove the bola that has struck a victim, the victim rolls his own adjusted saving throw vs. DR with a +2 to the roll. A common Bola has 2 or 3 balls, for each ball more the Hit roll is penalized by –1, the damage Improved by+1 and the saving throw by –1, the cost will be doubled for each ball extra as is the weight.

Barbed Bolas are a nasty improvement, doubling the damage. Another is the metal thread Bola. This bola can't be stored in an closed space, and even outside such a space is easily tight-up with itself (25%), but if used if implies a continuous damage of 1 each round by cutting into the skin. It also implies a –1 penalty to the saves needed to free oneself.

g

[P=H]					
	BS	40/80/160	ld4	-	-
	SK	50/90/160	ld6+1	H:+lAC/2	Stun (s/m)
	EX	60/100/170	ld6+3	H:+2AC/3	Stun (s/m)
	MS	70/110/170	P:ld6 +5	H:+3AC/3	Stun (s/m)
			S:ld4+5		
	GM	80/120/180	P:ld6+6	H:+4AC/4	Stun (s/m)
			S:ld4+6		
ost;		p	nc;		

☛✪➹• This is the fabled weapon of the Wallara. It is a curved wooden missile that returns to its owner if it hits neither target nor obstacles. A good boomerang can be worth many wallaroo pelts. Wallara medicine men can enchant boomerangs as +1 weapons. A magical boomerang flies in a figure-eight when it is thrown. If it misses the target and does not hit anything else, the magical boomerang will take a second pass at the target at the end of the round. If the target is unaware of the boomerang's return, the boomerang then gets a +2 attack bonus for a back attack. If a boomerang does not hit anything during the round, it then returns to the owner. If not distracted (by attacks from foes for example), the owner can catch his returning boomerang automatically. With a successful Dex. check a distracted owner can catch a returning boomerang. Opponents can't catch an incoming boomerang unless they have a higher mastery level than the boomerang's owner, and they roll a successful Dex. check. This all assumes that either or both the owner of the boomerang and the target remain within the boomerang's flight path during the entire round. Boomerang users of Expert or better can aim at a target hiding behind an obstacle (like a tree). The boomerang may hit that target on the returning sediment of its flight only, with a -2 attack penalty (no back attack advantage here). Boomerangs are made specifically for a user of a given Strength and height. If someone picks up a boomerang with a different Strength score or a different size, attack rolls should be penalized by -2. Finally, a boomerang can be used to light a fire by rubbing its hard edge on a dry log as a Tinder box.

Bow, Long

[P=M]					
	BS	70/140/210	1d6	-	-
	SK	90/150/220	1d8+1	H:+1AC/1	Delay (s/m)
	EX	110/170/230	1d10+2	H:+2AC/1	Delay (s/m)
	MS	130/180/240	P: 3d6	H:+2AC/2	Delay (s/m)
			S: 1d10+4		
	GM	150/200/250	P: 4d4+2	H: + 2AC/2	Delay (s/m)
			S: 1d10+6		

Cost;	40gp	Enc.;	30cn	
Ammo Cost/20 arrows;	5gp	Enc;	10cn	
Ammo Cost/1silver arrows;	5gp	Enc;	0.5cn	

☞�´➚O This is a piece of wood bent into a curve, with a taut string holding it in that position; it is used to launch arrows. The bow is a two-handed weapon; the wielder can't use a shield and always loses initiative against one-handed weapon users. Creatures of smaller than 4' can't use this weapon. The damages given are those by normal arrows. Other—more specialized arrows—will not only affect damage but also ranges. The special abilities will not change, but the arrow will give its own special ability. There is no difference in any effect between a Composite and a normal bow. A Composite bow is just a better quality, and more resistant against damage. Also remember that bows can't be used in hard wind or rain. Bows can be shot while holding it horizontally or vertically, but the latter usage is normally used for long ranges as the string is stretched further.

Bow: Staff-Bow, used in Missile combat

[P=M]					
	BS	40/80/160	1d6	-	-
	SK	40/80/160	1d6+2	H:+1AC/1	Delay (s/m)
	EX	60/110/170	1d6+4	H:+1AC/2	Delay (s/m)
	MS	60/110/170	P: 1d8+6	H:+2AC/2	Delay (s/m)
				S: 1d4+6	
	GM	80/130/180	P: 1d10+ 8	H: + 2AC/2	Delay (s/m)
			S: 1d6+7		

Cost;	15gp	Enc.;	40cn	
Ammo Cost/20 arrows;	5gp	Enc;	10cn	
Ammo Cost/1silver arrows;	5gp	Enc;	0.5cn	

☞➙\ O This is a 1.5" thick staff, 4-6' long and is an innovative weapon of the Nithian. It was first designed by the peasant class ages ago, but is now used by the populace at large. It is therefor unknown in the Outer World, as it has its roots in the **Hollow World only.** When unstrung, a staff-bow is a straight heavy staff that can be used in melee. The string either detached altogether, or tightly coiled around one end. When strung, it functions as a rather stiff, hard pulling bow. Due to its shape it has severe range penalties, but tales have been told of magical staff bows that are as good or better as the common longbows, and may perform as a staff of striking. Only wood with the special properties   of resilience and flexibility will suffice and most simple staves don't qualify. Those using this weapon will always lose initiative to those not using a two-handed weapon. Any creature smaller than 4' can't use this weapon. Any character class may use the staff. The weapon can propel the Setu and Sunet arrows made for this weapon only. Other arrows are unknown in Nithia, or of wrong size—these arrows are about 4'-5' long. Also remember that bows can't be used in hard wind or rain.

Bow, Short

[P=M]					
	BS	50/100/150	1d6	-	-
	SK	60/110/160	1d6+2	H:+1AC/1	Delay (s/m)
	EX	80/130/170	1d6+4	H:+1AC/2	Delay (s/m)
	MS	90/150/180	P: 1d8+6	H:+2AC/2	Delay (s/m)
			S: 1d4+6		
	GM	110/140/190	P: 1d10+ 8	H: + 2AC/2	Delay (s/m)
			S: 1d6+7		

Cost;	25gp	Enc.;	20cn	
Ammo Cost/20 arrows;	5gp	Enc;	10cn	
Ammo Cost/1silver arrows;	5gp	Enc;	0.5cn	

Composite Shortbow   Shortbow

➤➥➚O   This is a piece of wood bent into a curve, with a taut string holding it in that position; it is used to launch arrows. The bow is a two-handed weapon; the wielder can't use a shield and always loses initiative against one-handed weapon users.

A short bow can be used from a riding horse when the user has an equestrian-Horse-riding skill, and is at least Basic in its weapon mastery over the short Bow. A Composite bow is just a better quality, and more resistant against damage. Also remember that bows can't be used in hard wind or rain.

This weapon can be used with the Quickdraw skill in an improved way so that , not only the character can nock and fire with a +2 initiative, but with each mastery level attained above expert, he can—if he has enough initiative—fire two missiles for each 2 initiative segments until the round ends (any partial actions are resolved the following round first, with a –1 penalty on the initiative that round.). this is a mimic of the real fast shoot actions of the legendary Greek, Apache and Sioux warriors, who could shoot up to 12 missiles each 10 seconds (72 is the registered record for a single minute (which is 1.2 arrows each second).

[P=M]				
BS	10/20/30	1d6	—	—
SK	15/25/35	1d6+2	H: +1AC/l	—
EX	20/30/45	1d6+4	H: +2AC/2	—
MS	25/35/50	P:1d8 + 6	H: +3AC/2	—
		S:1d4 +6		
GM	30/50/60	P:1d10 + 8	H: +3AC/3	—
		S:1d6 + 7		
Cost;		Enc;		

☞✪↗○ The Chakram is a 6"-8" ring-shaped, hand-thrown steel disk that some Clerics (Hulean or other war-Clerics), and Fighters, thieves, and mystics can use. Remember Xena, from the TV series. The weapon may be bounced at objects, but the total distance covered is never more than double the large distance number. The hit roll is lowered by 2 for each bounce needed to hit the chosen target, and the user must make an additional dexterity check penalized by the amount of bounces chosen. If used to make a cutting attack instead of an impact (S; attacks are always impact attacks), the target can be thrown in such a boomerang like trajectory that the disk will return near the thrower. The user must make a dexterity check at –5 to enable this, the amount of failure also determines the drop point of the landing disk in feet from the thrower.

Cimarron Six-Shooter

[P=H]					
BS	50/100/150	1d4	M: + 1AC/1	Stun (s)	
SK	60/100/150	1d6	M: + 1AC/2	Stun (s)	
EX	70/110/150	2d4	M: + 2AC/3	Stun (s)	
MS	80/110/150	P:2d6	M: + 3AC/4	Stun (s)	
S:1d6+2					
GM	90/120/150	P:3d6	M: + 3AC/4	Stun (s)	
		S:2d6+2			
Cost;	80gp	Enc.	25cn	Inc. Leather Holster/18shots	

Hand Crossbow

☞↗• Two six-shooters can be fired at the same time, one in each hand, provided they are both armed at the end of the previous round. Apply a - 2 penalty to hit on both shots. A shield can't be used with the shooting art of this weapon.

The Six-Shooter is a weapon unique to the Cimarron folk of the Savage Coast and as such it will not be found anywhere else under normal circumstances. This little wonder was originally created by **Smithy**, a clever watchmaker from Rockhome, and **Westron**, a Crossbow expert from the Five Shires. They came up with the idea of a very light Crossbow that could shoot darts. The true innovation lay, however, in the use of a spring mechanism that rearmed the weapon after each shot. A **S&W** hand Crossbow could hold up to 6 small darts. Recocking the Crossbow required only a quick motion of the hand, which could be done in the same round the weapon was fired. It takes a full turn to load another 6 darts into the weapon's handle.

Unfortunately, the Six-Shooter has always been a fragile weapon that easily jams. A to-hit roll of 1 or lower, after modifiers are applied, causes the dart to jam inside the weapon, requiring one round to clear and rearm the device. Some notorious sharpshooters use depleted Cinnabryl darts, which add a flat 10' to all ranges and cause an extra hit point of damage.

At Skilled level or better, the user may acquire special skills related to the six-shooter's use only. These special skills are as follows:

Cool (Cha): This allows the user to stare down an opponent in a duel and gain a psychological advantage. On a successful check by the user, the opponent suffers a -2 penalty to skill check). This skill requires a minimum of 2 rounds of concentration to take someone else's attempt to use Cool or to spin one or 2 Six-Shooters on one's finger

Fan Shooting (Dex): The user attempts to shoot as many darts as possi success on the user's check indicates the number of darts that can be fired a given

| 0-2 | 2 shots | 3-5 | 3 shots | 6-8 | 4 shots | 9-11 | 5 shots | 12 |

Each successive shot suffers a cumulative -1 penalty to hit (-1 for the first shot, -2 when the user should normally be allowed to fire a missile weapon during the alternates with other missile-weapon users in the user's initiative. If there are none at the end of the user's initiative. Fast Draw and Fan Shooting skills can be used sim

Fast Draw (Dex): Upon making a successful check, a use combat round, regardless of the original Initiative result. If 2 opponents fight a due who beats his score by the highest amount gains the initiative.

Hip Shooting (Dex): The user has the ability to shoot from the ip. This s +2 bonus to skill Checks made for Fast Draw or Fan Shooting attempts. Unfortunately, it is less accurate and causes a -2 penalty to hit in both cases.

Repair Hand Crossbow (Int): On a successful check, the user can repair a jammed weapon. Each attempt takes a full hour. He may try as many times as needed to repair the weapon. An unmodified score of 20 causes the weapon to break permanently.

Sharpshooting (Dex): On any to-hit roll of 20 or better after modifications, the user may make an extra check. If successful, the user designates a particular spot on a target to be opponent, stun a man-sized opponent, or inflict maximum damag used with the Hip Shooting or Fan-Shooting skills.

Crossbow, Heavy

[P=H]				
BS	80/160/240	2d4	-	-
SK	90/160/240	2d6	M: + 1AC/1	Stun (s/m)
EX	100/170/240	2d6+2	M: + 2AC/2	Stun (s/m)
MS	110/170/240	P:3d6+2	M: + 3AC/2	Stun (s/m)
			S:1d12+4	
GM	120/180/240	P:4d4+4	M: + 3AC/3	Stun (s/m)
			S:1d10+6	

Cost;	50gp	Enc.	80cn
Ammo Cost/30 Quarrels	10gp	Enc;	10cn

☞➥↗⊙ This is a missile weapon consisting of a tough bow (like a small bow, but smaller and sometimes made of metal) laid crosswise across a stock with a trigger. It

Heavy Crossbow [Comes with Winch for Reloading]

flies stubby arrows called quarrels. Heavy arrows are bulky, requiring two hands to use, and are slow to reload. A character with a Strength of 18+ can draw back the string with one hand and fire every round, but weaker characters must point the Crossbow nose-down on the ground, brace it with one foot and draw back the string with both hands in order to reload it; they can fire it only once every two rounds. Characters with a penalty upon their Strength adjustment score add this penalty to the time used to reload (i.e. a person with Strength 4=-2 adjustment would take 4 rounds to shoot again instead of 2). The Crossbow is a two-handed weapon; the wielder can't use a shield and always loses initiative against one-handed weapon users. Creatures of smaller than 4' can't use this weapon. A Bullet Bow is a Variant Heavy Crossbow, which shoots pellets instead of arrows, and more easily penetrates armor (Negates up to 4 AV; AV 5 counts as AV 1, AV6 as AV2, etc.)

Crossbow, Light

[P=H]				
BS	60/120/180	1d6	-	-
SK	60/120/180	1d6+2	M: + 1AC/1	Stun (s)
EX	75/130/180	2d6+2	M: + 2AC/2	Stun (s)
MS	75/130/180	P:3d6+2	M: + 2AC/3	Stun (s)
		S:1d12+4		
GM	90/140/180	P:4d4+4	M: + 3AC/3	Stun (s)
		S:1d10+6		

Cost;	30gp	Enc.	50cn

☞➥↗○ This is a missile weapon consisting of a tough bow (like a small bow, but smaller and sometimes made

Light Crossbow

of metal) laid crosswise across a stock with a trigger. It flies stubby arrows called quarrels. Heavy arrows are bulky, requiring two hands to use, and are slow to reload. A character with a Strength of 18+ can draw back the string with one hand and fire every round, but weaker characters must point the Crossbow nose-down on the ground, brace it with one foot and draw back the string with both hands in order to reload it; they can fire it only once every two rounds. This weapon is smaller than the Heavy Crossbow. It requires two hands to reload as with the Heavy Crossbow, but just one to shoot. Characters with a penalty upon their Strength adjustment score add this penalty to the time used to reload (i.e. a person with Strength 4=-2 adjustment would take 4 rounds to shoot again instead of 2). The Crossbow is a two-handed weapon; the wielder can't use a shield and always loses initiative against one-handed weapon users. Creatures of smaller than 4' can't use this weapon.

S					
[P=H]	BS	40/80/160	1d4	-	-
	SK	40/80/160	1d6	H: - 1AC/2	Stun (s/m)
	EX	60/110/170	2d4	H: -2AC/3	Stun (s/m)
	MS	60/110/170	P:3d4	H: - 3AC/4	Stun (s/m)
			S:1d8+2		
	GM	80/130/180	P:4d4	H: - 4AC/4	Stun (s/m)
			S:1d10+2		

Cost;	80gp	Enc.	25cn	
Ammo Cost;	3 cp	1/5 cn	Stone/Lead pebble	
	5 gp	1/5 cn	1 Silver pebble	

☛↗• A Sling is a 1'-3' length of cord or a long leather strap with a half-pouch in the middle. The user places the ammunition, mostly a stone or metal "bullet" or pebble, holds the sling by the ends, whirls it to build speed, and then releases one end of the strap to launch the missile to the target. The sling may be used by Magic-users and is renown for the legend of the fight of David (a small boy) vs. Goliath (a Giant).

Tossed object					
[P=A]	BS	10/30/50	Stone 1d3	-	Stun (s)
	BS	10/30/50	Ball 0 (1=Crit.)	-	Delay(s)
	BS	20/50/80	Dart (1d2)	-	Poison
	BS	40/60/100	Shuriken (1d4)	-	Poison
	BS	10/30/50	Oil 1d3	-	Ignite
	BS	10/30/50	Caltrops 1d4	-	Cripple
	BS	10/30/50	Acid 1d8/r	-	Special
	BS	10/30/50	Holy Water 1d3	-	Special
	SK	+5/10/15			
	EX	+10/20/30			
			S:-2 to hit		
	MS	+15/30/45			
			S:-2 to hit		
	GM	+20/40/60			
			S:-1 to hit		

☛✿✳• A tossed object is anything (hand-sized) that is thrown or kicked without tools towards a chosen target. The more experienced one gets at throwing the greater the range is, but damage will not increase. One must chose how he would be attain weapon Mastery, either throwing or kicking. Each needs a separate skill slot. There does exist a wooden object known only to the Chameleonmen, which doubles the throwing distance with each Strength bonus, and doubles the damage of Impact. This object called Jai alai costs 15 gp and weighs 25cn is 3-4 feet long. The use of a Jai alai needs a separate skill slot except for Chameleonman.

Stone;
This is a rock of fist size or smaller, or any other similar sized object. When a character throws any object it causes impact damage, treat it if it were a rock, adjust damage if the material was less hard as rock (wood 1d2, Organics 1, etc.). The object will bounce of the target and roll 10' away from it. A tossed object will be able to tumble loose standing objects of less weight the thrower has in double his Strength (i.e.,; Str 16 will topple an object of 32 cn or less). It will also break through glass if it fails a Save vs. blow. With a bonus of 1 if wood, of +2 if Organic, and +3 if rubber. Gives smashing damage.

Ball:
A ball of rubber, leather will add the range for each Strength bonus the wielder has An Expert thrower with a Strength of 17 (+2) will have a triple normal range of 60/180/270). Remember the Jai alai will double this again. The ball will give no damage (unless a critical hit is scored), but will disturb any ongoing casting, and will bounce off in a random direction on a target (1 direct back, 2-left, 3-right, 4-up, 5-right-up, 6-left-up, 7-down, 8-left-down, 9-right-down, 10-up-back) for the remaining distance – 10' for each surface bounced at. A Hardball skill enables the wielder to throw the target so against surfaces that it will still hit the target (like billiard). The ranges are equal for throwing and kicking, because balls are still solid, and not technological advances air-containers we have today.

Oil, Burning;
This type of weapon usually consists of cooking or lamp oil poured into a breakable container (such as a bottle, gourd or glass lamp), with a fuse or wicks attached. In combat, the wielder lights the fuse or wick and throws it at his target (lighting and throwing only takes one round if the character has another lit object handy). If the container hits the target, it may burst, splashing the target with the oil, and igniting the oil on target. Burning oil causes 1d8 points of damage each round the target is in the fire. Oil that has been lit will burn for 2 rounds for each bottle, and will cause 10 cubic feet of smoke limiting vision. It will also consume 10 cubic feet of air each round. If missed, it will affect 10 square feet of surface area, dripping downward from any moving or non-horizontal surfaces. It will pollute 1000 cubic feet of water. When not lit it will cause a slippery surface, which will last for about one year on solid surfaces, 1 month on earth or sand, or until cleaned or covered with sand or alike. Gives smashing damage as a rock on personal impact

Holy Water or Acid;

This is water that has been prepared by a Cleric of at least 9th level with access to the spell Holy Water and the necessary materials. It is normally placed in a breakable consecrated bottle or gourd and then hurled toward the target, the container breaks and then target is splashed. Holy Water does variable damage (mostly 1d8) only to Undead and some planar creatures (like Demons, Devils) and some Fairies. Unholy water affects any living creature except planar creatures. All other creatures are unaffected by it except for being dampened or wetted. Gives smashing damage as a rock on personal impact.

Acid functions like Holy water but against most creatures, but is much more dangerous to use a failed roll on a natural 1 means that the wielder spills the acid on himself. Acid damage will reduce in effect by 1 for each round after the initial damage (1d8 per flask) is thrown. This means that if the wielder throws 7 damage, the target has an AV of 2, he will suffer 5 damage the first round, the second 4, the 3rd 3, the 4th 2, the 6th 1 and no damage thereafter. This can be done earlier by flushing with any neutral liquid (water, Milk, Mud), but any opposite liquid (urine, Wine, Vinegar, etc.) will double the current and following damages.

Dart / Shuriken:

A Dart is a small round, winged arrow, thin throwing knife or long thorn. Darts are normally worn as a bundle on the clothing or on a belt loosely attached to enable fast drawing. Darts give only minute damage but may be poisoned (Lawful, or Non-Evil characters will use only paralyzing, Sleep or similar non-deadly / Harmful poisons). The wielder can throw one dart for each Dexterity bonus he has and each weapon mastery above Basic. Thus a Thief with Dex 17 =+2, and Expert in Throwing Darts, could throw 2+1=3 darts each round. These Darts can however only be targeted at a single target. When the character has also multiple attacks and / or two-weapon fighting he can attack two targets (each with 3 darts) who are standing in a 60 degree arc in range from the wielder.

Shuriken are actually also Darts, but their range and damage is improved.

Caltrops

Caltrops are actually no weapons, but thrown traps, but they are listed here to determine throwing ranges. They will always fall point up and cause damage to those following without hard footwear (metal, wood), which step on it. They may bypass or through-pass it slowly, but this will cost time, if at all possible. If wounded with a failed save of a natural 1, the creature is crippled and must be cured first before being able to use that extremity first. Giants hat these things, but rarely use metal boots to prevent them (fire giants do).

Throwing Stick					
[P=M]	BS	10/20/30	1d2	-	-
	SK	15/30/45	1d4	H: + 1AC/1	Stun (s)
	EX	20/40/60	1d6	H: + 2AC/2	Stun (s)
	MS	25/50/75	P: 2d4+ 1	H: + 3AC/3	Stun (s)
			S: 1d8		
	GM	30/60/90	P: 2d6 + 1	H: + 4AC/4	Stun (s)
			S: 1d10		
Cost;	3gp	Enc;	5cn		

The Throwing Stick can't be used in melee; it is a missile weapon. Druids, Wizards, and Clerics may also use the Throwing Stick. This is a missile weapon where the weapon itself is also the ammunition. This is the oldest weapon known, after the tossed stone, primitive men apes found out the reach it gave, and used it with violence to induce fear. It evolved later in the Throwing Stick and the Club, and the Boomerang.

Ammunition

Ammunition

Missile weapons such as bows eventually run out of ammunition; here's what it costs to buy additional ammunition. These figures apply for any type of weapon that goes by the name shown. Arrows cost the same, come in the same standard loads, and have the same encumbrance for a short bow as for a long bow; darts for a short blowgun are identical to those for a long blowgun. Silver-tipped arrows and quarrels are like ordinary missiles, except that their arrowheads are made of silver, which is useful when fighting certain monsters. Such arrows are comparatively expensive and are usually sold by the arrow, rather than in batches of 20 or 30. Likewise, silver pellets are made for slings. Ammunition storages are mostly included in the price of a set of ammunition, but are here listed for completeness.

		Price / amount		Weight / piece
Blowgun				
Dartneedle	1shot	2	sp	0.2cn
Barbed dart	1shot	10	sp	0.3cn
Container	1 string for 5 darts			

Crossbow Quarrels/Bolts

Are for both the light and Heavy Crossbow usable, and do not vary in damage, weight or else.

Crossbow Bolts

	1 shot	33	cp	0.3cn
Silver	1 shot	50	sp	0.3cn
Container	1 box for 30 bolts			

Short / Longbow arrows

Arrow Heads	20 heads	2	sp	5

Fish arrow

1d6 + 1d20 by wrong removal and curing time x ½ else 1d4, ranges normal, often attached to fish line

	1 shot	33	cp	1cn
Flame	1 shot	50	cp	2cn
Flight	1 shot	30	cp	1cn	ranges + 50 %
Heavy (Takadi)	1 shot	65	cp	1cn
Light (Moraki)	1 shot	35	cp	0.5cn
Normal	1 shot	25	cp	0.5cn
Sunet (Nithia only)	1 shot	1	sp	0.5cn
Sheaf / Setu	1 shot	50 / 10	sp	1cn
Silver	1 shot	50	sp	0.5cn
Whistle	1 shot	35	cp	2cn

Arrows & Quiver

Containers

Back quiver	25 cn / 50 arrows, (no backpack / knapsack possible)			
		500	sp	20
Belt quiver, Small	5 cn / 10 arrows	100	sp	3
Medium	10 cn / 20 arrows	200	sp	8
Large	20 cn / 40 arrows	400	sp	12

Sling Pellets

Normal Stone / lead	1 shot	3	cp	0.2cn
Silver	1 shot	50	sp	0.2cn
Container	1 pouch for 30 pellets			

Bulletbow pellets

Stone	1 shot	2	cp	1cn
Lead	1 shot	5	cp	1cn
Silver	1 shot	20	sp	1cn
Container	1 box for 50 pellets			

Arrows

Long Bow	Normal (Sunet) Arrow		Setu Arrow		Light Arrow	Heavy Arrow		Flame arrow			Whistling Arrow	
	Sunet (Nithia)				Moraki	Takadi						
			Heavy Barbed War 2dm upon removal **HW Nithia Only**		THAC0+2 vs Unarmored THAC0-2 vs other **Primarily Ethengar**	THAC0+2 vs Metal AV4+ THAC0-1 vs other **Primarily Ethengar**					Produces audible signals heard 500' from trajectory **Primarily Ethengar**	
Size	3'-4.5'				2.5'-4'	3'-4'		3'-4'			2.5'-4.5'	
BS	70/140/210	1d6	Unknown		80/160/240	60/120/150	1d6+1	70/140/210	1d6	Ignite	70/140/210	0
SK	90/150/220	1d8+1	as Longbows		100/170/250	80/130/160	1d8+2	90/150/220	1d8+1	Ignite	90/150/220	0
EX	110/170/230	1d10+2	are unknown		120/190/260	100/140/170	1d10+3	110/170/230	1d10+2	Ignite	110/170/230	0
MS	130/180/240	P: 3d6	in Nithia		140/200/270	110/160/180	P:3d6+3	130/180/240	P: 3d6	Ignite	130/180/240	0
							S:1d10+6		S: 1d10+4	Ignite		0
GM	150/200/250	P: 4d4+2			160/220/280	140/180/190	P:4d4+8	150/200/250	P: 4d4+2	Ignite	150/200/250	0
		S: 1d10+6					S:1d10+8		S: 1d10+6	Ignite		0

Short Bow	Normal (Sunet) Arrow		Setu Arrow		Light Arrow	Heavy Arrow		Flame arrow			Whistling Arrow	
Size	1.5'-2.5'		1.5'-2.5'		1.5'-2'	2'-2.5'		1.5'-2.5'			1.5'-2.5'	
BS	50/100/150	1d6	25/50/75	1d8	60/120/180	40/80/90	1d6+1	50/100/150	1d6	Ignite	50/100/150	0
SK	60/110/160	1d6+2	30/55/80	1d10	70/130/190	50/90/100	1d8+2	60/110/160	1d6+2	Ignite	60/110/160	0
EX	80/130/170	1d6+4	40/65/85	1d12+1	90/150/200	70/110/110	1d10+3	80/130/170	1d6+4	Ignite	80/130/170	0
MS	90/150/180	P: 1d8+6	45/75/90	P; 3d8	100/170/210	80/130/120	P:3d6+3	90/150/180	P: 1d8+6	Ignite	90/150/180	0
				S; 1d12+4			S:1d10+6			Ignite		0
GM	110/140/190	P: 1d10+ 8	55/70/95	P: 4d6+2	120/160/220	100/120/130	P:4d4+8	110/140/190	P: 1d10+ 8	Ignite	110/140/190	0
		S: 1d6+7		S; 1d12+6			S:1d10+8		S: 1d6+7	Ignite		0

Bowstaff	Normal (Sunet) Arrow		Setu Arrow		Light Arrow	Heavy Arrow	Flame arrow	Whistling Arrow
Size	4'-5.5'		3.5'-5'		3'-4.5'	3.5'-5'	3'-4.5'	3'-4.5'
BS	40/80/160	1d6	20/40/80	1d8	Unknown	Unknown	Unknown	Unknown
SK	40/80/160	1d6+2	20/40/80	1d10	as missile	as missile	as missile	as missile
EX	60/110/170	1d6+4	30/55/85	1d12+1	is unknown	is unknown	is unknown	is unknown
MS	60/110/170	P: 1d8+6	30/55/85	P; 3d8	in Nithia	in Nithia	in Nithia	in Nithia
				S; 1d12+4				
GM	80/130/180	P: 1d10+ 8	40/65/90	P: 4d6+2				
		S: 1d6+7		S; 1d12+6				

Sunet Arrow

Setu Arrow

Light Arrow — Vighet tribal arrow

Flame Arrow — Kseruts tribal arrow

Heavy Arrow — Markha tribal arrow

Whistling Arrow — Chipro tribal arrow

Artillery

A s far as artillery pieces are concerned, the defender's size is in relation to the attacker's. To keep it simple, anything half the size of the attacker (round up) is considered Small (S). It should be considered Large (L) if twice or more the size of the attacker (round up). Anything else is Medium (M). Anytime a user of an artillery weapon is able to damage secondary targets, these targets are within the weapon's hit points in feet away from the main target. Only the Ballista and Springal can be targeted towards another single target in that range, all other weapons do secondary damage to all within that targeted area.

W eapon mastery is always limited to a single type of artillery piece (ballistae, light catapults, heavy catapults, small bombards, etc.). In general, the performance of an artillery piece lies with the experience of its crew. In order for weapon mastery skills to improve the effectiveness of an artillery piece, its crew must have superior skills and competent leadership. The crew usually consists of a chief artillerist and several assistants. The initial effectiveness of the artillery piece should be based on the chief artillerist's mastery. However, the remainder of the crew should have mastery no less than two levels below that of their chief. For example, a Grand Master artillerist needs a complete crew of not less than Expert level of mastery. Should the latter not be true (the crew is incomplete, some of the assistants are inadequately trained, or the chief artillerist is missing), then use the lowest level of mastery among the crew, minus one. In other words, if the Expert assistants lose their Grand Master chief, that crew would then operate at a Skilled level. Also note that a crew and its chief can be reduced to an Unskilled level if at least one of the crew members lacks Basic training on the appropriate artillery piece. Weapon mastery at an artillery piece grants the usual bonuses to Attack Rolls and the Despair Effect when maximum damage is inflicted Artillery pieces provide no defensive benefits in combat. Depending on its size or whether it is fitted with a mantlet, however, the artillery piece can conceivably provide some cover bonus against missile weapons, but this has nothing to do with weapon mastery per se. Finally, weapon mastery does not improve the fire rates and maximum ranges of artillery pieces.

Conveyor Belt

Gear

Iron Rods

Chains

The water wheels are built within the walls of the fort. Gears and Axles transmit power throughout the fort.

Gear

River flow

Flail Weapon

Chains

Firing Rope

Water Powered Cocking Rope

Manual Cocking Rope

Ballista

Cocking Hook

NEW AMMUNITION TYPE: Flail (Heavy Catapult only) Damage: 3d10 per ball (3 balls per flail projectile) plus save vs. death ray or entangled as per Grand Master skill Level. (See Master Players' Book pg 22)

	Fire Rate	Ammo cost/week
Ballista	1 per round	4,000 gp
Light Catapult	1 per 2 rounds	10,000 gp
Heavy Catapult	1 per 3 rounds	12,000 gp

Release Rope

Cocking Rope

Hook

Conveyor Belt

The water gate controls the amount of water that goes to the water wheels.

Water gates

Section view of the Water Wheels

Halflings developed a unique system to arm siege engines defending the city. The Ithupool River turns water wheels transmitting power to the siege weapons through a series of chains and iron bars revolving around large gears. The bars pull a hook and the cocking rope to arm a siege engine. A release rope pulls the hook off the belt after the engine is cocked.

Ballista

Light Catapults

Heavy Catapults

Bridges

Ship entering port

Top view of the Western half of the Port Gate fortifications.

Ballista

Heavy Catapults

Conveyor Belt

Arrow Slits

Service Corridors

Rampart

Arokin engineers developed an unique system to arm siege engines to defend the city. The local river turns water wheels to transmitting power through a series of axles and gears. The latter powers vertical conveyor belts made of chains and iron bars revolving around large gears. The bars pull a hook and thus the attached cocking rope to arm a siege engine. A release rope pulls the hook of the belt after the engine is cocked. This semi-automatic system can 50% re-hook to the belt, or by hand to instantly re-arm the weapon. This system is until now only used on Ballistae, and Catapults, but could be used on any swing-string sprung artillery piece. The fire rate will mostly be halved while the weekly cost will be doubled instead. The whole system has to be build within the defensive walls where the artillery rests upon. The same crew is needed. This way the weapon attached to it will have an increased fire rate (Ballistae once every round for 4000gp / week, Light Catapult once ever 2 rounds for 10.000 gp / week, Heavy Catapult once every three rounds for 12.000 gp / week).

Oversized weapons
The statistics given are for artillery pieces built for Human-sized artillerists. For larger weapons (those used by Giants, for example), add +1 to damage for each extra 1' above Human size. Assume a Human to be in the "up-to-7'-tall" category. Catapults or ballistae made for 10'-tall Humanoids get an extra +3 damage, for example, up to +15 for storm Giants (22' tall). Likewise, the building cost, encumbrance, HP, and weekly cost of ammunition for oversized weapons all increase +10% for each extra foot of intended "user size." A light catapult built for storm Giants, for example, would then cost 375 gp to build (150 gp + 150%). It would have an encumbrance of 30,000 cn, 45 HP, and an ammo cost of 10,000 gp per week. The ranges of these weapons increase in a similar manner (rounding fractions up), but only for the intended users. Smaller users are assumed to be too weak to crank these machines up to their full potential. Using an artillery piece that was built for a larger crew requires a penalty to hit of -1 per foot of difference, up to -5. Beyond this, the smaller user is assumed to be too small or too weak to operate the artillery piece at all. For example, Humans might be able to operate a catapult or a ballista built for hill Giants (12' tall) at –5 to hit, but not one for stone Giants (14' tall) or for bigger creatures. Artillery pieces built for smaller users can be operated without penalty. Gunpowder artillery can't be increased in size for larger enemies, even if they would have access to the knowledge thereof, the materials would be the same, and only the triggering and holding mechanisms would be larger.

Alternative types of ammunition
Previously, weapon tables have shown damage and cost factors for normal ammunition. Normal ammunition is ammunition of a consistent quality, weight, shape, and size. In the field, characters sometimes have to rely on available stones and projectiles for their weapons. This greatly reduces the cost of operating a weapon continuously, but is drainage on manpower due to having to find and/or preparing ammunition. The rate of fire is slowed by the availability, shape (the worse, the more preparation is needed) and distance to this ammunition (in order of game terms 1 to 4 times as long). Unprepared foraged rocks may not be as accurate as standard ammunition (this can induce a hit roll penalty of +1 to+5). Only catapults and Trebuchets can utilize found stones. With these sometimes steel nets or sacks filled with sand, gravel and rocks are used instead single blocks of stone, but this does not change the damage or range, but has a 25%/shot to cause minimal damage when the net/sack tears while or before flight.

Pitch shot.
Pitch shot is a large ball of pitch (sometimes mixed with gravel) loaded into the weapon and lit just before it is fired. Pitch shot does not do normal damage (except to those it hits directly). Where it hits, it does 1d6 damage in a 10'x10' area, it ignites any flammable targets (such as oil, thatch, and wood) that it hits. This Impact of fire damage does last for the rolled x rounds unless it has ignited some combustibles in which case the fire lasts longer. Wooden structures can be damaged by pitch attacks. Damage starts out slowly-instead taking 1d6 points of damage, wooden structures take only 1 point. But wooden structures attacked by fire can be set afire, causing further damage. A buildings chance to catch fire is 5% per point of damage caused by each fire attack. This is cumulative during any 24-hour period. In other words, a building has a % chance if it is hit by one fire attack, 10% if hit by 2 fire attacks, and so on. Anything set afire will take 1 point of damage the first round, 3 more points by the end of the first Turn, 6 points the second Turn, and 12 points of damage for each Turn thereafter until destroyed (look at the Fire rules!!). Catapults and Trebuchets can use pitch shots; their firing bowls must be specially reinforced (costing 50 gp extra) to fire pitch shot. Pitch shot costs 5 times as much as normal shot.

Living Shot
Ceramic pots with Grey Ooze, Skill Pudding are also used, but are rare, extremely costly per shot (about 500gp HD creature in the pot, remember that this creature is captured alive, placed in an pot and kept just alive until ready to be sold, but extremely dangerous were landed.

Dead Shot
Often carcasses are also used, their range halved, their effect clearly to infect the local populace or food/water resources with disease carriers. The problem with this method is that the targeted area will also become dangerous for the attacker, unless magically specially protected. Creatures can be infected as per sickness rules (see Pages of Virtue). Water will be infected by 1% cumulative per round the carcass has contact with it. Only restored to normal if magically cleaned or refreshed with clean water.

"Dolphins"
The Dolphins are fish-shaped metal weights. Using a pivoting boom, the Dolphins are dropped on the decks of grappled (either by Ram, Grappling hook or magical) ships. A Dromon carries four Dolphins which do 1d10+10 Hull damage each. A person coming in between the ship and the Dolphin will suffer severe crushing damage, but will reduce the Hull damage by 50%. He himself will suffer 5 times this hull damage, and will have the 1d10+10 number of breaks. A painful way to die.

Dolphin

Flail
Can be used by Heavy Catapults only. Consist of 1, 2 or 3 metal spiked solid metal ball on chains connected to each other, shot by a catapult hook instead a catapult spoon. An hit will give a basic 3d10 damage per ball (maximum 3 balls per Flail) they also Imply a saving vs., Death ray or entangled. Even with more experience and skill this weapon can only hit a single target (siege engine/person).
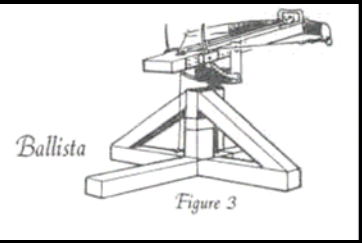
Some other materials are used also with less clear results, like glue, paint, money, etc.

Direct Fire

A direct fire weapon is a missile weapon that fires directly at a target at high speed, instead of tossing a shot indirectly at relatively low speed. Bows, crossbows, and slings are direct fire weapons. One large direct fire weapon, the ballista, is commonly used in siege warfare. A ballista is very similar to a normal crossbow, and was actually its forerunner. It is much larger (often 5 to 10 feet long) and mounted on a platform or wheeled carriage. Only the largest form of ballista (wheeled) is described here for siege we; smaller forms are possible, having proportionately less range and damage. The medieval espringale was about half the size of the ballista given here.

Ballista ammunition resembles a spear, usually with a larger head. It is nearly useless against constructions (divide the number rolled by 5, round down), but can inflict some damage to equipment (as given). It is designed, as the crossbow, as a weapon for use against creatures (as given no AV reduction, Armor must save penalized by half the damage, or be destroyed, else it will lose 2AV). Hit rolls for a ballista are made as if the device were a fighter of a level equal to its number of crew. No specialists are needed for ballista operation, though some training is required.

Ballista

[P=L]					
	BS	100/200/300	1d10+6	—	—
	SK	110/210/300	1d12 + 7	—	Skewer (S)
	EX	120/210/300	2d8+7	—	Skewer (S/M)
	MS	130/220/300	P: 3d6+7	—	Skewer (S/M)+ Death (S)
			S: 4d4+7 (S/M)		
	GM	140/220/300	P:3d8+8	—	Skewer (S/M)+ Death (S/M)

Cost;	75gp	Enc;	6000cn	If recocked by Hin Water System
Towing Enc;	500cn			
AC;	4	HP;	9	

Ballista Figure 3

A Ballista is very similar to a normal crossbow and was actually the crossbow's forerunner. It is much larger (often 5'-10' long) and mounted upon a platform or wheeled carriage. It is mounted on wheels (or on a wagon), or placed upon a pivot (ships, Castle w   mmunition resembles Spears, but they have larger heads. The ammunition is nearly useless against constructions, but can inflict some damage to equipment. They are designed for use against men, animals, and monsters. The crew of a Ballista must be trained to use it, but the weapon does not require an artillerist to be present. If a trained crew, one of who is an artillerist, operates a Ballista it fires at the Fighter experience level of the artillerist. (If the Artillerist is not a Fighter, use the equivalent fighting ability of his class; for example, a Magic-user of 1st-5th level has the same attack roll as a Fighter of 1st-3rd level. It may be fired with the weapon mastery of the artillerist (see further). If operated by a trained crew with no artillerist present; take the size of the operating crew (maximum: 4) and use the size as if it were the experience level of a Fi   y an untrained crew, the ballista fires as though it were a normal man with a –8 penalty to the attack roll. Thyatian Dromon War Galleys placed stronger variant (+2 damage) on a scorpion tail-shaped turnstile that revolves 360 degrees, that is cocked by 2 crewmen using it.

Springal (Heavy Ballista)

P=L					
	BS	80/160/240	2d8+8	—	—
	SK	100/170/240	2d10+9	—	Skewer (S)
	EX	120/180/240	2d12+10	—	Skewer (S/M)
	MS	140/190/240	P: 3d10+11	—	Skewer (S/M) + Death (S)
			S: 3d8+11		
	GM	160/200/240	P: 3d12+12	—	Skewer(S/M) + Death (S/M)
			S: 5d6+10		

Cost;	100gp	Enc;	12.000cn	If recocked by Hin Water System
Towing Enc;	1000cn			
AC;	4	HP;	18	
Ammo Cost/Week	3000gp	Single shot;		Ammo Cost/Week=6000 gp
Full Crew;	5	BR	+4	
Minimum range;	NA	Fire rate;	1/4rounds	Fire rate = 1 x two rounds

The Springal is similar to the normal Ballista, except it hurls heavy javelins rather than bolts. The difference lies in its greater size and hurling mechanism that relies on a vertical, wooden spring hitting the back of the javelin, rather than a crossbow-style device. Note that the Springal only has a 90° field of fire (part of its firing mechanism can be rotated up to 45° left or right), compared to the ballista that has a full 360° field of fire. If a trained crew operates a Springal, one of who is an artillerist, it fires at the Fighter experience level of the artillerist. (If the Artillerist is not a Fighter, use the equivalent fighting ability of his class; for example, a Magic-user of 1st-5th level has the same attack roll as a Fighter of 1st-3rd level. It may be fired with the weapon mastery of the artillerist (see further). If operated by a trained crew with no artillerist present; take the size of the operating crew (maximum: 4) and use the size as if it were the experience level of a Fighter; in other words the smaller the crew the worse the attack roll becomes. If operated by an untrained crew, the Springal fires as though it were a normal man with a –8 penalty to the attack roll.

Ballista, Underwater

[P=L]					
	BS	100/200/300	1d8+6	—	Sink
	SK	110/210/300	1d10 + 7	—	Sink
	EX	120/210/300	2d6+7	—	Sink
	MS	130/220/300	P: 3d4+7	—	Sink
			S: 4d3+7 (S/M)		
	GM	140/220/300	P:3d6+8	—	Sink
			S: 3d4+8 (S/M)		
Cost; Towing Enc; AC; Ammo Cost/					

An underwater Ballista is a rare secretive weapon used by the warfleets of Cathos and Vacros only. Other nations have no knowledge of it; those encountering such a weapon rarely live to tell about it. It is often 5'-10' long and mounted upon a platform, or placed upon a pivot (ships, Castle walls) Ballista ammunition resembles hollow metal Tubes, with hard wooden or metal heads. The ammunition is useless against constructions, but can inflict some damage to equipment. The weapon is built in the ship just above water level and often hidden by a closed door. An underwater Ballista is very similar to a normal Ballista, but it is targeted just under water level, so that it's hollow ammunition will slowly penetrated the water surface hitting the target ship under water. The Bolt will go under water approximately halfway. The weapon will do half damage to creatures, but full damage to ships. Which will take water damage of ½ damage given by Ballista bolt each round until it sinks. The crew of a Ballista must be trained to use it, but the weapon does not require an artillerist to be present. If a Ballista is operated by a trained crew, one of whom is an artillerist, it fires at the Fighter experience level of the artillerist (If the Artillerist is not a Fighter, use the equivalent fighting ability of his class; for example, a Magic-user of 1st-5th level has the same attack roll as a Fighter of 1st-3rd level. It may be fired with the weapon mastery of the artillerist (see further).If operated by a trained crew with no artillerist present; take the size of the operating crew (maximum: 4) and use the size as if it were the experience level of a Fighter; in other words the smaller the crew the worse the attack roll becomes. If operated by an untrained crew, the ballista fires as though it were a normal man with a –8 penalty to the attack roll.

Ballista, Springal-Multiple Arrow

[P=L]					
	BS	100/200/300	3 x 1d6	—	-
	SK	110/210/300	4 x 1d8	—	Delay (s/m)
	EX	120/210/300	5 x 2d6+2	—	Delay (s/m)
	MS	130/220/300	P: 6 x 3d4+4	—	Delay (s/m)
			S: 4 x 2d4+2		
	GM	140/220/300	P: 6 x 3d6+4	—	Delay (s/m)
			S: 4 x 3d4+2		
Cost; AC; Ammo Cost ;					

A multiple arrow is an rare secretive Springal ballista weapon used by the warfleets of Cathos and Vacros only. Other nations have no knowledge of it, those encountering such a weapon rarely live to tell about it. It looks like a square box fixed somewhere in the masts of the ship above its rigging. The box is filled with 100 normal arrows (those of a longbow), instead a javelin like a normal Springal. A special shaped plank fixed to the ballista-like string will shower down the arrows in a 20' x 20' area, hitting all those within that area. Remember that a standing person of Humansize occupies an area of about 3' x 3' while moving freely. In crowded (those areas filled so that a person has less than 3' x3' area) circumstances this weapon will only cause half damage but will cause panic to those creatures in the area if they are less than 4HD. Further it is very similar to a normal Ballista. The ammunition is useless against constructions. The weapon will do full damage to creatures, but no damage to ships. The weapon targets a 20' x 20' surface area and all creatures within this area. Each creature will be hit by the amount of arrows given for the damage as normal (roll damage only once, apply it to all arrows) minus any Armor Value, unless protected magically. When the crew operating this weapon is able to hit a secondary target, they will do that damage in a 30' x 30' area, but the primary target area will be only 10' x10'. The crew of a Multiple Arrow must be trained to use it and must have the Rigging skill to be able to use the weapon effectively, but the weapon does not require an artillerist to be present. If a Multiple Arrow is operated by a trained crew, one of whom is an artillerist, it fires at the Fighter experience level of the artillerist. (If the Artillerist is not a Fighter, use the equivalent fighting ability of his class; for example, a Magic-user of 1st-5th level has the same attack roll as a Fighter of 1st-3rd level. It may be fired with the weapon mastery of the artillerist (see further).If operated by a trained crew with no artillerist present; take the size of the operating crew (maximum: 4) and use the size as if it were the experience level of a Fighter; in other words the smaller the crew the worse the attack roll becomes. If operated by an untrained crew, a Multiple Arrow fires as though it were a normal man with a –8 penalty to the attack roll.

Impact Fire

P=L					
	BS	200/250/300	1d8+8	—	—
	SK	210/260/300	1d10 + 9	—	Stun (S/M)
	EX	220/260/300	2d6+9	—	Stun (all sizes)
	MS	230/270/300	P:2d8+10	—	As above + (S/M)
			S: 1d12+11		
	GM	240/270/300	P: 2d10+12	—	As above + (S/M/L)
			S: 2d8 + 12		

A Catapult is a huge wooden spoon mounted in a wooden frame. Twisted ropes fix its lower end, so that the tension on the ropes keeps the spoon portion nearly upright. When the spoon is pulled down, the ropes become taut. The spoon is secured in this position, loaded with shot, and released. The spoon snaps quickly upward until it hits a horizontal crossbar and stops; the shot continues on its way, following an arched trajectory. The range varies by the tension on the ropes. A trained artillerist knows the proper amounts of tension for various ranges of fire. Use of a catapult

Catapult
Figure 1

requires the use of an artillerist. The catapult may be mounted on a wheeled carriage for towing, but it must be firmly blocked in place when used. Light catapults may be mounted (sometimes on a pivoted board) on ships. If a trained crew operates a Catapult, one of who is an artillerist, it fires at the Fighter experience level of the artillerist. (If the Artillerist is not a Fighter, use the equivalent fighting ability of his class; for example, a Magic-user of 1st-5th level has the same attack roll as a Fighter of 1st-3rd level. It may be fired with the weapon mastery of the artillerist (see further).If operated by a trained crew with no artillerist present; take the size of the operating crew (maximum: 4) and use the size as if it were the experience level of a Fighter; in other words the smaller the crew the worse the attack roll becomes. If operated by an untrained crew, the Catapult fires as though it were a normal man with a –8 penalty to the attack roll. It may be mounted on a wheeled carriage for towing. If a fortress is near a harbor or lake, or along a coast, ship-mounted catapults may be effectively used along with those on land.

Dwarven Mechanical Light Catapult

P=L					
	BS	80/160/240	2d4	—	—
	SK	90/180/270	2d6	—	Stun (S/M)
	EX	100/200/300	2d6+2	—	Stun (all sizes)
	MS	110/220/330	P:2d8+4	—	Stun (all sizes, sv-2)
			S: 1d12+6		
	GM	120/240/360	P: 2d10+8	—	Stun (all sizes, sv-4)
			S: 2d8+10		

Cost;	500gp	Enc;	immobile	Can't hit targets at half minimum range or less.
Towing enc.;	immobile			
AC;	2	HP;	20	
Ammo Cost/Week	5000 gp	Impact area;	15'x15'	
Full Crew;	12/10	BR;	+6	
Minimum range;	150	Fire rate;	6/1 rounds	

This weapon is found only in Dwarven fortifications. The pivot system, set in the stone of the fortification, enables the machine to traverse 360°, at 60°/round, and is done by the same Dwarves that crank the axle. It's a self-loading series of 4x4 very light catapults (crosswise placed bow arms on the axle), which fires six, 10 Lbs stone balls per round. The range shield bends the steel bow arms and determines the angle and with that the range. A large ammunition chest (ammunition hopper) has several holes on the front side where the balls roll singularly into hooks, the specially shaped bow arm cup pushes the hook up while cupping the stone, at the same time the loading lock is pushed up to receive the next ball. Manual (6 Dwarves, 3 on either side) power is used to crank the axle, which spins and thus swings the bow arms. Two Dwarves stabilize the ends, but after 1004 AC, a removable triangular brace on either side replaced them, reducing the crew needed by two. Four others feed the ammunition hopper and adjust the range shield. A trained artillerist knows the proper amounts of tension for various ranges of fire. It requires the use of an artillerist. If a trained crew operates I, one of who is an artillerist, it fires at the Fighter experience level of the artillerist. (If the Artillerist is not a Fighter, use the equivalent fighting ability of his class; for example, a Magic-user of 1st-5th level has the same attack roll as a Fighter of 1st-3rd level. It may be fired with the weapon mastery of the artillerist (see further). If operated by a trained crew with no artillerist present; take the size of the operating crew (maximum: 4) and use the size as if it were the experience level of a Fighter; in other words the smaller the crew the worse the attack roll becomes. If operated by an untrained crew, the Catapult fires as though it were a normal man with a –8 penalty to the attack roll. For each crewmember absent the shooting rate drops by 1/ round, one for each Dwarf on the axle cranking it around. A chain-water-powered variety, using only four crewmembers for loading, targeting, is rumored to exist in Dengar. But this has 5% of jamming of the chain each Turn; disabling the device for 2d4 turns minimal. This version can only Turn 180° mostly and some to 270°, due the chain work powering the axle.

Dwarven mechanical light catapult

Detail of Pivot
The pivot arm is set in the stone of the fortifications. The catapult is traversed at a rate of 60° per round by the six dwarves that crank the axle.

Side view of axle

Spring

Hook

Cup

Loading-Lock

Detail of Loader
The hooks are pushed aside by the bow's cup. The cup also pushes the loading-lock up to receive the next ball.

P=L							
	BS	250/320/400	1d10 + 10	—	—	3d10/ball	SvDr or Entangle
	SK	270/330/400	1d12 + 12	—	Stun (S/M)	3d12/ball	SvDr-1 or Entangle
	EX	290/340/400	2d8 + 12	—	Stun (all sizes)	6d8/ball	SvDr-2 or Entangle
	MS	310/350/400	P: 2d12 + 12	—	Stun + (S/M)	4d12/ball	SvDr-3 or Entangle
			S: 2d10 + 12			single target only	
	GM	330/360/400	P: 3d10+12	—	Stun +	6d10/ball	SvDr-4 or Entangle
					S: 4d6 + 10	single target only	

Cost;	250gp	Enc;	18.000cn	If recocked by Hin Water System
Towing enc.;	1500cn			
AC;	0	HP;	27	
Ammo Cost/Week	6000gp	Impact area;	30'x30'	Ammo Cost/Week=12.000 gp
Full Crew;	8	BR;	+8	
Minimum range;	175	Fire rate;	1/6rounds	Fire rate = 1 x three rounds

The heavy catapult is comparable to the light catapult in terms of establishing primary/secondary targets and special effects. A Catapult is a huge wooden spoon mounted in a wooden frame. Twisted ropes fix its lower end, so that the tension on the ropes keeps the spoon portion nearly upright. When the spoon is pulled down, the ropes become taut. The spoon is secured in this position, loaded with shot, and released. The spoon snaps quickly upward until it hits a horizontal crossbar and stops; the shot continues on its way, following an arched trajectory. The range varies by the tension on the ropes. A trained artillerist knows the proper amounts of tension for various ranges of fire. Use of a catapult requires the use of an artillerist. The catapult may be mounted on a wheeled carriage for towing, but it must be firmly blocked in place when used. If a trained crew operates a Catapult, one of who is an artillerist, it fires at the Fighter experience level of the artillerist. (If the Artillerist is not a Fighter, use the equivalent fighting ability of his class; for example, a Magic-user of 1st-5th level has the same attack roll as a Fighter of 1st-3rd level. It may be fired with the weapon mastery of the artillerist (see further).If operated by a trained crew with no artillerist present; take the size of the operating crew (maximum: 4) and use the size as if it were the experience level of a Fighter; in other words the smaller the crew the worse the attack roll becomes. If operated by an untrained crew, the Catapult fires as though it were a normal man with a –8 penalty to the attack roll.

Trebuchet

P=L					
	BS	250/375/500	1d12 +13	—	—
	SK	280/390/500	2d8 + 14	—	Stun (S/M)
	EX	320/410/500	2d10 + 15	—	Stun (S/M/L)
	MS	360/430/500	P: 2d12 + 16	—	Stun + (S/M)
			S: 2d10 + 16		
	GM	400/450/500	P: 5d6 + 16	—	Stun + (S/M/L)
			S: 3d10 + 12		

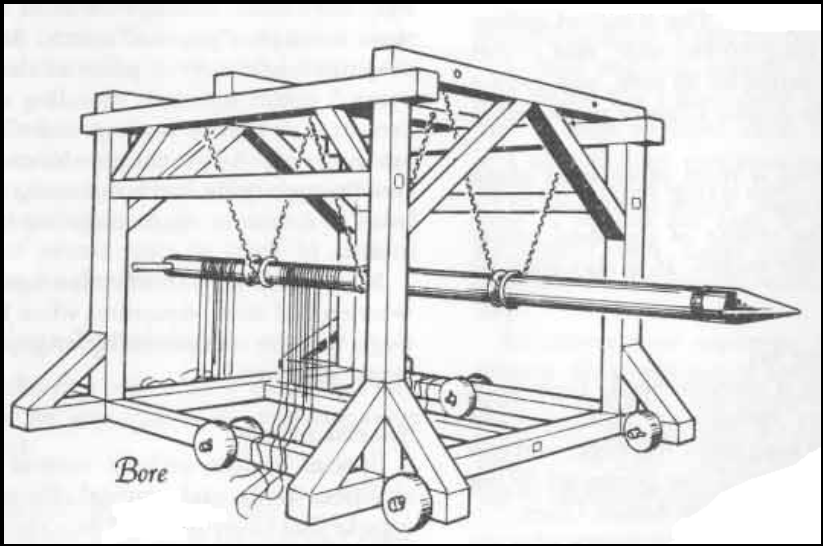| Cost;	400gp	Enc;	24.000cn	
Towing enc.;	2000cn			
AC;	0	HP;	36	
Ammo Cost/Week	8000gp	Impact area;	30'x30'	
Full Crew;	12	BR;	+12	
Minimum range;	100	Fire rate;	1/6rounds	

Trebuchet
Figure 2

Somewhat similar to a Catapult, a Trebuchet is a huge wooden bar with a sling at one end, mounted on a wooden frame in seesaw fashion. Instead of using ropes and tension to propel it, the bar is mounted on a pivot so that part of the bar projects toward the target. A large basket or net is hung from this end and is filled with weights (rocks lead or even sand or water). Ropes are used to pull the long sling arm down and to hold it for loading. When released, the weights pull the short arm downward and the long arm pivots quickly upwards, the sling slows naturally as the weights reach the bottom of the arc and flies open, causing the shot to fly of in a high, arched trajectory. The range of fire is determined by the amount of weight in the basket and by the exact position of the basket on the short arm of the bar. If a trained crew operates a Trebuchet, one of who is an artillerist, it fires at the Fighter experience level of the artillerist. (If the Artillerist is not a Fighter, use the equivalent fighting ability of his class; for example, a Magic-user of 1st-5th level has the same attack roll as a Fighter of 1st-3rd level. It may be fired with the weapon mastery of the artillerist (see further).If operated by a trained crew with no artillerist present; take the size of the operating crew (maximum: 4) and use the size as if it were the experience level of a Fighter; in other words the smaller the crew the worse the attack roll becomes. If operated by an untrained crew, the Catapult fires as though it were a normal man with a –8 penalty to the attack roll. The Trebuchet is comparable to the light catapult in terms of establishing primary/secondary targets and special effects.

Breaching Weapons

A breaching weapon is a device used to create a hole (breach) in a wall or other construction. This can be done by either of two methods: pounding until the wall gives way, or digging a hole through the wall. The weapons used for each of these methods (respectively) are the ram and the bore. Breaching weapons are only usable in Assaults, and only by the attackers. No specialists are needed to operate breaching weapons, and little or no training is needed for their crews. Breaching weapons are resistant to fire, taking half damage from it at all times (both when attacked by fire and when burning). Breaching weapons also include Rams on the bow of ships, or poles hidden under water. This is the single one type of weapon upon which no mastery can be attained.

Bore

[P=A]	BS	—	1d6+14	—
Cost;	150gp	Enc;	3000cn	
AC;	-4	HP;	50	
Full Crew;	10	BR	+4	
		Fire rate;	1 per 2.	

A Bore is a long, heavy loglike device hung from chains—a suspended ram in some respects—its metal tip is similar to a corkscrew. Instead of being carried (unlike the wheeled ram), it rests within a cradle of chains so it can be freely rotated. Ropes are wrapped tightly around it and are pulled alternately from each side by two crews of minimal 4 men each. In use, the bore is rolled up to its target (normally the gate of a Fortification). The direction of the bore's rotation alternates. Two additional men are needed to hold the bore firmly against the target structure while the other men, in groups of four, pull the ropes in sequence to rotate the Bore—first one direction, then the other. The Bore actually drills its way into the target. The Bore does not require a Siege specialist to use, but its crew does need to be trained in its use (basic Weapon mastery). A Bore is too slow to attack a mobile Target of any sort and makes much too much noise to attack a sleeping character (be it Dragon or else).
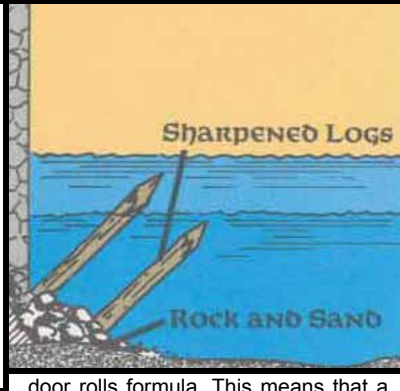
Ram, Battering

[P=A]	BS	—	1d6+8	—
Cost;	100gp	Enc;	3000cn	
AC;	-4	HP;	50	
Full Crew;	10	BR	+4	
		Fire rate;	1 per 2.	

A battering Ram is a large heavy log or similar device carried or mounted on wheels. The log is usually capped with metal. This end is repeatedly slammed against a target (such as a door or gate), using brute force to cause damage. The standard Battering Ram is 10' Long and needs a 10 men crew to operate. For a longer ram add one crewman per extra foot length. A battering ram can be transported by ¼ less men than needed to operate it. The ram is also used like the Bore by fastening it securely to stout chains attached to a wheeled gallery shed ceiling or belfry. The ram is then easily rolled up to and swung against the target, while protecting its crew from missile attacks. When a ram is used in this manner, only one man is needed for each 2' of the ram's length; a 5-man crew is sufficient for a 10' Battering Ram. The crew of a Battering Ram does not need to be trained in its use. The smaller version can be used by four men, who must move at least 10' in front of a door and hit the door multiple times for ½ normal damage. But cost, and encumbrance will also be halved. This smaller version has no BR modifier, and can be used once every three rounds instead.

A tree, long bench or pole can be used as a battering ram, when it is long enough, but any damages will be split evenly between the Ram and the

A battering Ram has only a basic level of mastery, not unskilled, not higher

determines the additional points on the open door roll. The damage to a creature or object is rolled by the statistics in the table, and not by the open
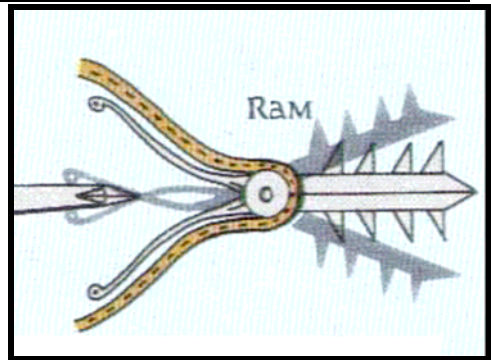

Main Gate Defense

door rolls formula. This means that a door not opened by the open door roll, will still be damaged if hit sufficiently (successful hit roll). When a door is damaged by 75% of its hit points it will be enforced open, a wall will only break by applying 100% of its hit points in damage.

Logs placed underwater will function like a ram, but only when a vessel moves against it, or waves, tide differences or other vessels move the vessel against it.

, V ssel			
BS			
Cost;	100gp	Enc;	1500cn
AC;	-4	HP;	as vessel
;	1		

Ram, Dromon				
[P=A]	BS	—	110	—
	-4			
Full Crew;	1			
		Fire rate;	once	

There do exist ram variant of which the breaking ram of the Thyatian Dromon War Galleys is the best known.

A Ram may also be attached to the front of a sea or air ship. In these cases no crew is needed but the man at the steering wheel of the ship, who must succeed a piloting vessel skill, determines the hit roll. A ram of this kind brings more damage than a man-wielded ram as the weight of the ship is attached behind it.

Ram

Dromon Ram. This is a special mechanism that rips a larger-than-normal hole in ship hulls. After a successful ram hit, winches open the ram in a reverse scissor-like action. The toothed cutting edges increase hull damage. This ram always inflicts the maximum 110 Hull points of damage.

Other weapons

These weapons are thus different that they can't be listed under directed weapons or impact weapons.

Greek Fire					
[P=A]	BS	100/200/300	1d8	—	Ignite
Cost;	25.000gp	Enc;	6000cn		
AC;	4	HP;	10% ship		
Full Crew;	4	BR	+8		
Reload Cost	10.000gp	Fire rate;	once for 3 Turns.		
Minimum range;	NA				

This is an intricate system of copper tubing, together with a large pumping mechanism fixed to a tank filled with a mixture of sulphur, phosphor, Potassium, oil, sticky, difficult to extinguish. The mixture is automatically ignited and sprays from the rigging pipes all out around the ship, floating upon the water (even when there are waves) igniting other wooden vessels around. The ship itself is protected by copper plating and ready slik + sand + salt mixtures, which will suffocate the fire on board (if any). Once started the pumps are empty when the mixture leaves the rigging tubes, so there is only one "shot" possible. An area of up to 100.000 square feet will be covered with the burning liquid, which will not extinguished by water. It will remain burning for 3 Turns minimum and one turn more for each wind Strength lower than 5. One Turn is 10 minutes or 60 rounds of damage. It can only be recharged in a special repair/filling harbor (existing in Cathos, Vacros and a few hidden islands only). This will take 3 days (72 hours) of work minimum.

Rock Drops	[P=A]	BS	100/200/300	1d2 x (1d30 + 10)
Ball Drops	[P=A]	BS	100/200/300	1d4+6
Log Slides	[P=A]	BS	100/200/300	1d6+10
Cost;	500gp	Enc;	6000cn	
AC;	4	HP;	10% ship	
Full Crew;	2 minimum	BR	+8	
Reload Cost	350	Fire rate;	1/r	
Minimum range;	NA	Impact area;	30' x30'	

Rock Drops, Ball Drops and log slides (primarily used on Fortress island Minrothad.). These are actually manned traps, as they are immobile, permanent fixtures, and can't actually be targeted. They bring great material damage (as given) and even greater personal (Damage as given x 5 – AV, + breaks) to those unlucky persons standing in between. However, as the weapon is very inaccurate it can't be targeted especially at individuals. It is effective against vessels and constructions if 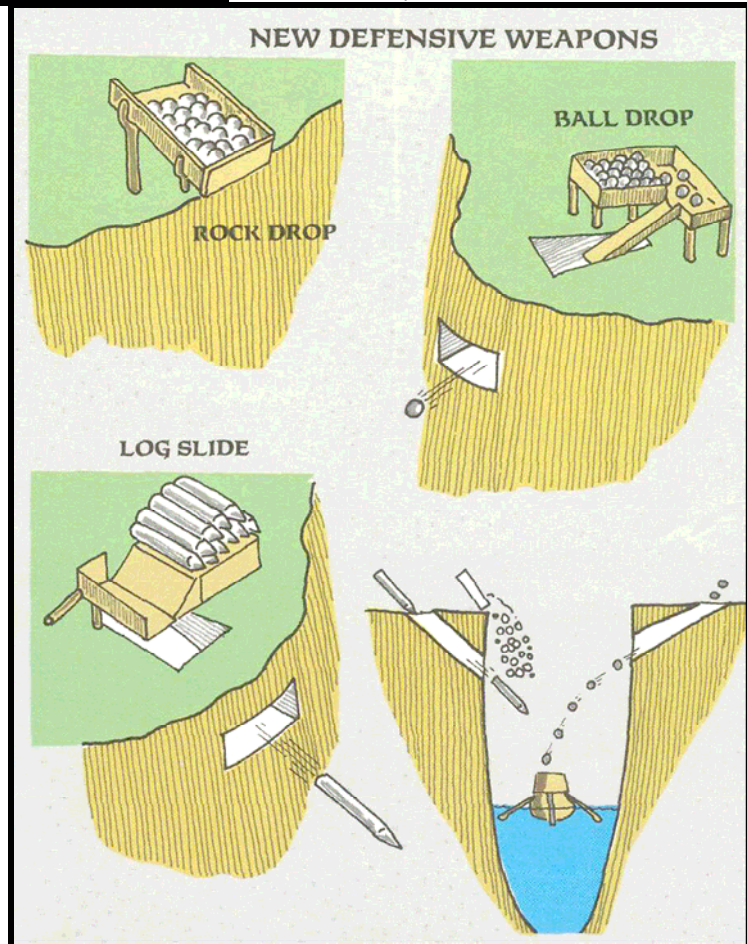placed above it. Hit rolls for these attacks are made as if the device were a fighter of a level equal to its number of crew. No specialists are needed though some training is required. The artillerist manning the weapon just waits until the target moves underneath it, and makes a Hit roll.

The rock drops are a massive drop of rocks and will cause 1d6 – AV breaks if they hit a person (Sv DB to evade completely).

The individual (rock) Ball drops will cause 1d4 – AV breaks if they hit a person (Sv DB to evade completely).

The individual Log slides will cause 1d6+10 damage and 1d6 – AV breaks if they hit a person (Sv DB to evade completely). The approaching missiles are audible, and each aware character may make a saving vs. Dragon Breath to evade a crushing impact, and suffer only the rolled damage –AV and no breaks. Vessels however are mostly (unless instant transport magic involved) too slow to escape an attack. These weapons are also used on flying vessels. The damage of each rock or ball or log increases by 1d6 per 100 ' fallen, but the hit roll decreases by 1 per 100' fallen. Also will the sudden weight loss surely affect the movement of the vessel.

A single attack of a full Rock drop weighs 5000cn, each ball drop 120cn, and each log 500cn. The construction weighs about 1000cn and is part of the vessel.

NEW DEFENSIVE WEAPONS

BALL DROP

ROCK DROP

LOG SLIDE

Cauldron Attacks		Drop	All in 5' impact area			Extinguished?
Burning Oil	(P=A)	10' minimum	5d6 Heat Damage	+1d3r	1d6 Heat damage	No
400gp	2500cn	If set aflame		+3d6r	1d6 Fire Damage	Yes
Burning Tar	(P=A)	10' minimum	5d6 Heat Damage	+2d4r	1d6 Heat Damage	No
0-70 gp	2500cn					
Boiling Water	(P=A)	10' minimum	5d6 Heat Damage			No
0 gp	2500cn					
Lye	(P=A)	10' minimum	3d6 Acid Damage	+1d3r	1d6 Acid Damage	Yes
150 gp	2500cn		+ 1d3 Damage Poison Fumes 20' radius			Sv Negates
Hot Sand	(P=A)	10' minimum	3d6 Heat/ Impact Damage	+1d3r	1d4 Heat Damage	No
0 gp			+ Suffocate			Sv Negates
	2500cn		+ Blinded 1d3 r 20' radius			Sv 1r
Cauldron	5' Wide	5' Deep	Contents;	2500cn	Hp;	50
100gp	Weight Empty;	300cn	Weight filled:	3000cn	AC/AV	9/10
	Crew;	4	Fuel;	Campfire		

This defensive weapon is found mostly around the walls of a fortification. It is a very large iron pot that holds boiling or flaming liquid and is suspended from a mechanism that allow defenders to pull a chain to tip its contents on attackers (often over the wall, or through outlets in the wall) when tipped, the contents spill to the ground (which must be at least 10' below for a proper splash), splashing outward in a 15' spread.

Any creatures caught within 5' of the center of the impact take 1d3 (no AV) impact damage and must make a Strength check or be knocked prone by the force of the attack. In addition, a creature in this area must successful make a Save vs. Death Ray or take full damage from the substance (successful save is half damage). Additionally, people Climbing on Ladders, the Wall, etc must Save vs. Death Ray at –5 or be flushed down and suffer all normal falling consequences—no Tumblefall ability possible).

Once dumped, it takes a crew of four people 1 Turn to upright and refill the cauldron, assuming enough supply of this ammunition is at hand. In addition it takes 6 Turns for hot ammunition to reach a temperature that will cause damage assuming a fire of at least campfire size is kept lit underneath it. When an amount of water is applied to the character hit (at least 2 Quarts) some of the continuing damages can be extinguished. Others will bring their continuing damage unless magic removes the cause of this damage (a Careen spell could remove Tar, a Water Spout could remove the Fire, a Blast of Cold could remove heat damage, a Dig spell could remove the hot sand, etc.).

Gunpowder on MYSTARA

Gunpowder-using siege weapons-is a novelty in the Known World since 1014 AC. An obscure Cleric from the Heldannic Order, Brother Berthold Schwartz of Freiburg (now deceased), claimed to be the inventor of gunpowder. That can't be proved since it appeared in various areas almost at the same time. Of course, this is reason enough for the kindly Heldannic bunch to feel that all the other nations have no right to use this holy weapon sent by Vanya. It would seem that gunpowder is a byproduct of the Great War between Thyatis and Alphatia.

The nations that have access to gunpowder could be Thyatis, Karameikos, the Heldannic Knights, Darokin, Rockhome, and faraway Ochalea. Glantri, of course, would probably seek to have every speck of this despicable, non-magical (as they see it) filth scoured from the surface of Mystara (*"Peh! There isn't enough of this evil powder in King Stefen's Mad Mary to rival our Glantrian fireballs!"*). Between these two extremes lie the "have-nots." Some don't really care or aren't wealthy enough for this kind of novelty (like Ierendi, Minrothad Guilds, Aengmor, Five Shires, Ethengar, Northern Reaches, Ylaruam, and Wendar), but might be able to acquire it if needed. A host of others are frothing at the mouth for the skills and secrets necessary to create the precious gunpowder and the weapons that utilize it. In the latter group would fall all Humanoids, Hule, and most of the Isle of Dawn nations. None of them would be above kidnapping, blackmail, and other treachery to acquire what they want. Much like the style of the medieval world, Known World cannons would probably be delicately carved and painted in the bright heraldic colors of their owners. Pennants would be added to identify the commanders. All this could be very colorful, except that gunpowder is still poorly understood. Its components, mixing techniques, and dosage vary from one alchemist to another.

The catch

The big risk of using gunpowder is that it can backfire. Anytime an unmodified result of 1 or 2 is rolled when firing a siege weapon, the cannon explodes causing within the indicated area an amount of damage equal to its Basic level of weapon mastery (no save). The handgun explosion effect is explained separately under its own entry.

General note on cannons:

The cost of ammunition varies with the size of the bombard. A pound of powder costs 5 gp. A mason is needed on site to carve stones to fit exactly the caliber of the canon (every gun has a different caliber).

Fire rates:

The firing rates are for siege situations, where artillerists properly clean their guns and allow ample time for cooling. In an emergency, siege weapons can fire faster, but catastrophic explosions would be more likely (on an unmodified result 1, 2, or 3 on an attack roll). In this case, a serpentine could fire as fast as a light catapult; a bombard could match a heavy catapult; a great bombard could fire as fast as a trebuchet. Weapon mastery never increases the firing rates of siege weapons, especially when gunpowder and overheated barrels are involved.

Missing a target:

When any artillery piece misses its target, use a conventional scatter diagram (a hex with its sides numbered 1-6) to see where the boulder actually hits. On a score of 1 on a d6, the boulder falls due north of the intended target. On a 2, it falls northeast, on a 3, southeast, etc. Subtract the number the attacker rolled (after modifications) from the score needed to hit the target, and multiply the result by five. The total indicates how many yards in the given direction the boulder misses its target. If the projectile exceeds by 20 yards or more its maximum possible range as the result of a missed shot, assume the artillery crew somehow packed too much powder into the cannon! The chief artillerist or the best crewmember must make a skill check (Intelligence score +1 for each level of weapon mastery above Unskilled). If it fails, the cannon's barrel cracks and needs to be sent back to a master engineer for repair (a score of 20 always fails). Repair requires a full week (at the cost of one-quarter the original cost of the cannon). The cannon will blow up if used while damaged. Note that a cannon can't hit itself or something behind its own position! If this happens, reroll the direction of the error. A projectile, however, could conceivably fall as little as a yard away from the cannon's muzzle as the result of a missed shot (to the vast relief and amusement of the enemy).

Building cannons:

These novelties require the services of a specialized engineer. The engineer must have the skill to build cannons. The initial requires three skill slots. The skill is based upon Intelligence with a -5 penalty. The cannon must be fired (usually in combat, by its artillery crew) to find out whether it was properly built. If the engineer had succeeded the skill roll, then the cannon fires normally. If not, treat as if the artillery crew's hit roll was a 1 (i.e., the gun blows up). If the attack roll was indeed 1, double the damage from the explosion.

The engineer can build iron pots, serpentines, and veuglaires without any further penalty. Each one successfully built reduces the engineer's skill penalty by 1 at that specific type of cannon. For example, an engineer who's already built three functioning serpentines gets –2 instead of -5 the next time he builds a serpentine. Any successes beyond five are ignored for each particular type of can none. It takes a month to build an iron pot or small bombard.

The engineer can build full-sized bombards with an extra penalty of -5 to skill checks, in addition to any penalties he might still have with smaller artillery pieces (add all penalties existing for iron pots, serpentines, and veuglaires). As with smaller cannons, this penalty can be reduced by the number of full-size bombards successfully built. Bombards require two months for their construction.

reat bombards receive an extra –10 penalty to the skill check. This penalty can never be reduced. Great bombards require six months for their construction. Full payment is generally required prior to construction. However, if a bombard blows up on the first attempt to use it, it is customary for the master engineer to repay a fine worth 20% of the whole construction fee.

Gunpowder quality:

here are varying degrees of quality for gunpowder that are never apparent at the time of purchase. The reason to this is twofold. First and foremost the

At the end of the indicated round, roll 1d6.
1-2   the weapon does indeed explode (as if an attack roll of 1 had been rolled).
3-4   the weapon fires normally.
5-6   the powder is bad and does not ignite at all. The weapon must be reloaded.

magical aura of Mystara distorts the chemical/alchemical compounds and its effects. Due to this gunpowder can't be used in non-magical areas or on the Day of Dread. The second reason is that each batch of compounds varies, not only per alchemist creating it, but also per batch, as the components are always impure, mixed and polluted somehow. Poor gunpowder will misfire on a roll one greater than what would normally cause a handgun or a siege weapon to explode. For example, on a roll of 3, a bombard with poor gunpowder would misfire. Misfiring does not necessarily cause an explosion-instead nothing happens for 1d10 rounds. If the powder is of superior quality, the chance for explosion is reduced by one. A siege weapon thus would only explode on an attack roll of 1. In the case of the handgun, replace the explosion with a misfire, as explained above. One is likely to get poor-quality powder from an unscrupulous alchemist or from an abandoned armory. An old powder keg found in a dungeon will probably fall into his category. Powder from Ochalean alchemists is reputed to be excellent—although this could be nothing but rumor! Specialists known to produce such superior gunpowder often charge twice the regular price.

War Machine effects:

lthough expensive to build and not necessarily very efficient, cannons do have a greater value in the War Machine mass-combat system compared to traditional artillery. At the end of each day, roll 1d20. On a score of 1, one or more cannons have exploded (2d10% of all cannons, rounded up). The destroyed cannons are chosen at random, and 1d4 crewmembers per destroyed cannons are permanently lost (includes the artillery chief on rolls of 4). With superior-quality gunpowder, only 1d10% of the cannons explodes. With poor gunpowder, 3d10% of the cannons explodes. Exploded cannons do not affect the BR anymore of course.

This is an early version of the contemporary mortar weapon. It looks like a fat, vase-shaped cannon, almost wider than it is long (about 3' long). It fires a 20-pound projectile with two pounds of powder.

Iron pot (pot de fer)					
P=L	BS	90/180/270	1d8+6	—	—
	SK	110/190/270	1d10 + 7	—	Stun (S/M)
	EX	130/200/270	2d6+7	—	Stun (S/M/L)
	MS	150/210/270	P: 2d8+8	—	Stun(S/M)+ (S/M)
			S: 1d12 + 9		
	GM	180/220/270	P: 2d10+10	—	Stun(S/M)+ (S/M/L)
			S: 2d8 + 10		

Cost;	500gp	Enc;	5000cn	
Towing enc.;	600cn	Explode range;	20'	
AC;	0	HP;	18	
Full Crew;	4	BR;	+6	
Ammo Cost/Week	2800gp	Single shot;	10gp	
Minimum range;	50	Fire rate;	1/Turn	

This is a small cannon, about 6' long with a 6" caliber, sometimes mounted on wheels. It shoots a 40-pound projectile with four pounds of powder. Intermediate cannons, like the medieval veuglaires, also existed, with an approximate length of 10' and a 10" caliber. The latter usually sat on a heavy set of timber to absorb its recoil.

Small bombard (Serpentine)

P=L					
	BS	120/240/360	2d4+7	—	—
	SK	150/255/360	2d8+8	—	Stun (S/M)
	EX	180/270/360	3d6+9	—	Stun (S/M/L)
	MS	210/285/360	P: 2d10+11	—	Stun + (S/M)
			S: 3d6 + 10		
	GM	240/300/360	P: 3d8+12	—	Stun + (S/M/L)
			S: 3d6 + 11		

Cost;	1000gp	Enc;	10.000
Towing enc.;	1200cn	Explode range;	30'
AC;	0	HP;	24
Full Crew;	4	BR;	+8
Ammo Cost/Week	5600gp	Single shot;	20gp
Minimum range;	60	Fire rate;	1/Turn

+100 gp   if mounted on a two-wheel carriage.
+20 gp   if fitted with a small wooden mantlet to provide some overhead protection from missile weapons (arrows and crossbow bolts shot from long range). It is similar to a shield (AC +1) and protects the crew operating the serpentine.

This is a small cannon, about 10' long with a 10" caliber, sometimes mounted on wheels. It shoots a 40-pound projectile with four pounds of powder. They usually sit on a heavy set of timber to absorb its recoil.

Small bombard (Veuglaire)

P=L					
	BS	120/240/360	2d4+12	—	—
	SK	150/255/360	2d8+13	—	Stun (S/M)
	EX	180/270/360	3d6+14	—	Stun (S/M/L)
	MS	210/285/360	P: 2d10+16	—	Stun + (S/M)
			S: 3d6 + 15		
	GM	240/300/360	P: 3d8+17	—	Stun + (S/M/L)

Cost;	1800gp	Enc;	15.000cn
Towing enc.;	1800cn	Explode range;	40'
AC;	0	HP;	30
Full Crew;	4	BR;	+8
Ammo Cost/Week	5600gp	Single shot;	20gp
Minimum range;	60	Fire rate;	1/Turn

+100 gp   if mounted on a two-wheel carriage.
+20 gp   if fitted with a small wooden mantlet to provide some overhead protection from missile weapons (arrows and crossbow bolts shot from long range). It is similar to a shield (AC +1) and protects the crew operating the serpentine.

This is a large cannon, about 15' long, with a 20" caliber, capable of shooting a 300-pound projectile with 45 pounds of powder. It needs two wagons with eight horses/oxen to carry. At least 70 people are needed to load or unload the bombard from its carriage.

Bombard

P=L					
	BS	140/280/420	d12+13	—	—
	SK	170//295/420	2d8 + 14	—	Stun (S/M)
	EX	200/310/420	2d10+15	—	Stun (all sizes)
	MS	230/325/420	P: 2d12 + 16	—	Stun + (S/M)
			S: 2d10 + 16		
	GM	260/340/420	P:5d6+16	—	Stun + (S/M/L)
			S: 3d10 + 12		

Cost;	2500gp	Enc;	80.000cn
Towing enc.;	6500cn	Explode range;	60'
AC;	-2	HP;	30
Full Crew;	6	BR;	+12
Ammo Cost/Week	45.000gp	Single shot;	450gp
Minimum range;	70	Fire rate;	1 / 3 Turns

Great Bombard is a "unique" weapon, a one-of-a- kind in a kingdom. When referring to it, one should

The one described in this article, a   annon weighing at least 10 tons, shoots a huge,

(at least 240 LBS, no one said that big guns have to be efficient). O

P=L					
	BS	200/400/600	3d8 + 10	—	—
	SK	250/425/600	3d10+10	—	Stun (S/M)
	EX	300/450/600	4d8 + 12	—	Stun (S/M/L)
	MS	350/475/600	P: 4d10+14	—	Stun(S/M/L) + (S/M)
			S: 3d12 + 14		
	GM	400/500/600	P:4d12+16	—	Stun (S/M/L) + (S/M/L)
			S: 3d12 + 16		

Cost;	5000gp	Enc;	200.000cn	
		range;	90'	
			40	

be built to fire smaller projectiles up to a mile away, but at half damage (rounded down). After each shot, a cone-shaped area

re   all enemy troops (of less than one full HD each) within its field of fire and range. The Morale Check is made at the moment of the first shot each day. Horses are particularly vulnerable to the thunderous

area of effect suffer 1d10 points of damage from flying debris (save vs. death ray for half damage). The great bombard requires 6 large wagons to transport and 40-50

of 16 miles a day by road. As with most bombards, it is solidly tied to a bed of thick timber pieces to absorb the recoil. Beams and wedges are then needed to elevate and aim the

Horses

by Gordon Menzies

Artwork by Lissanne Lake

The exact appearance and coloration of any particular horse can be determined randomly, or can be chosen from those tables by the player at the DM's discretion. The tables are also useful for those DM who wish to create and maintain information on unique breeds of horses. These animals would have a typical appearance and possibly common traits, depending on the environment they occupy and the people who breed them. For instance, the Dwarves of a particular region might maintain herds of strong, sure-footed ponies that are usually grey and shaggy-coated. These animals would be exceptionally strong to carry heavy loads (food supplies brought up from the valleys, raw ore, etc.) and may also be consistent in size and temperament.

Overall Coloring and Appearance		
1	Black	Black pigment is present throughout, including both skin and hair.
2	Brown	The coat is a mixture of black and brown hair.
3	Black-brown	Black is the predominant pigment, but the muzzle, and sometimes the flanks, are brown.
4	Bay	The color varies from a dull reddish-brown to a golden shade that is nearly chestnut.
5	Bay-brown	The predominant pigment is brown but the muzzle is bay. The legs, mane, and tail are black.
6	Chestnut	A red-gold color with a number of varying shades.
7	Cream	This color is a result of unpigmented skin. The eyes of these horses are always pink or blue in color.
8	Dun	A primitive color (wild horses), a yellow dun (a sandy sort of yellow) or a blue dun (the skin of the horse is black. The mane and tail are usually dark).
9	Grey	This is a varied mixture of black and white hairs on a black skin.
10	Blue roan	This is a blue-tinged grey that is a result of white hair on a body with black or brown pigmentation.
11	Red roan	An earthy red the result of bay or bay-brown body color with a mixture of white hairs overall.
12	Strawberry roan	A dusty / smokey rose color ;the result of a chestnut body color with a mixture of white hairs.
13	Piebald	The coat is made up of large, irregular patches of black and white, like common milk cows.
14	Skewbald	This is the same as the piebald, except in this instance the black coloring is replaced with any other color.
15	Odd-colored	This type is any coat that has more than two different colors.
16	Palomino	A rich yellow-gold coat with a white mane and tail.
17	Liver chestnut	This coat is the dark red color of raw liver.
18	Dapple grey	A dark storm cloud grey, with small patches and flecks of lighter coloring on chest, belly, and hindquarters.
19	Sorrel	A chestnut red-brown between bright bay and yellow chestnut. Mane and tail are both white or reddish in color.
20	Albino	Complete absence of pigmentation in skin and hair. Always pinkeyed, and white/yellowish colored.

Coat Pattern		
01-70	Whole/Solid coloring	Coat is completely regular.
71-80	Flecked	Coat contains small, irregular groupings of white hairs throughout.
81-90	Flea-bitten	Coat contains specks of brown hairs throughout, common with gray-colored and older.

Leg Ma		
01-70	None	Leg is a solid color or pattern matching the rest of the body.
71-85	Stocking	Leg has a white area between the hoof and the knee or hock.
86-00	Sock	Leg has a white area extending from the hoof halfway to the knee or hock.

Body M		
01-80	None	No body markings.
81-90	Flesh marks	These are areas of unpigmented hair and skin, usually around the belly, flanks or legs.
91-00	Zebra marks	Bars or stripes on the legs or flanks are a throwback to the primitive camouflage of early breeds of wild horses.

Muzzle		
01-70	None	There is nothing unusual about the muzzle.
71-80	Snip	White markings ring the nostrils.
81-90	White muzzle	The muzzle and nostrils are white.
91-00	Lip marks	The lips are white.

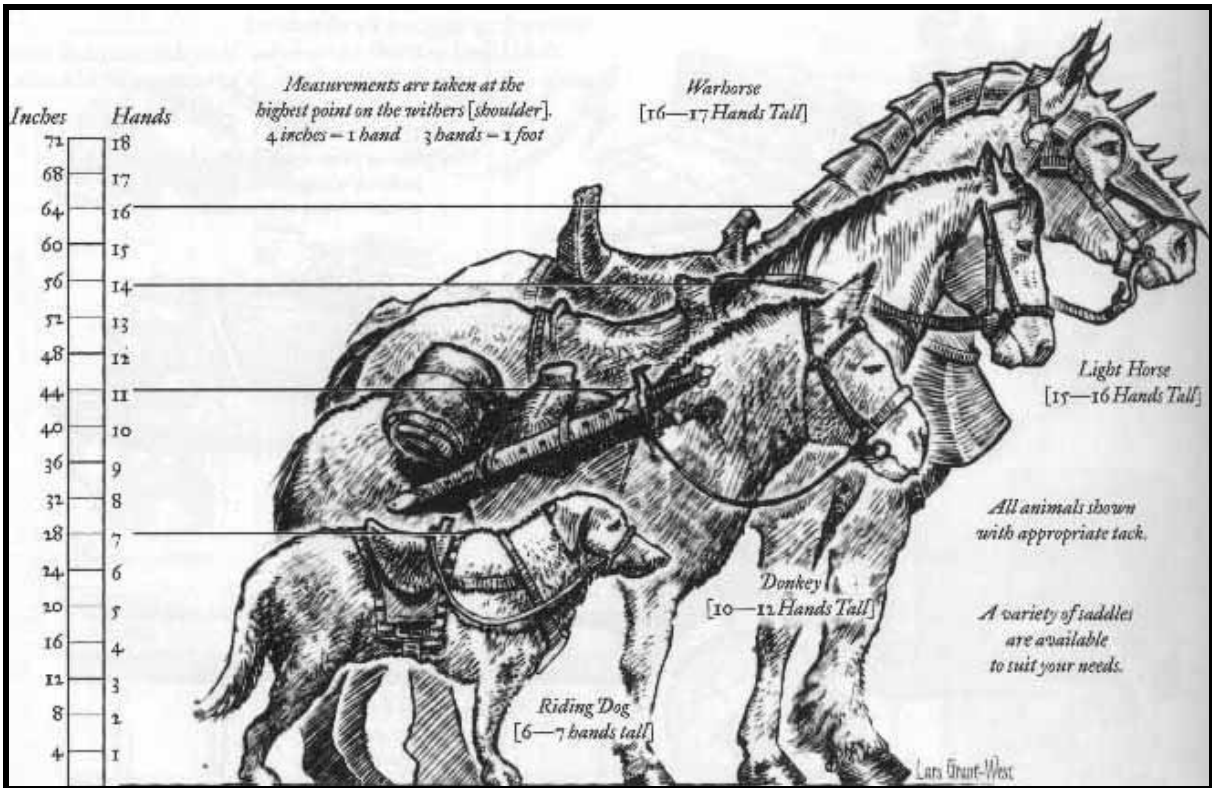| Facial Markings		
01-50	None	There is nothing unusual about the face.
51-60	Blaze	A wide band of white ranges from the top of the head to the tip of his nose.
61-70	Star	A white diamond is set on the forehead, right between the eyes.
71-80	Stripe	A narrow band of white ranges from the head top to the nose tip in an elongated diamond shape.
81-90	Star/Stripe	A small white diamond on forehead between eyes and a short, narrow elongated diamond shaped band down toward the nose.
91-00	White face	A large white patch covers the horse's entire face, including both eyes and the muzzle.

Traits

1d100	Traits	Notes
01-03	Bites	20% likely to attempt to take a chunk out of anyone within biting range.
04-06	Ricks	nervous and kicks out at anyone who is too near to its hindquarters
07-08	Steps on feet	if anyone is within range, the horse deliberately steps on that person's foot 20% chance,for 1-2 damage.
09-10	Refuses to gallop	Unless beaten with a riding crop, spurred, or otherwise, it never attempts to reach its full galloping speed.
11-13	Chews fences	annoying habit, but it can be an indicator of parasites in the horse's stomach or simply a poor diet.
14-16	Stops unexpectedly	This horse just isn't into exerting itself and simply takes random "breaks" during any journey. If encumbered normally, the chance is 25%/hr; if encumbered to 1/2 speed, 50%/hr; and if encumbered to 1/3 speed, 90%/hr. It delays its rider a full turn at a time, snorting angrily and adamantly refusing any attempts to get it to continue moving.
17-19	Rubs against fences	lives for pleasure and probably loves a good grooming as well. Or is infested with fleas, etc., no particularly detrimental trait.
20-21	Bucks unexpectedly	10%/hr chance it bucks for no particular reason. Rider must Dex.Check to remain seated and in control.
22-23	Rears unexpectedly	10%/hr chance it rears for no particular reason. Rider must Dex.Check to remain seated and in control.
24-25	Bone-jarring gait	Poor alignment of the shoulders causes it to be particularly uncomfortable to ride. 1 turn/hr Rider must relax and stretch and give himself a break from this torture; or suffer -1 to hit for 10 minutes after dismounting.
26-28	Single rider only	refuses to be overburdened, take a 2nd passenger, encumbered so it's affecting its movement rate. Fighting-protesting if attempted.
29-31	Headstrong	25%/hr chance of being ridden that it either attempts to head in a other direction than rider desires, or it pauses to eat or drink for a full turn, ignoring all attempts to make it do otherwise. 50% for unskilled in horse Riding. Make a skill check wether or not regain control of the animal immediately.
32-34	Exceptional leaper	maximum jumping height+1' and distance +2'. Either jump maximum; rider makes a skill check fall off upon landing.
35-36	Accepts master only	Unless the master is in the saddle, this horse accepts no other rider or passenger.
37-39	Robust	High con. and can move at great speeds longer normal. +3 on save vs. DR when forced to double/triple his normal speed.
40-42	Exceptionally fleet	Add 1-6 points to this horse's normal speeds for walking, trotting, cantering, and galloping.
43-45	Fearless	high morale.(6-7) 0-65%, (8) 66-85%, (9) 86-95%, (10) 96-00%. Loud noises, sudden movement, etc. rarely upset this animal.
46-48	Skittish	Unreliable, morale (2-4). balk at first sign of danger, loud noise, sudden movement, etc. and will buck, rear, flee, or freeze.
49-51	Strong	This animal is powerful and gets to add 10-100 units to his normal encumbrance rates right across the board.
52-56	Stable	Confident and not often frightened by loud noises and sudden movements, +3 bonus on any morale check.
57-60	Gentle	Kind and tolerant temperament, making it a good horse for new or inexperienced riders, children and ladies of gentle birth.
61-64	Sure-footed	A good animal for mountainous areas, +3 to all Dex.checks or saves when footing is precipitous or unstable.
65-68	Loves particular food	Fond of a particular type of food—sweet grass, apples, carrots, etc. It can sometimes be easily coaxed with such offerings.
69-71	Intolerant of poor handling	High-bred types won't put up with inexperienced ride/handler. 75%/Turn chance if it suffers abuse, to bite, kick, buck, or rear at the indignation of being subjected to such a situation.
72-75	Affectionate	Particularly fond of its master/or any regular contact. +3 bonus to any skill checks this person needs with this animal.
76-78	Vengeful	Doesn't forget wrongs done to it, seeks to strike back at those who have abused it when it has the opportunity.
79-80	Exceptional intelligence	0-75% int.3, 76-90% int.4, 91-95% int.5, 96-00% int.6. For each Int. +1 extra trickslot during training.
81-83	Sickly	Low Con, prone to sickness. -3 penalty to all saves vs.DR it must make when forced to move at double or triple speed.
84-85	Freezes when frightened	The majority of horses tend to flee if they experience a failed morale check, but this type freezes on the spot, refusing to move. Only a rider who has the Horse Riding skilly can get the horse moving again.
86-87	Desires freedom	Wants its freedom very much. If not tethered or hobbled when not ridden, it certainly makes a break for it. It won't openly fight a rider, but is uncooperative so the riding skill checks are -2.
88-89	Dislikes certain individual	For no particular reason, it takes an instant disliking to a particular individual, possibly another party member . Openly hostile, uncooperative to this individual—biting, kicking, and otherwise being a nuisance at every opportunity.
90-91	Dislikes certain sex	Won't tolerate being handled/ridden by a particular sex. Uncooperative with such a handle, 75%/Turn chance of bucking/rearing to throw individual from its back, forcing rider to make riding check to remain seated.
92	Dislikes certain animal	Hostile to or fearful of a certain type of creature, usually one that is really no threat to its well-being. Ex; Dogs, sheep, birds, and cows. Acts completely out of character, morale check at -3 or bolt, rear up in fear, or attack the creature.
93	Dislikes certain race	Won't tolerate being handled/ridden by a particular race. Uncooperative with such a handle, 75%/Turn chance of bucking/rearing to throw individual from its back, forcing rider to make riding check to remain seated.
94-95	Strong swimmer	Enjoys swimming. +2 bonus vs. checks/saves depending on current strength, etc. cross rivers, swollen streams, etc.
96-98	Fear of water	Terrified of water and neither leap over nor attempt to swim across it. Riding skill check at -5 to force the animal to do so.
99-00	Won't jump	It frequently stops just before an obstacle, forcing rider a Dex. check be unceremoniously dumped over the horse's head

Each horse has a total of 0-2 (1d3-1) traits that define the animal's personality. Some of these traits are beneficial, others generally hamper characters in some way, and still others are just plain annoying. Many of the positive traits can be enhanced through formal training, which is discussed later. Some breeds of horses are known for having common traits that can make them either desirable or undesirable, and the DM should keep this in mind when creating different types of horses to populate his game world, ascribing one or two traits to a particular breed (these traits being independent of the random 0-2 rolled for above).

Height

The height of the animal must be known so that the character can calculate the amount of food the horse needs on a daily basis. The natural food for horses is the grass and clover that grows on the open plains, where equines evolved. Domesticated horses, however, are fed a diet of hay (bulk food) and grain (concentrated food).

The basic guideline for the proper feeding of horses is that they should be given small amounts of food on a frequent basis throughout the course of a normal day, simulating a life of periodic grazing in the wild.

Hard-working horses need a greater degree of concentrated energy food (grains) in their diet than those that are inactive, but otherwise eat a larger amount of bulk food (grass and hay). Types of concentrated foods include oats, barley, corn, and bran.

Height in			
Pony, Mule, Donkey	14 hands	20 lbs.	1-2/2-4
Wild Horse	15 hands	24 lbs.	5-6/10-12
Light Warhorse Draft / Riding Horse	16 hands	28 lbs.	9-10/14-16
Medium Warhorse Draft / Riding Horse	17 hands	32 lbs.	13-14/18-20
Heavy Warhorse Draft / Riding Horse	18 hands	36 lbs.	17-18/22-24

To round off a diet, fresh vegetable and fruit such as carrots, turnips, and apples should be offered as well to keep the animal healthy and happy. Hard-working horses are those animals that travel encumbered, plow fields, pull carriages, or are engaged in similar activity. Inactive horses spend most of their time in the stable and farm- yard corral or are involved in leisurely, unencumbered travel.

Note that both traveling and stabled horses must be given either a suitable amount of hay or access to adequate grazing land for them to be able to get the required amount of bulk food in their diet. This required amount equals the total pounds of food needed per day minus the required amount of concentrated food. Horses also require an average of eight gallons of water per day. A good guideline is one-half gallon per hand of the animal's height. An animal that does not receive the necessary daily amounts of food and water will suffer and eventually die, but the effects leading up to this must be defined by the DM according to the situation at hand during play.

Jumping

Every horse is capable of a maximum height and length when it comes to jumping. Some are particularly adept at this, while some refuse to jump at all. Whatever an animal's capabilities, they should be kept on record, and use it against the immediate needs of any particular situation. Keep in mind that draft horse, mules, ponies, and the like are certainly not given to high performance jumping, so give them a penalty of 50% on roll, height and length.

Maximum Jumping Capability		
1d100	Height	Length
01-20	4'	12'
21-50	5'	14'
51-75	6'	16'
76-90	7'	17'
91-95	8'	18'
96-99	9'	19'
00	10'	20'

Movement

When traveling, horses usually move at a walk or trot, and the rider must stop often throughout the journey to feed, water, and rest the animal. Faster speeds may be attained when necessary, these being the canter and the full gallop. A horse moving at its normal rate may cover up to 30 miles a day; moving at a canter doubles this rate, but forces the animal to make a save vs. death, failure indicating the animal has become lame or is spent and can't move any farther for a full day. Finally, at full gallop, a horse triples its normal daily movement rate, but must again make the save vs. DR, this time at -3 on the die roll; failure indicates death from exhaustion. Galloping speed can be maintained for one hour without harm to the animal, though the animal must thereafter walk for an hour before it can gallop again. A canter can be maintained for two hours without harm, but again the animal must be walked for a full hour before speed can again be increased. Bursts of speed like this are useful for putting distance between the rider and any enemies in pursuit. The saves for increased daily movement are for normally encumbered animals, If the horse is encumbered to slow it to half its normal movement rate, the save should be at -2 on the die roll, and at -4 if encumbered to one-third of its normal rate.

Breeding

Horses are mature at three years of age and are considered adults at the age of five. The gestation period is approximately 11 months. After mating, a mare generally gives birth to a single foal (85%), twins (10%), or triplets (5%). Foals are weaned after six months. If horses are worked hard, they are rarely useful past the age of 12, though if they are well cared for they can be good for more than 20 years. The usual life span of a horse is 30-35 years, though rare exceptions have reached the age of 50.

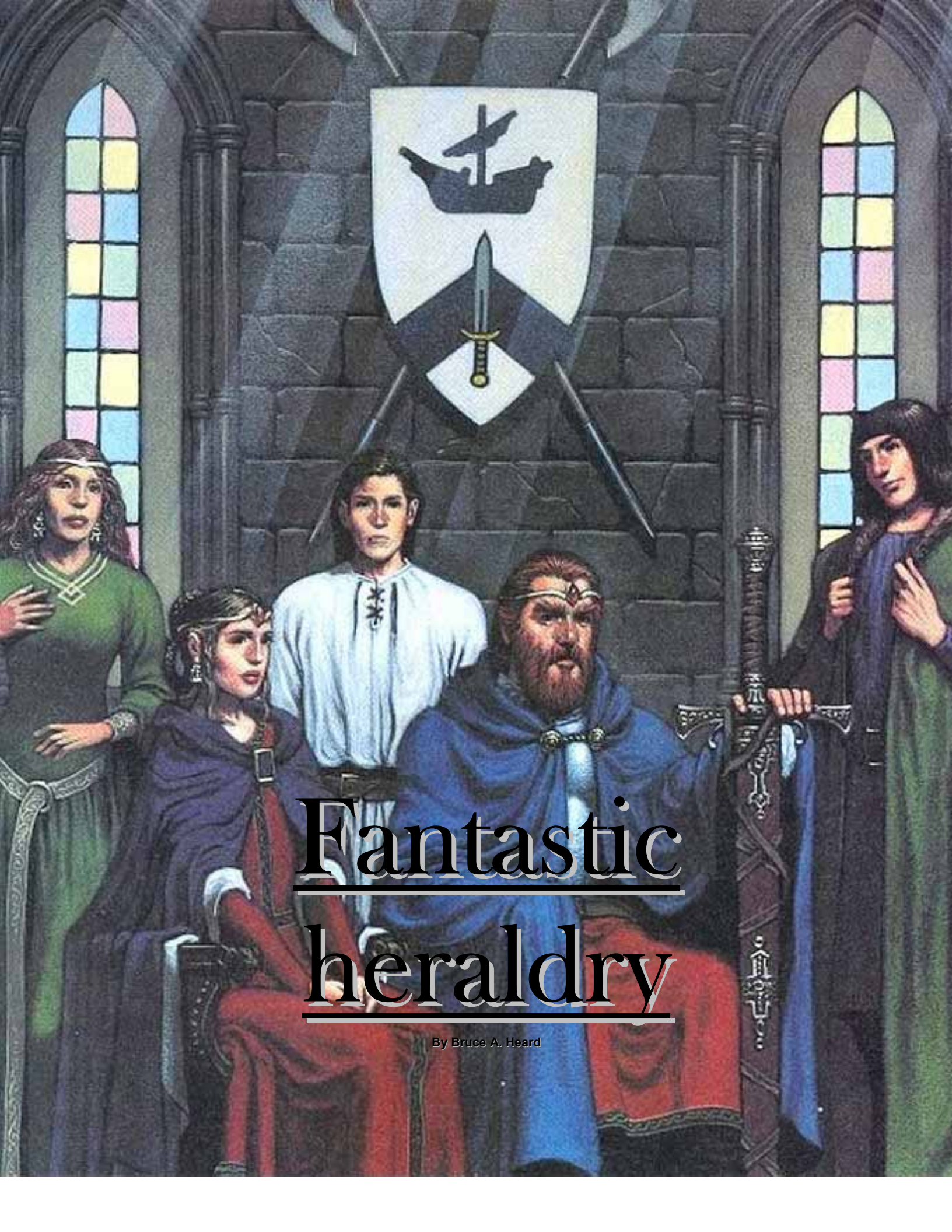| Horses' Age Categories		
Age	Category	Comments
1-2	Young adult-3	MV; -100encumbrance;-2'/-4' jumping height/length
3-5	Mature	+3 MV; +100 encumbrance; +2'/+4' jumping height/length
6-20	Middle-aged	Standard
21-35	Old	-3 MV; -100encumbrance;-2'/-4' jumping height/length
36-50+	Venerable	-3 MV; -100 encumbrance; -2'/-4' jumping height/length

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Training

Formal training for most horses begins at age three. These first few years have been spent getting the animal used to Human (or Demihuman, etc.) contact, and now it is ready to be trained to carry weight upon its back—either heavy baggage or a rider. A total of 11-17 (9+2d4) weeks are spent teaching this to the animal. A character must either seek out an individual with the Animal to do this work, which costs 10 gp per week of training, or do the training herself, during which time she must limit all other activity or fail in the training attempt, as the animal requires constant attention.

For every day the character misses, a cumulative -1 penalty should be applied to his skill check to determine the success of training the animal. Naturally, if the character trains her own horse, it cost her nothing beyond the usual care and feeding fees. The basic training of wild or untrained adult horses requires the same training described above, but it takes a little longer, usually 15-20 weeks (14+ 1d6) and costs twice as much (20 gp/week) as it does to train a three-year-old.

Training for specific tricks requires constant work of an even more intense nature. It requires the daily attention of either the trainer or the character, and if a single day is missed, the training automatically fails and must be started anew. All war horses, riding horses, and wild horses can be taught 2-8 specific tricks, plus one for each point of the animal's Intelligence. Draft horses, mules, ponies, and the like can learn only 1-4 tricks.

The number of tricks any animal may learn is determined only once, and that number is the maximum number of tricks the animal can ever learn. Learning to carry baggage or a rider does not count as a specific trick; it is considered to be separate training. Each specific trick requires 1-4 weeks of training, at a cost of 25 gp per week, unless the character is training the animal himself. At the end of the allotted time, the trainer or the character makes his skill check to determine whether the horse has learned the desired trick. No more than one trick may be taught to a horse during any training period. Exceptionally intelligent add a +1 bonus to the animal trainer's check for every point of Intelligence over one.

Specific Tricks		
1d20	Trick	Horse;
1	Kicks/bites in battle	assists rider in combat by lashing out with its front hooves and biting during each combat round.
2	Tramples enemy	When charging into combat, it deliberately rams into enemies and attempts to trample them beneath its hooves. Enemies under attack must make a Dexterity check or suffer double the damage a normal hoof attack (i.e., both hooves) would do. The horse may trample only one man-sized or smaller enemy per round. This attack form can't be used in the same round that the horse is using its kick/bite attack mode.
3	Directed with knees	All War Horses are trained to respond to knee pressure, allowing rider to use both hands while maneuvering.
4	Alerts master of danger	neighs, snorts, and makes a ruckus to alert its master to the approach of enemies, a spreading fire, etc.
5	Responds to call	comes when master calls its name, whistles it, or summons any other manner, within hearing distance.
6	Stops on command	comes to an immediate halt when commanded to do so.
7	Climbs stairs/steep incline.	walks up stairs or steep inclines as long as there is adequate footing. Rider; Dexterity -2 to remain seated.
8	Walks backward	useful on narrow mountain paths and the like.
9	Walks sideways/reverse	can be employed in crowd control to sweep compact groups of people out of the way, using the horse's bulk.
10	Knows way home	At night, or when carrying a weary or injured rider, it can take its passenger home if given control of the reigns.
11	Protects master	Guards a fallen or injured rider until help arrives, and it attacks all enemies who threaten its charge.
12	Fetches on command	Can be sent to fetch a particular item it is familiar with.
13	Counts	can accurately count, using its hoofs to stamp out answers to simple addition / subtraction that are given to it.
14	Rears on command	Impressive trick to be used when leading armies or just before riding out of town.
15	Lies down when ordered	useful for injured characters trying to reach equipment or climb back into the saddle after a fall.
16	Keeps silent on command	It tries to (when ordered) to remain quiet, walking slowly and avoiding any vocalization for a full turn.
17	Jumps	adds 1' to maximum height and 2' to maximum length it is normally allowed to jump.
18	Pirouettes	It can turn in place in a circular motion that is useful to a character caught in a tight place or who wishes to whirl the animal about to face an approaching enemy.
19	Piaffes	perform a spectacular elevated trot in place—Impressive to behold.
20	Finds water	can lead its master to fresh water if there is any to be found nearby.

Fantastic heraldry

By Bruce A. Heard

This royal portrait of the Karameikos family was painted in 1006, shortly before the wedding of Princess Adriana and Devon Hyraksos. From left to right are Adriana, Queen Olivia, Prince Valen, King Stefan, and Prince Justin.
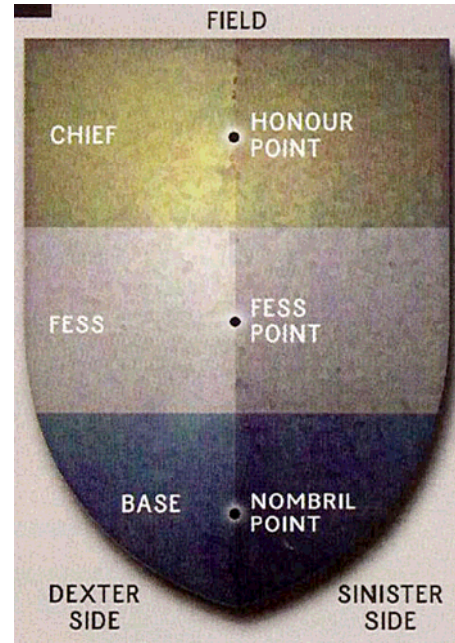
Heraldry has always been an intriguing part of the worlds. Who hasn't seen a long-lasting knight or established a kingdom without eventually sketching out a few coats of arms? Some use heraldry simply to add color to a campaign; others go to great lengths to learn about the rules and styles of medieval coats of arms. Heraldry is flexible enough to be incorporated into magic use, but in general, its primary purpose remains simply to produce colorful shields and a way of identification.

Heraldry plays an important role in Mystara. A heraldic design serves as a personal insignia for a character. Whether painted on a shield or woven into a banner, it can rally friends or strike fear into the hearts of enemies. Any adventurer can have a crest: a fighter or cleric may paint it on a shield or embroider it across a tabard; a thief might engrave it on a token he leaves at the scene of each successful crime; a wizard might have it hand-tooled on the front of her spellbook or use it as a seal on scrolls, correspondence, and other documents.

The naming of parts, Points and locations of a Shield.

Heraldic designs are not limited to adventurers and nobles; these symbols can represent groups as well as individuals. Many a famous family, such as the great merchant clans of Mirros Town and Darokin, proudly displays its family crest. Political entities, from towns and strongholds to dominions and nations, often have a symbol displayed on flags, banners, uniforms, and documents.

Guilds may have an official emblem relating to their protection; for example, a bakers' guild might display three sheaves od grain above a loaf of bread, a shipping guild might feature a cog or caravel against a background of waves, or a blacksmiths' guild might show an anvil and hammer or horseshoes.

An order of knights (like Karameikos's famous Order of the Griffin) or a league of wizards might adopt a distinctive device so that their friends (and enemies) can recognize them at a glance; even an adventuring party might wish to adopt its own crest if it becomes successful and influential.

Finally, almost all organized religions have their own emblem, invariably based upon the holy symbol of the Immortal whose teachings that church honors. Arms symbolize countries, Noble families, and the armies of men who fight for them, filling fest halls and churches with the colors of their secular and ecclesiastic sponsors.

When the painted shields of warriors began to be recorded into long parchment documents known as rolls of arms or Aides-Memoires, heralds established rigid guidelines to govern their recording. When arms are transcribed into words, this is known as a Blazon. A Blazon is held to be more official than the graphically rendered arms themselves, so when a dispute between tow arms might arise, the Blazon is referred to. Colors referred to by a Blazon are called Tinctures.

Characters belonging to famous families, such as the Vorloi of Karameikos, the d'Ambrevilles of Glantri, or the Mantua's of Darokin, may want to adopt their family's emblem (see the examples Further). Characters who desire personal fame, whether their fore- bears are obscure or renowned, will probably want to create a new personal crest. The best way to invent the perfect shield for a character to experiment with different designs and colors until you strike the combination that best suits your concept of the character.

The following pages offer many elements that can be photocopied or traced; mix and match these to create your own heraldic device. The information that follows, while based on historic tradition, departs from it freely, simplifying actual practice in the interest of playability and usefulness. Some heraldic terminology is provided in Bolds for those who enjoy the extra color it adds to the subject.
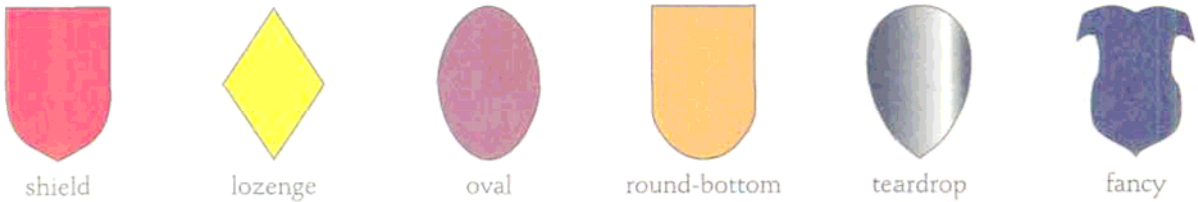
Terminology;

Charge;	A shape, creature, symbol, or object on the field of a shield.
Canton;	A block that occupies a third of the area of the **Chief**, normally placed in the **Dexter Chief** corner.
Dexter;	The left side of the shield, as seen when faced.
Chief;	The Upper third of the shield.
Abatement;	A change enforced to a coat of arms including a shameful act or crime.
Augmentation;	A change to a coat of arms granted to mark a heroic or notable deed.
Bordure;	A band that occupies the border of a shield.
Cadency;	Changes made to a family's coat of arms to indicate several descendants.
Differencing;	A term used to the various forms of **Cadency**.
Field;	The background of a coat of arms, depicted as white to represent the metal of the shield.

Marshalling;   Combining the coats of arms of the two families after a marriage.
Ordinary;   A shape on the field of arms, a type of **Charge**.

Shape Shield

The main element of any crest is the shield, or escutcheon-the overall shape of the emblem. This need not be the standard shape used in the following examples, but may be an oval, a lozenge, or an exotic variant. Players should work with the DM to decide whether there is any special significance about the shape of shield used. Among the many options are assigning one shape of escutcheon to male characters and a different shape to female characters, or assigning a different shape to each character class.

shield	lozenge	oval	round-bottom	teardrop	fancy

Colors & alignments

The original purpose of coats of arms here's a way to link colors on the coats of Arms. Arms are represented by three main groups of "tinctures": metals, colors, and furs. These Tinctures are used to describe all elements on a cot of arms; however, the actual hue of tincture is up to the artist depicting the blazon. This is a tradition since the Blackmoor Era Hetalds, who had to hand mix paints, thus making it nearly impossible to match colors between Heralds. Until recent years, it was not practical to render arms in full color, so Heralds across Mystara used varying techniques to depict colors in black and white. To remefdy this, a group of Engravers in Darokin during the century of 700 AC perfected a methoid called hatching, by which tinctures could be universally represented in black and white drawings and engravings. Another technique used in later years was tricking, where the abbreviations of the colors were either positioned in the area of tincture or they were placed outside the arms and tied into the area by aline. A practice developed in 414AC by King Alphonse V of the two Sicilys (an now lost minor Thyatian Kjingdom), also known as the Sickly Herald, tied the Tinctures to gemstones and the planets. This secondary Blazonry stipulated that Dukes, Earls , and Barons were to have their arms blazoned by gemstoned, and planets were to be used for Princes, Kings and Emperors.

Colors include skill, blue, purple, red, green, and orange (or brown).
Metals include gold, (often replaced with yellow) and silver (often replaced with white).
Furs include Ermine and Vair.

The Rule of Tinctures

A Color, Metal, or fur can be combined with another Tincture of the remaining Tinctures, but not with another from the same category. This rule developed because tinctures are not easily distinguishable from one another at a distance.

One rule of heraldry forbids the use of two colors or two metals next to each other.
A color should be used to separate two metals, or vice- versa.

For example, a coat of arms should not be blue and red only. It would need gold or silver to separate the two colors. This rule came into being because adjacent colors or metals are difficult to differentiate in the midst of battle. Keep this in mind. Colors indicate alignment tendencies (good, evil, law, chaos, and grades of neutrality).
There are five distinct exceptions to this convention.
First,   if good Heraldry would result in spite of "illegal" combinations of Tinctures, the arms might be allowed.
Second,   the rule of tinctures does not extend to Chiefs, Cantons, or Bordures.
Third,   some fields, such as Vair or parted Fields like Barry, Bendy, and Checky (see Partition Lines below), are considered "neutral" and can therefor take charges of tincture.
Fourth,   a charge can be described as being emblazoned in its natural occurrence or proper coloration. For example; a sword could retain its natural steel color to an argent background.
The last exception occurs when parts of an animal Charge (tongue, Claws, Tail, Teeth, etc.) are given a different tincture than their bodies.
In the case of Marshalling, Differencing, Augmentation, or Abatement, when colors or metals touch one another, the charges are sometimes Fimbriated or divided by a thin line of Tincture to separate two metals or two colors.

Color Backgrounds

Royal Shields may be any of the following traditional colors:

	Gules	**Red**		**Azure**	**Blue**
	Tricking;	Gu		Tricking;	Az or B
	Symbolism;	Military fortitude and magnanimity		Symbolism;	Loyalty and Truth
	Gem;	Ruby		Gem;	Sapphire
	Planet;	Mars		Planet;	Jupiter
	Alignment;	Chaos		Alignment;	Law
		Chaos			Good

	Vert	**Green**		**Sable**	**Black**
	Tricking;	Vt or Sin		Tricking;	Sa
	Symbolism;	Hope, Joy, (sometimes) Loyalty in love		Symbolism;	Constancy, sometimes Grief
	Gem;	Emerald		Gem;	Diamond
	Planet;	Venus		Planet;	Saturn
	Alignment;	Neutral (Law vs. Chaos)		Alignment;	Chaos
		Neutral (Law vs. Chaos)			Evil

	Purpure	**Purple**
	Tricking;	Purp
	Symbolism;	Royal Majesty, Sovereignity and Justice
	Gem;	Amethyst
	Planet;	Mercury
	Alignment;	Law
		Law

	Tenne / Tawny;	**Orange-Red**	**Sanguine**	**Purple-Red**
		Seldom used except in abatements	Seldom used except in abatements	
	Symbolism;	Worthy Ambition	Symbolism;	Slow in battle, yet a Victor.
	Gem;	Jacinth	Gem;	Sardonyx
	Planet;	Dragon's Head	Planet;	Dragon's Tail
		Point of Eclipse with the sun disappearing, Thought to have been caused by a Dragon.	Point of Eclipse with the sun Emerging.	
	Alignment;	Neutral (Law vs. Chaos) Neutral (Good vs. Evil)	Alignment;	Neutral (True)

Metals

Metals serve as a way of measuring the intensity of these tendencies, as shown in the Alignment-alignment chart, was to enable everyone on a battlefield to identify each other easily. Warriors galloping on their war-horses wore armor and helms, and thus were hard to recognize. Their shields became the ideal area to display "family colors." The designs started out as very simple patterns, using one or two colors or a symbol. In the world we are linking the alignments of the original coat-of-arms' owners to the colors on their coats of arms. The original bearers might have wanted to display the ethos of their Clan, tribe, family, etc. For example, in a campaign featuring numerous evil monarchs and monstrous warlords, these "bad guys" would have no problem flying banners with appropriately evil-looking symbols!

This approach is a natural one for worlds where many different people (or creatures) with different attitudes and beliefs have established defendable power bases. The villains have bad attitudes, so why not give them appropriate coats of arms? ("I'm the King of the Skull-Crusher goblins! So, I've got a crushed skull on my banner! Care to discuss it, Human?") Creating coats of arms for major foes sets the tone of an encounter or of a whole campaign. Likewise, the "good guys" might also want to make a statement of their own and proudly raise their banners of justice and goodness! Coats of arms have a choice of two colors to represent each alignment. For example, a red-and-skill coat of arms would belong to a chaotic owner. If silver separated the two colors, that would mean a moderate tendency toward chaos. If it were separated with gold, that would refer to a strongly chaotic owner.

There can be greater subtlety. The coat of arms just described could belong to a chaotic-evil owner. If the coat of arms were blue and silver only, this would then mean a tendency toward good without respect to law or chaos (i.e., neutral good). Coats of arms using green, orange, and gold could belong to a Druidic Clan (true neutral). Some combinations can get complicated. For example: a coat of arms is divided into four squares separated with gold. The upper right and lower left have a silver/blue checker pattern. The upper left and lower right bear only red.

A coat of arms such as this would indicate a tendency toward good (the blue/silver checker), with a strong inclination toward chaos (the red bordered with gold). The coat-of-arms' bearer could then be identified as being chaotic good.

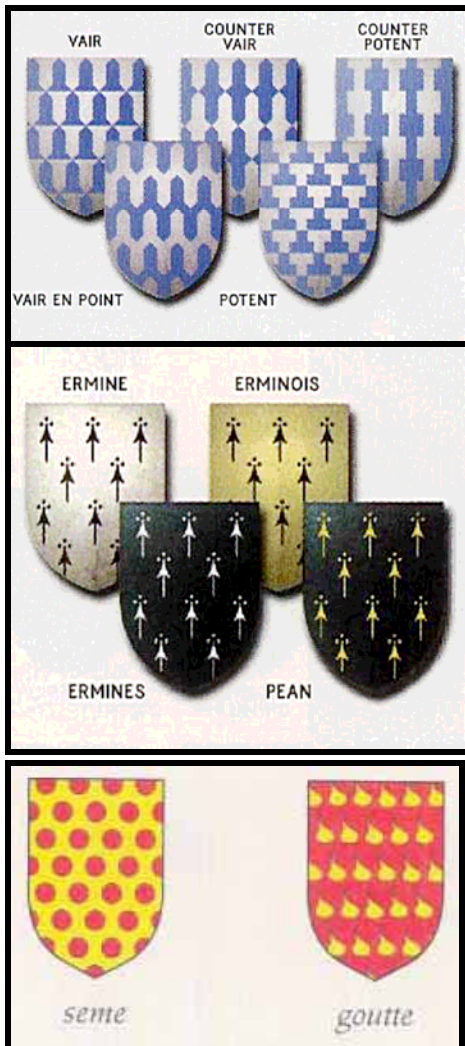|	**Or**	**Gold**		**Argent;**	**Silver or White**
	Tricking;	Or		Tricking;	Ag
	Symbolism;	Generosity		Symbolism;	Peace and Sincerity
	Gem;	Topaz		Gem;	Pearl
	Planet;	Sol (sun)		Planet;	Luna, (Patera-Moon)
	Alignment;	Strong Intensity		Alignment;	Moderate Intensity

Furs

Heraldic furs are stylized patterns derived from the coats of animals, not the actual pelts themselves. Furs are used in heraldry with, or instead of, colors or metals. There are two main types of furs used in Heraldry (and clothing, i.e. Robes): Ermine and Vair. Both have special names for variations in arrangement and color. Both depict the current ranking of the owner of a shield.

The rule that color should not be placed on color nor metal on metal does not apply to furs. You could have a coat of arms with natural fur and a stripe of ermine, for example. The use of furs in heraldry is optional. Furs don't refer to alignments like colors and metals. Instead, you can link them to the status of the owner of the coat of arms. See the Heraldic-fur chart for details. As the chart shows, the fur used on a character's coat of arms can change over time. Here are two examples on how to use furs through the life of a character.

Mara starts as a 1st level Fighter who gains her coat of arms as the result of an act of bravery during a battle. She's allowed the use of natural fur. At 6th level, the king permits her to change from natural fur to vair. At 9th level, the king makes her a knight and grants her a domain, permitting her to change from vair to pean (or else adding an element of pean on her present coat of arms to show Mara's common heritage).

Stonefist, a 5th level Fighter, inherits the estate of his father, a marquis. He'd have to bear pean. At 6th level, he might he permitted by the king to bear erminois, due to his level (i.e., his heroic deeds). The example given earlier of a coat of arms with natural fur to which was added a stripe of ermine might belong to someone who started out as a barbarian and then became a king or an emperor (such as Thincol of Thyatis).

Natural
Depicting;   Mono color
Originated from;   -.
Status used by;   Untitled Nobility of Level 1 to 5.

Vair
Depicting;   Blue bells on a white background
Originated from;   Skins of the Blue-grey squirrel.
Status used by;   Untitled Nobility of Level 5 or higher, Priest

Pean
Depicting;   Yellow on Black
Originated from;   Summer Skins of the Ermine,
                            a rare relative of the Weasel.
Status used by;   Knight or Better.

Erminois
Depicting;   Black on yellow
Originated from;   Autumn skins of the Ermine.
Status used by;   Count, Bishop

Ermines
Depicting;   White on Black
Originated from;   Spring skins of the Ermine.
Status used by;   Duke or Archduke, Patriarch

Ermine
Depicting;   Black ermine tails fastened to white fur
Originated from;   Winter skins of the Ermine.
Status used by;   Royalty (regardless of Rank or Level).

Rarely used Furs
Seme
Depicting;   Round dots in linear positions.
Originated from;
Status used by;

Goutte
Depicting;   Round flame-like dots in linear positions.
Originated from;
Status used by;

The Arms

The items on a cat of arms can be divided into one of a few groups; **Points, Partition Lines, Ordinaries** and **Charges.**

Partitions

A coat of arms can be split many ways to bear different color combinations representing Clans, tribes, families, orders, guilds, towns, dominions, and kingdoms. It can happen that coats of arms represent several different items with apparently incompatible color combinations. In this case, each partition should be considered separately. For example, consider the case of a town that's become the protectorate of a powerful order of knights. Its coat of arms would bear the town's original arms and those of the order. The town might bear colors of moderate neutrality or moderate lawful-neutrality while the order of knights would display colors of strong lawfulness or lawful goodness.
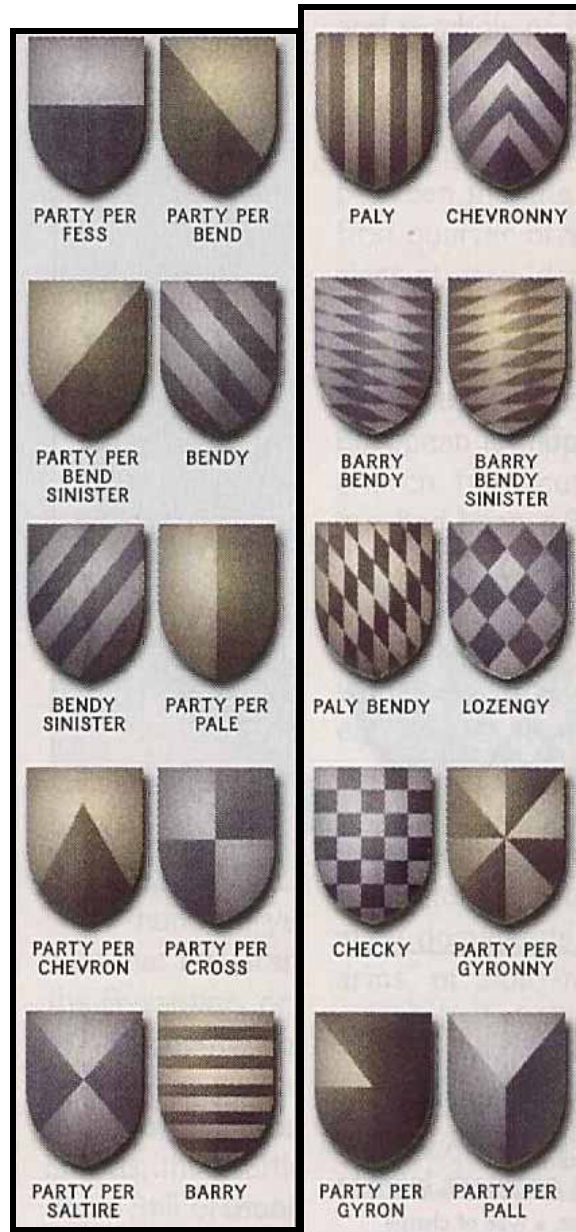
B ear in mind how far back a particular coat of arms goes. If it was recently created, then the colors on the coat of arms might be true to its present owner's alignment. If this is the coat of arms of a very old family, uncertainties can crop up about the present owner, who could be of a radically different alignment than the coat of arms indicates.

D M's can use this to preserve an element of confusion in a campaign. This is particularly useful in the case of the felonious noble who's conspiring to usurp the royal throne. His great-great-great-grandfather might have been a heroic paladin-type, but the current bearer of the coat of arms might be a dark, treacherous man, a pawn of Entropy playing the role of a righteous knight only to fool his prey!

P atterns can also serve as backgrounds, and add an interesting touch to a shield. Following are a few of many possibilities.

B ackgrounds are one of the simplest ways to introduce wide variation into heraldic devices; for example, two shields might bear the same emblem, but have different background patterns and color schemes to make them easily distinguishable. Following are the most common ways of subdividing a shield and thus providing great variances.

N ote that a diagonal line running from the top left to the bottom right is termed a **Bend**, while one running from the to right to bottom left is a **bend sinister**. Also while the division lines are shown **straight** lines on these examples for simplicities sake, this is by no means, required are any of the following are acceptable

PARTY PER FESS   PARTY PER BEND   PALY   CHEVRONNY

PARTY PER BEND SINISTER   BENDY   BARRY BENDY   BARRY BENDY SINISTER

BENDY SINISTER   PARTY PER PALE   PALY BENDY   LOZENGY

PARTY PER CHEVRON   PARTY PER CROSS   CHECKY   PARTY PER GYRONNY

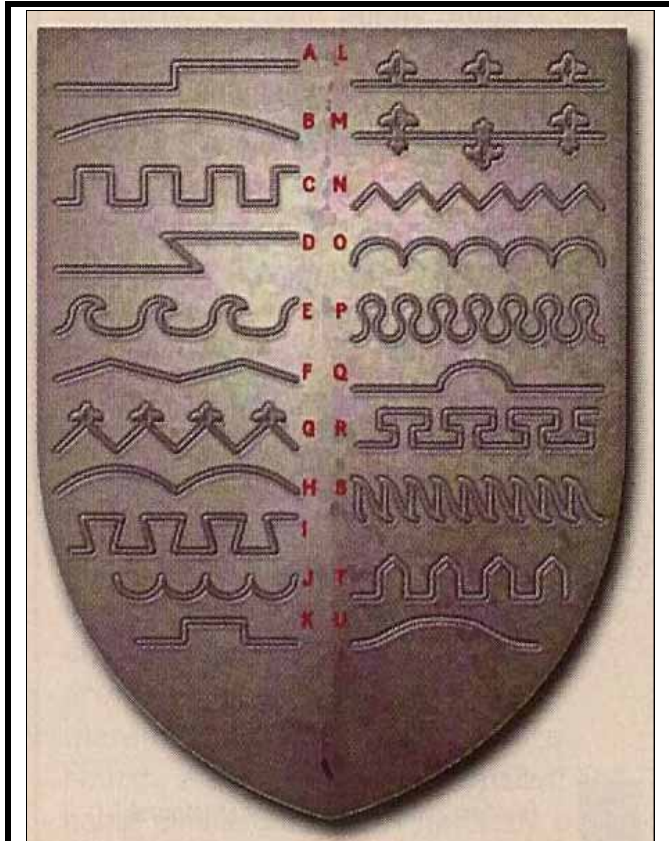PARTY PER SALTIRE   BARRY   PARTY PER GYRON   PARTY PER PALL

Partition Lines

The lines used to partition the shield are given specific names. If these lines are used to simply divide a shield, it is blazoned **"Party per"** then the division. If used as a charge themselves, they are known as **Ordinaries**.

Ornamental Lines

Partition lines do not have to be straight to retain their name or symbolism. They can instead take on additional meaning with the added decoration.

Ornamental Lines

A	Angled	B	Arched
C	(Em-) Battled (Fire or Town-Fort Walls		
D	Bevelled	E	Crested
F	Dancette (Water)	G	Dancetty Floretty
H	Double Arched	I	Dovetailed
J	Engrailed (Earth / Land)		
K	Escartelly	L	Floretty
M	Flory-Counter-Flory	N	Indented (Fire)
O	Invected	P	Nebuly (Sea or Water)
Q	Nowy	R	Potenty
S	Rayonny	T	Palisado / Urdy
U	Wavy / Undy	-	Ragully

wavy (undy) embattled raguly dovetailed indented rayonny palisado (urdy)

Ornamental Lines in use with **Partitions.**

Ordinaries

Honorable Ordinaries

Another popular variant of these divisions is the practice of using a band instead of a line to divide the background. Such a band is called an **Ordinary**, and a shield bearing one is said to be **Tierced** (a name derived from the fact that the Band is roughly one-third of the shield in width).

Ordinaries are shapes on the Field of arms named according to the position and direction they take. **Ordinaries** are divided into three groups; **Honorable Ordinaries, Ordinaries, Subordinaries**. These divisions are based on the area on the field. These divisions are based on the area of the **Field** the **Ordinaries** cover. Narrower forms called **Diminutives** are half or less than the normal width and usually occur in groups. **Diminutives** must show the **Field** on either side and between each other.

Honorable Ordinaries

The **Honorable Ordinaries** are said to have originated with the fastenings, buckles, and claps of the shield. They normally occupy up o a third of the surface area of the shield. They are blazoned immediately after the field is described, and bear colors, metals, or furs.

A Quarter is also called a Canton. A Lozenge is a Square-shape on its point; A Fusil is a Diamond-shape on its longest point. A Mascule is a Fusil with a band. Checky (English) is also called Chequy (French).
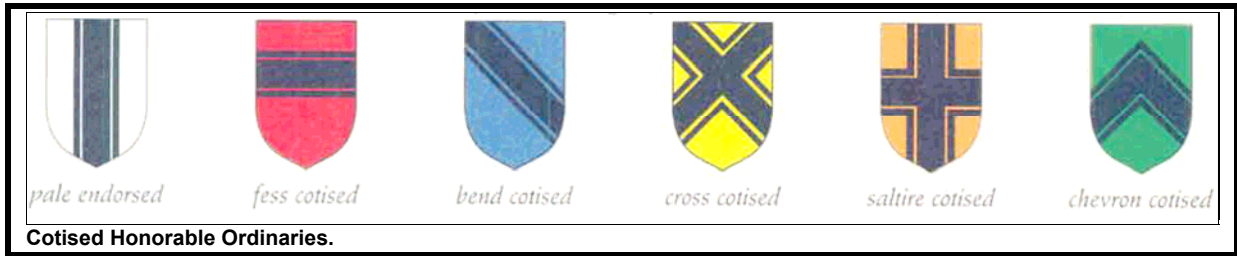
Ordinaries

This is the "catch-all" category of **Ordinaries**, which consists of those shapes that do not fall into the **Honorable Ordinaries,** or the **Subordinary** categories. **Ordinaries**
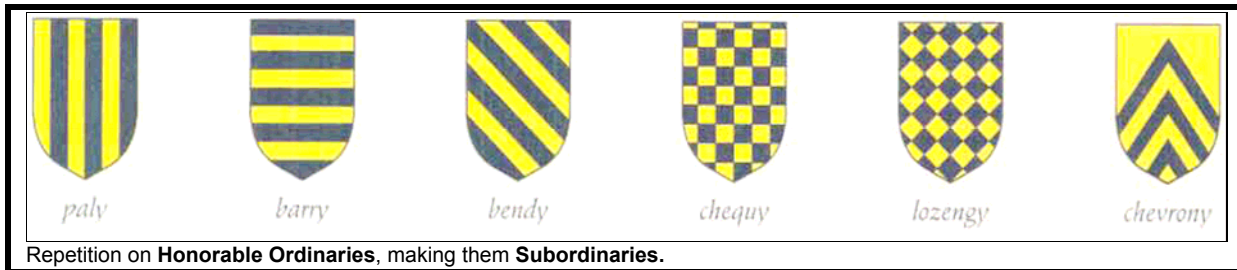

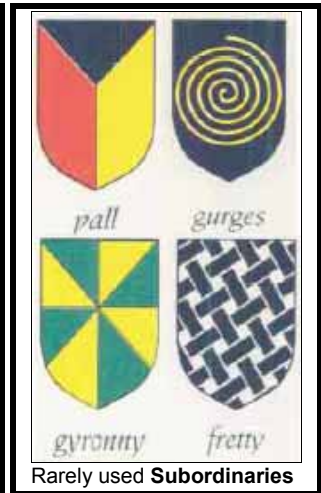**Ordinaries**

Honorable Ordinaries

Cotised Honorable Ordinaries.

Narrow bands on either side of the band produce a slight fancier effect, Such a band is said to be endorsed or **Cotised**.

Repetition on **Honorable Ordinaries**, making them **Subordinaries.**

Repetition of the pattern results in a striped or checkerboard effect.

Subordinaries

Rarely used **Subordinaries**

Other backgrounds include patterns, variants on some of the preceding, and some unique treatments.

Charges / Symbols

nce you have chosen a suitable background, it's time to pick out your personal emblem, or device called a **Charge.** The device a character adopts can depend upon many factors: social class, nationality, race, character class, or simply the player's whim. A character might pick an animal or monster he or she identifies with, or one he or she is pledged to fight, or one he or she associates with. For example, a rider of dragons and a slayer of dragons might be equally apt to display a dragon on their shields, as would a character who fancied he resembled a dragon in cunning, strength, or cruelty.

harge is a term for anything that appears on a shield. **Ordinaries** are a sub-classification of **Charges** themselves. If a Charge is placed on an **Ordinary** or another **Charge**, it is depicted upright. When a **Charge** is placed on a **Bend**, it is positioned at the same angle as the Bend. A **Field** that is decorated by a regular pattern of **Charges** is known as a **Semy of** or **Poudre of** that **Charge**.

wners can modify their coats of arms. Formal guilds of heralds accredited by the monarchs are being established in most kingdoms. This would make sense in areas where law is a dominant factor, or in civilized lands where the use of coats of arms needs to be controlled.

The right to bear or modify a coat of arms could be granted by the ruler only, following general rules enforced by the local guild of heralds. Modifying one's coat of arms could be a totally trivial issue elsewhere, a right freely granted to all who possess a coat of arms. (This is probably so for Humanoids and other lawless power, for example). When a coat of arms is created, think about the background of its original owner. The coat of arms is likely to give a clue Symbols about the original owner's life or the circumstance that led to the granting of the arms. For example, if a Warrior defeated a red Dragon and was rewarded with a family coat of arms, the coat of arms would be likely to show a Dragon or at least have a clue referring to that epic battle. This is where symbols come into play. Symbols can be linked to some historical event. They could also be part of a riddle or pun-a knight by the name of Drachenfels (Dragon rock) would probably want to have a Dragon atop a rock; Stonefist could use a grey, stony fist.

Symbols can refer to something Important about the owner of the coat of arms. For example, the coat of arms of a free city might bear an open city gate, signifying a neutral, open city. Some symbols could be limited to certain character classes (and races). For example, a sword would be found only in the coat of arms of a Fighter (if the original owner of the coat of arms was a Fighter); a dagger or a lockpick would indicate a Thief; a holy symbol would belong to a Cleric; and a wand or staff would signify a wizard.

Symbols used in this way may not necessarily be linked with the owner's alignment. Showing a skill Dragon on a coat of arms could refer either to the owner's evil disposition or to the fact that the original owner gained his coat of arms by defeating a skill Dragon. Professional guilds of heralds are useful at this point in keeping track of the original meanings of the coats of arms. Heraldry is a skill required to interpret an unusual or foreign coat of arms.

In the world, anyone could acquire coat of arms. In a chaotic or primitive environment, each individual picks whatever strikes her fancy, as long as she doesn't offend someone bigger and nastier. In a lawful setting, however, some remarkable achievement would be needed for the granting of a coat of arms, regardless of the character's class, gender, or race. A Warrior could defeat a monster, a wizard could provide an unusual enchantment to help the community, a Cleric could retrieve some stolen artifact, a Thief could unveil some treacherous plan by a rival of the king, etc. The militia of a city could unexpectedly intervene in a battle and save the day-whatever is enough to deserve a reward from a king.

This doesn't Imply the beneficiary is ennobled, but simply that the recipient has been rewarded. Acquiring a coat of arms At this point, coats of arms become a status symbol in addition to providing a form of identity on a battlefield. The right of chaotic overlords to bear coats of arms or the legitimacy of their heraldic elements will seem highly questionable in a lawful area. Likewise, the refusal of a monarch to allow a vassal to update a coat of arms will be seen as an offence and could spark a long-lasting feud. This might happen when a monarch dislikes a vassal. Coats of arms can appear on many different items. Warriors and Clerics may be allowed to bear theirs on shields, tabards, or banners. Wizards or thieves may prefer less conspicuous items, such as rings or medallions. The devices below are divided into four categories: Beasts, Monsters, Plants, and symbols.
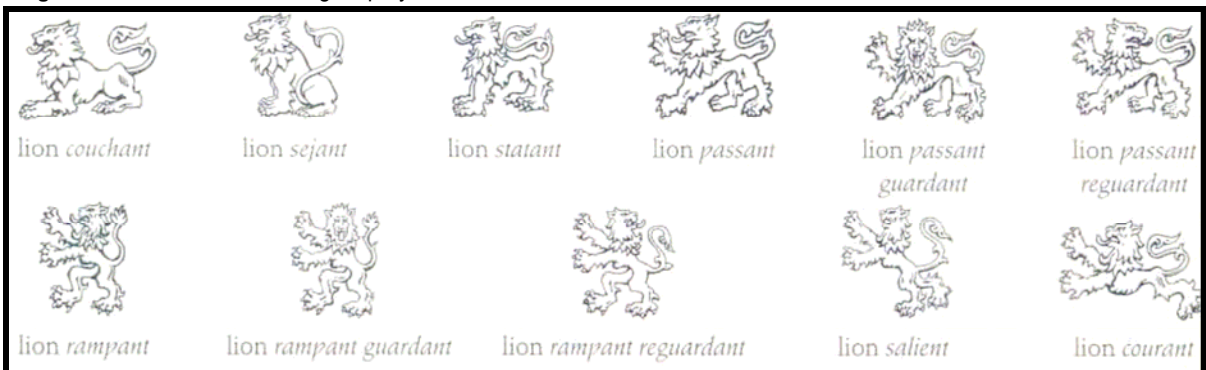
Beasts / Animals

Animals or Beasts decorated shields existed long before the rules of heraldry were devised (and in primitive culture they are still used as thus (example; Chameleonmen Savage Coast). It is not surprisingly that they have been a central part of heraldry since the beginning. When describing an Animal/Beast Charge, start with the Posture, add the head position (if it differs from the norm), tail characteristics (if any), and finally any additional attributes. Also take to mind that animals were mainly grouped together as beasts of Prey (Predators, Etc), Beasts of the Hunt (Horse, Eagle, Dog, etc.) and Beasts of the chase (Deer, Boar, Hare, Etc.), Fish, Birds, Vermin.

Postures

Ambulant		Walking
Aspect		The position that an animal occupies with respect to the viewer.
	Full Aspect	Full Faced looking at the Viewer.
	Passant	With its side to the viewer.
	Train Aspect	Between the two.
Bicorporate		Having two bodies, with one set of forepaws and one head.
Couchant		Laying Down with its head raised.
Descending		Facing the base.
Descent		Coming down from the Chief as if Leaping downward.
Dormant		Sleeping
Effare		Rearing out of rage or fear.
Enraged		Leaping.
Furiosant		Enraged or furious, especially when referring to a bull.
Guardant		Looking at the observer.
Genuant		Kneeling
Jessant		Springing or Shooting up.
Naissant		Coming out of the Ordinary
Natant		Represented horizontally, as if swimming.
Passant		Walking with Dexter paw raised.
Passant Guardant		As **Passant,** but facing viewer.
Passant Reguardant		As **Passant** but looking Backwards.
Pose		Walking with all four feet on the ground. (also **Statant**).
Preying		In a position for devouring prey.
Rampant		Beasts of prey with forepaws raised, and the rear **Dexter** leg higher than the Sinister, facing **Dexter.**

Rampant Reguardant	As **Rampant** but looking Backwards.
Rangant	Enraged or Furious, especially when referring to a bull.
Repassant	Walking toward the **Sinister** side of the shield.
Salient	Leaping, forepaws in the **Dexter Chief**, hind feet in the **Sinister Base.**
Sejant	Beasts of prey sitting.
Sejant Affronte	Sitting with forepaws extended, facing **Gardant.**
Springing	Beasts of the hunt leaping Like **Salient.**
Statant	Standing with all four feet on the ground.
Tergant	Showing the back.
Trian	Facing between **Affronte** and **Guardant**.
Trippant	A beast of the hunt walking with its **Dexter** paw raised (like **Passant**).
Vigilant	As if Looking for prey.

lion *couchant* — lion *sejant* — lion *statant* — lion *passant* — lion *passant guardant* — lion *passant reguardant*

lion *rampant* — lion *rampant guardant* — lion *rampant reguardant* — lion *salient* — lion *courant*

The poses listed (some shown above) can be used for all animals; when the animal in question is not a predator, however, the terminology is somewhat different, depending upon the group of animals the animal belongs to. Thus, a stag is **At Gaze**, not **Statant; Lodged** instead of **Couchant**; and **Springing** or **Jessant** instead of **Salient.** Fish are **Naiant** (swimming), **Urinant** (diving), or **Haurient** (erect). Birds and other flying creatures are shown sitting, displayed, rising, and flying **(Volant)**. Any animal can be shown crowned, holding a weapon, chopped to pieces (**Dechausee**), or with its tail between its legs (coward). If only part of an animal is shown, such as its head, it can either be **Erased** (ending in a straight line), **Couped** (ending in a ragged line), or **Cabossed** (facing the viewer).

Postures of two or more animals

Accosted	Two animals proceeding side by side.
Addorsed	Two animals placed back to back.
Affronte	Two animals facing each other.
Coambulant	Animals working together.
Combattant	Animals facing each other as if fighting.
Confronte	Two animals face to face.
Enury	Eight animals serving as a **Bordure**.
Issuant	A beast coming out of another (typically from the mouth).
Respectant	Two animals face to face.
Retractant	One beast shorter than the other.
Succeedant	Following one another.
Vorant	When an animal is shown eating another (also **Devouring**).

Head Position

At Gaze	A Beast of the chase looking at the observer.
Bicapitated	Having two heads.
Contourne	Facing to the **Sinister (Counter)**.
Gardant	Looking at the observer.
Regardant	Facing backwards.
Spectant	Looking forward toward the **Dexter Chief** (nose bend-wise).
Suspectant	Looking upward (also **Spectant**).

Tail Characteristics

Coward	Tail between the legs
Defamed	Without its tail.
Double Queued	Having two tails.
Extended	Straight out horizontal.
Nowed	A Knotted tail.
Queued	A tail of a different tincture than the body.

Attributes

Accolle	Having a crown on its head or a collar around its neck.
Allumee	Having red or sparkling eyes.
Anime	Being of a different tincture than natural; when animals are breathing fire out their mouths.

Armed	Teeth and claws of a different tincture than the body.
Bitted	When a horse's bit is colored different than the body, it is said to be **Bitted of** that tincture.
Corned	Horns of a different tincture than the body.
Crined	With hair of a different tincture than natural.
Crowned	Wearing a crown (a lion may be Crowned Ducally, wearing a Duke's Crown; or Crowned Royally wearing a King's Crown).
Cuppa	Fur of any color and metal (**Potent-Counter-Potent**).
Disarmed	Without claws, teeth, or beak.
Eared	Ears of a different tincture than the body.
Embrued	With bloody mouth.
Enarmed	With horns and hoofs of a different tincture than the body.
Incensed	Fire shooting out of the eyes.
Gorged	With a Crown or collar about its neck (emblazoned **Gorged** with a crown or **Gorged** with a Collar).
Horned	With Horns of a different tincture than the body.
Inflamed	Burning
Langued	Having the tongue visible and of a different tincture than the body.
Marined	Having the lower body of a fish.
Morne	Without a tongue, teeth or claws.
Muzzled	Wearing a muzzle.
Reflected	A Chain or line from the collar thrown over the back (also **Reflexed**).
Transfixed	Pierced by an arrow (also **Transpierced**).
Tusked	Tusks of a different tincture than the body.
Unglued	Hooves of a different tincture than the body.
Vulned	Wounded.
Vulning	The act of wounding.

Methods of describing parts of animals.

Couped	Cut off from the body in a clean straight line.
Coupe Close	When referring to the head, cut so that no neck shows.
Demi	When only half an animal is displayed.
Erased	Cut off or torn from the body, leaving jagged ends.
Gamb	A Foreleg Couped or Erased at the Shoulder.
Mask	The face-on head of a fox or badger.
Paw	A foreleg Couped or Erased at the Elbow.
Queue	The Tail.

Birds

When describing a bird Charge, start with the posture, add the wing position (if it differs from that in the posture), and then add any additional attributes.

Postures

Au Vol	On the wing (**Volant**).
Descending	Facing the Base.
Displayed	Wings and legs fully expanded, especially when referring to an eagle.
Eyrant	Nesting Birds.
Perched	As if perched on an object.
Preying	In a position for devouring prey.
Rising	Rising into flight (also **Rousant** or **Surgiant**).
Sourant	Flying Upwards
Trussed	Standing with wings folded closed to the body (also **Closed**).
Volant	Flying Horizontally.

Wing Position

Addorsed	Placed back to back.
Closed	Standing with wings folded closed to the body.
Disclosed	Wings open with the tips pointing downward.
Displayed wings inverted	As **Displayed** with wing tips pointing down.
Elevated	Wings upright and extended.
Inverted	Wing tips pointing downward.
Ouvert	Wings half open as if about to leap into flight.
Spread Eagle	Wings fully expanding, especially when referring to an eagle.

Attributes

Aquilate	To adorn with Eagles' heads
Aspectant	Two birds facing on another.
Armed	Claws of a different tincture than the body.
Beaked	When the beak is of a different tincture than the body (also called **Beque**).
Belled	When a hawk or falcon has bells attached to its legs.
Bicapitated	Having two heads.
Decked	When the edge of the feathers are of a different tincture than the body.

Disarmed	Without claws, and beak.
Dismembered	Not having legs or feet.
Enalurion	Eight birds serving as a **Bordure**
Hooded	A bird of prey with a hood on.
Inflamed	Burning.
Langued	Having the tongue visible and of a different tincture than the body.
Legged	Legs of a different tincture than the body (also **Membered).**
Pride	Displaying the Tail in a circular shape.
Vulned	Wounded.
Vulning	The act of wounding.
Winged	Wings of a different tincture than the body.

Insects

When describing an insect Charge, start with the posture; add the head position (if it differs from the norm), tail characteristics (if any), and finally any additional attributes. Crickets, Scorpions, and even Leeches have also been used in coat of arms.

Mythical Beasts

Monsters, like mundane beasts, have adorned shields before heraldry began. The symbolism of such creatures is seldom consistent. Each tends to represent the coat of arms possessor rather than a specific concept or ideal. When describing a monster charge, use the beast or bird attributes that best fit the creature's characteristics, keeping with the beasts blazon structure.

The Human Figure

The whole human figure is used frequently in heraldry, and when used, often represents the divine influence of the church, or a concept such as justice or liberty. When describing a human Charge, use the beast attributes.

Flora

Nearly all types of vegetation have been used in heraldry. Trees, usually Laurel, Palm, Holly, or Oak, can be depicted wholly, or as branches or even sprigs of leaves. When describing flora as a Charge, define any additional attributes after the Charge is described. Grass, grain, Vegetables, and Fruit are also used, often by merchants and commoners who work in the fields and orchards.

Attributes

Averdant	Covered with green herbage.
Bladed	When the stalk of a grain is tinctured differently than the ear.
Blasted	A Leafless tree.
Blighted	A Leafless tree.
Enveloped	Referring to an object vegetation has entwined.
Eradicated	An uprooted tree.
Fructed	Bearing fruit.
Hurst	A small group of Trees.
Jessant	Springing or shooting up.
Mooted	Uprooted.
Slashed	Torm from the stalk or trunk.

Inanimate objects

Nearly every object of everyday life has been used as a charge on a coat of arms.

Augmentations

When royalty felt it necessary to reward someone's notable and heroic deeds, they might be granted the right to bear arms. If the recipient was already an Armiger, then the college of arms was commissioned to make an **Augmentation** to their existing arms. This practice was notable cheaper than granting a piece of land or monetary reward, and politically safer than granting a royal title or membership to an order of chivalry.
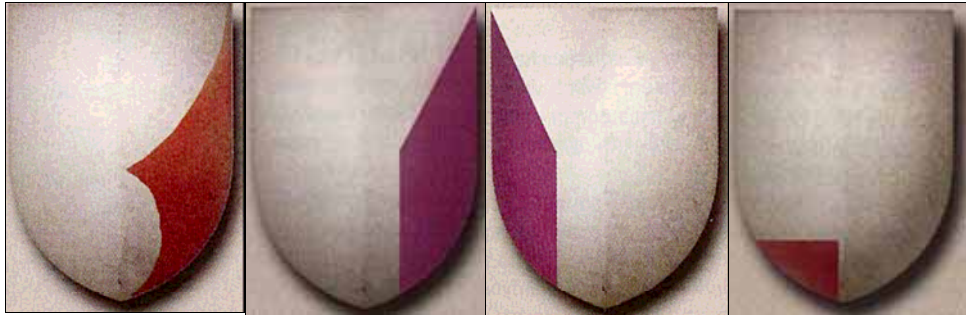
The augmentation often took the form of a **Charge** inserting into existing arms, or a **Bordure, Canton, Flaunches**, or **Inescutcheon** was added bearing a symbolic **Charge**. Occasionally, an entire new coat of arms was granted, alluding to the actions of the recipient. In some rarer cases, an **Escutcheon** or **Quarter** bearing the royal arms was granted.

Abatements

Since a grant of arms could not be easily revoked (as when revoked it could still be used, when destroyed it could be recreated—without the magic though), the **Abatement** was devised. This served the same purpose as **Augmentation**, to advertise the actions of a bearer, but abatements were a change to a coat of arms that symbolized a shameful act or crime. The most widely used abatement was that of treason, usually displayed leading up to and during the accused arm bringer's execution.

| Cowardice. | Lechery, Adultery. | Drunkenness. | Boasting of a Deed never done. |

| Killing a prisoner without just cause. | Revocation of a challenge. Broken Promise. | Deserting in battle. | Lying (to commander). |

Differencing and Cadency

When branches of a family, or two arm bringers, had identical arms, they needed to make them different from one another to avoid confusion. To achieve this, the heralds made change to the arms to distinguish the separate parties. Similarl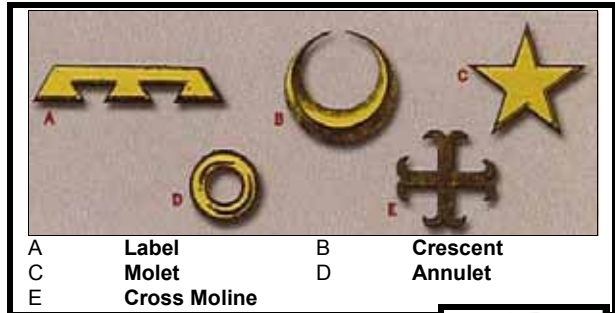y, the sons (most used title descendants) of the arms bearer, by order of birth, marked their personal arms to distinguish them from their father's. Cadency as this differentiation was called, often became the differencing used between the families of the sons of an arm bringer.

The **Cadency** marks for the first nine sons are as follows

Label	First son	Removed after father's death, a label argent was reserved for the crown prince.
Crescent	Second son	
Molet	Third Son	
Martlet	Fourth son	A bird with feather for feet.
Annulet	Fifth son	
Fleur-de-lis	Sixth son	
Rose	Seventh son	Mostly seen as the most pure, yet easily corrupted son.
Cross Moline	Eight son	
Double Quatrefoil	Ninth son	Not illustrated; eight leaf-shapes arranged in a circle, tips outwards.

A	**Label**	B	**Crescent**
C	**Molet**	D	**Annulet**
E	**Cross Moline**		

heraldic rose

Marshalling

When arms bearing families intermarried, they usually wanted to retain their arms (it was a great gift of love when one gave up its coat of arms) while also displaying the arms of their spouse. This was done by **Arranging**, or **Marshalling**, the arms on one shield. In early times, all elements were taken from both arms and combined into a new shield. Due to confusion and the lack of family identities being carried on, this was replaced by **Dimidiation—**cutting the two arms in half and joining the man's **Dexter** portion with the women's **Sinister** portion. This caused problems, however, when distinguishing half a blend from half a **Chevron** (among the other difficulties). This practice was later changed to **Impalement**, which used the entire arms compressed into one half of the final coat of arms. The most popular method is called **Quartering**, where a shield is initially divided into four **Quadrants (Party per Cross)** and the complete arms distributed among the quarters. The quarters are numbered from left to right; first and second in the Chief, and third and fourth in the Base. The man's arms was normally placed in the first and fourth quarters, with the women's in the second and third. Today, marshalling is performed in one of two ways, either through Impalement or Quartering.

Arcane heraldry

The next step in heraldry is to add magical properties to coats of arms. There are two reasons for this. The first is to provide a way to ensure a coat of arms is legitimate and is borne by its rightful owners. The second reason is to give an actual value to heraldry, bestowing it with some magical powers. Guilds of heralds have become crucial. These heralds are specialists who, for a fee and a legitimate edict (from a college of arms was commissioned by a king), create a magical coat of arms (with the use of Mages of course). These heralds also have the ability to tell whether a particular item bearing a coat of arms is magical or not. The initial role of the herald is to design the coat of arms. The owner can then have its design reproduced on whatever is desirable. For a fee, the coat of arms can be made magical. If so, all items bearing the coat of arms gain the potential of producing some magical effect, with the following conditions:

1. The magical effect can be called upon only by the owner or rightful heir of the coat of arms (other relatives and usurpers can't make use of the effect). For a town, the rightful user would be the mayor; for a military order, the Grand Master; for a guild, the Guild Master; for a kingdom, the ruling monarch.
2. The effect can happen only under a very specific set of conditions linked to the history of the item and its owner. For example, a knight who gained his coat of arms by slaying a huge red Dragon would be able to call upon the coat of arms' magical effects only in a similar situation.
3. The magical power has to be relevant to the situation. In the example above, the knight might have a +1 to attack rolls vs. red Dragons, or fire resistance (as the ring), etc. The Immortals determine the nature of the effect and its potency.
4. The effect should be triggered only when the owner utters his legitimate cride-guerre (a war cry or a motto). It can be whispered for wizards or thieves. It must be shouted for combat-oriented characters and Clerics. The owner must touch or hit the item to activate it.
5. Finally, the effect may increase or decrease in Strength the noble rank of the owner. A Warrior who inherits a coat of arms from a relative might not trigger as spectacular a magical effect as a king!
6. Abatement and Augmentations, placed on the coat of arms by a higher Liege of the owner of the coat, due to acts done by the owner, are automatically created on all depictions of that Coat of arms. This rule does also apply when the owner is the highest ruler and has no Liege. The effect draws upon the power inherited within his followers or the people who he affects someway. But even this ruler (or college of arms commissioned by a group or representatives of the majority of the people) needs a Herald to activate these changes to a coat of arms. The owner can not prevent, change or dispel it, unless openly and officially requesting it to the ruler (or his predecessors) or the representative group of followers the owner rules or affects, and that this request is accepted, and as thus the coat is changed again.

Magical-effects chart		
Title	Level	Effect
Untitled	1-5	+1 bonus to attacks vs. a specific foe.
Baron	6-10	+2 bonus to attacks vs. a specific foe.
Count	11-15	+3 bonus to attacks vs. a specific foe.
Marquis	16-20	+4 bonus to attacks vs. a specific foe.
Duke/Archduke*	21-25	+5 bonus to attacks vs. a specific foe.
Monarch	26+	+5 bonus to attacks vs. a specific foe & special power vs. a specific foe
(*) Note that a duke is generally the vassal of a king while an archduke is the vassal of an emperor.		

As a guideline for magical "pluses," see the Magical-effects chart. (Using this chart, an untitled Fighter who reached 26th level would receive the same bonuses as a "monarch" of any character level): There is also the case of partitioned shields with multiple coats of arms. It is conceivable that a truly powerful dignitary might have access to several magical effects. Consider the example of a king with compare a Warrior's +1 to attack rolls to the magical effect gained by a wizard from his coat of arms. The entire magical effect from a wizard's coat of arms might lie in something as innocuous as a spectral candle that lights in the dark. The same effect, after the Mage attains the rank of king, might grow to become a single fireball. Again, these powers should be designed in accordance with what the character accomplished to obtain the coat of arms. Perhaps a greater achievement demands a greater magical effect. The magical effect does not have to be related to combat or to a specific type of weapon. Instead, it could relate to the coat of arms in a manner unrelated to combat. Refer to the game's spell or magical-items lists for inspiration. In this case, the effect has to be carefully designed to remain balanced with the combat bonuses suggested above. This combat bonus does count as a magical weapon when fighting monsters immune to ordinary weapons. If protection is more appropriate than a combat bonus, use these "pluses" as AC bonuses instead. The magic is derived of the essence of the land, and subject to the Day of Dread effects, yet it will automatically be active afterwards.

The magical effect will be as strong as the current rank of the ruler, and be affected by his deeds depicted upon the Shield. Magical effect will decrease a rank with each **Abatement** attached to the shield, by college of arms that was commissioned by the higher ruler and / or in name of the people. **Abatements** are nearly forever, difficult to remove, as it is the people who place it actually. The Highest ruler is in this effect just a tool.

Sample symbols

If a symbol is needed for reasons other than those listed below, feel free to adapt the list below. At the very least, these effects should be minor special effects that influence and enhance the characters. These magical quirks also form another level of detail that sets apart a handful of characters with the same character classes and backgrounds. Heroes and villains might want to emulate their ancestors' illustrious achievements, thus actively seeking out the same odd or dangerous situations in which these deeds originally took place. If so, this could be an opportunity for heroes to modify or increase the magical effects of their coats of arms. Characters might pay a bit more attention to their backgrounds and use them more than usual. A shield bearing his family arms (if he is the present head of the family), the kingdom's arms (since he's the king), the arms of a military or Guild order (if he is their Grand Master), and finally the arms of the temple (if he's the high priest). This would be one mighty shield indeed! In general, magic gives a character the combat related effect for the appropriate type of creature defeated to gain their coat of arms. If the coat of arms was gained by other means, the effects listed below may be more appropriate. Spell-like effects are cast at 15th level of experience (not higher, rarely lower, and never lower than 9). Unless the effects are permanent (such as regaining hit points via healing), <u>effects last only for the duration of the encounter in which the effect was triggered</u>. For effects with a numerical range (+1 to +5, for example), the progression is identical to that on the Magical-effects chart.

Monsters of all types, whether maleficent or benign, are allowed the same poses as more mundane animals. Terminology follows the same scheme as that used for animals; i.e., predatory monsters use the same terms as predatory animals, while no predatory monsters use the same terms as no predatory animals. Flame-breathing creatures may be shown *incensed* (that is using their breath weapon). Plants are the simplest emblems, much favored by rangers, druids, elves and Halflings. Heraldic devices may be purely symbolic. Such symbols are the favorite Immortal's holy symbol into their shields. Wizards enjoy the limitless abstract qualities of such shields.

Following are a few examples; the possibilities for emblems of this kind are literally endless. All the magical variants, and the most Important non-magical variants are listed here.

Allerion
A mythical eagle without beak or feet, drawn with its wings extended.

Charge;	Mythological.
Symbolism;	A vanquished and defeated imperialist; one who has been maimed in war or prevented from fully asserting his power.
Magical Effects;	None.

Anchor

Charge;	Object.
Symbolism;	Great help when needed most. Symbol of Hope., Savior in storms and bad luck periods.
Magical Effects;	None.

Angels, Cherubs, Seraphs
Drawn as winged people and children.

Charge;	Mythological.
Symbolism;	Dignity, Glory Honor.
Magical Effect;	None.

Annulet, Ring, Finger Ring

Charge;	Object.
Symbolism;	Fidelity.
Magical Effect;	None.

Ant

Charge;	Insect.
Symbolism;	A man of great labor, wisdom and providence.
Magical Effect;	None.

Antlers
Charge;   object.
Variants;   Attires (antlers of a Stag), Massacre (when attached to a skullcap).
Symbolism;   Strength and Fortitude.

Arm

Charge;   Human.
Variants;   Cubit (an arm cut off at the elbow), Elbowed (whole arm, bent at the elbow, fist
                            upward).
Symbolism;   A laborious and industrious person.
Magical Effects;   None

Axe

Charge;   Object
Symbolism;   Execution of military duty. This symbol alludes to Warriors in general or those with mercenary
                            backgrounds.
Magical Effects;   This magical symbols grants a +1 to +5 bonus on damage rolls with the Axe.
                            A monarch gains a wounding effect on the first successful attack, as per the Axe

Balance / Scale

Charge;   Object.
Symbolism;   Balance, Good vs. Evil, The Law.
Magical Effects;   The bearer makes Appraisal Skill checks at +1 to +5.
                            A Monarch can Analyze as the spell with the same name.

Basilisk
Charge;   Mythological.
Symbolism;   This creature is the symbol of a mysterious character or monster.
Magical Effects;   Opponents make their initiative rolls with a –1 to -5 penalty within a 60' radius.
                            A monarch gains the basilisk's petrifying gaze for one round.

Bat

Charge;   Beast.
Symbolism;   Night hunter, Darkness, secrecy, a warning not to approach.
Magical Effects;   None.

Beacons and Cressets
Charge;   Object.
Symbolism;   One who defends the commonwealth or who gave the signal in time of danger.
Magical Effect;   None.

Bear

Charge;   Beast.
Symbolism: This is the sign of a rugged being. Ferocity when protecting Kindred.
Magical Effect;   The bearer makes Constitution checks at +1 to +5.
                            A monarch is also immune to natural and magical cold.

Beaver
Charge;   Beast.
Symbolism;   Perseverance and industriousness.
Magical Effect;   None

Bee
Charge;   Insect.
Variants;   Volant (as seen from above with wings extended).
Symbolism;   Those who have achieved their goals use this symbol
                      by hard work. Focused industriousness.
Magical Effect;   The symbol confers a +1 to +5 AC bonus to structures
                      bearing this symbol.
                      A monarch can create a Wall of Stone effect as per
                      spell with the same name.

bee

Beholder
Charge;   Mythological.
Symbolism;   Also known as the evil watcher, this is the sign of one who observes or who tricks
                      others.
Magical Effect;   The bearer saves vs. spells at +1 to +5.
                      A monarch's eyes project a 60' anti-magic ray for one round.

beholder

Boar
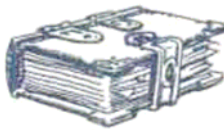Symbolism;   A Fierce combatant who ceases fighting only
                      at death. One who is stubborn may end up
                      with the boar as a symbol.
Magical Effect;   The owner saves against charm spell effects
                      at +1 to +5.
                      A monarch is immune to all mind-controlling
                      magical effects (charm, sleep, hold, etc.).

boar's head   boar's head
cabossed   erased

Book, Spellbook, Tome
Charge;   Object.
Variants;   Edged (the page edges), Bound (the cover and binding), Clasped (having a
                      lock or clasp).
Symbolism;   One who is educated. (often depicted together with the Owl).
Magical Effect;   None.

spellbook

Bottle, Potion Bottle.
Charge;   Object.
Variants;   Alchemic (labeled Alchemical), Fume (Smoking).
Symbolism;   One who is creative.
Magical Effect;   None.

potion bottle

Bow or arrows, Arrowheads
Charge;   Object.
Variants;   Feathered (when the feathers are of a different tincture than the shaft).
Symbolism;   Often attributed to Elves, hunters, or those who are skilful in archery. Martial
readiness.
Magical Effects;   This magical symbol confers a +1 to +5 bonus on attack rolls with one type of bow.
                      A monarch gains the power of slaying (as the sword) a specific creature type on a
                      natural attack roll of 20.

arrow

Bridge
Charge;   Object.
Symbolism;   A Governor or Magistrate.
Magical Effects;   None.

Buckles
Charge;   Object.
Symbolism;   Victorious loyalty in authority.
Magical Effects;   None.

Bull, Buffalo, Ox
Charge;   Beast
Symbolism;   Valor and Nobility.
Magical Effect;   None.

Camel
Charge;   Beast.
Symbolism;   Docility, Patience, indefatigable perseverance.
Magical Effect;   The bearer gets a +1 to +5 on Heat Stroke Rolls,
                    A Monarch can Create Water as per spell of the same name.

Candle
Charge;   Object.
Symbolism;   Light in the Darkness, a savior, A faithful person, one who you can trust.
Magical Effects;   The bearer gets a +1 to +5 on Reaction rolls, in dire situations to others if he intends to help.
                    A Monarch can cast Continual Light as per spell of the same name.

candle incensed

Cannons, Cannonballs
Charge;   Object.
Symbolism;   This recent (only since 1014 AC—NOT PRIOR to this date) invention was rapidly added to the heraldry symbols, due to its effects in warfare.
Magical Effects;   None.

Cat, Catamount, Cat-A-Mountain, Musion, Wild Cat.
Charge;   Beast.
Symbolism;   Liberty, Vigilance, Foresight, Courage.
Magical Effects;   The bearer gets a +1 to +5 bonus to balancing and jumping checks and skills.
                    A Monarch can also Cat's Grace as per spell of the same name.

cat

Catherine Wheel, Pinwheel, Wheel
Charge;   Object.
Symbolism;   Prepared to undergo great trials for the faith.
Magical Effects;   + 1 to +5 Pip/ Wheel granted
Symbolism;   Normal Wheel (without "teeth"); Fortune.
Magical Effect;   None.

wheel

Centaur
Charge;   Mythological.
Variants;   Sagittarius (carrying a bow and arrow).
Symbolism;   These are hardy and tenacious creatures, and are often the symbol of woodland beings, foresters, and hunters. Eminent in the field.
Magical Effects;   The bearer can run for 1-5 turns without fatigue.
                    A monarch gains 10 temporary hit points in addition to the character's normal total. These hit points are the first lost when suffering damage.

Chains
Charge;   Object.
Symbolism;   A reward for acceptable or weighty service.
Magical Effects; None.

Clover
Charge;   Plant.
Symbolism;   This is the lucky charm.
Magical Effects; The clover confers a +1 to +5 bonus to dice rolls related to gambling.
A monarch can make an ability check appropriate to the situation to avoid an attack or escape an event that would otherwise prove fatal.

Cockatrice
Charge;   Mythological.
Symbolism;   A terror to all Beholders.
Magical Effects; The wearer gets a +1 to +5 on Saves vs. Petrification.
A Monarch can Petrify on touch as per Flesh to Stone spell.

Crow
Charge;   Bird.
Symbolism;   A settled habitation and a quiet life. Resembles but is not equal to Raven.
Magical Effects; None.

Crown
Charge;   Object.
Symbolism;   Royal or Seigniorial authority.
Magical effect;   A +1 to +5 on reaction Rolls on his land.
A monarch gets the right to block Teleportation to his Castle and or city. This excludes known and friendly Teleportation. The effects has an imbedded Detect Evil that disturbs the placement of the destiny location, so that always a Teleport fails, and the person lands outside the targeted area, with always a 1d100 Teleport Failure roll.

Cubes, Squares, or Dices.
Charge;   Object.
Symbolism;   Constancy, Wisdom, Verity, Probity and equity.
Magical Effects; None.

Displacer beast
Charge;   Mythological.
Symbolism;   This is the sign of a trickster or a master of illusion.
Magical Effects; The bearer gains a +1 to +5 AC bonus against missile attacks.
A monarch gains one mirror image, as the spell of the same name.

Dolphin
Charge;   Beast
Variants;   as fish
Symbolism;   Charity and a kind affection towards children.
This is a symbol for the adventurous, especially those connected to the sea.
Magical Effects; A dolphin confers a +1 to +5 bonus to dice rolls related to navigation.
A monarch can predict weather as the spell of the same name.

Dove
Charge;   Beast.
Symbolism;   Love, constancy, and peace.
Magical Effects; None

Dragon
Charge;   Mythological.
Symbolism;   This is the sign of magical power. A most valiant
                      defender of treasure.
Magical Effects;   Non-spell casting bearers gain a +1 to +5 to their
                      saves vs. spells;
                      spell-casting owners cause a -1 to –5 penalty to their
                      victims' saves vs. spells.
                      A monarch gains immunity to the breath weapon of the
                      Dragon type shown in the coat of arms.

dragon's head

Dragon Turtle
Charge;   Mythological.
Symbolism;   This is the sign of magical power. A most valiant
                      defender of treasure.
Magical Effects;   Non-spell casting bearers gain a +1 to +5 to their
                      saves vs. spells;
                      spell-casting owners cause a -1 to –5 penalty to their
                      victims' saves vs. spells.
                      A monarch gains immunity to the breath weapon of the Dragon Turtle.

dragons intertwined

Duck and Goose
Charge;   Bird
Variants;   Cannet (ducks without bill or feet).
Symbolism;   A man of many resources).
Magical Effects;   None.

Eagle
Eagle
Charge;   Bird.
Variants;   Displayed (wings fully expanded), Majesty
                       Crowned and wielding a scepter), recursant
                       (Displayed with its back to the observer,
                       Recursant Volant in Pale (flying upward with its
                       back facing the viewer); an Osprey is always
                       depicted as a white Eagle.
Symbolism;   This symbol is often attributed to families
                       connected with an emperor, and is considered to
                       be the rival of the lion. The eagle represents
                       courage. A man of action, ever more occupied in high and weighty
                       affairs; one of lofty spirit, ingenuity, and judicious in matters of
                       ambiguity.
Magical Effects;   Make the owner's Morale Checks and its
                       followers and companions within a 60' radius at
                       +1 to +5.
                       A monarch is also immune to fear.

two-headed
eagle

eagle
disclosed

eagle
displayed

Elephant
Charge;   Beast.
Symbolism;   Courage and Strength.
Magical Effects;   None.

Escallop Shell
Charge;   Object.
Symbolism;   One who has made long journeys to far countries; one who has had considerable naval command or
                   gained victory at sea.
Magical Effects;   None.

Eye
Charge;   Human.
Symbolism;   Destiny in government.
Magical Effects;   None.

Falcon or Hawk
Falcons differ from Eagles by having smooth heads and necks.
Variants;   Jessed, Hooded and Belled (wearing leather thongs or jesses, a Hood and bells), at Prey (feeding).
Charge;   Bird.
Symbolism;   One eager or hot in the pursuit of an object much desired.
Magical Effects;   None.

Feathers (usually Ostrich)
Charge;   Object.
Variants;   Quilled (a Quill of a different tincture than the rest).
Symbolism;   Willing Obedience and serenity.
Magical Effects;   None.

Fire
Charge;   Object.
Symbolism;   Zeal.
Magical Effects;   The bearer gets a +1 to m+5 on saves vs. Fire.
                         A Monarch can cast Wall of Fire as per spell of the same name.

Fish, Whales
Although the type of fish is not always blazoned, the position on the arms is. The common heraldic fish include **Herring, Talbot, Barbell, Pike, Conger, Roach, and Trout. Whales** are rarely used.
Charge;   Beast
Variants;   Naiant (Horizontal), Hauriant (Vertical, as if leaping), Urinant (Vertical, as if diving), Embowed (bent), Springing (when placed on a bend).
Symbolism;   Used by those who made their living or performed a notable deed on the sea. This is the sign of peace.
Magical Effects;   A +1 to +5 bonus to dice rolls related to persuasion or negotiation.
                         A monarch gets a Sanctuary effect, as the spell of the same name, with a -5 penalty to opponents' saves.

Fleur de lis
Charge: Plant.
Symbolism;   This is an ancient symbol of royalty, equal to the lion in status. It is also associated with purity. The Fleur-de-lis has been drawn many different ways over the centuries, but are called the same name. The Lily (lis) is drawn distinctly different than the Fleur-de-Lis. Most Commonly in Glantri (Nouvelle Averoigne-New Averoigne descendants) and Renardy.
Magical Effects;   This confers on a good-aligned owner a +1 to +5 AC bonus against one type of evil foe.
                         A monarch gains a protection from evil 10' radius effect, as the spell of the same name, with a -5 penalty to saves against this effect. There are no gains for neutral or evil owners.

fleur-de-lis

Foot
Charge;   Human.
Symbolism;   Strength, Stability and expedition.
Magical effects;   None.

Fork and Spoon
Charge;   Object.
Symbolism;   Fine Food.
Magical Effects;   None.

fork & spoon

Fox
Charge;   Beast
Symbolism;   Uses wit or wisdom to defend himself. This is a symbol for a cunning, quick-witted person.
Magical Effect;   This symbol allows to bearer to make Intelligence checks with a +1 to +5 bonus during life-threatening situations.
A monarch can detect evil, as the spell of the same name.

Frog / Toad
Charge;   Beast.
Symbolism;   The Devil, Evil.
Magical Effects;   The bearer gets a +1 to +5 on Control checks when Devil or Demon Summonings.
A Monarch can cast True Name as per spell with the same name.

toad

Fusil or Spindle of Yarn
Charge;   Object.
Symbolism;   Negotiation.
Magical Effects;   None

Gauntlet
Charge;   Object.
Symbolism;   Representing a man armed and ready to fight.
Magical Effects;   The Bearer gets a +1 to +5 bonus against Disarming attempts.
A Monarch can Ram with his fist as per weapon Ram statistics, however against stone or steel, 50% of the damage caused, he suffers himself.

Goat
Charge;   Beast.
Symbolism;   Emblem of the martial man who achieves victory by policy rather than valor. Characters with an impulsive, unpredictable attitude could be associated with the ram.
Magical Effects;   Opponents suffer a -1 to -5 penalty on surprise rolls.
A monarch inflicts maximum damage with her first attack that hits.

Gorgon
Charge;   Mythological.
Symbolism;
Magical Effects;   The wearer gets a +1 to +5 on Saves vs. Petrification.
A Monarch can Petrify on touch as per Flesh to Stone spell.

gorgon *incensed*

Grasshopper
Charge;   Insect.
Symbolism;   Wisdom and Nobility.
Magical Effect;   None.

Griffon
Charge;   Mythological.
Symbolism;   This is a sign of Strength (and an odd mixture of the eagle and lion symbols, perhaps a rebel). A valorous soldier whose magnamity is such that he will dare all dangers, and even death itself, rather than become captive.
Magical Effects;   This magical symbol confers a +1 to +5 bonus to Strength checks.
A monarch can fly, as the spell.

griffon

Hammer
Charge;   Object.
Symbolism;   This is a symbol often associated with Dwarves and craftsmen.
Magical Effects; It confers a +1 to +5 AC bonus vs. melee weapons.
                       A monarch can call lightning, as the spell.

hammer

Hand
Charge;   Human.
Variants;   Apaume (showing the Palm), Aversant or Dorsed (turned away, showing only the back), Poing (in a fist).
Symbolism;   Faith, sincerity and justice, a red hand on a Canton, Escutcheon, or Quarter is the mark of a Baronet.
Magical Effects; None.

hand

Harpy
Charge;   Mythological.
Symbolism;   Ferocity under provocation.
Magical Effects; This symbol allows its bearer the ability to cause a -1 to -5 AC penalty to foes within a 60' radius when the bearer is singing.
                       A monarch gains a charm monster effect, as the spell, when he sings.

harpy

Harp
Charge;   Object.
Symbolism;   Contemplation. Often used by Bards.
Magical Effects; None.

harp

Head
Often the head of an adversary, is used to depict A specific event or battle.
Charge;   Human.
Symbolism;   Honor or victory over a specific enemy.
Magical Effects; None.

Heart
Charge;   Human.
Symbolism;   This denotes someone with a long-lasting quest or someone who is true and just. Charity, Sincerity.
Magical Effects; It confers a +1 to +5 bonus on attack rolls in combat specifically related to the bearer's quest.
                  A monarch gains a find the path effect, as the spell.
Variant;   (in flames).
Symbolism;   Ardent Affection.
Magical Effects; None.

Hedgehog, Urchin, Urcheon.
Charge;   Beast
Symbolism;   Provident Provider.
Magical Effects; None.

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hell hound *incensed*

Hellhound
Charge;   Mythological.
Symbolism;   This is the symbol of those who have seen death and returned. The Hellhound is a guardian of the dead.
Magical Effects; This symbol allows a save vs. death magic with a +1 to +5 bonus when the beneficiary's hit points drop below 1. If successful, the symbol's bearer awakens 1-4 hours later with 1 hp, provided the body has not been destroyed.
                  A monarch can speak with the dead, as the spell.

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helm

Helm
Charge;   Object.
Symbolism.   P{protection, Strength, a valiant but hidden warrior, one who does not want to take nor receive credit for his actions.
Magical Effects; None.

Horn, Horns
Charge;   Object.
Symbolism;   Horns are made from Bull or Ram horns, and in both forms they represent Strength and Fortitude. As hunting Horn it is used to represent one who is fond of lofty pursuits.
Magical Effects; None.

horn

Horse
Charge;   Beast.
Variants;   Barbed (in armor or Harness), Enraged (like Salient), Free (on the Field), Furnished (bridled, saddled and equipped), Prancing (rearing), Laird (a gray Horse), Bayard (a Bay horse), Reined (reins of a different tincture than the body).
Symbolism;   Readiness for all tasks for king and country. This is the symbol of freedom and pride.
Magical Effects; The horse symbol confers a +1 to +5 AC bonus when fighting on horseback.
                  A monarch gains a +3 bonus to attack and damage when charging on horseback.
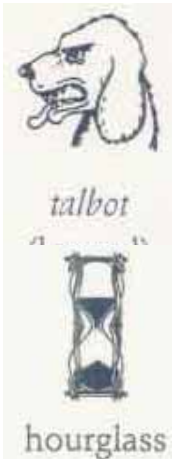

horse's head

horse

Horseshoe
Charge;   Object.
Symbolism;   Good Luck.
Magical Effects; None

Hound, Greyhound, Mastiff, Alsund, Talbot, Dog.
Charge;   Beast
Variants;   Ravissant (jumping or Salient).
Symbolism;   Courage, Vigilance, and loyal fidelity.

Hourglass
Charge;   Object.
Symbolism;   Timekeeping.
Magical Effects;   None.,

Hydra
Charge;   Mythological.
Symbolism;   This signifies someone with multiple identities, purposes, or lives. The conquest
                   of a very powerful enemy.
Magical Effect;   It heals 1d4 to 5d4 hit points if the beneficiary is reduced to fewer than 1 hp.
                   A monarch gains the ability of merging, as the magical potion of the same name.

Illithid
Charge;   Mythological.
Symbolism;   Rarely used as the Illithids are mostly unknown, but it implies horror and death.
Magical Effects;   None, but Illithids will become intrigued by one bearing their image as they still think
                   that they remain unknown.

Keys
Charge;   Object.
Symbolism;   Protection of Treasure, Family and secrets.
Magical Effects;   None.

Lamia
Charge;   Mythological.
Symbolism;   Beauty and danger.
Magical Effects;   None.

Lamb
Charge;   Beast.
Symbolism;   Gentleness and patience under suffering.
Magical Effects;   None

Leaf
Charge;   Plant.
Symbolism;   Common leaves are Elm, Hazel, Oak, Ahorn, Strawberry, Palm, depicted in Trefoil, Quatrefoil and
                   Cinquefoil arrangements.
Magical Effects;   None

Leg
Charge;   Human.
Symbolism;   Strength, Stability, and expedition.
Magical Effects;   None

Leopard
Charge;   Beast.
Symbolism;   A valiant and hardy warrior.
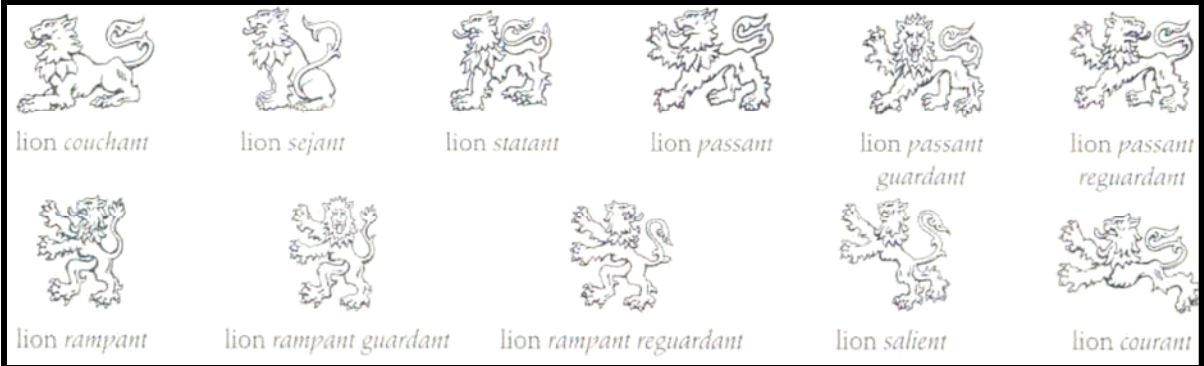Magical Effects;   None.

Lightning bolt, Thunderbolt
Charge;   Object.
Symbolism;   Traditionally, a bolt appears twisted and pale, inflamed at the ends, surmounting two jagged darts in Saltire, or between two wings displayed (often crossed), and are often with fire emanating from the center. Carrying out important business with great clarity and force.
Magical Effects;   None.

Lion
The most popular animal in heraldry,
Charge;   Beast.
Variants;   Resignant (tail not seen).
Symbolism: The lion is a symbol of authority. It often is used by royal families and is perceived as a rival of the eagle. Majesty and superiority, a man of brave and deathless courage.
Magical Effects;   The presence of this magical symbol causes a -1 to -5 penalty on Morale Checks for all foes within a 60' radius.
                     A monarch's cri-de-guerre causes foes within the same radius to make a save vs. Dragon breath or flee for one turn.

lion *couchant*   lion *sejant*   lion *statant*   lion *passant*   lion *passant guardant*   lion *passant reguardant*

lion *rampant*   lion *rampant guardant*   lion *rampant reguardant*   lion *salient*   lion *courant*

Lynx
Charge;   Beast.
Symbolism;   Possessing such keen eyesight that it was believed to see through walls.
Magical Effects;   None.

Lyre
Charge;   Object.
Symbolism;   Contemplation.
Magical Effects;   None.

Maiden
Charge;   Human.
Symbolism;   Virginity, Innocence, Beauty.
Magical Effects; None.

maiden sidesaddle on horse

Man
Charge;   Human.
Variants;   Habited (wearing Clothes), Savage (naked), Armored (dressed in Armor).
Symbolism;   Variable, depending on dress, action, position etc.
Magical Effect;   None.

Manscorpion
Charge;   Mythological.
Symbolism;   This is a sign of alertness and treachery.
Magical Effects; It confers a +1 to +5 bonus to initiative rolls.
                     A monarch inflicts maximum damage on successful attacks from behind a foe.

Manticore
Charge;   Mythological.
Symbolism;   This creature refers to secrecy, mysteries, and mysticism.
Magical Effects; The symbol confers a +1 to +5 bonus on attack rolls with crossbows.
                     A monarch gains a Dreamspeech effect, as the magical potion of the same name.

manticore

Martiet
Charge;   Bird.
Symbolism;   Nobility acquired through accomplishments.
Magical effects;   none.

Medusa
Charge;   Mythological.
Symbolism;   Death, Secrecy, Danger, ugliness.
Magical Effects; None, except maybe, that a Medusae could be flattered by a person wearing its racial
                     face on a Shield—but that person must use all its wits, not to look at her, and "seduce"
                     her by words.

medusa

Mermaid, Merman , Triton.
Charge;   Mythological.
Symbolism;   Eloquence, often used by those living near the waters.
Magical Effects; None

mermaid & trident

triton with trident & conch-horn

Millstone
Charge;   Object.
Symbolism;   The mutual interaction of human society.
Magical Effects; None.

Minotaur
Charge;   Mythological.
Symbolism;   Strength, Danger, brutality, yet also Honor, trust and
Magical Effects; None. (Minotaurs aren't affected in any way by one bearing their race on a shield, to
                     them it is the person bearing it that counts).

minotaur

Mole
Charge;   Beast.
Symbolism;   Often used by Dwarf or Gnomes, who are also miners.
Magical Effects; None other than that the bearer gets a Determine Depth underground.

mole

Moon

Charge;	Object.
Variants;	Plentitude (Full Moon)
Symbolism;	Tranquil Power over mundane actions.
Magical effects;	None.
Variants;	Crescent ("horns pointing to the Chief), increscent ("horns" pointing to the Dexter), Decrescent ("Horns pointing to the Sinister).
Symbolism;	One who has been enlighten and honored by the gracious aspects of his sovereign.
Magical Effects;	None.

cresent

Mouse

Charge;	Beast.
Symbolism;	Cleverness, stealth, secrecy, loves good food, often used by Thieves.
Magical Effects;	None.

mouse *couchant*

Oak

Charge;	Plant.
Variants;	Raguly (ragged), Trunked (a trunk of a different tincture than the branches), Acorned (having Acorns).
Symbolism;	This is a symbol often used by druids, Elves, or those connected with woodland beings. Worthy of Veneration. Age, Strength, Natural might, Wisdom, Natural Magic.
Magical Effects;	Confers the ability to speak with 1-5 creature types native of the forest. A monarch can transport through plants, as the spell.

oak leaf
with acorns

Owl

Often depicted Salient (standing) on a book, sometimes even with glasses.

Charge;	Bird.
Symbolism;	Vigilant, and acute of wit.
Magical Effects;	None.

Panther

Charge:	Beast.
Symbolism;	A Beautiful and fierce woman, tender and loving to her young, who will defend them to the death. The heraldic panther, a mythical, fire-breathing creature, looks like a wingless Griffon with a Dragonhead.
Magical Abilities;	This symbol confers the ability to cause +1 to +5 bonus points of damage with fire-based attacks (oil, breath-weapon, spell, etc.).
	A monarch can summon from the coat of arms a 30-hp amber Golem in the shape of the heraldic panther (it was created prior to the magical creation of the Coat of arms and stored in an fully enclosed space somewhere on the ground owned by the wielder). The Golem appears within 1d4 rounds. If not destroyed, the panther fades away at the end of the encounter. If destroyed it must be recreated.

Peacock

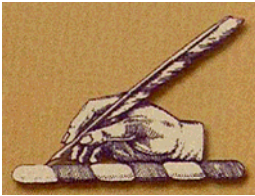|	
Charge;	Bird.
Variants;	Eyed (when referring to the tail feathers), Pride (displaying the tail in a circular shape, "a peacock in his pride").
Symbolism;	Beauty and pride of carriage.
Magical effects;	Comeliance checks +1 to +5. A Monarch can Cast Finery and Freshness as the spell.

Pegasus

Charge;	Mythological.
Symbolism;	It is often used by those who have traveled far or live in places close to the sky. Exceeding activity and energy of mind.
Magical Effects;	This symbol grants both a mount and the riding bearer a +1 to +5 AC bonuses when engaged in airborne combat. A monarch gains a fly effect, as the spell.

pegasus

Pelican
Charge;   Bird.
Variants;   Vulning (wounding itself), in her Piety (feeding her young).
Symbolism;   Devoted and self-sacrificing charity.
Magical Effects;   None.

Pen and or Inkhorn
Charge;   Object.
Symbolism;   The art of Writing and learned activities.
Magical Effects;   None.

plume (pen)

Pillar or Column
Charge;   Object.
Symbolism;   Fortitude and Constancy.
Magical Effects;   None.

Portcullis
Charge;   Object.'
Symbolism;   Effectual protection in emergency.
Magical Effects;   None

Purse, Bag, Sack, Bag o'swag
Charge;   Object.
Symbolism;   A frank, and liberal Steward.
Magical Effects;   None.

bag o' swag

Peryaton
Charge;   Mythological.
Symbolic;   The greatly magical creature stands for chaos and evil, it is the opponent of the eagle.
Magical Effects;   None.

Phoenix
Charge;   Mythological.
Symbolism;   This is the symbol of magnificence or rebirth. Resurrection and Rebirth.
Magical Effects;   It confers a +1 to +5 save bonus against fire attacks.
                              If killed by a fire-based attack, a monarch will rise from his ashes 2d4 days later, as the Raise Dead spell (effect is automatic).

phoenix

Rabbit, Cony, Hare.
The hare is seldom used in heraldry, being the subject of legend and superstition.
Charge;   Beast.
Variants;   Boltant (springing forward)
Symbolism;   One who enjoys a retired life of peace.
Magical Effect;   None.

Ram, Sheep
Charge;   Beast.
Symbolism;   Authority.
Magical Effect;   The bearer gets a +1 to +5 on Open Door Rolls,
                         A Monarch can summon a Giant Ram, which will break a single door. It will
                         go on until the door is open or the ram is dead.

Raven
Charge;   Bird.
Symbolism;   One who has been the architect of his own fortunes or
                         someone of enduring constancy of nature. This is the
                         symbol of a messenger with dark tidings or a cursed
                         family.
Magical Effects;   The raven confers on the bearer the ability to warn
                         companions of an Impending attack from a specific
                         monster type or foe 1-5 rounds ahead of time. The
                         beneficiary must first utter his motto, when allowed by
                         the situation, from which point the "warning" ability
                         remains in effect for a day or until it is triggered.
                         A monarch gains a clairvoyance effect, as per the spell of the same name.

Rhinoceros
Charge;   Beast.
Symbolism;   Possessing great ferocity when aroused.
Magical Effects;   None.

Rocks
Charge;   Object.
Symbolism;   Refuge and protection.
Magical Effects;   none.

Rose
Charge;   Plant.
Variants;   Seeded (seeds of a different tincture than the petals), Barbed and Seeded
                         Proper (green barbs and a gold center), Slipped and Leaved Proper
                         (green stem and leaves), Rose of Lancaster (red Rose), Rose of York
                         (white Rose), Tudor Rose (Combined York and Lancaster roses in a
                         double row of petals).
Symbolism;   The rose is generally used, bearing five leaves, thorns and seeds. This
                         symbol is used only by lawful owners, and it represent the beauty and its
                         power. It is connected to the Immortal Valerias (The Goddess of love and
                         girder on of weapons). The Hedgerow Dog Rose is generally used,
                         bearing five leaves, thorns, and seeds. The seventh son, the royal (Tudor)
                         Family.
Magical Effects;   It confers a +1 to +5 bonus to saves versus animal attacks, A monarch
                          gains the growth/shrink plants effect, as the spell.

Rooster, Cock
Charge;   Bird.
Variants;   When the beak, comb, wattles and spur are of a different tincture than the rest of the body, the cock is
                         said to be Beaked, wattled and Armed.
Symbolism;   Always ready for battle, ready to fight to the death.
Magical Effects;   None, other than that the bearer will always awake at sunrise, even under influence of a Sleep spell.

Saddles, Stirrups and spurs
Charge;   Object.
Symbolism;   Preparedness for active.
Magical Effects;   None.

Salamander, fire
Charge   Mythological.
Symbolism;   It is a symbol of magical power
Magical Effects;   It provides the owner a +1 to +5 save bonus against all fire-based attacks.
                         A monarch gains immunity to all fire-based attacks.

salamander

Scaling Ladder
Charge;   Object.
Symbolism;   One who was fearless in an assault.
Magical Effect.   The Bearer get a +3 to +15 on his Climb Wall checks.
                    A monarch can Levitate, as the sell with the same name.

Scepter
Charge;   Object.
Symbolism;   Justice.
Magical Effect;   None (early variants from the Blackmoor or Nithian era had a summoning of a Spiritual Hammer—shaped like the Scepter—but this tradition has lost its use, and today heralds refuse to imply it again to a shield for variable reasons (respect of traditions, history, etc.).

Scroll
Charge;   Object.
Symbolism;   Message, Messenger.
Magical Effects;   The wielder gets a +5'/1' to +25'/4' on his movement rate.
                    A monarch can Comprehend Languages as the spell with the same name.

Sea lion
Charge;   Mythological.
Symbolism;   Strength, Royalty, Wisdom, on or near the seas.
Magical Effects;   None.

Scythe and Sickle
Charge;   object.
Symbolism;   Hope for a bountiful harvest, or Death incarnated (Thanatos—the Grim reaper, uses this as its Holy Symbol).
Magical Effects;   None, other than those the Thanatos clergy has implied on the shield.

Sea Serpent
Charge;   Mythological.
Symbolism;   Hidden massive attacks on sea, great strength.
Magical Effects;   None.

Shell
Charge;   Object.
Symbolism;   The protection of divine direction, thus it's a protective symbol, which also displays an extreme carefulness and stubbornness.
Magical Effects;   It confers a +1 to +5 bonus to Armor Value when acting purely defensive.
                    A monarch gains a Statue/stone (choose when shield is created) effect, as the spell.

Shield
Charge;   Object.
Symbolism;   A Defender.
Magical Effect;   The wielder gets a +1 to +5 on his AC (not stacking with weaker AC enhancements).
A Monarch can cast the Shield spell on himself or one person touched as the spell with the same name.

Sheaf of Grain, Garbe
Charge;   Object.
Symbolism;   Growth, Wealth, honest work.
Magical Effect;   None.

sheaf (garbe) of grain

Ship
Charge;   Object.
Symbolism;   This symbol alludes to travelers or masters of the sea.
Magical Effects;   It confers a +1 to +5 bonus attack rolls when fighting at sea.
A monarch gains a control winds effect, as the spell.

ship (cog)

Skull
Charge;   Human.
Symbolism;   Mortality, Chaotic or Necromantic owner regularly use this emblazonment.
Magical Effects;   None.

death's head (skull)

Snail
Charge;   Insects.
Symbolism;   Deliberation and perseverance.
Magical Effects;   None.

Snake
Charge;   Beast.
Variants;   Declinant (tail pointing downward), Nowed (knotted), Retorted (two or more wreathe together in twined or fretted in a knot), Enveloped (referring to a prey a snake has entwined), Glissant (gliding), Erect (raised to strike), Dechausee (cut in pieces).
Symbolism;   The snake is either the symbol of a healer or of treachery, but also bears wisdom.
Magical Effects;   A snake symbol grants a +1 to +5 save bonus against poison.
A monarch gains a cure serious wounds effect, as the spell.

serpent dechausee

serpent

Spearheads
Charge;   Object.
Symbolism;   Agile comprehension of important matters.
Magical Effects;   None.

Spear, Javelin or Lance
Charge;   Objects
Symbolism;   Knightly service, devoted to honor. These various symbols allude to Warriors in general or those with mercenary backgrounds.
Magical Effects;   Any of these magical symbols grants a +1 to +5 bonus on damage rolls with the illustrated weapon.

A monarch gains a wounding effect on the first successful attack, as per the magical weapon.

Sphinx
Charge;   Mythological.
Symbolism;   Omniscience and secrecy.
Magical Effects;   None.

Spider
Charge;   Insect.
Variants;   Webbed (in Web wheel).
Symbolism;   Wisdom, Labor, and providence in all affairs.
Magical Effects;   None

Spur
Charge;   Object.
Symbolism;   Gold (dignity of knighthood), Silver (an Esquire).
Magical Effects;   None.

Squirrel
The squirrel is nearly always depicted as a red Squirrel Sejant, often holding a nut.
Variants;   Salient (springing forward).
Charge;   Beast.
Symbolism;   Sylvan retirement being the delight of its bearer.
Magical Effects;   None.

stag's head

stag's head
cabossed

Stag
Charge;   Beast.
Symbolism: It is a sign of Strength and pride with mystical links with nature, Policy, Peace and Harmony.
Magical Effect;   It confers a +1 to +5 AC bonus in a forest. A monarch can summon a 30 hp Actaeon within 1d4 rounds when in a forest (This Charge can only be activated if the bearer attracted an Actaeon prior to the creation of the Shield). If not destroyed, the creature disappears at the end of the encounter.

rayed star (estoille)

Star
Charge;   Object.
Symbolism;   This is the symbol of dreams and secrets.
Magical Effects;   This symbol confers a +1 to +5 save bonus against all mind-affecting spells (sleep, charm, hold, fear, etc.).
                     A monarch can become ethereal, as per the potion.

stirge

Stirge
Charge;   Mythological.
Symbolism;   Fast determined attacker, leech (tax-official).
Magical Effects;   None

Stork
Charge;   Bird.
Symbolism;   Filial duty, emblem of a grateful man.
Magical Effects;   None.

Sun
Charge;   Object.
Variants;   Radiant (giving Light), In Splendor (with a human face), Eclipted (in Eclipsion shape-
                      Full or partial).
Symbolism;   Glory and Splendor.
Magical Effects;   None.

sunburst

Swallow
Charge;   Bird
Symbolism;   One who is prompt and ready in the dispatch of his business.
Magical Effects;   None.

Swan
Charge;   Bird.
Symbolism;   A lover of poetry and Harmony.
Magical Effects;   None.

sword | scimitar

Sword, Scimitar
Charge;   Object.
Symbolism;   Pursuit of honor and virtue in battle. These various symbols allude to Warriors
                      in general or those with mercenary backgrounds.
Magical Effects;   Any of these magical symbols grants a +1 to +5 bonus on damage rolls with
                      the illustrated weapon.
                      A monarch gains a wounding effect on the first successful attack, as per the
                      magical weapon.

Symbol; Pentangle
Charge;   Object.
Symbolism;   Magic, Mage, a symbol used by those regularly using or being adept in the use of
                      magic.
Magical Effects;   none, (a mage himself can imply great variable magic on his shield, (not like heraldry
                      inside the shield, which give variable effects to the bearer).

pentangle

Symbol; Rings
Charge;   Object.
Symbolism;   Agility, Order, Intricicately.
Magical Effects;   none.

annulets
(rings)

Symbol; Coins
Charge; Object.
Symbolism; Monetary value, Banker, Tax-official, Cashier, Wealthy and "sharing" person.
Magical Effects; None other than that Bearer can cast one a day Count Coins as the spell with the same name.

besants (coins)

Tankard
Charge; Object.
Symbolism; Beer, Drunkenness, Tavern owner, Relaxed person.
Magical Effects; +1 to +5 on Alcohol Level (AL).
A Monarch can cast Bleu mug of Beer as the spell with the same name.

tankard

Thigh-bones
Charge; Human.
Symbolism; Mortality.
Magical Effects; None.

Thistle
Charge; Plant.
Symbolism; This is a symbol of stubbornness, to grow where nothing else can grow, to harass those who it can hinder.
Therefore lawful owners rarely use it. It is often connected with agricultural landowners. Badge of Boldavia (Glantri) sovereign.
Magical Effects; This symbol confers a +1 to +5 AC bonus in agricultural areas.
A monarch can become invisible in Fields, as per Invisibility to Mortals spell effect.

thistle

Tiger, Tyger
Charge; Beast.
Symbolism; Great fierceness and valor when enraged; one whose resentment will be dangerous. The heraldic tyger, a rare, mythical creature, looks like a lion with an eagle head.
Magical Effects; A tyger symbol confers the ability to take half-damage (rounded up) from 1-5 non-magical weapon attacks per round.
A monarch can be hasted, as the spell.

Tortoise, Turtle
Charge; Beasts.
Variants; Gradient (walking).
Symbolism; Invulnerability to attacks.
Magical Effects; AV without Armor 1 to 5.
A Monarch can become invulnerable, as the potion.

Tower , Castle, Keep
Charge; Object.
Symbolism; This is a symbol of reclusiveness, but also of study and architecture. Grandeur and solidity. Sometimes granted to someone who has captured one.
Magical Effects; It grants a +1 to +5 Armor Class to structures.
A monarch is able to stone form as the spell. But no more than 10.000 cubic feet can be created on each, and only at full moon.

tower

Tree
Charge; Plant.
Variants; Raguly (ragged), Trunked (a trunk of a different tincture than the branches), Acorned (having Acorns).
Symbolism; Oak, unless otherwise specified. This is a symbol often used by druids, Elves, or those connected with woodland beings. Worthy of Veneration.
Magical Effects; Confers the ability to speak with 1-5 creature types native of the forest.
A monarch can transport through plants, as the spell.

Tree, Dead
Charge; Plant.
Variants; Raguly (ragged), Trunked (a trunk of a different tincture than the branches), Acorned (having Acorns).
Symbolism; Oak, unless otherwise specified. This is a symbol often used by druids, Elves, or those connected with woodland beings. Not worthy of Veneration.
Magical Effects; Confers the ability to speak with 1-5 creature types native of the forest.
A monarch can transport through dead plants, as the spell Transport Through Plants, but limited to dead trees only.

dead tree

Trident
Charge; object.
Symbolism; Maritime dominion. This symbol alludes to Warriors in general or those with mercenary backgrounds.
Magical Effects; This magical symbols grants a +1 to +5 bonus on damage rolls with the Trident.
A monarch gains a wounding effect on the first successful attack, as per the magical Trident.

Troll
Charge; Mythological.
Symbolism; This is the symbol of a truly monstrous or evil owner.
Magical Effects; It confers the ability to reduce non-fire or non-acid damage by -1 to-5 once per round.
A monarch can regenerate severed limbs within 1d4 days.

Trumpet
Charge; Object.
Symbolism; Ready for the battle.
Magical effects; None.

Unicorn
Charge: Mythological.
Symbolism; This symbol alludes to Elven ideals.
Magical Effects; It causes opponents within a 60' radius of the bearer to suffer a -1 to –5 penalty on attack rolls with missile weapons or on saves.
A monarch can dimension door, as the spell.

unicorn

Vine
Charge; Plant.
Symbolism; Determined, striding towards a single goal.
Magical Effects; None, other than that the Bearers' structures (bearing this shield) are slowly overgrown (natural rate) with any local climbing plant.

vine leaves from branch *couped*

Water Weird
Charge; Mythological.
Symbolism; Hidden attacker, Swift and clear purpose.
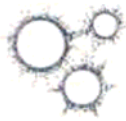Magical Effects; None other than that Water Weird do not initially attack the bearer, unless provoked.

water weird

Wings
Charge; Object.
Symbolism; Celebrity, sometimes protection.
Magical effects; None.

Wyvern
Charge; Mythological.
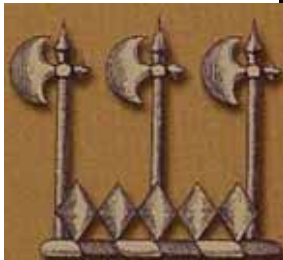Symbolism; Valiant defender of treasure.
Magical Effects; None.

wyvern

Will-O-Wisp
Charge;   Mythological.
Symbolism;   A person who got lost, and survived and adapted.
Magical Effects;   None.

will-o'wisp

Winged Snake / Coatl
Charge;   Mythological.
Symbolism;   Mythic proportions, Truth, Loyalty, Stubbornness against most odds.
Magical effects;   None

winged snake/couatl

Weapons
Charge;   Object.
Symbolism;   These various symbols allude to Warriors in general or those with mercenary backgrounds.
Magical Effects;   Any of these magical symbols grants a +1 to +5 bonus on damage rolls with the illustrated weapon.
                           A monarch gains a wounding effect on the first successful attack, as per the magical weapon.

morning star in mailed fist

scimitar

dagger

Weasel
Charge;   Beast.
Symbolism;   Sneaky, Coward. Trickster, Thief.
Magical Effect;   the bearer gat a +1 to + 5 on all his Thief abilities.
                           A Monarch can Dimensional Doors as the spell with the same name.

weasel rampant

Wolf, Dire Wolf
Charge;   Beast.
Symbolism;   This symbol is often attributed to a brutal, cold- hearted being. This symbol also could refer to Lycanthropic history. One who is dangerous to assault or thwart, a valiant commander who achieves his goal after long sieges and hard enterprises.
Magical Effects;   It confers a sanctuary effect, as the spell, against Lycanthropes or against those whose goal is specifically to destroy Lycanthropes (as appropriate), with a -1 to –5 save penalty against the sanctuary.
                           A monarch can summon 1d6 normal wolves within 1d4 rounds when in the wilderness. If not destroyed, the wolves disappear at the end of the encounter.
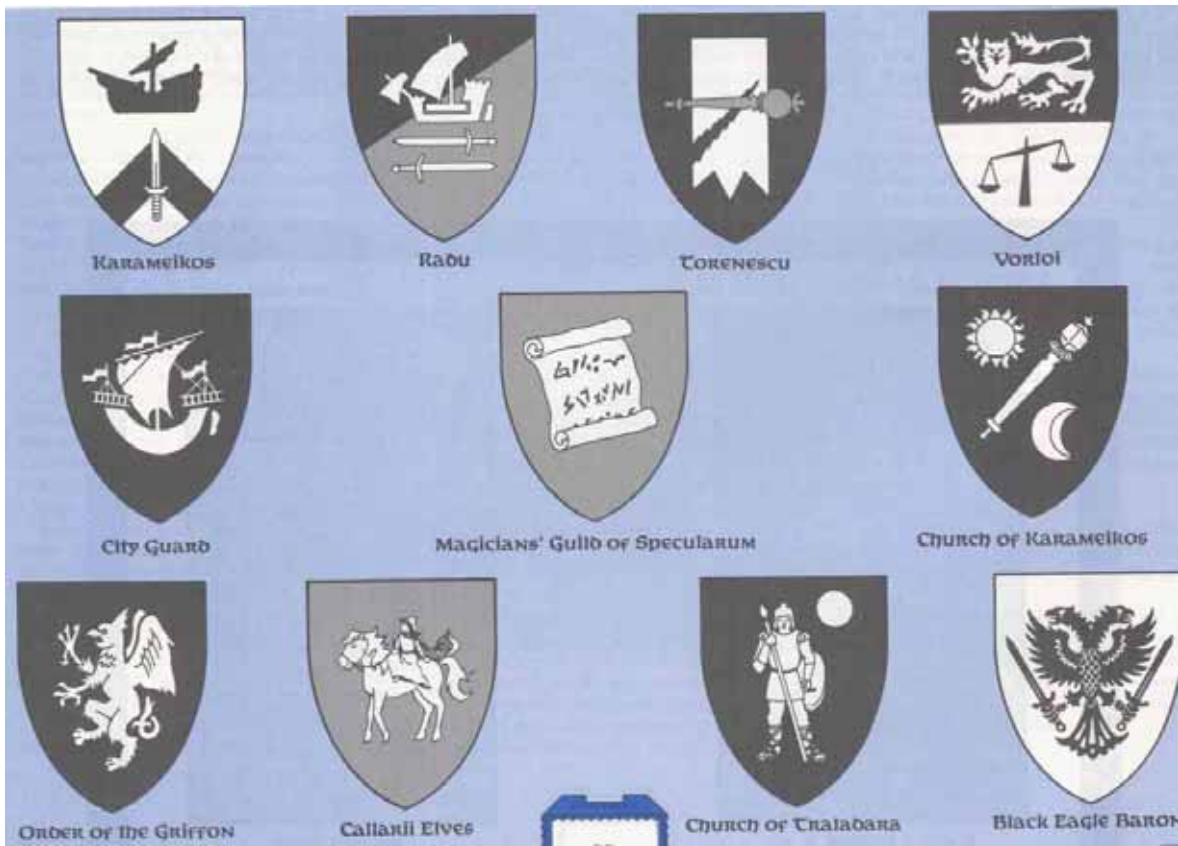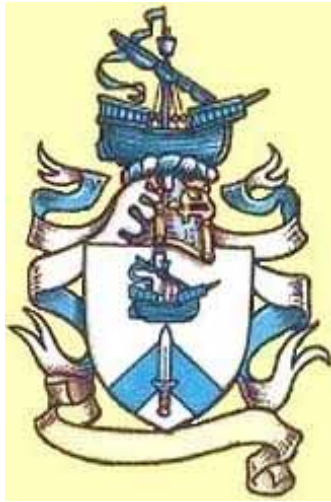
wolf's head couped

wolf's head

A Final Note

heraldic device may be as simple as a shield painted a single solid color (for Sir Galedon, the Red Knight) or as intricate as a player cares to make it. In addition to the shield itself, the truly ambitious may add optional accoutrements such as a hel- met above the shield (or a crown, for those of royal lineage), supporters on either side (for example, a lion and a unicorn, a matching pair of dragons, or a mermaid and merman), or a scroll beneath the shield bearing the character's motto ("Fortune Favors the Brave," "Think, then Strike," "Anything For Glory," and so on). The goal is to create an attractive, unified scheme that in some way represents the personality of the player characters.

What follows are a list of printed examples from official Mystara Products.

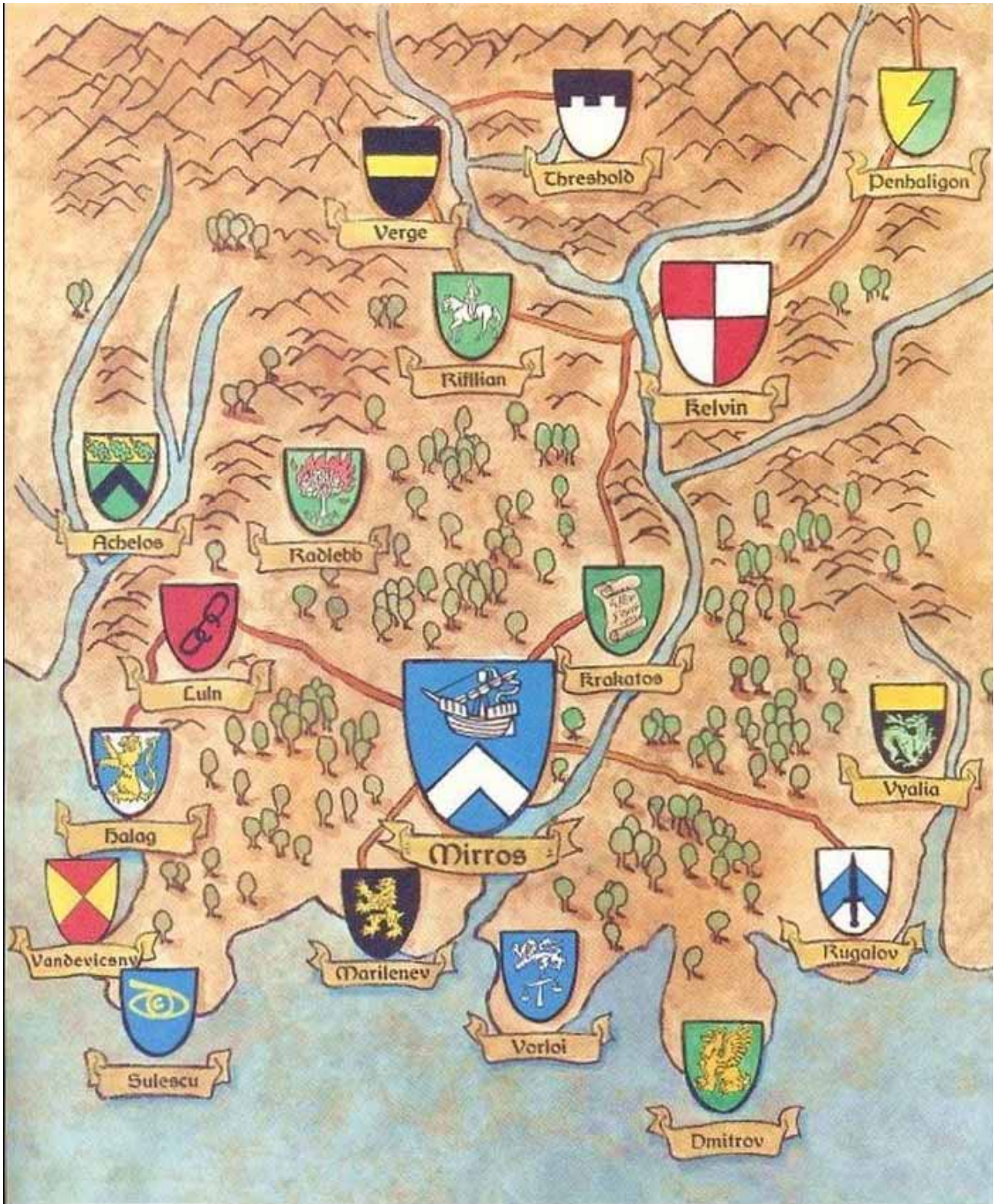Karameikos; Family and Order Shields.
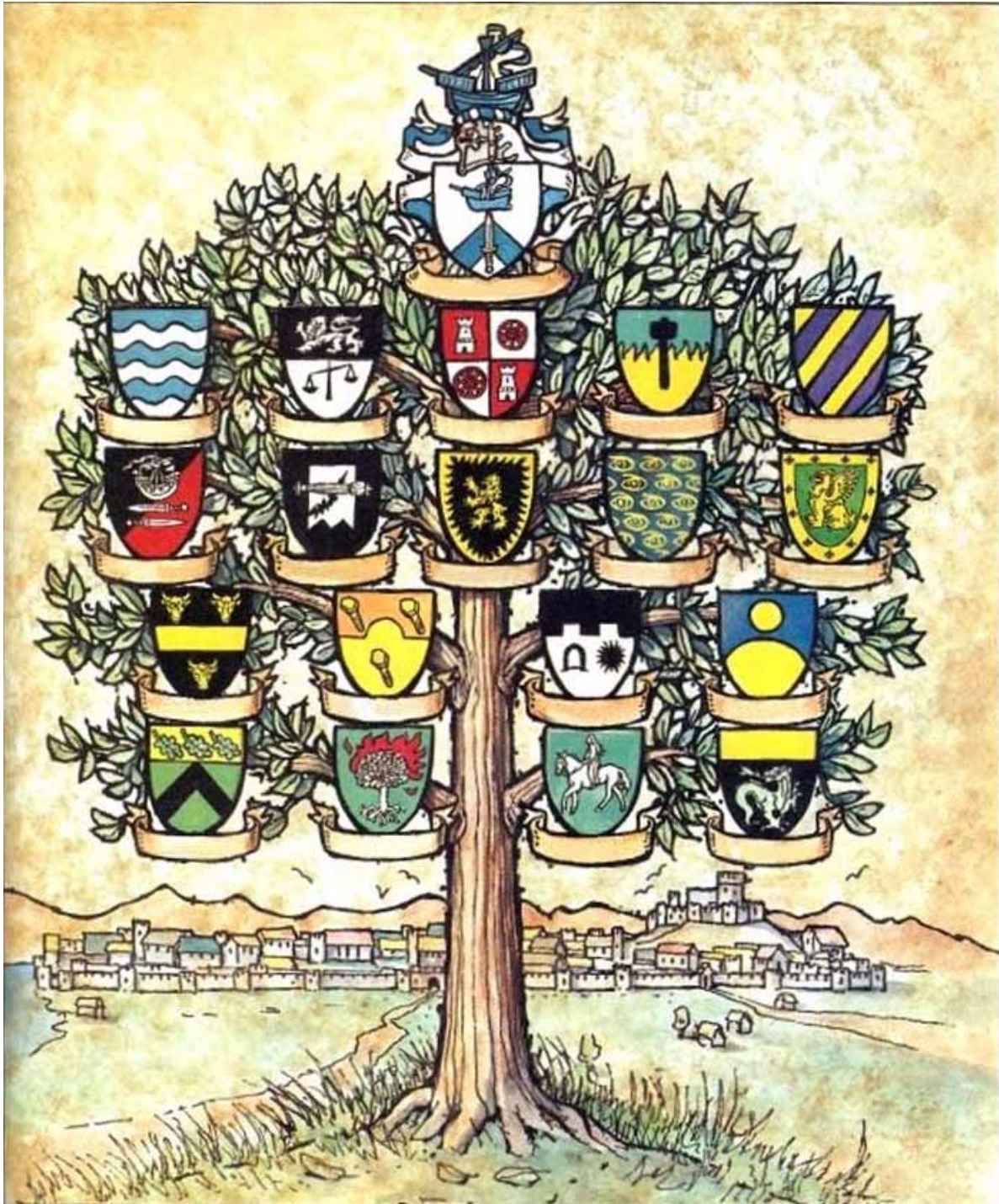

Karameikos Family

Radu Clan

Torenescu Clan

Vorloi Clan

This map, created for the royal grandchildren, shows the relative locations and coats of arms of the cities, towns, and Elven estates in Karameikos. The arms of many towns are simplified or modified versions of those of their rulers. The Green Dragon used by the Vyallia Elves is Actually Argos who holds his own Draconic Kingdom Argosyl in the same area; Dymrak Forest.

Karameikos

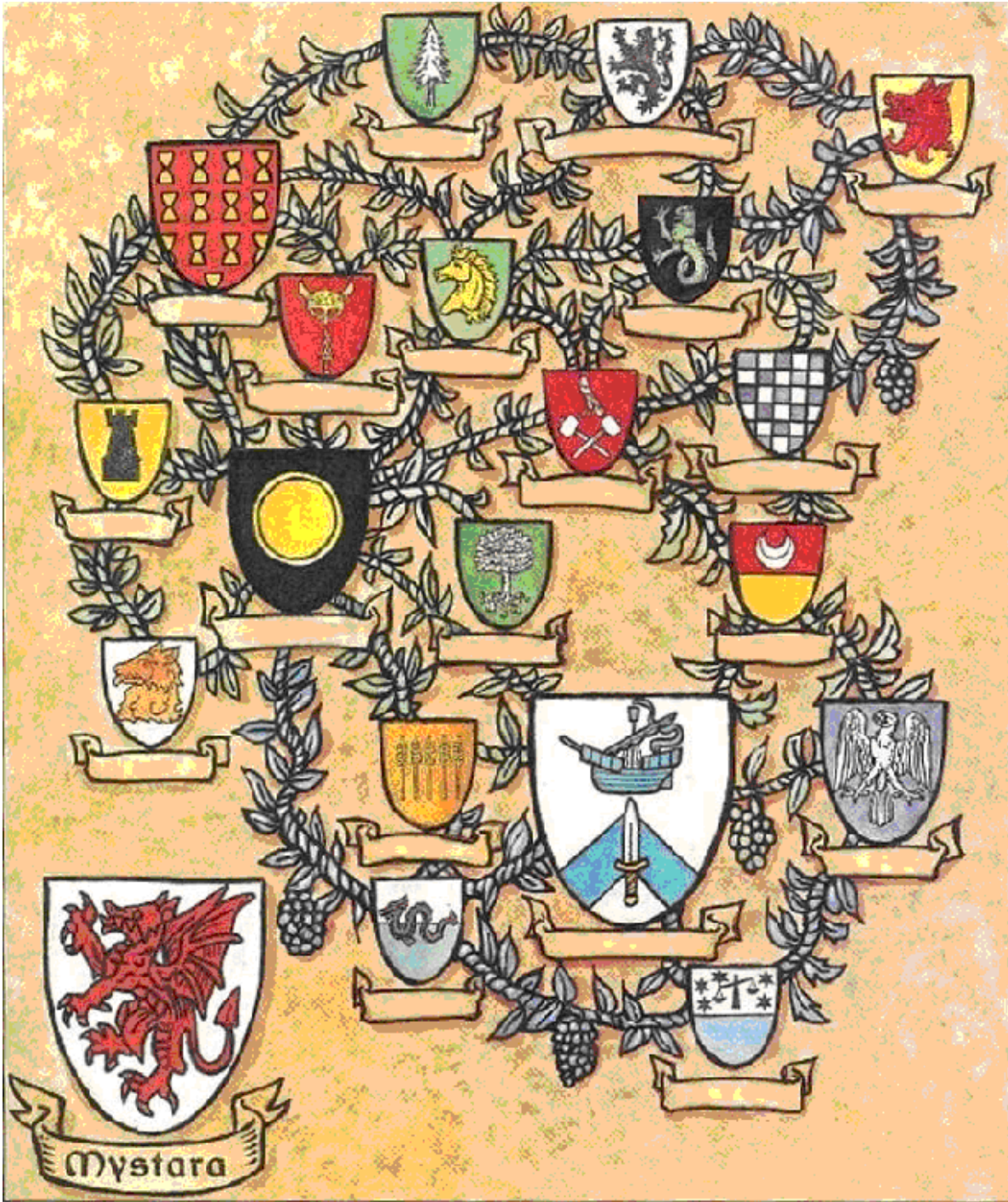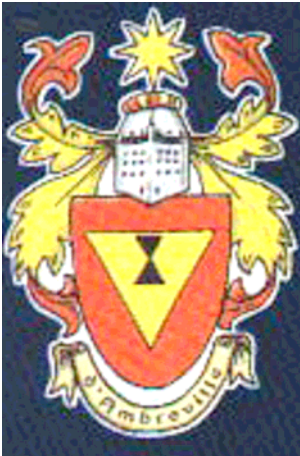|				
Hyraksos	Vorloi	Kelvin	Korrigan	Promethian
Radu	Torenescu	Marilinev	Sulescu	Dromilov
Antonic	Hilltopper		Halaran	Lutescu
Achelos	Rifflian		Radlebb	Vyallia

Queen Olivia commissioned this display for her grandchildren. It shows the coats of arms of major families and estates. The Karameikos family crest is highest, with the Thyatian-born families directly below. Below those are the Traladaran families, and lastly, the symbols of the Elven estates. A stylized Mirros is shown in the background.

		Wendar		Heldann		Ostland
	Glantri	Broken Lands	Ethengar	Vestland		
Sind				Rockhome	Soderfjord Jarldoms	
	Darokin		Alfheim		Ylaruam	
	Five Shires		Karameikos		Thyatis	
	Ierendi			Minrothad		

This display depicts the coats of arms of Mystara's nations. It was commissioned by Queen Olivia, who used it to instruct the royal grandchildren. Adjacent nations are linked by vines. Land connections are shown in green, while sea routes appear in blue.

Glantri; D'Ambreville Family

Glantri-De Belcadiz Y Fedorias Family

Glantri; Du Marais Family

Glantri; Erewan

Glantri; Gorevitch-Woszlany Family

Glantri; Barovia Family

Glantri; Krondahar

Glantri; Vilaverde Family

Glantri / Broken Lands / Great
Crater; Kol Family

Glantri;
Great School of Magic

Glantri; Mc Gregor Family

Glantri; City of Glantri

Glantri; Von Drachenfels
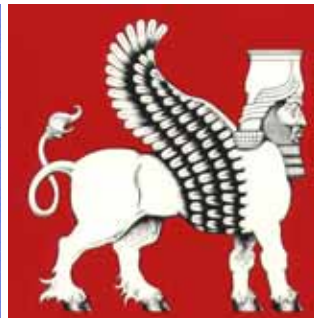Family

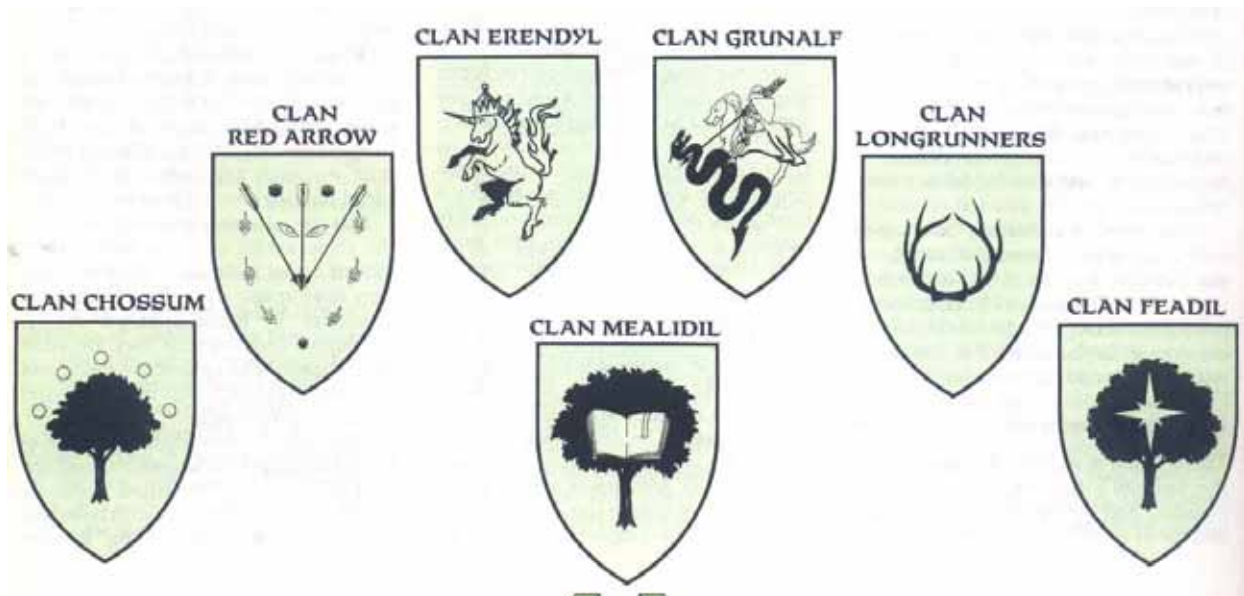

Glantri; Virayana Family

Glantri; Vlaardoen Family

Principalities of Glantri

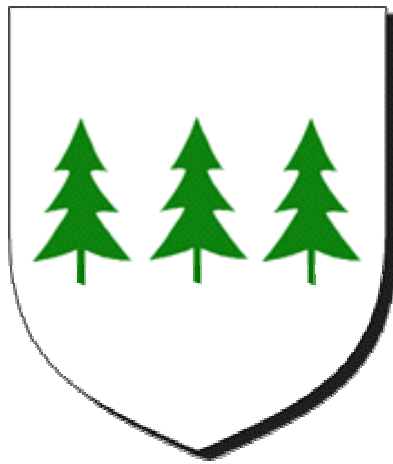Empire of Thyatis

Empire of Alphatia

Alfheim / Elven Clans
The Elven Clan of   in the Minrothad Isles Also bears the Tree of Life Symbol of the Elven race.
As do the Vyallia Elves in Karameikos and Thyatis. The Callarii Elves there have no Tree of Life and thus use a maiden-horse-rider design (see Karameikos).
The Elves of Wendar, Alphatia and Norwold bear also other arms, but still with a natural design.

Overall Shield of the Elven Race as ordained by their Immortal Ilsundal.

Shiye Lawr Elves of Wendar & Alphatia

Minrothad Clans

MAUNTEA

CORUN

HALLONICA

UMBARTH

TONEY

PENNYDOWN

AL-AZRAD

LINTON

FRANICH

Darokin Family Houses

City of Minrothad

Minrothad Tutorial Guild

Minrothad Thieves Guild

Order of the Griffon

D'Ambreville Family while in their original Dimension Laterre (Nouvelle Averoigne).

D'Ambreville Family when arrived on Mystara.

Weston

Seren

Sixx

Gabrionus (Thyatis)

Herath (Savage Coast)

Shazak (Savage Coast-
Trident Bay)

Wallara (Savage Coast-
Trident Bay)

Primitive examples of
"Heraldry".

Coat of Arms of the Savage Coast™

Almarrón	Avarica	Avernos	Bellayne	Brégolgne	Cimarron	Da Presa

Dunwick	Eusdria	Free Tortles of Zul	Frisonnia	Furfield	Gargoña	Guadalante

Harstal	Hojah	Hule	Jaibul	Kittings	Leáoça	Marmandy

Mohesia	Morguen	Narvaez	Nemausa	Noljou	Nova Svoga	Pawcester

Penwick	Renardy	Robrenn	Sagora	Saragón	Savasia	Sedhuen

Sind	Slagovich	Suerba	Tartaruga	Texeiras	Theeds	Torreón

Uthuinn	Vilaverde	Wyndham	Yavdlom	Yazak	Ysembragne	Zvornik

Renn turned, and his were the
stark eyes of one who
stands at the crumbling
edge of a cliff
and contemplates
the fall.

Languages

Best Known Language examples of both Outer(Known) World and Hollow world.

Languages on Mystara — 1000AC

Demihuman Tongues

basic	dialect	where spoken outer world	Hollow World
Elvish	Shadow Elf	Shadow Elf territories	Schattenalfheim
"	Shiyelawr	Alphatia	1009AC Alphatia
"	Belcadiz	Glantri	Not
"	Erewan	Glantri	Not
"	Callarii	Karameikos	local
"	Wendarian	Wendar	Not
"	Vyalia	Karameikos, Thyatis	Not
"	Alpheim	Alpheim, Darokin	local
"	Meditor	local	local
"	Verdier	local	local
"	Robrenn	Robrenn	Not
"	Eee'ar	Immortals Arm	Not
"	Pegataur	Alphatia, Serraine	Not
Dwarvish	Dengar	only by Dengar and his guards	Not
"	Rockhome	Rockhome	local
"	Denwarf Hurgon	Alphatia, Beastlands	1009AC Alphatia
Gnomish	Gnomish	Karameikos, Thyatis	local
"	Serraine	Serraine	Oostdok
"	Gnoll	local	Not
"	Desert Gnoll	Plains of Fire	Not
Hin	Lalor	only rare individuals	local

Human Tongues

basic	dialect	where spoken outer world	Hollow World
Alphatian	Alphatian	Alphatia, Norwold, Quedhar, Bellisaria	1009AC Alphatia
"	Flaemish	Alphatia	1009AC Alphatia
Thyatian	Ostlandish	Northern Reaches, Norwold	Not
"	Heldannic	Heldann Freeholds	local
"	Hattian	Hattias, Heldann Freeholds	Not
"	Darokinian	Darokin, Karameikos, Alpheim/Aengmor	Not
Ethengarian	Ethengarian	Ethengar	Not
Makai	Makai	Pearl Islands, Thanagioth Islands	local
Tanagoro	Nuar	Thanagioth Islands	local
Traldar	Traladaran	Karameikos	Traldar
"	Milenian	Ancient Milenia	Milenia
"	Slagich	Slagovich	Not
Ylari	Ylari	Ylaruam	Not
Hulian	Hulian	Hule	Not
Hyborean	Hyborean	Hyborea, Egg	Not
Sylaire	Sylaire	Glantri	Not
"	Verdan	Vilaverde	Not
"	Espa	Savage Coast	Not
"	Renardois	Renardie	Not
"	Minroth Patois	Minrothad Guilds	Not
Yavi	Yavellan	Yav	Not
Ranax	Robrenn	Robrenn	Not
Texeiran	Texeiran	Texeiras	Not
Vilaverdan	Vilaverdan	Vilaverda	Not
Eusdrian	Eusdrian	Eusdria	Not
Oltec	Oltec	Skothar	Not
Nithian	Nithian	not spoken only lost hieroglyphs	Nithia

Humanoid Tongues

basic	dialect	where spoken outer world	Hollow World
Goblinoid	Goblinoid	worldwide	local
"	Cassivellian	Cassivelione	Not
"	Carnax	Immortal Arm	Not
"	Pyctic	Hyborea, Hule	Not
"	Yazaka	Yazak	Not
"	Yaz	Yav	Not
Orcish	Orcish	Worldwide	local
"	Tharian	Broken Lands	Not
"	Yazag	Yazak	Not
Faenare	Faenare	local	Not
Gremlin	Gremlin	local	Not
Harpy	Harpy	local	Not
Nagpa	Nagpa	local	local
Tabi	Tabi	local	local
Sphinx	Sphinx	local	local
Trollish	Trollish	local	local
Kobold	Kobold	local	Not
Giant	Gunderrim	Most Giants	local
"	Bromdinag	Cloud/Storm Giants	local
"	Stone Giant	local	local
"	Sea Giant	local	local
Enduk	Enduk	Immortal Arm	Not
Wallaran	Wallaran	Wallara	Not
Phanaton	Jibaru	Jibaru	Not
Shazak	Cayma	Gayma	Not
"	Gurrash	Cayma	Not
Tortle	Tortle	local	Not
Risil	Risil	Risilvar	Not
Jibar	Jibar	Jibaru	Not
Nimmurian	Nimmurian	Nimmuria	Not
Herathi	Herathi	Herath	Not
Lupin	Lupin	local	Not
Rakastayne	Bellayne	Belayne	Not
Malpheggi	Malpheggi	Darokin by some rare individuals	Malpheggi Swamps

other tongues

basic	dialect	where spoken outer world	Hollow World
Diabolic	Diabolic	by some rare individuals	Not
Draconic	Draconic	dragons worldwide	dragons worldwide
Elemental	Elemental	many dialects by all elementals	Not

Remember, this is a list far from complete,
many lost, hidden cultures and societies
have their own languages.
The DM is free to invent one for either location or race.

Common Orcish

The language we are going to reveal is Common Orcish, so named because it is common to all the Orc tribes in a given area. Common Orcish is a well-developed military language, having evolved to meet the needs of intertribal cooperation.

Generally, the only reason tribes will work together is for warlike purposes, such as civil war or a major raid into civilized territory. The Orcs of Stony Ledge don't want to discuss the fine points of metal work with the Skill Dog Orcs, but they do need to know how, why, and when they are all going to launch a joint charge against the Kobolds. Hence, the language is full of concepts relating to warfare and military construction.

Orcs are always shown with protruding fangs, a physical feature which definitely limits the sounds they can make. Many subtle sounds that require a completely closed mouth to produce will be unknown to Orcs, because their fangs literally get in the way. Their harsh, savage nature will further lead Orcs to use mostly harsh, guttural sounds. Therefore, the only consonant sounds in the language are D, G, J, K, N, R, T, and Z. The vowel sounds are A (as in at), E (as in egg), and O (as in off). Remember, the process of gaming language design is arbitrary. You are the designer and authority. It is only necessary that the component parts not be inconsistent. If, by chance, a slight inconsistency does creep in, blame it on interlanguage contamination, which happens in all but completely closed societies.) If we were designing a tongue for a less hostile race, such as Elves, we might discard this series of consonants completely in favor of softer sounds such as F, H, TH, L and S.

1st Consonant	Vowel	2nd Consonant
(null)	a	(null)
d	e	d
g	o	g
j		j
k		k
n		n
r		r
t		t
Z		Z

Setting up syllables

Once the basic sounds of the language are chosen, set up a table to help pick syllables, using a matrix something like the one given here, or a similar design of your own creation:

Now, by picking "one from column A, one from column B, and one from column C," Chinese restaurant style, you can build dozens of suitably harsh syllables (243, to be precise), each one similar in form and sound to the others, such as dug, jeg, zor, ot, and tet. These syllables may be used as complete words, by Themselves, or may be put together into longer words. In doing this, take into account the Intelligence of the speakers. In most cases, only races of relatively high Intelligence would use a lot of polysyllabic words. I doubt seriously if Orcs would use more than two syllables to a word, especially in their common, intertribal language. Even so, the consonants and vowels from the above list can be combined into more than 40,000 two-syllable words. Common Orcish need not be a limited tongue.

When building a vocabulary, if you choose you may have similarities between some words, to show a common root; for example, in Old Dwarvish the verb ak (to cut) was reflected in the nouns bak (cutter) and zak (axe). Such relationships and roots are very easy to develop when designing a language, since one word will suggest another, such as with sleep, bed and blanket. However, root-word organization would not be very prevalent in Common Orcish. Orcs are not very creative, are lawful, and may have evolved from a pack-running, hunting carnivore. I stipulate that their words may have developed originally from hunting calls and are therefore arbitrary in nature, at least in the common language. New words are either borrowed from other languages or Imposed by a leader strong enough to have his way. Once used by enough Orcs, a word gains the weight of custom and is accepted by the lawful-minded populace. Another thing to consider is whether certain parts of speech have a different word form, making them immediately recognizable for what they are. This may be done by reserving certain syllables for special uses, or by the use of suffixes and prefixes. In Common Orcish, we will record a tendency for verbs to be of one three-letter syllable, and for connectors such as and, or, but, from, etc., to be of one two-letter syllable. Plurals will be denoted by adding the suffix -a to a word, and a female version of a noun will be given an -o suffix. All other words, whether nouns or adverbs and adjectives, will be of similar structure, probably of two syllables.

In any language, there must be a way to denote possession and tense. In High Elvish (see the article on that topic elsewhere in this section), a relatively more sophisticated language, possession and tense are both shown by using an entirely different word to denote the difference between my possession and yours, as well as a difference between an object of today and the same object tomorrow. In Old Dwarvish, the same requirement is met by a short modifying syllable preceding the word. In Orcish, we will use a simple modifier in the same manner as an adverb.

From syllables to sentences

Next, we must determine simple sentence structure, taking into account the culture and attributes of the race and culture using the language. When Old Dwarvish was designed, I considered the reputation Dwarves have of being materialists, always seeking to amass treasures of gold and finely worked materials. Apparently, physical objects are of most Importance to them, and this must be reflected in their language, with the subject and object of a sentence taking the prominent position. In the case of High Elvish, I tried to imagine what would be of paramount Importance to a nearly Immortal people. I decided that my personal view of Elves was that of a race of artists, more concerned with appearance and attitude than with actual objects and actions. Hence, the mood of a statement takes grammatical precedence over the subject, verb, and object.

Orcs are not as highly developed as either Dwarves or Elves, however, so we will use the simple egocentric grammar of subject, verb and object, in that order. Words modifying another word will follow it. For example, the English sentence The chief of the Orcs attacked the big fort by the wide river would be organized in Common Orcish as Chief Orcs/attack past/fort big by river wide. The simple concept is Chief attack fort. The subject, chief, is modified by Orcs; the verb, attack, is put into past tense by an adverb; and the object, fort, is modified by the adjective big and the prepositional phrase by river wide. We now have the bare skeletal structure of a language. If all you need for gaming purposes are a few fragments of speech or tomb inscriptions, you really don't need to develop a full vocabulary; just follow these rules of construction and the language (or what there is of it) will sound and look consistent. However, if you want to develop a vocabulary for Orcs, let's continue. First, decide what concepts are required by the speakers of the tongue.

As we decided earlier, Common Orcish is basically a military language to allow cooperation between tribes in time of war. The Orcs will need to talk about combat (both individual and group), bivouac situations, sieges, construction, and possibly hunting. Incorporating these concepts will dictate the vocabulary of the language. Start by making a list of the names of every object, person, direction, etc., that an Orc may have to talk about when in any of these situations, and assign an Orcish word to each, according to word structure as decided earlier; go back to the three-column syllable table. Remember, nouns are usually of two syllables. As you begin this list, keep it in alphabetical order. I find that 3"×5" index cards are the easiest method; by keeping files for both English and the language I'm working on, I avoid any repetition.

When the noun list is as complete as you want it to be, look it over and add. any adjectives that an Orc might need to apply to any of these. For instance, river might require wide and fast; sword might need the modifier sharp. In the case of Common Orcish, the adjectives have the same syllabic form as nouns. Now, decide what verbs an Orc would need, such as cut to go with sword and swim with river. These verbs are usually of one three-letter syllable, in the case of Orcish. File these verbs in order with the list: nouns and adjectives, then select adverbs to modify the verbs, such as hard to modify cut. Adverbs have the same form as nouns and adjectives. Now, we need one more type of word to give the language the flexibility it needs: connectors, such as conjunctions (and, or, if, etc.) and prepositions (from, for, and to). These we have already decided will be of one syllable of two letters only, so assign Orcish translations to these words and file them. See the following English-to-Orcish vocabulary.

The parts of speech abbreviated after each English entry are expressed generally in terms of how the Orcish language uses these words and concepts. For simplicity (because that's the way Orcs would instinctively do it), there is no distinction drawn between nouns and pronouns. Although a given word may be characterized either as an adjective or an adverb because of its principal usage in English, it can be both parts of speech in the Orcish sentence structure, where the same words are used to modify both nouns and verbs. Words can be easily added to this list as they are required by the game situation. Words on the list can influence the creation of other related words (as with the Orcish words for "hunt" and "hunter"). But don't overdo this; as mentioned earlier, Common Orcish wouldn't be terribly sophisticated in this respect. Reserve the "related word" privilege for concepts and objects that are near and dear to Orcish mentality, such as az/aztar, dej/dejad, jar/jardak, and gon/gontad, to name a few from the list above.

As long as you follow the language's construction and grammatical rules — and avoid outright duplication of words by keeping organized lists — the language can be dealt with and used by players. It can become a major factor in the events of your campaign; for instance, being able to recognize Common Orcish from previous contacts with the language may provide an Important clue to player characters in a perilous situation. To translate an English sentence into Common Orcish vocabulary and grammar, reorganize the sentence in English first. The sentence; The officer ordered us to climb the wall has officer as its subject, ordered as the verb, and us as the object of the verb. The basic Orcish sentence would be officer order me. The subject is not modified, but the verb is modified by the phrase (to) climb the wall and by being placed in past tense by the modifier dotad. The object is modified by adding the plural suffix, -a. Translation, direct and indirect The complete rearranged sentence reads: Officer order (past) to climb wall us. A direct translation of this sentence into Common Orcish yields: Jeddar jen dotad teg kokad dagada.

If players ever get too familiar with the language, it may be time to sprinkle your Common Orcish vocabulary with some "indirect translations," otherwise known as dialects. As the use of a language spreads (and any language worthy of the name "common" would certainly be widespread), differences arise in the way various tribes pronounce various words. For example, one tribe may pronounce the harsh T more softly, so that it would be written TH; the K could become a breathy KH at the end of a word only. Much of the Portuguese language is similar to Spanish, with the words shortened, some of the vowels left out. Perhaps one tribe of Orcs speaks this way, so that gogker (west) becomes go'k'r, and tagrat (wine) is t'grat; in an adventure, this could be a source of friction between tribes that adventurers could exploit. How will you make the most and the best use of the languages you design? That's Impossible to predict; there are at least as many ways to use a language as there are words in the language itself. And no matter how much and how well you use authentic languages, one thing is for sure: Player characters in your world will use the languages you designed in ways that you didn't even dream of.

Dwarven Language

The language of the Dwarves sounds rough, guttural, and harsh to Human ears, even more so to Elves. It's not difficult to learn, and most Human traders into Dwarven nations pick up at least a smattering of the language. However, it's practically Impossible to pick up a native level of ability with the language. While it's simple to learn enough of the language to get by, the Dwarven tongue

Vowels			
a	as aspiration	ah	the H somewhat gutteral
e	as the e in	met	but lips held tightly to teeth
i	as the i in	kill	but lips held tightly to teeth
o	long o as in	cold	but very short like a cough
u	long u as in	brute	but very short like a cough
y	long e as in	green	but lips held tightly to teeth
Dipthongs and Letter combinations			
dw	like dv/df		dwarf would be oronounced like dvarf or dfarf
gh	as the g in	get	mostly internalized, almost no air passes lips
jh	like the zh in	pleasure	but teeth together
rr	slight d sound to each r as in spanish pronunciation		
ts	between ts and dz		teeth clenched

features literally thousands of different descriptive adjectives for different colors, artistic effects, textures, and so fort. There are dozens of various words for "blue", each describing a subtle difference in the hues. There are at least sixteen words for "smooth", and twice that many for different sorts of "rough". In short, the rough sounding language is the most descriptive tongue in the world for precisely and accurately describing craftsmanship, metals, engineering, and any sort of physical object wrought by nature or by hand. Many Dwarf words have entered the technical terminology of engineers and craftsmen among the Humans. Unless otherwise indicated, letters are pronounced more or less as they are in English..

English	Use	Dwarven	Orcish	English	Use	Dwarven	Orcish	English	Use	Dwarven	Orcish
Ambassador	(n.)	Sarkrey		And	(conj.)	It	ak	Animal	(n.)	Pock	ragdar
Arrangement	(n.)	Hwyr		Armor	(n.)	Torr	gandan	Army/warband	(n.)	Karowarf	joktar
At	(prep.)	Ta	ag	Attack	(n.)	Tarras	dakzok	Attack	(v.)	Tarraass	dak
Axe	(n.)	Ats	ekdod								
Battle axe	(n.)	Karats		Battle/War/Death-Games	(n.)	Karodar(Karr-Hrodar)		Beard	(n.)	Tar	
Bed	(n.)	Domm	derdar	Better	(adj.)	Ayye		Big/great	(adj.)	Glo	.jajgak
Bigger	(adj.)	Gon		Biggest	(adj.)	Gor		Blanket	(n.)	Dalmen	derdak
Black	(adj.)	Kur		Blood	(n.)	Blys		Blue, Dark	(adj.)	Stahl	
Blue, General	(adj.)	Styr		to Break	(v.)	Mak	dod	Brick	(n.)	Brick	kettak
Bright/Light	(adj.)	Bahrre	gatad	to Burn	(v.)	Forrdar	det	But	(conj .)	Hem	ek
Captain	(n.)	Evedar		to Carry	(v.)	Engwen	dog	Castle/Citadel/Fortress	(n.)	Rak	
Cave	(n.)	Hur		Cavern	(n.)	Hurgon		Chain/Shackles	(n.)	Hrak	
to Charge	(v.)	Tarraas	kot	Chest	(n.)	Kapot	zekar	City/town	(n.)	Ran	ejtag
Clanhead	(n.)	Evedotar		Clever/ Smart	(adj.)	No		to Climb	(v.)	Klass	teg
Cloak	(n.)	Retto	durad	to Close/shut	(v.)	Slam	gen	Cold	(adj.)	Kuld	etar
to Come	(v.)	Herd	zen	Coming	(n.)	Herda	zenak	Company	(n.)	Forden	roktor
Conniving personality	(adj.)	Thro		Convict	(n.)	Hraken		to Cut	(v.)	Narr	gek
Cutting edge/Sharp	(adj.)	Na		Cut/Incision/wound	(n.)	Nar					
Dagger/knife	(n.)	Dagg	jortak	Danger/Dangerous	(n.)	Hrokar	nartag	Damaged/Cut	(adj.)	Nor	
Dark	(adj.)	Notar	gerdak	Day	(n.)	Bahret	zandag	Death/Thanatos	(n.)	Karr	
Deep	(adj.)	Dul/Dur		Deer	(n.)	Rotand	rorad	to Defend	(v.)	Gag	gag
to Die	(v.)	Karr	ot	to Dig	(v.)	Gewon	gar	Dog	(n.)	Bark	gojak
Down	(adj./adv.)	Bon	zegor	to Drink	(v.)	Beer	az	Drink	(n.)	Beehr	aztar
Dusk	(n.)	Fil		Dwarf	(n.)	Dwarf	kez				
East/Eastern	(n.)	Sann	gokzek	to Eat	(v.)	Tyr	gad	Elf	(n.)	Silly	.rekar
Enemy	(n.)	Ramrak	rargad	Eye	(n.)	Est					
Far	(adj./adv.)	Tenn	gotrak	Fast	(adj./adv.)	Sjuff	tortan	Fat	(adj.)	Bomb	
Father	(n.)	Fotar		Feast	(n.)	Hra		to Fight	(v.)	Karodin	dek
Fire	(n.)	Buhr	detad	Flank	(n.)	Rennry	togtad	Forum	(n.)	Styr	
Food	(n.)	Tyr	gadduj	For	(prep.)	A	oj	(to...)Forge/Smithy	(n./v.)	Skyr	
Formation	(n.)	Forder	kejar	Frog	(n.)	Hrap		From/Born from/Made of	(prep./adj.)`	Warf	
Front	(n.)		regton	Future	(adv.)	Tovar	gakdar				
Game.competition	(n.)	Hrodar		Gate	(n.)	Wyrbol	netdag	General	(n.)	Rasdar	
to Get/fetch	(v.)	Hek	doj	Glassy Smooth	(adj.)	Thra		to Go	(v.)	Masin	zor
Going	(n.)	Masinn	zorak	Gold	(n./adj.)	Buhrad		Governor/Mayor	(n.)	Dulgardar	
Good	(n.)	Ay		Granite	(n./adj.)	Hruk		Gravel	(n.)	Or	
Green	(n./adj.)	Hra		Grey	(n./adj.)	Kor		to Guard	(v.)		dej
Guard	(n.)	Gram	dejad								
Hammer	(n.)	Puhn	gettok	Hand	(n.)	Rutar		Hard	(adj./adv.)	Torhe	gegor
He/Him/Head	(n.)	He	darag	Helmet	(n.)	Pokdat	ozrad	Heavy/Lead	(n./adj.)	Lom	
High	(adj.)	Eve		Hill/Hillock	(n.)	Dwal		Hole/Crater	(n.)	Bol	
Horse	(n.)	Hombah	gozak	Hot	(adj.)	Buhrnar	dendad	How	(adv/conj)	Mehn	or
Huge	(adj.)	Bomb		Human	(n.)	Jar	rannor	Hungry/Hollow/Empty	(adj.)	Wyr	
Hunt	(n.)	Jarr	jarag	to Hunt	(v.)	Jar	jar	Hunter	(n.)	Jarda	jardak
I, me	(n.)	I	dagad	If	(conj.)	If	eg	In	(prep.)	In	aj
Impressive	(adj.)	Dor		Iron	(n./adj.)	Rad		Is/am/to be	(v.)	Am	tot
Jagged/Notched	(adj.)	Norden									
to Kill	(v.)	Karry	dez	King	(n.)	Gardar					
Lake	(n.)	Mur		to Lead	(v)	Slom	jed	Leader/officer	(n)	Gardar	jeddar
Left	(n.)	Ran	rakan	Like/as	(prep.)	An	ad	to Listen/Hear	(v.)	Belfer	dun
Loose	(adj.)	Shevvy	(konad)	Low	(adj.)	Dul					
to Make/build/erect	(v.)	Derrmar	tek	Mannerly personality	Adj.)	Thra		Many	(adj.)	Zejdarr	zejdad
March	(v.)	Herhar	dok	Marble	(n./adj.)	Radas		Minister	(n.)	Larodar	
Moon	(n.)	Syhar		Moon/Month	(n.)	Lin		Mother	(n.)	Motar	
Mountain	(n.)	Rast		to Move	(v.)	Torr	tor				
Near	(adj.)	Sto	gotrag	Night	(n.)		zakdag	Nimble	(adj.)	Bif	
No/negative	(adv.)	Me	zozgat	Nobleman	(n.)	Tordar		Noise/Noisy	(adj.)	Belf	
Noon	(n.)	Gil		North/Northern	(n.)	Kuld	todreg				
Obey	(v.)	Todaa	jeg	Of/from	(prep.)	Og	og	Open	(v.)	Loss	nez
Or	(conj.)	To	ok	Orc	(n.)	Orc	darak	Order	(v.)	Terren	jen
Order	(n.)	Terren	jendad	Orange	(n./adj.)	Jhyr		Oily Smooth	(adj.)	Thro	
Parent/Family	(n.)	Dotar		Parry	(v.)	Pass	gaj	Past	(adv.)	Dullwar	dotad
Pitiless	(adj.)	Whar		Pond	(n.)	Mor		Prisoner	(n.)	Hraken	
Purple	(adj.)	Pyr									
Quiet/Silence	(adj.)	Syth									
Rear	(n.)	Rontar	rontak	Red	(n./adj.)	Blys		to Retreat	(v.)	Rantro	noj

English	Use	Dwarven	Orcish	English	Use	Dwarven	Orcish	English	Use	Dwarven	Orcish
to Ride	(v.)	Hombahr	rej	Right	(n.)	Rakk	tokan	Rock	(n.)	Den	
Ruined/Broken	(adj.)	Mak		to Run	(v.)	Ran	raz				
Saddle	(n.)	Sadder	orgad	Safe/safety	(adj./n.)	Garr	noztan	to Scout	(v.)	Scottr	gon
Scout	(n.)	Scott	gontad	Sergeant/war chief	(n.)	Dar	jegdan	She/Her	(n.)	She	
Shield	(n.)	Shyld/Shield	gandal	Shifting	(adj.)	Hrokar		Shining/Fiery/Flashing	(adj.)	Klint	
Silver	(n./adj.)	Syr		Sparkling/Icy	(adj.)	Klist		Speaker/Senator	(n.)	Krey	
to Sleep	(v.)	Suver	der	Slung/Worn on back	(adj.)	Kroten		to Shoot	(v.)	Cross	jez
Shut/close	(v.)	Soll	rot	Sloping/Slanted	(adj.)	Hrum		Smoke/Smoky	(n./adj.)	Smag	
Smooth	(adj.)	Lhyr		Slow/Ponderous	(adv.)	Dorf	tontag	Soft	(adj.)	Hrr	gezan
South/Southern	(n.)	Sar	takren	Squad	(n.)	Fordar	jok	to Stand	(v.)	Germ	nak
to Steal	(v.)	Teff	dez	Steel/Hardened Iron	(n.)	Torrad		Stone/Rock	(n.)	Den	
Stone	(n.)	Den	kordad	Stout/Husky	(adj.)	Bof		to Stop/Halt	(v.)	Gehr	gej
Straight/Line/Flat	(adj.)	Lhyn		Strong/Hard/Enduring	(n.)	Tor/Thor		Summer	(n.)	Buhr	
Sun	(n.)	Bahr		Sword	(n.)	Dotak	dotak				
to Take	(v.)	Tark	don	Tan	(n./adj.)	Bahrt		Thief	(n.)	Teff	deztej
Thich/Solid	(adj.)	Ghyr		to Threaten	(v.)	Karren	na r	to Thrust	(v.)	Hecross	zok
Tight	(adj.)	Issr	kozad	To	(prep.)	To	od	Touth-Fang / ...'s	(n.)	Ker/Kers	
Top/Mountaintop	(n.)	Eft		To Trade/Trading	(v.)	Jhyrl		Treasure/Wealth	(n.)	Buhraddher	doztat
Tree	(n.)	Hrabof	tadnen	Treacherous	(adj.)	Hrokar					
Up	(adv./prep.)	Ba	tegat								
Valley	(n.)	Dal									
Wall	(n.)	Walm	kokad	Wandering/Meandering	(adj.)	Larodar		Water	(n.)	Wasser	dozar
West/Western	(n.)	Ful	gogker	Wedding	(n.)	Bahr		What	(n./adj.)	Huhr	ar
When	(adv./conj.)	Som-e	an	Where	(adv./conj.)	Hewa	er	Who/whom	(n.)	Hurm	on
Why	(adv./conj.)	Hewa	en	Wind/Bellows	(n.)	Hwyr		Wine	(n.)	Graper	tagrat
Winter	(n.)	Hra		With	(prep.)	Metr	Ed	Wondrous	(adj.)	Dor	
Wood	(n.)	Hrakrass	dortod	Worker	(n.)	Toren		to work/Working	(v.)	Tor	
Wrecker/Ruiner	(n.)	Far									
Yellow/Blonde	(n. or adj.)	Barr		Yes/affirmative	(adv.)	Aha	tojat	You	(n.)	Ya	dakar

__Mystara__

Mystara

Mystara is not unlike most other world. Most worlds floating in the depth of the Prime Plane space are contiguous spheres of stone, Metal, even water or gas—but Mystara is shaped more like a Hollow Sphere with holes at the Poles. This is unknown to the common populace in the Outer and Hollow World. Rumors exist since 1004 AC, and explorations inward resulted in failure or unconfirmed stories of contradictionary imaginary.

Like most worlds, Mystara has an exterior surface, which faces the sun and stars. But instead of being solid all the way to the normally liquid core of the planet, Mystara has a very thick rocky mantle and a huge hollow interior. That interior constitutes a world of its own, a world lit by its own magical sun. that sun hangs at the center of the Hollow World and provides a reddish daylight all the time—the Hollow World (almost) never knows Darkness.

The Polar openings theoretically allow travel between the Outer World and the Hollow World. However these openings are at the coldest spots of both worlds and travel is dangerous. Additionally, they are perpetually shrouded in stormy weather brought on by the meeting of weather patterns from two worlds with different climates.
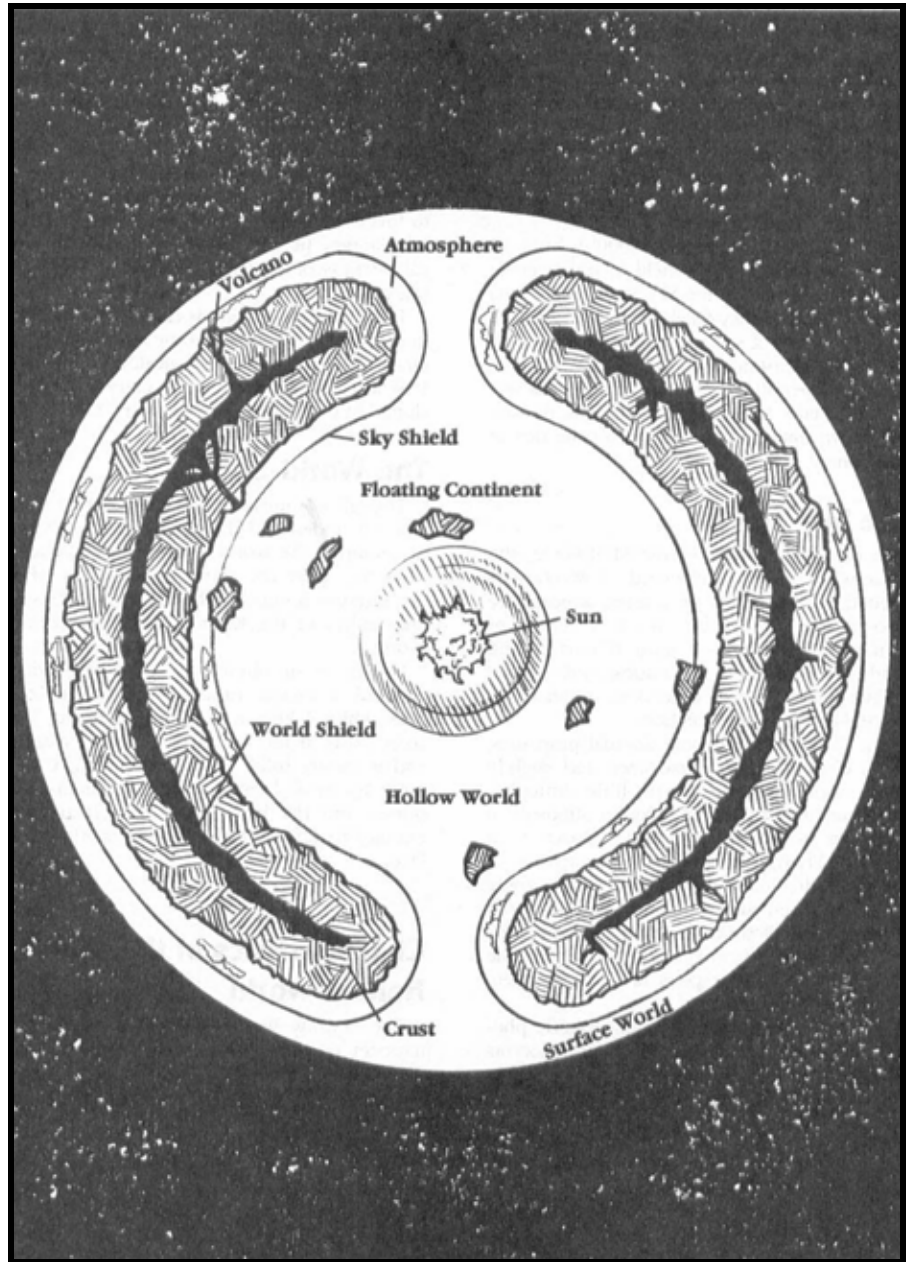
Mystara as a Game-world is created by the yearlong compilation of hundreds of contributors, and is the only true D&D world, yet however abandoned by the new Owner of TSR (inventor/owner of D&D, AD&D, AD&D2) Wizards of the Coast (WOC) in favor of their change of the Game D&D into D&D 3rd edition, D&D 3,5, D20 system, etc and their world of Ebberon. Although much information in this booklet is adaptable to that game, and much true D&D material already is used their, it is not—nor ever will be—D&D!!!   Long Live D&D, Long Live Mystara!!

The World Shield

Though scientist of Mystara will not understand this for many generations (years or centuries), the world does not have enough mass to supply the gravity it possesses. Mystara's gravity is equal to that of Earth at the surface of either of the Outer World or the Hollow World.

Gravity is supplied by a layer of magical material, a strange variety of magical molten rock, which is known as the World Shield. This layer exists at the center of Mystara's mantle (about 600 miles deep), and is mostly solid. It is perforated here and there by natural caves, artificial tunnels and mines, but the breaks in the belt are not enough to affect gravity on the world's surfaces. The World-Shield also generates an Anti-magical effect nullifying all active magic. This effect also affects the two polar openings, thus barring all flying vessels, magical protections, and making any passage virtually impossible.

The Atmosphere

0-20.000 feet

The Atmosphere of Mystara is similar from the Outer World to the Hollow World. It remains breathable up to about 20.000 feet. The highest Mountains break this barrier (ex. The Black Peak Mountains between Hule and the Great Sind Desert are approximately 24.000 feet high). The higher a person goes the colder it becomes, however.

20.000-80.000 feet

Above that most living creatures need special breathing gear or Magic. However, above 20.000 feet the atmosphere still provides pressure. A Character above 20.000 feet cannot breathe normally, but will not die by lack of pressure.

80.000 feet or higher   The Skyshield

At an altitude of about 80.000' (about 15 miles), the atmosphere is held in by an envelop of energy. Characters not protected by special devices or magical spells will die—they take 1d6 cold and de-pressure damage per round without a save, until they die or reenter the denser atmosphere. This barrier is called the Sky Shield.

In the Prime Plane of the Multiverse, the Dimension where the world of Mystara is located, most Planets possessing atmosphere (breathable or not) also have a Sky Shield—a natural part of the world—which holds the atmosphere in and makes it difficult for objects to attain Outer space. Mystara is no exception.

The sky Shield has some unusual properties. Small objects, up to horse-sized and slightly larger, can penetrate it with little difficulty. However, the Sky Shield holds in atmosphere and does its best to keep larger objects from leaving. Flying vessels, which are capable of reaching the Sky Shield usually, are slowly deflected when they get too close. However, certain very skilled sky ship captains have learned to ride a special kind of freak tornado all the way from the heaviest point of the atmosphere to above the Sky Shield.

These tornadoes (Vortigern's Vortex) are rare atmospheric phenomena, which occur when a natural rip in the Sky Shield occurs (by the passage of objects, like meteorites, Skyships, or by unexplained fluctuations in the Skyshield's strength), spilling heavier atmosphere out into the void. Once outside the Sky-Shield, naturally, a ship will require those magical or artificial means to preserve life, or the crew will die.

A tear made by a ship or creature breaking through will seal up almost instantly. It "heals" itself at 100square feet per round (a 10'x10' hole). The largest vortex reported was the result of a 300' hole, it lasted little more than an hour. Re-entering the atmosphere is much easier than leaving it. A ship descending to the Sky Shield will break through it with little difficulty—except the whirling winds of course. The fall rapidly to an altitude of 20.000', then slow to normal air speed.

Neutral gravity (a sort of cosmic glue generated by objects of 20.000 ton or more) and friction work to counter the physical effects of the lack of air pressure in the Void. There is no danger of explosive decompression in the D&D Universe.

The Moons

Two moons circle the world of Mystara, but most people are only aware of one of them.

Matera

The Known Moon is called Matera (or Luna by several cults). It is a silvery, lifeless, crater-marked satellite. Matera waxes and wanes in a predictable pattern, controls the tides and Lycanthropy, and is a boon to nighttime predators and an inspiration to lovers. It is not very interesting to Mystaran adventurers—unless, of course, they know of the gateway to the Immortal City of Pandius located in one of Matera's large craters. As of AC 1013, in spite of the great magical prowess of Mystara's Spellcasters, Matera is unexplored. Yet there is a persistent rumor brought to Mystara by High level Adventurers, who have visited their Immortals, that the Immortals have a city-like location on the moon—known as Pandius—always facing Mystara. DMs wishing to liven up Matera up a bit may place unknown, secretive, and very reclusive underground creatures on this moon. Or explorers looking past the uninspiring exterior of this "lifeless chunk of rock" might find evidence of long-lost civilizations here. How about the wreckage of Voidships that undertook the perilous voyage from distant worlds only to crash on an inhospitable moon within sight of a magnificent world?

Patera / Myoshima

Mystara has a second moon, unknown to all but its inhabitants and a very few other mortal creatures. The Immortals call this moon Patera. It is a secret to most mortals of Mystara because it is small, magical, and invisible. It is also inhabited and by its inhabitants known as Myoshima. he moon can't normally be seen by anyone outside its Skyshield, due to its core's unusual light-bending properties. The central core of Patera is extremely dense and magical, allowing gravity comparable to that of Mystara. (All fairies can see it normally, and those with a Detect Invisible could see it if they look up and search for it). It does not affect the gravity of Mystara, its tides, and populace in any way. Fairies and some other cultures have incorporated it into their (often religious) habits and traditions. This moon completes a full revolution around Mystara in three days and twelve hours (or two revolutions per week). Patera follows an exact polar orbit above the Known World, so that the moon passes above almost every point on the globe. Patera does not have a rotation of its own. One hemisphere (called Nearside) always faces Mystara, and viewers on the opposite side of Patera (Farside) never see the world they orbit.

The pattern of day and night cycles on Patera is thus very complex because of Mystara's axial tilt, which provides Patera's seasons. The sun appears to wobble back and forth across the sky over a 3 1/2-day period as it also appears to travel around the Patera globe along a great cycle every 336 days, Mystara's year. (Myoshiman calendars take a year of study to be understood, and its inhabitants have no fixed cycle of wakefulness or sleep.) Nearside usually continually receives a small amount of light reflected from Mystara.

Full daylight on Patera is not as bright as on Mystara, being more like twilight. The sky changes color during a "day", ranging from fiery tones at noon to tamer red and purple hues at dusk or dawn. This happens because Patera has a light-reflecting shield at the immediate edges of its atmosphere. This shield bends light rays except at the extreme ranges of the visible spectrum - ultraviolet and infrared are unaffected by the shield. Light rays hitting Patera's atmosphere are deflected back to the surface or off into space. In effect, this causes the planet to be nearly invisible from the outside and allows little light to filter in (only Mystara, Matera, and the sun can be seen from Patera's surface). Patera's core generates the light shield's effects.

Patera is mostly covered by steaming jungles and earthquake-prone volcanic mountains that surround three freshwater seas. Rain clouds cover a third of Patera at all times, and precipitation is abundant. The two polar areas of the moon offer at worst a temperate climate.

The vast majority of the sentient population is made of various breeds of rakasta, humanoid felines with human intelligence. Unlike the Mystaran species, these all have infravision good to 60'. It is known that they have an architectural sense similar to the inhabitants of Ochalea - exotic, tiered, slope-roofed structures - and that they breed riding Sabretooth tigers which, through the use of magical /flying collars/ and /airmasks/ for their riders, fly through the airless void between Patera and Mystara.

Patera is divided into three major political blocks. The largest and potentially most aggressive is the Empire of Myoshima itself, a nation of feudal provinces controlled by daimyos, with a dingle emperor who rules them all. Next is the nation of Rajahstan, made up of twelve allied realms. Each realm is a sovereign state ruled by holy gurus (who handle law, education, religion, and internal politics) and maharajahs (who handle the economy, military, and foreign politics). Together these form the Spiritual Council to run Rajahstani affairs as a whole.

The third block consists of many loosely allied petty kingdoms and principalities. Among the more prominent territories are Kompor-Thap (a valley of a thousand temples), Selimpore (a mercantile matriarchy), Malacayog (a nation of headhunters), and Surabayang (fierce island pirates). These territories are politically aligned with placid Rajahstan against imperial Myoshima - when they are not fighting each other.

DMs may wish to map out the various Rakastan dominions - or nations ruled by even stranger creatures. Myoshima could provide an excellent way station for adventurers just venturing out into the Void from Mystara's atmosphere. There are plenty of opportunities for adventure in the Rakastan cities or in Patera's wilderness. If the PCs get bored with Myoshima's surface, they can get involved in skirmishes between Rakastan Voidships and Heldannic Warbirds or try to negotiate trade agreements between inhabitants of Mystara and Patera. There are at least two Myoshiman languages: "common" and "poetry".

Very little is known of Myoshima; it was visited twice in recent history by Alphatian adventurer Haldemar of Haaken, and the Heldannic Knights have apparently had unfriendly contact with the Myoshimans, but Patera has not been visited by diplomats or scholars from Mystara since Prince Haldemar, in 965 AC.

Sources:
The Voyage of the Princess Ark, episode 7 (Dragon #160)
Champions of Mystara boxed set
Poor Wizard's Almanac, 1011 AC, 1012 AC, 1013 AC.
Polyhedron #120 (Provides some details on how one RPGA member detailed Myoshima, using material from Oriental Adventures (both rules and modules).)

The Hollow World

The Hollow World has many animal, plant and monster races not (or rarely) seen (anymore) on the Outer World. They've been placed here across the ages by the Immortals, who wished these species to thrive when conditions on the Outer World made it difficult—so not impossible—for them to do so.

Since the Hollow world is lit by a sun, which hangs at the world's center, there is no nighttime—only an eternal, reddish noon. The atmosphere is as thick as it is in the Outer World, and there is a deep vacuum between the interior surface and the internal sun.

The internal sun is orbited by a number of irregularly shaped satellites. Some orbit in the area of the vacuum, and some orbit much lower, within the atmosphere. Of the ones in vacuum, some still manage to hold an atmosphere, usually through an ancient Immortal enchantment. Of these satellites with atmospheres, many are populated by Demi-humans, humanoids, and monsters; it is there that adventurers might find the most unusual of civilizations. These satellites are normally called the Floating continents, though few are truly continent-sized; they range from the size of large boulders to the size of large islands. The natives of the Hollow World observe their regularly patterned motion in order to tell time.

Maps of the Hollow World appear to have the directions of east and west reversed from maps of the Outer World. In actuality, they're not really reversed. If a traveler stands at one point on the Outer World, and another stands at the corresponding point (12.. miles straight down) on the Hollow World; and both travel east according their maps, they're really traveling in the same direction. For general purposes, "east" always means "spinwards"—the direction the world rotates—while "west" means "counter-spinwards".

The World Shield is strongly anti-magical. In its immediate vicinity (even within the Polar openings), magic cast by mortals does not work at all; the World Shield behaves as a b100% anti-magic power. In addition the combination a Powerful Immortal magic (the Spell of Preservation) and the world shield strongly influences the way mortal magic works in the Hollow World. Here some spells work and other spells won't. as a rule of thumb, the following spell types don't work when cast, read or activated within the Hollow World;

Spells of Divination and Communication (like Know Alignment, Speak with…, Commune, ESP, Contact Outer Plane, etc).
Spells of Summoning (like Summon Elemental, Aerial servant, etc.).
Spells of Instantaneous Transportation (like Teleport, Dimension Door, Transport Through…, Summon object, etc).

The following spells normally did not work in the Hollow World but can since 1010 AC (the Wrath of the Immortals) be successfully cast. Yet the local populace is mainly unaware of this, as of many other spells from the outside world are virtually unknown (like Fireball).

Spells of Holding (Hold Person, Hold Monster, etc).
Spells of Charming and Commanding (like Quest, Geas, Charm…).
Spells of Immortality (Raise Dead, Raise Dead Fully, Reincarnation, Clone, etc).

Measurements

Mystara

Mystara Gravity;	100%
Diameter;	± 6.190 Miles
Polar Openings;	± 1.548 Miles Diameter each.
Circumference;	± 16.352 Miles
Circumference at Equator;	± 19.400 miles (Mystara is a bit flattened actually).
Surface area;	± 105.609.736 Square Miles ± 60% water. (minus polar openings).
Crust Thickness;	± 1.200 Miles Thick, with in the middle the Anti-magical layer of Magma.
Polar openings smallest Diameter;	± 778 Miles
Hollow World Interior D	
Hollow World Polar Op	
Hollow World Circumfe	
Hollow World Surface Area;	± 41.139.585 Miles ±70% water. (minus polar openings).
Temperate Climate;	± 4.000' or lower depending on local climate.
Tree Barrier;	± 7.000-12.000' depending on local climate
Plant Barrier;	± 15.000' depending on local climate
Temperatures drop by 4' Fahrenheit per 1000' altitude.	
Permafrost barrier at;	± 12.000' to 15.000' depending on local temperature.
Breathable Air;	± 20.000'
Temperature;	± –30° to –50° Celsius or -22° to -55° Fahrenheit.
Skyshield;	± 80.000'

Void Temperature;	± –50° to –80° Celsius or -55° to -80° Fahrenheit.
In the Void;	Con. Check / Turn (clothing –1 / Resist Cold –2)
	or 1d6 (clothing –1 / Resist Cold –2) Cold damage.
In direct sunlight;	Con. Check / Turn (clothing –1 / Resist Fire –2)
	or 1d6 (clothing –1 / Resist Cold –2) Heat damage.

Matera

Matera Gravity;	17%
Matera Diameter;	± 2.160 miles
Circumference;	± 12.539 miles
Surface Area;	± 50.029.992 square miles
Orbit above Mystara;	± 238.000 Miles
Revolution;	1 Mystara Month = 28 Days.
Own Revolution;	none.

Patera / Myoshima

Patera / Myoshima Gravity;	90%
Patera / Myoshima Diameter;	± 950 Miles
Circumference;	± 3.000 miles
Surface Area;	± 5971 square miles ± 55% water
Orbit above Mystara;	± 34.200 miles
Revolution;	1 Year = 12 Mnths = 336 Days
Own Revolution;	± 84 Mystara Hours
Tree Barrier;	± 2000-3.000' depending on local climate
Plant Barrier;	± 5.500' depending on local climate
Temperatures drop by 4' Fahrenheit per 1000' altitude.	
Permafrost barrier at;	± 3.000' to 4.500' depending on local temperature.
Breathable Air;	± 5.500'
Temperature;	± –30° to –50° Celsius or -22° to -55° Fahrenheit.
Skyshield;	± 12.000'
Invisibility Aura;	± 12.500'

Tables

Some important notes to know that are important with the usage of this book and the original D&D world of Mystara in common.

Time (Mystara)

1 round	=	6 seconds				
1 Minute	=	6 rounds				
1 Turn	=	10 minutes				
1 hour	=	6 Turns				
1 day	=	24 hours				
1 week	=	7 days				
1 month	=	28 Days	=	4 weeks	=	1 exact circle of Moon Patera.
1 year	=	12 months	=	336 days	=	1 exact circle of the Sun.

Encumbrance

1 cn	=	1 Coin
10 cn	=	1 Lbs
1000 Lbs	=	1 ton

Some objects are actually lighter than given, but the number also depicts the difficulty to lift it. A 100 Lbs Dumbbell would be about 1000 cn, but a large cumbersome chest of the same weight could be 1500 cn.

Temperature

Natural range is given here. Extraordinary temperatures (elemental, magical, draconic, etc.) have their own special effects, listed there.

Celsius	-30	-25	-20	-15	-10	-5	0	5	10	15	20	25	30	35	40	45	50	55	60	65
Fahrenheit	-22	-13	-4	5	14	23	32	41	50	59	68	77	86	95	104	113	122	131	140	149

Reactions

2d6 +/- charisma bonus	Humanoid	Animal	Change	Overall Action
	DM adjustments and player reactions do apply			
2 or lower	refuse, insulted	Afraid	next roll -1	Threat/Attack/Flee
3 to 5	refuse	Careful	next roll -1	Negative
6 to 8	No reaction (thinks?)	Unsecure	roll again	Neutral
9 to 11	accepts	Positive	next roll +1	Positive
12 or Higher	Accepts, impressed	Friendly	next roll +1	Touch/Befriend

Falling

Damage -AV, but AV Save vs Fall.

Distance fallen	Time fallen	Damage	Breaks	Special
10'	<1 second	1d6	1d2-1	Con.check+12 or die
20'	< 1 second	2d6	1d3-1	Con.check+9 or die
30'	1 second	3d6	1d4-1	Con.check+6 or die
40'	< 2 seconds	4d6	1d6-1	Con.check+3 or die
50'	< 2 seconds	4d6	1d8-1	Con.check +1 or die
60'	< 2 seconds	5d6	1d10-1	Con.check or die
70'	< 2 seconds	5d6	1d12-1	Con.check-1 or die
80'	< 2 seconds	6d6	2d6	Con.check-2 or die
90'	2 seconds	6d6	2d8	Con.check-3 or die
100'-190'	3 seconds	9d6	2d10	Con.check-4 or die
200'-320'	4 seconds	13d6	2d12	Con.check-5 or die
330'-480'	5 seconds	16d6	3d6	Con.check-6 or die
490'-670'	6 seconds	19d6	4d6	Con.check-8 or die
680'+	>6 seconds	20d6	5d6	Con.check-10 or die

Falling Speed

Time Fallen	Speed/sec	total Distance
1 second	32'	32'
2 seconds	64'	96'
3 seconds	96'	192'
4 seconds	128'	320'
5 seconds	160'	480'
6 seconds	192'	672'
7 seconds	192'	864'
8 seconds	192'	1058'
9 seconds	192'	1248'
1 round	192'	1440'

Terminal velocity: 192'/second or 1440'/ round

A character sustains no more breaks than sustained falling damage

Visibility

Situation	Movement	Spotted	Identity
Clear Sky	1500'	1000'	100'
Light Rain	1000'	500'	30'
Light Snow	500'	200'	30'
Heavy Rain	100'	50'	15'
Heavy Snow	75'	35'	10'
Thunderstorm	50'	25'	8'
Blizzard	10'	9'	5'
Hurricane	10'	9'	7'
Night Full Moon	100'	50'	10'
Night	50'	20'	5'
Twilight	500'	300'	30'
Haze	300'	200'	50'
Light Fog	200'	100'	25'
Medium Fog	100'	50'	12'
Heavy Fog	50'	25'	6'

Sunrise and Sunset			All Times are set on 1st day of 1st month						
Twilight 30 minutes before and after sunrise and sunset									
Approximate Location	o Latitude	**Winter**	daytime	**Spring**	daytime	**Summer**	daytime	**Fall**	daytime
Poles	90	12:00-12:00	0:00	10:50-13:10	2:20	0:00-0:00	24:00	11:35-12:25	0:50
Frosthaven	80	11:55-12:10	0:15	8:10-16:55	8:45	0:05-23:50	23:45	10:30-13:30	3:00
Fahrend	70	8:35-15:05	6:30	7:00-17:30	10:30	2:50-21:05	18:15	4:55-19:05	14:10
Alpha, Leeha	60	7:35-16:00	8:25	6:35-17:45	11:10	4:00-20:00	16:00	5:15-18:45	13:30
Landfall, Wendar	50	7:05-16:35	9:30	6:35-17:50	11:15	4:35-19:25	14:50	5:30-18:30	13:00
Glantri, Vestland, Deirden	45	6:50-16:50	10:00	6:30-17:55	11:25	4:50-19:05	14:15	5:33-18:28	12:55
Thyatis	40	6:40-17:00	10:20	6:25-18:00	11:35	5:00-18:55	13:55	5:35-18:25	12:50
Caerdwicca	30	6:32-17:10	10:38	6:25-18:02	11:37	5:10-18:45	13:35	5:40-18:20	12:40
Thanagioth, Beitung	20	6:25-17:20	10:55	6:20-18:05	11:45	5:20-18:35	13:15	5:45-18:15	12:30
Ravenland, Tanakumba	10	6:15-17:30	11:25	6:17-18:10	11:53	5:40-17:40	12:20	6:00-18:10	12:15
Polakatsikes	0	6:10-18:10	12:00	6:10-18:10	12:00	6:10-18:10	12:00	6:10-18:10	12:00

Moon Appearances over Thyatis					
every 10degree north +20 minutes					
every 10degree south -20 minutes			Tide+20"/10 degree		
week 1	07:00-19:00	13:00-24:00	01:00-20:00	New Moon	NM	x1.5
week 2	08:00-21:00	16:00-01:00	03:00-23:00	First Quarter	FQ	x1.0
week 3	09:00-22:00	19:00-03:00	05:00-14:00	Full Moon	FM	x2.0
week 4	11:00-23:00	22:00-05:00	06:00-17:00	Last Quarter	LQ	x1.0

Broken bones				naturally	magic no mend bones
2d20	**Broken Part**				
2	skull	in/wi-1,no concentration		10+2d20 days	clw or better
3	jaw	no speaking		10+2d10days	clw or better
4 to 5	teeth	no conc. 4+1d3 days, worse eating		not	regeneration or artificial teeth
6	**neck**	Paralyzed	**sv DR or die in 20-con rounds**	**not**	cureall+Cure Paralysis
7	keybone	no use of arms		30+2d20days	ccw or better
8 to 9	weapon shoulder	THAC0-2	dex-2	20+2d20days	csw or better
10 to 11	other shoulder	dex-2	THAC0-2 if used	20+2d20days	csw or better
12 to 13	weapon arm	THAC0-2	dex-2	10+2d10days	clw or better
14 to 15	other arm	dex-2	THAC0-2 if used	10+2d10days	clw or better
16	weapon hand	THAC0-2	dex-2	20+2d20days	csw or better
17	other hand	dex-2	THAC0-2 if used	20+2d20days	csw or better
18 to 19	**back**	paralyzed	**dex-1 permanent**	1%chance / 20 days	mend bones+ Cure Paralysis
20 to 24	rib	AC+1	no swimming or lifting.	10+2d10days	clw or better
25 to 26	left hip	mv x 1/2	Limped	30+2d20days	ccw or better
27 to 28	right hip	mv x 1/2	Limped	30+2d20days	ccw or better
29 to 31	left leg	mv x 1/2	Limped	20+2d20days	csw or better
32 to 34	right leg	mv x 1/2	Limped	20+2d20days	csw or better
35 to 36	left ankle	mv x 1/2	Limped	10+2d10days	clw or better
37 to 38	right ankle	mv x 1/2	Limped	10+2d10days	clw or better
39	left foot	mv x 1/2	Limped	20+2d20days	csw or better
40	right foot	mv x 1/2	Limped	20+2d20days	csw or better

Normal Jumping ranges			
Strength	**Far**	**Run 20**	
1 to 6	1d4+1	1d4+5	1d3
7 to 9	1d4+2	1d4+6	1d4
10 to 12	1d6+2	1d6+5	1d3+1
13 to 15	1d6+3	1d6+6	1d4+1
16 to 17	1d6+4	1d6+9	1d6
18+	1d6+5	1d6+12	1d6+1

Cover		
25%	AC-1	AC-2
50%	AC-2	AC-4
75%	AC-3	AC-6
fully	AC-4	can't be hit

Corporeal Changes	Save	THAC0	AC	MV	other effects
Blind	-4	-6	+4	x1/3	sv.Dr to locate target by sound
Deaf	-2	0	+0	NA.	sv.Dr to locate unseen target by shade movements, vibrations
Invisible	+0	+6	-6	NA.	Detect Invisible needed to see oneself
Paralyzed	Fail	0	=9	0	until cured, killed in one blow by sharp weapon
Prone	-4	-2	+4	0	1r to get up (always after Sleep, KO, mostly after Paralyzed)
Sleep	Fail	0	=9	0	awakened by force or normal by sv.Con, killed in one blow
K.O.	Fail	0	=9	0	duration 1d20 r or special(DM), killed in one blow
Fatiqued	-1	-1	-1	x2/3	after con. x rounds action
					rest 2 Turns to normal
Serious Fatiqued	-2	-2	+2	x1/3	after Fatiqued + con.check/round=> Failure
					rest 1 hour to Fatiqued
Exhausted	-1	-2	+2	x1/3	after S.Fatiqued + con.check/round=> Failure
					rest 4 hours to Normal
Stunned	-4	-4	+4	x1/3	no concentration/spell/item/skill/attack
Limped	-1	-2	+2	x1/2	until cured
Under Influence AL = Higher than Con + Racial adjustment	-1	NA	NA	NA.	DX -2 / Sight 50% / Int check any act concentration or fail Traits -1 Lawful, -2 Neutral, -3 Chaotic Con Check / Drink or 5 ap beyond AL or Drunk
Drunk After Failed Influence Check	-2	-4	-2	X 2/3	DX,IN,WI,CH/Com -4, Surprise +2, Sight 50% Traits -1 Lawful, -2 Neutral, -3 Chaotic 50%-5% / Hour or exgurgitate consumtions last 10 Hours Con Check / Drink or KO +1d10 +9 Hours deep sleep
After Drunkenness 3d4 Hours	NA	-1	NA	NA.	CH -1d3, Com -1d6, Headache = No concentration Spellcasting int-8

Initiative adjustments		
Spells and Scrolls	see spell or as level	if adjustment passes
Ability use	-3	over 0 then count
Item use	-3	remaining from there.
Ring use	-3	
Rod use	-1	if adjustment passes
Wand Use	-3	over 6 then handle
Staff use	-2	actions from there.
Potion	-4	
Size Huge	-1	any speed inducing
Size Gargantuan	-2	magic affects spellcasting
Size Small	1+	intelligence/ wisdom checks
Size Tiny	2+	cumulative by -2 as spells
Hasted or Speeded	1- and 1+	can only be cast in normal
Hasted and Speeded	2-,1- and 1+, 2+	time

Deprivations
Adjust sleep by clothing, temperature, moisture, personal.

Sleep after 24 hours	Dex.	Wi./In.	Con.	Str.	Save	THAC0	Lift	Move	Thief
less than 5 hours	-1	0	0	0	0	0	100%	100%	-5%
less than 4 hours	-2	0	0	-1	0	-1	-10%	100%	-10%
less than 3 hours	-3	-1	0	-2	-1	-1	-25%	100%	-15%
less than 2 hours	-4	-2	-1	-3	-2	-2	-25%	66%	-20%
less than 1 hours	-5	-3	-2	-4	-4	-3	-50%	50%	-30%

Fall asleep automatically 10% +sleep adjust.thief+starvation dm% for each chance to sleep/rest

Minimal sleep needed to heal 1 +1/con adjustment=8hr

minimal sleep needed to act normally= 5hr

if asleep then sleep for minimal sleep unless awakened

Minimal sleep adjustments

Sleeping in metal armor	+1/AV	Personal temp.lower than 0 Celsius	+1
Sleeping in rain unsheltered	+3	Personal temp. higher than 40 Celsius	+2
Sleeping in wind 7+ unsheltered	+2	Not prone/relaxed position	+1
Sleeping without bedding	+1	for each awakening	+1

Starvation — hit point loss

	hit point loss
No food after tolerance level	day-1d2
No Water after tolerance level	day-1d8
No food/water after tolerance level	day-1d10

%hp lost due starvation	%	minimal rest		Move	THAC0	Saves
Hungry	0-24%	+1	awake-1	x1	0	0
Weakened	25-49%	+8	awake-2	x3/4	-2	-1
Distressed	50-74%	+10	awake-4	x1/2	-4	-2
Incapacitated	75-99%	+12	awake-8	x1/4	-6	-4
Dying	99%+	+24	awake not	0	-10	fail

If not minimal rested double the THAC0 and Save penalties.

Tolerance levels for lack of food / Tolerance level for lack of water

Strenght + Constitution	level	Basic	3 days
15 or less	1 days	"Wet" food eaten	base + 2 days
16-19	2 days	Body weight 2000cn+	base + 1 day
20-24	3 days	Female	base +1 day
25-30	4 days	Restful period	base +1 day
31-35	5 days	Temperature 90F+	base -1 day
36 or more	6 days	No food consumed	base -1 day

Food requirement

		Str.and/or Con. 8 or less	base -1 day
1 to 2 lbs daily		Add all together	

Water requirement — Temperature

Activity	50F or less	50-70F	71-90F	90F+
Inactive	5 pints	6 pints	7 pints	8 pints
Light	6 pints	7 pints	8 pints	10 pints
Moderate	8 pints	9 pints	10 pints	12 pints
Heavy	9 pints	10 pints	12 pints	16 pints

Nuwmont — Mid Winter (Month 1)

Day				
Lunadain	1 ●	8 ◗	15 ○	22 ◐
Gromdain	2 ✶	9	16	23
Tserdain	3	10	17	24 ☼
Moldain	4	11	18	25
Nytdain	5	12	19	26
Loshdain	6	13	20	27
Soladain	7 ⚞	14	21	28

Vatermont — Late Winter (Month 2)

Day				
Lunadain	1 ●	8 ◗	15 ○	22 ◐
Gromdain	2	9	16	23
Tserdain	3	10	17	24
Moldain	4 ✶	11	18	25
Nytdain	5	12	19	26
Loshdain	6	13	20 ⚞	27
Soladain	7	14	21 ✶	28

Thaumont — Early Spring (Month 3)

Day				
Lunadain	1 ●	8 ◗	15 ○	22 ◐
Gromdain	2	9	16	23
Tserdain	3	10	17	24
Moldain	4	11	18	25 ☼
Nytdain	5	12	19	26
Loshdain	6	13	20	27
Soladain	7	14 ⚞	21	28

Flaurmont — Mid Spring (Month 4)

Day				
Lunadain	1 ●	8 ◗	15 ○	22 ◐
Gromdain	2	9	16	23
Tserdain	3	10	17	24
Moldain	4	11	18	25 ⚞ ✶
Nytdain	5	12	19	26
Loshdain	6	13	20	27
Soladain	7	14	21	28

Yarthmont — Late Spring (Month 5)

Day				
Lunadain	1 ●	8 ◗	15 ○	22 ◐
Gromdain	2	9	16	23
Tserdain	3	10	17	24
Moldain	4	11	18	25
Nytdain	5	12	19	26
Loshdain	6	13	20	27 ⚞
Soladain	7	14 ☼	21	28

Klarmont — Early Summer (Month 6)

Day				
Lunadain	1 ●	8 ◗	15 ○	22 ◐
Gromdain	2	9	16 ✶	23
Tserdain	3	10	17	24
Moldain	4	11	18	25
Nytdain	5	12	19	26
Loshdain	6	13	20	27
Soladain	7	14	21	28

Felmont — Mid Summer (Month 7)

Day				
Lunadain	1 ●	8 ◗	15 ○	22 ◐
Gromdain	2	9	16	23
Tserdain	3	10	17	24 ⚞
Moldain	4	11	18	25 ⚞
Nytdain	5	12	19	26 ⚞
Loshdain	6	13	20	27 ⚞
Soladain	7	14	21	28

Fyrmont — Late Summer (Month 8)

Day				
Lunadain	1 ●	8 ◗	15 ○	22 ◐
Gromdain	2	9	16	23
Tserdain	3	10 ☼	17	24
Moldain	4	11	18	25
Nytdain	5	12	19	26
Loshdain	6	13	20	27
Soladain	7	14	21	28

Ambyrmont — Early Fall (Month 9)

Day				
Lunadain	1 ●	8 ◗	15 ○	22 ◐
Gromdain	2	9	16	23
Tserdain	3	10	17	24
Moldain	4	11	18	25
Nytdain	5	12	19	26 ⚞
Loshdain	6	13	20	27 ⚮
Soladain	7	14	21	28 ***

Sviftmont — Mid Fall (Month 10)

Day				
Lunadain	1 ●	8 ◗	15 ○	22 ◐
Gromdain	2	9	16	23
Tserdain	3	10	17	24
Moldain	4	11	18	25
Nytdain	5	12	19	26
Loshdain	6 ⚞	13	20	27
Soladain	7 ✶	14	21	28

Eirmont — Late Fall (Month 11)

Day				
Lunadain	1 ●	8 ◗	15 ○	22 ◐
Gromdain	2	9	16	23
Tserdain	3	10	17	24
Moldain	4	11	18	25
Nytdain	5	12	19	26
Loshdain	6 ⚮	13	20	27
Soladain	7	14	21	28

Kaldmont — Early Winter (Month 12)

Day				
Lunadain	1 ●	8 ◗	15 ○	22 ◐
Gromdain	2	9	16	23
Tserdain	3	10	17	24 ⚞
Moldain	4	11	18	25 ⚞
Nytdain	5	12	19	26 ⚞
Loshdain	6	13	20	27 ⚮
Soladain	7	14	21	28 *** DD

Legend

Symbol		Symbol		
●	NM New Moon	⚮	Missing Star	10% chance
◗	FQ First Quarter	⚞	Shooting Star/Comet	20% chance
○	FM Full Moon	☼	Solar Eclips	15% chance 1d6T
◐	LQ Last Quarter	✶	New Sta 1% chance 1 night, 3% permanent

DD	Day of Dread	All magic is totally inffective during that day.
***	Stellar Cataclysm	35 chance

unusual celestial activities cause the sky to change calor for one day
or glow eerily for one night. causing fear and disorder, among the population.

Y		1000 AC	2000 AY	1000 AC	1000 AC	1000 AC	1000 AC	1000 AC
Months	28 days							
	Starsign	Thyatian	Alphatian	Dwarvish	Hin	Sind	Ethengar	Ylaruam
1	Manticore	Nuwmont	Nyxmir	Wharlin	Clabbas	Maagh	Amai	Muhurram
2	Hydra	Vatermont	Amphimir	Morlin	Vuuldiir	Phagun	Hiskmai	Safar
3	Centaur	Thaumont	Alphamir	Hralin	Maehin	Chait	Yalmai	Rabi al Awwal
4	Basilisk	Flaurmont	Sulamir	Whwyrlin	Odelin	Baisaakh	Haimai	Rabi al Thani
5	Chimera	Yarthmont	Sudmir	Styrlin	Gondulrim	Jeth	Kevamai	Jumada'l Awwal
6	Orgon	Klarmont	Vertmir	Bahrlin	Mithintle	Asaarh	Seimai	Jumada'l Thani
7	Griffon	Felmont	Islamir	Buhrlin	Goldaun	Sawan	Lingmai	Rajab
8	Dragon	Fyrmont	Andrumir	Klintlin	Fyrtal	Bhadon	Tringmai	Shaban
9	Salamander	Ambyrmont	Cyprimir	Birrlin	Aumbyr	Asin	Demai	Ramadan
10	Pegasus	Sviftmont	Hastmir	Biflin	Ssantir	Eartik	Chagai	Shawwal
11	Warrior	Eirmont	Eimir	Jhyrlin	Tembiir	Aghan	Rinpoch	Dhu'l-Qadah
12	Giant	Kaldmont	Burymir	Kuldlin	Dauntil	Puus	Komai	Dhu'l-Hijjah

Year	2110 Arriving		310 Minrothad Dating	
	14 month of 24 days		11 month of 30 days +6 days	
	Shadow Elves		Minrothad	
1	Gathering	Nuwmont 1-24	Onmun	Nuwmont 1-Vatermont 2
2	Name	Nuwmont 25-Vatermont 20	Tomun	Vatermont 3-Thaumont 4
3	Refuge	Vatermont 21-Thaumont 16	Dreimun	Thaumont 5-Flaurmont 6
4	Shaman	Thaumont 17-Flaurmont 12	Firmun	Flaurmont 7-Yarthmont 8
5	Crystal	Flaurmont 13- Yarthmont 8	Birmun	Yartmont 9-Klarmont 10
6	Birth	Yarthmont 9-Klarmont 4	Sagmun	Klarmont 11- Felmont 12
7	Wanderers	Klarmont 5-28	Sebmun	Felmont 13-Fyrmont 14
8	Temple	Felmont 1-24	Oxmun	Fyrmont 15-Ambyrmont 14
9	Food	Felmont 25- Fyrmont 20	Nomun	Ambyrmont 17- Sviftmont 18
10	Days	Fyrmont 21-Ambyrmont 16	Decmun	Sviftmont 19-Eirmont 20
11	Army	Ambyrmont 17-Sviftmont 12	Elfmun	Eirmont 21-Kaldmont 22
12	King	Sviftmont 13-Eirmont 8	Mitwok	Kaldmont 23-28
13	Others	Eirmont 9-Kaldmont 4		
14	Bounty	Kaldmont 5-28		

Days		Thyatian	Alphatian	Dwarvish	Hin	Sind	Ethengar	Ylaruam
1		Lunadain	Majhur	Syhardan	Lunadain	Sombar	Xingqiri	Yaum al-ahad
2		Gromdain	Tijur	Thradan	Gromdain	Mangal-bar	Xingqiyi	Yaum al-athen
3		Tserdain	Wojhur	Evedan	Tserdain	Badh-bar	Xingqier	Yaum al-talit
4		Moldain	Thajhur	Dorfdan	Moldain	Brihaspati-bar	Xingqisan	Yaum al-arba
5		Nytdain	Flajhur	Duldan	Nytdain	Sukra-bar	Xingqisi	Yaum al-hamis
6		Loshdain	Sejhur	Sythdan	Loshdain	Sanee-bar	Xingqiwu	Yaum al-jum'at
7		Soladain	Lajhur	Fildan	Soladain	Rabi-bar	Xingqiliu	Yaum as-sabt

Week	Starsign	
1	Sun	if under lined = end year according locally
2	Land	AC means After Crowning the First Thyatian Emperor Zendrolion I Tatriokanitas
3	Sea	AY means Alphatian Landfall on Mystara
4	Sky	Karameikos count also the year of their current king; in 1009 it is the first year of Karameikos

The nasty side effects of Magic

Magic can also be a cause of problems to a living body. When ever there is drawn power from somewhere else to overpower a corporeal (or even incorporeal) entity, it will easily affect the body during the effect of the magical procedure and sometimes even beyond. To be sure there is a simple way to see if magic will affect the body. A few rules have to be looked after:

No two magical effects (be it produced by item, or spell) with the same general effect can be working simultaneously. It will always be the strongest, which will function.

This includes: a potion drunk while another is still in effect (excluding Healing and other instantaneous effects), and this includes a potion with an effect similar to a spell cast together with it or an item with the same effect. The only spell that can be cast simultaneously with a potion effect is the haste spell together with a potion of speed. The spell effect can then be produced from a spell or from an item, the potion is the constant in this process. A Haste spell and an item with a Haste effect will not work simultaneously. And any item of Protection +2 will be useless if any item of Protection +3 or greater is used.

No   n a entity per natural Hit Dice the entity has.

There are but two exceptions to these rules. At first instantaneous magic, will not cause further effects, as the magic also passes instantaneously. Examples, are healing spells, most damage causing magic. As soon as they take effect, the magic is lost. Not even a residual effect will be enough to trigger a magical side effect. At second the clerical and magical variant of a speed / haste effect (this can include spells, potions and items). Somehow these two variants of magic will work together, further increasing the speed of the affected person, yet they both count toward the grand total of allowed magic on the body. This means that a 1st level/1 HD character can't use both effects simultaneously without triggering some nasty side effect.

As Demi-Human-oids rarely go beyond 9th Hit Dice, this means that it is almost impossible for such a creature to have more than its Hit Dice on magical power. Thus he can't have more than +9 on his armor class in total, be it from rings armor, shields, spells or items. Nor can he have more weapons carried on his or her person with a total magical power of +9 or more. This does not include the additional bonus a weapon can have. So a Sword +1, +2 vs. Giants is counted as a magical bonus of 1, an axe+0, +1 vs. Dragons is not counted at all because its weapon magic bonus is specialized. Artifacts don't follow this rule and have there own system of affecting the body. Remember that this does not include levels and does not affect abilities (except when they are magical). Thus a 30th level character can carry a sword+3,+5 vs. Undead, a Dagger+3, and a Lance +3 and wearing an armor +5 with a shield +3 and an spell effect +1. But as soon as he carries another magical weapon or spell effect that further adds to his weapon bonus or tries to don a magical ring of protection or similar effects he will succumb to the negative downside of magic and does not have any effect of all the magic of that factor he uses. So when he has done a ring of protection, he will still be able to use the magic from his weapons, but not from his armor, shield, ring or spell that was on him for as long as the power is greater than his hit dice.

Why do common humans rarely use magic.

The effects when crossing this Hit Dice-Magic Power balance can be nasty, dangerous or downright devastating. Often affecting the character mentally or corporeal. To see what could happen to the character wearing or using too much magical power on him or her, see through the following listings. The degree of magical side effects never changes unless more or less magic is applied to the character in question. The effect depends on the amount and sort of magic used.

Nasty effects are most common and result when the character is of lower Hit Dice than 4. It is brought forth by the amount of additional magic is 1 or 2, or by lower magic like potions or such. Examples of nasty magical mishaps are: coloring of the character, wholly or partially, emanating a smell or alike. It often copies effects similar to a <u>Minor Curse</u>, but can only be dispelled by depriving the character of <u>all magic affecting him or her</u> for as long as the magic that was worn was affecting the character in question. Sometimes (DM) Dispel Magic, or Anti-magic effects are needed to dispel effects called forth. But mostly the effects will worn of after a period of about 4 days. Choose or roll 1d6-1 and 1d10 (tens & Singles)

#	Effect	Description
1	Adherence:	The cursed one is very "sticky." This means that everything that he touches adheres to him. Alcohol topically applied negates this effect for several minutes. Adhering to large objects can result in the accursed becoming stuck fast. This curse can be designated to affect either the whole body or just part of it.
2	Animal Features:	This curse causes the recipient's features (ears, nose, etc.) to become animal-like. Which animal's features are gained is entirely up to the Spellcaster, and have no further effect, than changing the appearance.
3	Appendages Growth:	One of the accursed's appendages grows to a disproportionate size.
4	Appendage Shrinkage:	One of the accursed's appendages shrinks to a disproportionate size.
5	Arthritis:	The victim suffers from painful arthritis.(-1 on Dex. or Str. when a check roll is needed).
6	Babbling:	The cursed individual constantly talks and chatters, unable to remain silent for more than a moment. This causes a 25% chance of spell failure.
7	Baldness:	Rather obvious in its intent, it can also be cast to cause those around the cursed one for any length of time to suffer baldness.
8	Barkskin:	This causes the accursed's skin to take on the texture and appearance of tree bark. This actually increases the recipient's Armor Value by 3. It also relays a particular weakness to fire, increasing damage by all fire-based attacks by +2/die and saves vs. Fire at -2. It also makes the target vulnerable for plant affecting spells (like Charm Plant) while normal vulnerabilities will remain in existence.

9 Belching:	As this is uncontrollable, it causes a 25% chance of spell failure. This makes it hard to move silently or remain quiet. In certain circumstances it will lower Cha -4 points (as at a Royal Court, in Temples, etc.).
10 Body Odor;	The recipient is the unfortunate victim of a repugnant body odor. While not affecting him physically, it lowers Cha. by -4. He can be tracked more easily, a tracker receives a +2 on his skill rolls.
11 Brooding;	The recipient is continually downcast and suffers from melancholia. This also lowers Cha. by -4 points.
12 Casting Requirements:	This sets a series of events (dancing a jig, knocking on wood, etc.) that person must perform before or during an action (like spellcasting, fighting, etc.) for it to be active or unhindered (if not done, than the recipients Dex. will seem to be 3, and so be very clumsy, affecting AC, Missile Fire, Fighting, etc. There are unlimited options available for humor and challenge here.
13 Change Skin Color:	This changes the color of the recipient' skin to any tone of the caster's choice. The color could be a single color or even a pattern or mixture of colors. A red/black checkered colored person would be strange and/or funny indeed. There is even the possibility of a continues changing of colors according circumstances, handlings, surroundings etc. but no benefits come from it.
14 Chills;	The cursed one suffers chills, as with a fever. This lowers his reaction time and drops overall Dex .by -2 points.
15 Continual Smiling:	While not seeming much of a curse, this can result in many a skirmish. Many will be offended by the constant grin.
16 Disrobing;	The cursed individual will unknowingly take off his clothing during the most inopportune of moments. If this happens while spell casting, there is a 25% chance of spell failure, and when attacking/defending while disrobing the individual receives a penalty on THAC0 of -2. The victim will not remember to disrobe, but will find himself naked after 1d3 turns, when it is told to him or shown.
17 Double Vision;	This causes THAC0 of -2 and lowers effective Dex. - 2 points.
18 Drooling;	Uncontrolled drooling lowers a victim's Cha by -4 points.
19 Elasticity:	This allows the cursed individual to stretch his body beyond its normal parameters. Unfortunately, the body doesn't return to its original shape immediately; it takes 1d4 hours to do so after being stretched, during which Dex. = -4.
20 Filthiness:	Poor hygiene in the extreme. Regardless of how many times the accused one bathes, he remains dirty. Furthermore, the filthiness extends to the cursed person's clothing, or even to its surroundings (his living apartments, bed, etc.). A variation of this curse causes the accursed simply no longer to care about personal hygiene (or hygiene at all).
21 Flatulence:	The afflicted person is beset with extreme stinking and loud flatulence. This is not the normal variety, though. The flatulence is equal in its effects to a Stinking Cloud spell.
22 Floral Hair:	This causes one's hair to become like weeds, grass, twigs, and flowers. While possibly raising Cha. toward woodland creatures (like Fairies, Treants, etc.), it lowers the accursed's Cha. by -4 points in the view of most others.
23 Forgetfulness:	Lapses of memory triggered by certain events or contact with particular objects or creatures incur a 25% chance of spell failure. This can also be bad for non-Spellcasters.
24 Generosity:	The cursed individual feels a need to give away everything (mostly of value) that he owns.
25 Greed:	This persuades the accursed individual to covet anything of value that anyone else owns. Often this leads him to theft.
26 Hair Growth:	The cursed person is beset by rapid, uncontrollable hair growth. Regardless of how often the person tries, he can't control the growth or keep it properly groomed. It should be noted that this hair growth is all over the body, not just the head.
27 Halitosis:	The afflicted person is beset with bad breath. This variety is equal in its effects to a stinking cloud spell.
28 Hit Roll Penalty;	THAC0 of -4.
29 Insatiable Appetite:	The accursed can never satisfy that feeling of overwhelming hunger.
30 Insatiable Thirst:	The accursed can never satisfy that feeling of overwhelming Thirst.
31 Insomnia:	Other than making the accursed tired and edgy all the time, insomnia takes away the mental edge. This leads to a 25% chance of spell failure. Other skill penalties will also apply (DM!).
32 Invisibility;	There is no need to describe this curse's effect. However, consider what it would be like to remain invisible permanently. This causes no physical impairments other than a –2 Dex. when attempting actions requiring a measure of hand-to-eye coordination, and it places a horrible mental strain upon the individual. The caster can't see himself or the objects he is touching, except the large unmovable or heavy objects, like walls, doors, heavy furniture and the like. This spell can be made truly horrific by making the accursed one also absolutely silent. This will cause the accursed to become nearly non-existent. Most normal beings will see the caster as a ghost. Only a "Second Sight" will make the accursed visible, but this will not work on the accursed himself, except when naturally available.
33 Itching:	Two forms of this curse are possible. The first involves constant, non-stop itching. The second involves itching only when a set series of events occurs or when the accursed is under duress. Both instances reduce Dex. and THAC0 of -2 points and cause a 25% chance of spell failure. Long term itching will reduce the overall Cha. By -1 /week of scratching (to a maximum of -4), due to multiple scratch wounds, reddening of the skin, and the continuous scratching itself.

34 Kleptomania:	The victim suffers an irresistible urge to pilfer from others. If he is not a thief, he will not be very good at it, and this could cause problems with the law and the victims of the theft.
35 Lethargy:	The victim suffers from extreme drowsiness either all the time or under circumstances of extreme duress. Once again, there is a 25% chance of spell failure and a -2 penalty to Dex. and THAC0.
36 Metal Allergy:	Every time the accursed touches metal his hand breaks out in hives and blisters. In fact, this is the same reaction as Lycanthropes have from silver. The accursed one will be extra vulnerable to metal weapons, resulting in a +1 damage/die.
37 Myopia:	(extreme near-sightedness.) This reduces THAC0 of -4 and can wreak havoc when determining the placement of area-effect spells. Be wary of myopic Wizards lobbing fireball spells.
38 Narcissism:	The victim's extreme vanity causes problems. He is quick to point out his own looks to everyone else while pointing out their flaws. When persons spend any length of time around the accursed one, they perceive him as having a Cha. -1d4 (for that individual who looks at the accursed one) lower than normal.
39 Nausea:	The nausea only arises when specific requirements set by the caster of the curse are met (e.g., entering a small room, meeting a dwarf, etc.) reduces the THAC0 of -4 points and creates a 25% chance of spell failure.
40 Pathological Lying:	No explanation is necessary to portray what an inability to tell the truth can cause.
41 PR Penalty;	The caster his Prime Requisites are reduced by 50% (str. for a fighter, int. for a Mage, etc.), round up.
42 Profuse Sweating:	Doesn't cause any detrimental physical effects, it might have deleterious effects on Charisma.
43 Save Penalty:	The accursed get a penalty of -2 on all saves.
44 Serpent Hair:	A person afflicted with this curse is often mistaken for a medusa by others, who may become prone to attack first and examine the corpse later. The accursed hair changes into locks of living serpents. These snakes are indeed poisonous to all but the afflicted, making them hazardous to all who are close to him. The snake will have a length of at least 1' and bite with poison E.
45 Serpent Hand:	This curse causes one or both of the victim's appendages to become the maw of a living, poisonous snake. The type of snake is decided by the caster. The snakes can't harm the accursed, but aren't under his control, attacking any who venture too close. This curse causes a THAC0 by -4, and cause a 25% spell failure with a somatic portion (which include most spells).
46 Slurred Speech:	This curse doesn't affect a character physically, but causes a 25% chance of spell failure during casting.
47 Smoldering:	The curse recipient constantly emits smoke from his skin and hair. This can cause some visual impairment, THAC0 -2 and causing errors in distance judgment for spell casting. Furthermore, anyone suffering from this curse has no chance of going undetected unless he is standing downwind in a gale.
48 Sneezing:	Sneezing fits, set to trigger when a particular event occurs or the victim is in a stressful situation, causing a 25% chance of spell failure during casting.
49 Spike Growth:	Once cursed, the victim sprouts numerous spikes from all over his body. While the spikes are no danger to the accursed, they can serious damage others (1d4 dm/spike.). The curse can also be cast in such a way that the spikes will be shot when persons of the same race, alignment or sex are within 30' (this is up to the caster of the curse). Then each person near will be hit by 1d4 spikes for normal damage within 30'. A Save vs. Wands can negate a spike, but a next spike save will be penalized by -1, etc..
50 Stumbling:	This affects manual Dex. regarding movement. Any walking or running requires a successful Dex. check made at -2 to avoid tripping over one's feet. This is in addition to a penalty of -2 to normal Dex.
51 Temporary Polymorphing;	The character temporary changes shape to a (often vermin-like) animal, but keeps behavior and ego (Int/Wis) as normal. A true lesson can be learned from this curse.
52 Truth:	This is the opposite of pathological lying.
53 Uncontrollable Laughter:	Many people find being laughed at insulting. What appears to be a minor curse can have some serious repercussions when the curse causes problems with the wrong persons in the wrong places.
54 Unintentional Insulting:	The cursed individual has no control over his tongue when around others. It usually only takes a few curse-inspired insults to cause the accursed some major problems.
55 Vulgarity:	Insults can be forthcoming with this curse, but unlike the unintentional insults, profanity is uttered in with every breath.
56 Wart Growth;	The cursed person becomes covered from head to toes with warts. This reduces Cha. -4.
57 Weariness:	The accursed individual is always tired. This causes a THAC0 -2 and Con. -2 (possible reducing the hit points also). This makes wearing armor or equally heavy objects for long periods of time nearly impossible.
58 Weight Gain:	The cursed individual immediately begins to gain weight at a rate of 5 Lbs./day. The curse causes weight gain until the afflicted one is 200 Lbs. over his original weight. Of course, clothing and armor no longer fit. This will cause Dex. – 2.
59 Weight Loss:	The cursed individual immediately begins to lose weight at a rate of 5 Lbs./day. The curse causes weight lost until the afflicted one is 35% of his original weight. Of course, clothing and armor no longer fit. This will cause Con. -2.
60 Whistling:	This curse appears at random times. When it does, it has a 25% chance of interrupting the accursed's spell casting and of those in the accursed's direct vicinity. This is not likely to build friends among Wizards. It also makes it difficult to hide.

angerous effects come forth when the character continues to add magic whilst under the nasty effects by magical poisoning already (even when it would have no effect) and the amount of total additional magic is equal to or less than 4. Dangerous effects mimics the effects of the Major Curse spell, further affecting the character as with nasty effects written above. Choose or roll 1d3-1 & 1d10 (tens & singles). Roll again if 38 or higher is rolled.
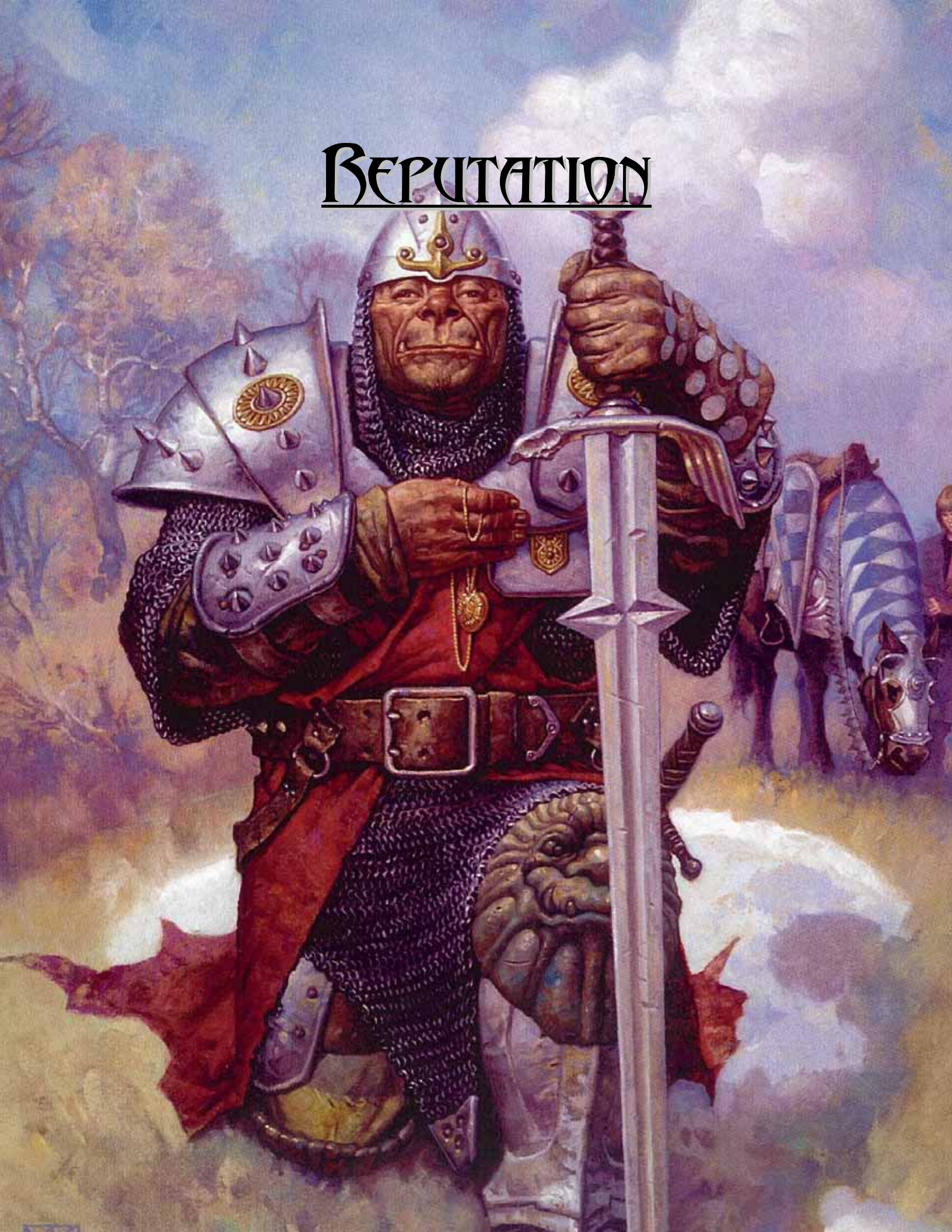
1 Age Progression:	This curse ages the accursed from 10d6 years or the Demihuman equivalent. This can result in Death by age.
2 Age Regression:	This curse makes the accursed younger by 10d6 years. This can result in Death by youth (a fetus, or less).
3 Agonizing Pain:	The accursed is wracked by continual pain. This reduces Dexterity, reaction Time, attack rolls, and any saving throws involving Dexterity, all by 6 points. Hp are reduced by 25% so long as the curse is in effect. Furthermore any spell-casting has a 50% chance of failure.
4 Alteration, Gender:	The permanent change of one's sex can be disconcerting.
5 Alteration, Race:	The accursed becomes another race: Dwarf, Elf, Human, Halfling, Humanoids, etc. . All racial abilities are lost, and the new ones must be learned.
6 Alteration, Sub-Race:	This change involves an alteration within the same genus, as in change from wood Elf to aquatic Elf or White skinned Thyatian in a Copper skinned Alphatian.
7 Amnesia:	This is a total loss of memory (not survival and Self-preservation skills associated with being an adult, movement, and racial skills are not lost but the character just forgot how to use them).
8 Aura, Antipathy:	The accursed radiates an aura that causes creatures surrounding him to have hostile feelings towards the accursed. Charisma is virtually 10 points lower than normal, even among close friends and family. All reaction checks register as hostile.
9 Aura, Attraction:	Aside from attracting the unwanted affection of everyone the accursed comes in contact with, the cursed individual might find himself in the middle of many an armed confrontation between two such creatures wanting the accursed's attention. Note that it is not healthy for some creatures to be to friendly toward the accursed(Porcupine, Dragons, Elementals, etc.).
10 Blindness:	Much like the spell of the same name, but this can't be dispelled by any means other than a wish or remove major curse spell. A Cure blindness will not return sight.
11 Breathing, Air:	Imagine its effects on a sea dweller, especially if the recently accursed is under water at the Time of effect.
12 Breathing, Water:	Imagine its effects on a land dweller, especially if the recently accursed is on land at the Time of effect.
13 Conditional Petrification:	If the cursed person does a certain act, he turns to stone. The caster decides which effect and the trigger. For example, the accursed might turn to stone if he is exposed to sunlight. Depending on the nature of the casting of the curse, the accursed may or may not know the nature of his problem. A stone to flesh dispels the effect of this curse, but not the curse itself. Also will the effect last only as long as the act or trigger is activated.
14 Conditional Death:	If the cursed person does a certain act, he dies. The caster decides which effect and the trigger. For example, the accursed might die if he is exposed to sunlight. Depending on the nature of the casting of the curse, the accursed may or may not know the nature of his problem. A raise dead(fully) dispels the effect of this curse, but not the curse itself. Also will the effect last only as long as the act or trigger is activated.
15 Confusion:	Whenever the accursed comes under circumstances of extreme duress (which consequently, is often found while adventuring) he acts as if under the effect of a confusion spell.
16 Deafness:	Not being able to hear what s said, having to learn to read lips, and having to discover new ways to be ware of one's surroundings are not stymie any adventurer. The inability to hear one's own words (when unused to being deaf) creates a 25% chance of spell failure during casting. He is also easily surprised(95%) unless he is looking exactly in the direction someone is coming from(in which case he is surprised normally.
17 Deafening Voice;	Every word that leaves the target's mouth comes out deafening loud. A whisper sounds like ten men shouting, a yell like a flight of Dragons roaring.
18 Disfigurement;	This is a serious deformation of the cursed person or creature's body.
19 Gelatinous Form;	Nearly every being, with the exception of the Tanar'ri Lord Jubilex and his contingent of Slimes and Oozes, agrees that it is a horrible fate to become a blob. Spellcasting and weapon use are all but impossible.
20 Growth;	Being Giant-sized isn't a problem? What if you're a Halfling and suddenly the size of a Hill Giant? It is up to the caster whether a victim's clothing and gear grow with him.
21 Deadly Halitosis;	This atrocious case of bad breath has an effect equal to that of an Cloudkill effect.
22 Insanity;	Often confused with a simple Feeblemind spell, this curse is much more powerful. Any person attempting to remove the curse by any other means is also affected by the curse if they fail a Save vs. spells. One who successfully saves has a chance of becoming Confused as per spell of the same name. Of course, they are allowed a Save to prevent this.

23 Multiple Personalities;	The cursed person might mistakenly assume that he is having bouts of temporary amnesia. Each of his 3d4 personalities has no knowledge of the other existence's nor recollections of memories gained by them. A good player and DM may create different statistics for each personalities, but corporeal statistics(Str, Dex, Con, Com, are not affected of course, for this curse is mental. It is possible for having monstrous or sexual different characters. It can even be that the personalities are real, and the curse called them from Limbo. Then the curse can be only dispelled if each character's personalities personal goals have been completed, or given up by that personality.
24 Muteness;	This eliminates ability to cast spells that have verbal components.
25 Polymorph;	This is another typical curse. Only a Wish or remove curse spell can return the character to normal; one can't use a Polymorph Other spell to return the accursed to his original form.
26 Shrinkage;	This curse turns a man-sized person into a pixy-sized person
27 Touch, Chilling;	The accursed person's touch causes 1d10 damage of freezing damage. This can't harm Undead or creatures immune to cold. While this can be used as a weapon, it causes problems in normal social interaction. Also will all liquids be frozen solid when touched. After touching other living creatures the caster feels nauseated, unable to perform for 1d4+1 rounds. Gloves do not prevent the curs effects from being transmitted. The touch can extend the "touch" to any physical contact, not just hands.
28 Touch, Flora Wilting;	Often called the Druid's Bane, this curse is sure to attract the hostile attention of nature lovers, Druids, and Forest Dwellers, and end any career plans in gardening or horticulture. After touching other living creatures the caster feels nauseated, unable to perform for 1d4+1 rounds. Gloves do not prevent the curse effects from being transmitted. The touch can extend the "touch" to any physical contact, not just hands.
29 Touch, Petrification;	The accursed can turn Flesh to Stone by a simple touch. As with other touch curses the target of the spell has no control over whom is petrified by his touch. While this may seem a benefit in combat, it soon proves to be a curse. After touching other living creatures the caster feels nauseated, unable to perform for 1d4+1 rounds. Gloves do not prevent the curs effects from being transmitted. The touch can extend the "touch" to any physical contact, not just hands.
30 Touch, Poison;	The accursed's touch is instant Death. The creatures touched get a Save vs. Death Magic, but this is at a penalty of -4. Undead are not affected. After touching other living creatures the caster feels nauseated, unable to perform for 1d4+1 rounds. Gloves do not prevent the curs effects from being transmitted. The touch can extend the "touch" to any physical contact, not just hands.
31 Touch, Scorching;	The accursed touch causes 1d10 points of flame damage and ignites combustibles. Unfortunately, the accursed's clothing and equipment are not immune to the effects of the flames that envelop the victim's hands. After touching other living creatures the caster feels nauseated, unable to perform for 1d4+1 rounds. Gloves do not prevent the curs effects from being transmitted. The touch can extend the "touch" to any physical contact, not just hands.
32 Touch, Shocking;	The accursed's grasp delivers a jolt of electricity to the person touched. This causes 1d10 damage. Combustibles on or in close proximity to the accursed are ignited. After touching other living creatures the caster feels nauseated, unable to perform for 1d4+1 rounds. Gloves do not prevent the curs effects from being transmitted. The touch can extend the "touch" to any physical contact, not just hands.
33 Touch, Withering;	The accursed touch drains 1d10 years from those touched, unless saved vs. Death Magic at -5. After touching other living creatures the caster feels nauseated, unable to perform for 1d4+1 rounds. Gloves do not prevent the curse effects from being transmitted. The touch can extend the "touch" to any physical contact, not just hands.
34 Undeath;	This is believed how Skeletal Warriors originated. This curse transforms the Target instantly into an Undead creature. He retains all Intelligence and former abilities. The accursed is under the caster's control unless the caster doesn't specify it as so or the caster dies. A Raise Dead reverses the curse. The accursed will be unable to function in day light, and all other effects , such as the target's body beginning to decay or dissicate will happen as normal dead corpses.
35 Vulnerability;	Superman's bane was Kryptonite; what will the accursed's be? It is up to the caster what single substance weakens and destroys the target creature. Water, Air and such materials can't be used as such.
36 Weakness;	Similar to the Minor Curse weariness, this is a much more potent spell. The Cursed character is unable to do anything for himself. Constant attention by another will be necessary for daily survival and necessities.
37 Withering;	Regardless of how much is eaten or if Magical items are employed (such as a ring of Sustenance), the accursed continues to lose weight until he perishes from starvation.

Devastating effects are brought forth only when the character still uses the total added magic after a week of Dangerous effects, or exceeds the limit by more than 4, and will last for at least a year, at minimum (even after removing the magic item or spell). Devastating effects are rolled on the following table by rolling 1d10.

1 Triggered Antimagic	No magic of the sort starting the reaction will work on that character ever again. Thus if the above Fighter donned a ring of protection, no protection rings will ever work on the Fighter ever again.
2 Continued Antimagic	No magic of the sorts the character had at the moment of affecting him negatively will work on him ever again. Thus in the example of the same Fighter, he could never again use the magic of any of the weapons he wore at the moment of the of additional weapon magic use. He would still be able to use the weapons, but the magic inside would no longer affect him. Therefore he would be forced to use other magical weapons if he needs to continue to fight magical beasts.
3 Magic Deprivation	Character needs magic to survive. If he does not use magical items accordingly he will die as if by starvation, like food. The Fighter above in this example would be forced to absorb the magic from protection devices at the rate of +1 each month. Starvation will start to affect him as if he refuses to eat.
4 Antimagic	No magic will ever work on the character ever again. This means the character becomes totally nullified for the sort of magic used. So when Elven magic was used he could never be affected by any natural magic at all. When it was Clerical, no Clerical spell from that (or allied) Immortal would affect the character. But he would still be able to use magic from similar magic from other origins like Elemental Magic, Radiance, Draconic, Beholder, or from other non-allied Immortals, etc.
5 Wild Magic	Character becomes an area of wild magic. Thus always distorting all magic brought near to him. He would never be able to determine if an effect would be malign, benign, dissipating or special. This area would equal 1' per magical bonus more than Hit dice the character had at the moment of effect. This effect would affect all magic brought in the area, even that of others.
6 Limbo Blockade	Character would be denied access to Limbo, thus making him or her a Ghost or similar Undead after he died.
7 Magic disturbance aura	The character would affect all magic on him. The effect would be the opposite effect the magic originally was. So a weapon +2 would become a weapon -2, a Fire Ball Spell would become somewhat like a ball of Air (the opposite Elemental effect), etc. Only Necromantic spells would not be affected as such.
8 Magic increase aura	Character would magnify all magical effect in an area equal to the magic amount greater than his hit dice at the moment of effect by one Hit Dice Thus a 6th level Fireball would become a 7th level if the additional power would have been +1, and a +1 weapon would be +2 in the same area. A +1 effect spell would become +2 to all effects in the affected area. And so on. This area would equal 1' per magical bonus more than Hit dice the character had at the moment of effect. This effect would affect all magic brought in the area, even that of others.
9 Magic decrease aura	Character would Minimize all magical effect in an area equal to the magic amount greater than his hit dice at the moment of effect by one Hit Dice Thus a 6th level Fireball would become a 5th level if the additional power would have been +1, and a +1 weapon would be -1 in the same area. A +1 effect spell would become -1 to all effects in the affected area. And so on. This area would equal 1' per magical bonus more than Hit dice the character had at the moment of effect. This effect would affect all magic brought in the area, even that of others.
10 magic explosion	The character would explode in an area equal to the magic amount greater than his hit dice at the moment of effect time 10 feet. All magic in the affected are would become nullified permanently (except artifacts) All creatures in the area would fall victim to the magical disruptive explosion (thus no protection would be enough except a Well worded Wish) of 10d8 for each of the magic amount greater than his hit dice at the moment of effect.

Reputation

Hero's reputation is a variable that can change in an instant. Furthermore, reputation varies from one village or town to the next. A hero's initial reputation applies to his home town only, and as thus is initially adjusted by the character's family social modifier (sm.), but after the character's own deeds, and thus adjustments, this is soon neglected. However, a good person from a good family will always be seen as "See, it's the good of the family", or "He is a shame to his family", or He's at least better than his family", This The character's town is the center of the hero's reputation.

Initial Reputation		
2d4	Index	Title
2	0	Unsung
3	1	Accepted
4	2	Known
5	3	Noted
6	4	Good Standing
7	5	Liked
8	6	Well-Known

et's follow the development of the great Hanalacious's reputation, a bard. She put on her first public performance in Thyatis City at the age of 16. First impressions are extremely important and vary uncontrollably depending upon the mood of the audience, season, local events, etc. After her first performance, Hana became a "noted" member of the entertaining class. To determine Hana's initial reputation, the table was consulted.

analacious was pleased with her initial reputation, but she had aspirations of greatness. She looked upon those great bards who were her teachers, and she envied the reputations they had built for themselves. Some were popular, some were celebrated, a few were even acclaimed by the citizens of Thyatis, but Hana wanted to attain a revered reputation for herself.

eaching for a revered reputation would be a long and delicate process for Hanalacious. She would have to watch her every action and word, being careful to avoid entanglements with the law, yet helping those in need. Of course, all this would mean nothing if she didn't also put on frequent performances of her musical talents. Hana made a list of all the things that could both help and hinder her climb to fame on the reputation ladder.

Reputation Ladder		
Index	Good	Evil
0	Unsung	Unsung
1	Accepted	Unaccepted
2	Known	Unknown
3	Noted	Unnoted
4	Good Standing	Bad Standing
5	Liked	Disliked
6	Well-Known	Well-Known
7	Admired	Bad Example
8	Prominent	Obnoxious
9	Distinguished	Distinguished
10	Popular	Impopular
11	Unreputable	Reputable
12	Honored	Feared
13	Celebrated	Shunned
14	Illustrious	Panicked
15	Eminent	Hated
16	Acclaimed	Self Acclaimed
17	Prestigious	Scorned
18	Famous	Infamous
19	Renowned	Ultimately Scorned
20	Revered	Ultimately Feared

These are listed in the Reputation Modifier table.

here are two types of reputable hero's, both of whom draw large crowds: those who are famous and those who are infamous. The famous person is looked upon as a public hero, upholder of good, and a generally law-abiding citizen. The infamous performer is well known as a courser, a romantic thief who lives above the law and leads a high-paced, romantic life (e.g., Robin Hood). There seems to be is a gap between an infamous performer and a violent bully, ruthless thug, or evil villain, but those persons climbed the ladder of infamy a bit further. Famous persons usually are Lawful and / or Good, while Infamous persons are usually Chaotic, (not necessarily Evil—although an evil person will much faster climb the ranks of infamy).

or a hero trying to become infamous, performing acts opposed to those that improve the chances for building his reputation, while performing acts on the fame scale decrease these chances. The opposite is true for a hero who is attempting to become famous. This means that a character in a good environment with a honored reputation would have a feared reputation in an evil environment and visa versa. When the character it's reputation is altered due level and/or circumstances and drops below 0 the character its alignment is changed from good to evil or evil to good according the local populace (and mostly this is the case) and mostly their corresponding immortals, and the player it's piety is affected as thus. A person of opposing alignment will have many enemies and many afraid opponents, it is clear that reactions will be affected by this.

character's reputation is noted next to it's name on the character sheet, and the character will often be named as thus; example; the Distinguished Lord Wallace Willoughby, the late Bad Example Rex Callister, The Illustrious Miss Rosalinde Page, the Unknown Scout, The Good standing Cleric of Odin Tuck, The Noted Sunheart, the Bad Example Taranistu, the Known Gandalf, the Late Renowned Lady Darya Sukiskyn, the Scorned Lord Perrantin Pertrides, the Self Acclaimed King Lothar Keltharmium, the Late Eminent Grund Goram, the Late Famous Krak of Korelin, the Late Prestigious Ballia McGregor, etc. . As can be seen some reputation stigma's are equal for Good and Evil classes, often this very difference will be depicted with it, example the Distinguished Good Sir Wallace Willoughby of the Order of the Griffon, or the Well-Known Sarathrin Evil Priest of Set. The depiction of Late is administered after death, and does never change anymore, unless the late character's deeds are discredited in some major form. This will of course offset major implications to those reflecting that person or its ideals.

Hero's reputation is adjusted only in two situations: <u>when he increases in level, and when he puts on a significant public performance (</u>in which case it is checked just as the performance begins). A d20 is rolled and any modifiers from the tables are applied to it only if their total is negative (if the net total modifier ends up being positive, it is simply ignored). This means that it is easier to lose one's reputation to gaining one.

If the result of the d20, adjusted by a possible negative modifier, is greater than or equal to the hero's current reputation, then the reputation increases one category. If the net result is a negative number, the hero's reputation is lowered by this amount (thus a net result of -3 would lower the hero's reputation by three places). If the roll falls in between, nothing happens. However, no matter what, a natural roll of 20 always increases the bard's reputation by 1 and a natural roll of 1 always decreases it by at least 1 (more if there are negative modifiers). No matter what the roll, all reputation modifiers reset afterward, and the hero once again has a net 0 adjustment.

Eventually, Hanalacious became infamously acclaimed (16) in Thyatis City, but she felt stilted by performing for the same crowd over and over gain. What she wanted was a fresh audience; one that had heard of her infamous reputation, but that hadn't been to any of her performances. Thus, she contacted the bard college, known as the Society of the Silver Lute, in the nearby town of Hardby. She had several of the college's members advertise that the Infamous Hanalacious would soon be performing for the public. Two weeks later, Hana arrived in Hardby. She was pleased to note that her reputation had somewhat preceded her. She wasn't acclaimed (16) like she was in Thyatis City, but she was treated as an illustrious (14) personality.

Local Reputation

Of course, the distance from her established Greyhawk City base was responsible for the slight decline. The preceding reputation table shows the decline in reputation as a bard moves away from his base, where he has an established reputation.

As noted earlier, a hero's initial reputation applies to his home town only. This reputation increases and decreases based upon reputation modifiers. Furthermore, the decision whether to become infamous or famous must be made. This selection determines how certain events affect the Hero's reputation.

Reputation Modifiers	
Last Performance was	
0-7days ago	+1
8-28 days ago	+0
1-3 Months ago	-1
3-6 Months ago	-2
6-9 Months ago	-3
9-12 Months ago	-4
over a year ago	-5
Each Reaction Publicly influencing action	
Succesful	+2
Failed	-1
Failed worsens reactions	-3
Money Spent on Appearance/Reputation	
0-10% income	-2
11-20% income	+0
21-25% income	+1
26-50% income	+2
51-75% income	+3
76-90% income	+1
90+% income	-2
Local actions	
Completed a local adventure	+1
Return from local adventure uncompleted	-1
Return severely wounded	-2
Fullfilling a local Quest	+2
Fail a Local Quest	-2
Blamed for a crime	-1
Blamed for a violent crime	-2
Convicted of a Crime	-4
Convicted of a Violent Crime	-5
DM Variable	
Fame/Infamy	
Calmed a violent situation	+2
Made a hostile look foolish	+1
Become Fooled	-1
Turned a crowd's mood against evil	+3
Prevented a crime from occuring	+2
Upheld a good person's reputation	+1
Upheld what's right vs. adversaries	+1
Help Discriminated Person	+1
Giving Help, Returning Item, etc.	+2
Refusing Help	-1
Having debts locally	-1
Refuse paying Debts	-2
Openly Meditation prior to Quest/Adventure	+1
Farewell to Friends loved ones prior to Quest/Adventure	+1
Openly Ask Advice Prior to Quest/ Adventure	+1
No farewell,Meditation or Advice Prior to Quest/ Adventure	-1
Lying	-1
Rudeness, lack of manners	-1
Backstabbing (Literally & Figurly)	-1
Performing Holy act	+1
Avoided imprisonment	-2
Escaped imprisonment	-3
Make townwatch look foolish	-1
Create political scandal	-3

When a Hero enters another village, town, or city, his reputation should be determined for that area. This is done by consulting preceding reputation table. The Hero's closest established reputation is used as a base. An established reputation is defined as a place in which the Hero has put on some form of entertainment performance. The closest established reputation is then adjusted by distance. For example, if the nearest established reputation is two towns away, the Hero's local reputation is 4 levels lower. If the Hero wishes to establish a local reputation, he simply puts on a public performance or series of performances (spread out over no more than a year's time), makes local adventures or quests. Each performance costs the Hero 100 gp per 1,000 citizens in the town (i.e., 1 silver piece per person). The Hero then becomes an established person in that community.

Once a reputation is established, it is never again influenced by other established reputations.

Preceding Reputation	
Distance from base	Decline
1 town or 0-25 miles	-2
2 towns or 26-50 miles	-4
3 towns or 51-100 miles	-6
4 towns or 101-150 miles	-8
5 towns or 151-200 miles	-10
further away	-20

Reputation Modifiers	
Bring down a good person's reputation	-1
Bring down what's right vs. adversaries	-1
Surrender himself to enemy	-1
Surrender friends/family to enemy	-2
Surrender troop partners to enemy	-3
Surrender ruler to enemy	-4
Surrender good person to enemy	-5
Disturb or Destroying Festivities	-3
Performing sacriligious act	-3
Request Payment for performing good act	-4
Social contacts	
Rumored to know an infamous person	-1
Knows a famous person	+1
Befriends a famous person	+2
Knows upto 4 famous persons	+2
Befriends upto 4 famous persons	+3
Knows more famous persons	+3
Meets more famous persons	+4
(Infamous use opposite modifier instead)	-=+
Bards	
Making Street Performance	-2
Making Regular Streetperformances	-4
Only making Street Performances	-6
Bad Performance	-1
Awful Performance	-2
Outstanding Performance	+1

Thus, after Hanalacious's big performance in Hardby, her reputation in Thyatis City has no impact upon her reputation in Hardby. She thus has an independent, established reputation in both cities. Hana's player should write down the two city names and note Hana's reputation next to each name.

Benefits of a Good Reputation

Reputation is treated much like a special skill, although no skill slots are (or can be) spent on it. When a situation arises in which the Hero's reputation should be considered, 1d20 is rolled-this is called a reputation check. Any roll equal to or less than the Hero's reputation level is considered a success. However, no such roll should ever replace role-playing. In fact, the Hero player should role-play any situation before a reputation check is made.

The DM should then assign an adjustment to the reputation check based upon the role-playing. If a Hero is attempting to alter encounter reactions (i.e., influence reactions or some similar ability), a successful reputation check indicates that the Hero can adjust the reactions by two levels instead of the typical one.

A reputation can be used as an invisible key. It will affect reaction of others the character comes in contact with. A successful reputation check can get a Hero into private parties or functions even when the Hero isn't on the guest registry. A reputable Hero will also find it easy to get a seat at the most prominent banquet hall in town, even if there is a long line and the Hero failed to make a reservation. Dealing with prominent public figures is also easier with a good reputation. A city's mayor is more likely to invite a reputable person to dinner than a commoner.

Reputation can also be used to help smooth out deals, such as the price required to rent the public theater for a weekend's performance. Many other uses of reputation exist and should be adjudicated by the Dungeon Master.

Seduction

Seduction: more than Reaction rolls

Following are the steps for seducing:

- When the character first comes in contact with someone he/she wants to seduce, a normal reaction roll is made. if the reaction of the victim is friendly, then a seduction may take place.

- The preliminary moves are made and attribute checks are made. the seducer makes a Charisma check with modifiers from table 1. the victim makes an Intelligence check (to see if he/she is dumb enough to fall for it) with modifiers from table 1. if the seducer beats the victim's roll by 4 or more, he/she is doing well and may continue

- The DM decides how many more checks should be made with suitable pluses or minuses to the attribute. Usually no more than three more successful checks are necessary. Failed checks mean that the victim of the seduction lost interest, but the seducer can try again with half Charisma check (its not easy to get back up on that horse after being shot down).

Attribute modifiers moves made	seducer	victim
drunkenly	-2	2
sleazy/raunchy	-1	1
aggressive	1	-1
gentleman/lady	+2	-2

Seduction for the Professional

Certain characters have a special benefit of seduction. This ability that differs from the seduction rules above is described here. Note that these rules are not gender specific but are given as if the seducer is a woman. The seducer has a special power of seduction. Seduction is an ability, which is used against individual males of the same or similar race as the seducer. The seducer's percentage chance of seducing is given by the following formula:
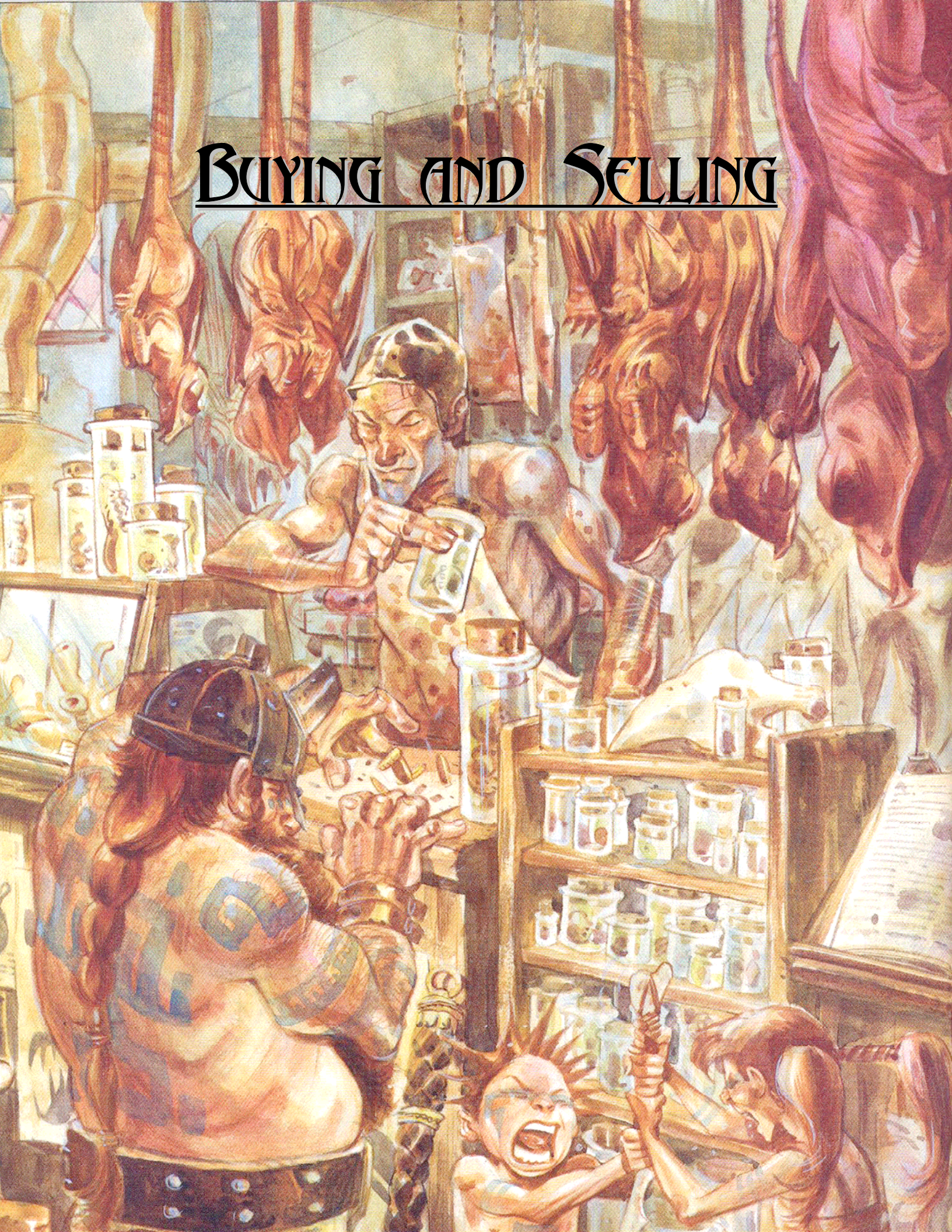
(Seducer's level (or HD, which ever lower) x 100 / victim's level) + modifiers

A seduced person will drop his weapons, become oblivious to his surroundings, and attempt to engage the seducer in a passionate embrace. In such a state he is extremely vulnerable (especially to kiss spells which are very popular amongst seducers). However, if the seducer doesn't attempt to use a spell on a seduced victim, he is allowed to make his save vs. spell. if this is successful, then he realizes what has happened in which case the seduction is broken and he can't be immediately seduced again. Breaking the seduction, however, doesn't affect the success of the spell being used. Seduction can't be used in combat and can't work against other females except those that are homosexuals. the presence of other individuals in close proximity (within 10', or obviously watching) will reduce the chance of success of the seduction attempt. For each outsider present, add 1 to the modifier. Seduction lasts for a number of turns equal to five time the seducer's level, or until broken. it can be broken in a number of ways, i.e. if the seducer attempts to use a kiss spell as above, or if she resists his attentions (the victim is allowed his save vs. spell each time she does so), or if the victim is attacked. in the latter case, The seduction is instantly broken. Seduction can only be used on a single individual at a time; a seducer may use the ability a number of times per day equal to her level.

Example of the use of seduction: Lorna the seducer (3rd level, human, adult, corseted) is attempting to seduce Thad Leaf the thief (5th level, human, Elder). the scene is the Golden Griffon Inn. there are a number of other people present but no one is paying any particular attention to the pair. Lorna's chance of seducing Thad is equal to 3 (her level) x 100 divided by 5 (Thad's level) +1+3-1 (modified for a Elder thief, corseted seducer), i.e. 300 / 8 = 37.5%. Lorna rolls 30. success! Thad is taken in by her charms. however, a bar is no place for a romantic liaison, eagerly he accompanies her upstairs to her room, his arm around her slim Corseted waist, not suspecting the fate that awaits him.

Wisdom Modifier		
1	-6	
2	-4	
3	-3	
4	-2	
5-7	-1	
8-14	0	
15	+1	
16	+2	
17	+3	
18+	+4	
Racial / Class Modifiers		
Fighter	+3	
Cleric	+5	
Rogue	+3	
Orc / Half-Orc	-1	
Dwarf / Gnome / Halfling	+2	
Mage	+4	
Elf / Half-Elf / Fairy	+1	
Other Humanoid	-2	
For each Outsider (see Below)	+1	
Seducer's State of Dress Modifier	Adjustments	
Heavily clothed	+1	
Sexily (Leather/Lace/Shiny clad)	-3	
Powerful, or richly clad (if Male)	-2	
Corseted (if Female)	-1	
or well muscled (if Male)	-1	
Charisma/Comeliness	Add bonus/penalty	
Make Up/Perfumed Scent	-2	(Males -1)
Incorrect Make Up/ Stench	+1	(Males +2)
Scantily / provocatively clad	-1	
Clearly a leader, ruler or similar	-1	(Males -3)
Dressed in cheap clothing, etc.	+2	
Nude	-2	
(Impractical under most circumstances,		
Seducer's Age Modifiers	Adjustments	
Child	+4	
Semi-Adult	-1	(Female -2)
Elder	1	(Females+3)
Puberty	+2	(Female +1)
Adult	0	
Venerable	4	(Female +8)

BUYING AND SELLING

At first acquire the "What can be Bought" book from the same writer, or use those statistics acquired from the Rules Encyclopedia or individual modules, or invent your own realistic base values.

How to Use the Supply and Demand table from the "What Can be Bought".

Products listed with a +1 or more are produced or readily available in the region, therefore non or lower demand, it could even be that the product is illegal in the region. Products listed with a –1 or more aren't (enough) produced or available in the region, therefore a higher demand. Products listed without a number have a basic production and therefor handle a basic price, or the product is unknown in the region or even illegal.

BE WARNED!! THE NUMBERS OR GOODS CAN CHANGE TO CIRCUMSTANCES LIKE WAR, FAMINE, DISASTERS, MONSTERS, RELIGION, RULERS, POLITICS, SEASON AND WEATHER, IN A SHORT PERIOD.

First look in the Supply and Demand Table at a region and a specific basic article and see what is given for adjustment, then add the local adjustment given by the DM (if any as per next table). Then roll 3d6 and add the adjustment total. The quality adjustment used thereafter will be the factor to calculate the correct price with (mostly Normal for game simplicity, but a good DM may increase / decrease prices of specific articles to special articles found by its quality.

example; A character wants to buy a jar of Glue in Specularum, while a war is going on already for 4 months.
The Base Price (Found in the many tables of What Can Be Bought) is 11 sp.
A 7 is rolled on 3d6, the local price adjustment for that product is +1, the DM adjustment becomes +2, to a total of 10=100%.
This means the local base price by that merchant for glue becomes 100% of the original price (11 sp).
The glue is of **inferior quality** (opened and partially hardened) so the price drops to 25%, round up to silver pieces or to copper pieces (3 sp or 28 cp). Another jar is of **supreme quality,** and would sell at (100 +(2d6 =4=> x 10%=140%), round up again to silver or copper pieces, 39 sp or 385 cp.

Or a Supreme Quality Normal Sword is **magical,** normal circumstances and no Local price adjustment and a 10 was rolled on the 3d6. The buyer does not know what magic it holds, then the sword will be 10gp (standard price) x (100 +(2d6 =8=> x 10% = 180%)), round up to 18 gp.
If he knew it was **cursed** it would be no more than 5 sp.
If he knew it was a **+2 sword with Clairaudience 3 times a day**, it would have the value ((non-magical base price x nonmagical encumbrance = 10 x 60) x 5 = 3000 x adjustment +2 = 6000 +(Clairaudience level = 3 x 1000) = 9000 - restriction (3 x day = -10%) = 8100 gp creation cost x 140% = 11340 gp. (No matter how often the mage who crested it failed and had to pour extra money in the project of creating it). This reveals why it saves money to know what magic is inside it, before selling or buying a magical item. To know more about costs of creating magical item read the chapter in the Ultimate Spellbook. The simplified formulae are listed here.

Magical Armor and Weapon costs

Armor Initial Enchantment Cost	= (nonmagical price (gp) x encumbrance (cn)) / 3 (3000gp minimum)
Weapon Initial Enchantment Cost	= (nonmagical price (gp) x encumbrance (cn)) x 5 (1000gp minimum)
Number of Bonuses Cost:	= Initial Enchantment Cost (either Armor or weapons) x # adjustments (plusses or minuses)
Bonuses against Opponents Cost	=½ the Initial Enchantment Cost x # of bonuses against opponent.
Restriction Cost	=- 10% per bonus against opponent per restriction (if used).
Total Initial Enchantment Cost	= Initial Enchantment Cost + # Bonuses Cost + # adjustments vs. Opponents Cost- Restriction Cost
Spell Effect Cost	= 1000gp x number of spell levels per spell effect.
Permanency costs	= 50 x Spell Effect Cost
Restriction cost	= -10% per spell effect against opponent per restriction (if used).
Total spell effect cost	= Spell Effect Cost + Permanency cost + Restriction cost
Total Weapon or Armor Cost	= Total Initial Enchantment Cost + Total Spell Effect Cost

Base Price Adjustment	
Supply and Demand Table	as given there per region
War	+1 / 2 Months
	Services; +1 / Month
Market Flow	-1 / 3 Months
Market Glut	+1 / 3 Months
Merchant War / Article group (Food, Drinks, Tools, etc).	+1 / Week
Disaster/ Plague	-6
	Necessities; +2
Government Pressure	-1 or +1 / Months
Thieves/ Robbers	+1 / Month
	-1 Merchant / Month
	-2 Loads / Month
Devaluation / 100.000 adventurer treasure found	+1 for 1 month / 100.000 found
Famine / Drought / Food Shortage	Food / Drinks; +1 / Month
	Else; -1 / Month
New Region	-10 +1 / Month until balanced as per region
3d6 + Adjustments	
2 or lower	25%
3	30%
4	40%
5	50%
6	60%
7	70%
8	80%
9	90%
10	100%
11	110%
12	120%
13	130%
14	140%
15	150%
16	160%
17	180%
18	200%
19	300%
20 or more	400%
Quality Adjustment	
Junk= Aged by time / damage	x 10%
Bad Quality= made by unskilled Craftsman	x 25%
Normal Quality= made by any Craftsman	x 100%
Good Quality=made by an Expert	x (100 +(1d6 x 10%))
Supreme Quality= made by a Master	x (100 +(2d6 x 10%))
Master Piece= Made by a Grand Master	x (200 +(1d6 x 10%))
(ex. Eleesa the Dweller Swords)	
Unknown Magical Properties	x 200 %
Known Magical Properties	Creation cost +40%
Cursed	x 5%

Haggling or Bargaining

Bargaining is the most common form of trading in most countries. Usually the buyer and seller start by stating outrageous prices and then try to meet each other somewhere in between.

The DM rolls 2d6 to know the limits of these for the NPC's. When the player character is alignment opposed to the character or they are afraid, the DM may adjust the roll by +2 to –2. The offer is of coarse based on that character's appraised value (be it right or wrong).

2d6	Max.Offer if Buying	Min. Price if Selling
2	40%	160%
3 to 5	60%	140%
6 to 7	80%	120%
8 to 10	100%	100%
11 to 12	120%	80%
13+	140%	60%

The Bargaining skill (based on Intelligence) is designed for quick en counters with other characters, and is used in simple haggling over prices in a market, or wages for a simple job. <More important negotiations, like setting the final price of an entire cargo, should be role-played. However, the DM can use a character's Bargaining skill to modify price negotiations at any time—this method is especially useful for summing up the bargaining effect when many loads are haggled over.

A seller **never** wants to go lower than 60% of its appraised base price, which is his own merchant buying / creation price (including taxes). Higher is preferred, for the character must live of this profit. If he does go lower the buyer and seller must be a true friend—not even a Charm could create this effect, only a long-term friendship, or the seller is in need of help from the

buyer who needs the equipment to fulfill this task.

A buyer often doesn't want to go higher than 200% of his appraised base price. Those without a correctly appraised local value of an item often do go higher. The same restrictions do apply as with sellers of course, especially if they are living from it.

A Correctly appraised item is appraised according that character's knowledge of the item or material made of, and the local price can still differ greatly. (This is reflected in the 3d6 roll which has to be made with each new NPC merchant.

Common items may be appraised by anybody as if they have the skill Appraisal.

Illegal items can, if available, only be obtained from Thieves guild houses, or from Merchants who are rarely passing through. The prices will then be as if the article is of 1 to 2 quality steps higher than it actually is.

The Rules to Bargaining, without role-playing.

Step 1;   Determine the difference in Bargaining skill between the two characters. If one has no Bargaining skill, treat its score as a 0.

Step 2;   Multiply that result by 5%. The result is the Price adjustment.

Step 3;   if both characters have the Appraisal skill (or a similar merchant ability), use the evaluation of the superior bargainer to determine which price is adjusted. If only one character has the Appraisal skill, use that price. If neither has the skill the DM should set a fair market value and use that as the base price to be adjusted.

Step 4;   the superior bargainer improves the price or decreases the cost over a cargo's perceived value by the indicated Price adjustment. That is, if the winner ids buying goods, the price is lowered by the amount of Price adjustment, if he is selling goods his agreed on selling price is increased by that amount.

Step 5;   When used for the price of many different wares, total the value of the goods as perceived by the superior bargainer, and add or subtract the percentage as a determined above.

As a rule, successful use of the Bargaining skill will result in a shift in the price of an object. For every point by which the character makes his or her roll, alter the selling price of an object by 2%. Thus, if a character is buying a longbow, which is normally, priced 40 gp makes his bargaining roll by 5 points; they receive a 10% break (making the sale price 36 gp. If the character had been selling the bow, he would have gotten 44 gp for it. This skill is not appropriate for the complex intricacies of major business transactions, however, as that requires the negotiations skill.

For certain transactions, a base offer or price is given for the character concerned. You should use the prices given in "What can be Bought" or else invent your—realistic—own. When selling, the initial offer is double the appraised base value. Once negotiations are underway, the DM roll secretly 2d6, adds the character's charisma modifier and consult the bargaining table to determine what percentage of the base appraised offer or price the NPC will eventually offer or accept.

The bargaining should-at best—be role-played between the DM and the players. The table indicates only how far the NPC is; prepared to go, if the PC's offer a better deal it will of coarse be accepted by the NPC.

And Now...

...Adventure awaits, just over that hill...