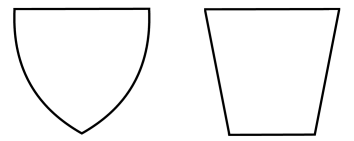
|  |  |
| --- | --- |
| **Name:** | **Class:** |
| **Alignment:** | **Level:** |

Home/Place of Origin:

Languages Known:



# Saving Throws

Death Ray or Poison:

Magic Wands:

Paralysis or Turn to Stone:

Dragon Breath:

Rods, Staves or Spells:

Encumbrance:

Movement Rates:

Armour Class Hit Points

Strength:

Intelligence:

Wisdom:

Dexterity:

Constitution:

Charisma:

## Items Carried

Mundane Gear:

Weapons:

Armour:

Temporary Magic Items:

Permanent Magic Items:

**Skills**

**Weapon Mastery**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Weapon | Lvl | Range | Damage | Defence | Special | THACO |
|  |  |  |  |  |  |  |
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**Treasure Carried Stored At Stored At**

|  |  |  |  |
| --- | --- | --- | --- |
| Platinum Pieces |  |  |  |
| Gold Pieces |  |  |  |
| Electrum Pieces |  |  |  |
| Silver Pieces |  |  |  |
| Copper Pieces |  |  |  |
| Gems/Jewellery, etc. |  |  |  |

# Hirelings and Associates

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Location** | **Position/Relationship** | **Pay** |
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**Property**

Prime Base/Home Location:

Description:

Items Stored There:

Secondary Base/Home Location:

Description:

Items Stored There:

Secondary Base/Home Location:

Description:

Items Stored There:

DRUID SPELL LIST

|  |  |  |  |
| --- | --- | --- | --- |
| Level 1 | Level 2 | Level 3 | Level 4 |
| Analyse (RC 44) | Bless\* (RC 35) | Call Lightning *(RC 41)* | Charm Monster (RC 49) |
| Charm Person (RC 44) | Cure Light Wounds\*(RC 34) | Continual Light\* *(RC 46)* | Confusion (RC 49) |
| Detect Magic (RC45) | Detect Invisible (RC 46) | Cure Blindness *(RC 36)* | Control Temperature 10’ (RC 42) |
| Detect Danger (RC 41) | ESP\* (RC 46) | Cure Disease\* *(RC 36)* | Create Air (RC. 48) |
| Faerie Fire (RC 41) | Find Traps (RC 35) | Dispel Magic *(RC 48)* | Create Water (RC 36) |
| Light\* (RC 45) | Heat Metal (RC 41) | Fly *(RC 48)* | Dimension Door (RC 49) |
| Locate (RC 41) | Invisibility (RC 46) | Growth of Animal *(RC 36)* | Dispel Fog (Gaz9 20) |
| Purify Food and Water (RC 35) | Know Alignment\* (RC 35) | Hold Animal\* *(RC 42)* | Enchanted Weapon (PC1 44) |
| Precipitation (Gaz9 18) | Knock (RC 46) | Hold Person\* *(RC. 48)* | Growth of Plants (RC 49) |
| Predict Weather (RC 41) | Levitate (RC 46) | Horse Rush *(PC1 44)* | Insect Plague (RC 37) |
| Read Language (RC 46) | Mirror Image (RC 47) | Infravision *(RC 48)* | Neutralise Poison\* (RC 37) |
| Remove Fear\* (RC35) | Obscure (RC 41) | Protection From normal Missiles *(RC 49)* | Plant Door (RC 42) |
| Resist Cold (RC 35) | Resist Fire (RC 35) | Prot. From Poison*(RC 42)* | Polymorph Other (RC 50) |
| Shield (RC 46) | Produce Fire (RC 41) | Remove Curse\* *(RC 36)* | Polymorph Self (RC 50) |
| Sleep (RC 45) | Silence 15’ Radius (RC 35) | Speak With Plants *(RC 37)* | Protection from Lightning(RC 42) |
| Speak With Animals (RC, 35) | Snake Charm (RC 35) | Speak With the Dead*(RC 36)* | Sticks to Snakes (RC 37) |
| Ventriloquism (RC 46) | Warp Wood (RC 41) | Striking *(RC 36)* | Summon Animals (RC 42) |
| Watcher (PC1 43) | Web (RC 47) | Water Breathing *(RC 49)* | Wall of Fire (RC 51) |
|  |  |  |  |
| Level 5 | **Level 6** | **Level 7** | **Spells on Scrolls** |
| Anti Plant Shell *(RC 42)* | Aerial Servant *(RC 38)* | Create Any Monsters *(RC 59)* |  |
| Commune *(RC 37)* | Animate Objects *(RC 38)* | Creeping Doom *(RC 43)* |  |
| Create Food *(RC 37)* | Anti Animal Shell *(RC 43)* | Cureall *(RC 38)* |  |
| Create Normal Animals *(RC 38)* | Anti Magic Shell *(RC 53)* | Dance *(RC 57)* |  |
| Control Winds *(RC 42)* | Barrier\* *(RC 38)* | Earthquake *(RC 38)* |  |
| Cure Moderate Wounds\* | Charm Plant *(RC 54)* | Gate *(RC 59)* |  |
| Dissolve *(RC 42)* | Create Magical Monsters *(RC 57)* | Immunity *(RC 59)* |  |
| Hold Monster\* *(RC 52)* | Cure Serious Wounds\* | Maze *(RC 59)* |  |
| Magic Jar *(RC 52)* | Find the Path *(RC 39)* | Metal to Wood *(RC 43)* |  |
| Passwall *(RC 52)* | Lore *(RC 55)* | Regenerate\* |  |
| Pass Plant *(RC 42)* | Lower Water *(RC 53)* | Restore\* *(RC 39)* |  |
| Quest\* *(RC 38)* | Mass Charm *(RC 57)* | Shapechange *(RC 60)* |  |
| Raise Dead\* *(RC 38)* | Move Earth *(RC 53)* | Summon Elementa *(RC 43)* |  |
| Rock *(PC1 45)* | Stoneform *(RC 54)* | Survival *(RC 39)* |  |
| Speak With Monsters *(RC 39)* | Summon Weather *(RC 43)* | Travel *(RC 40)* |  |
| Telekinesis *(RC 52)* | Teleport *(RC 52)* | Weather Control *(RC 43)* |  |
| Truesight *(RC 38)* | Transport Through Plants *(RC 43)* | Wish *(RC 40)* |  |
| Woodform *(RC 52)* | Turn Wood *(RC 43)* | Wizardry *(RC 40)* |  |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Level | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| 1 | 1 |  |  |  |  |  |  |
| 2 | 2 |  |  |  |  |  |  |
| 3 | 2 | 1 |  |  |  |  |  |
| 4 | 3 | 2 |  |  |  |  |  |
| 5 | 3 | 2 | 1 |  |  |  |  |
| 6 | 4 | 2 | 2 |  |  |  |  |
| 7 | 4 | 2 | 2 | 1 |  |  |  |
| 8 | 4 | 3 | 2 | 2 |  |  |  |
| 9 | 4 | 4 | 2 | 2 | 1 |  |  |
| 10 | 4 | 4 | 3 | 2 | 2 |  |  |
| 11 | 5 | 4 | 3 | 2 | 2 | 1 |  |
| 12 | 5 | 4 | 4 | 2 | 2 | 2 |  |
| 13 | 5 | 5 | 4 | 3 | 2 | 2 |  |
| 14 | 5 | 5 | 5 | 3 | 2 | 2 | 1 |
| 15 | 6 | 5 | 5 | 4 | 3 | 2 | 2 |
| 16 | 6 | 6 | 5 | 5 | 4 | 3 | 2 |
| 17 | 6 | 6 | 6 | 5 | 5 | 4 | 3 |
| 18 | 7 | 6 | 6 | 6 | 5 | 4 | 3 |
| 19 | 7 | 7 | 6 | 6 | 6 | 5 | 4 |
| 20 | 8 | 7 | 7 | 6 | 6 | 5 | 4 |
| 21 | 8 | 8 | 7 | 7 | 6 | 6 | 5 |
| 22 | 8 | 8 | 8 | 7 | 7 | 6 | 5 |
| 23 | 8 | 8 | 8 | 8 | 7 | 7 | 6 |
| 24 | 8 | 8 | 8 | 8 | 8 | 7 | 6 |
| 25 | 9 | 8 | 8 | 8 | 8 | 8 | 7 |
| 26 | 9 | 9 | 9 | 8 | 8 | 8 | 7 |
| 27 | 9 | 9 | 9 | 9 | 9 | 8 | 7 |
| 28 | 10 | 9 | 9 | 9 | 9 | 9 | 8 |
| 29 | 10 | 10 | 10 | 9 | 9 | 9 | 9 |
| 30 | 10 | 10 | 10 | 10 | 10 | 9 | 9 |
| 31 | 11 | 10 | 10 | 10 | 10 | 10 | 9 |
| 32 | 11 | 11 | 11 | 10 | 10 | 10 | 10 |
| 33 | 11 | 11 | 11 | 11 | 11 | 10 | 10 |
| 34 | 12 | 11 | 11 | 11 | 11 | 11 | 10 |
| 35 | 12 | 12 | 12 | 12 | 11 | 11 | 11 |
| 36 | 12 | 12 | 12 | 12 | 12 | 12 | 12 |

**DRUID SPELL PROGRESSION**

# Cleric Abilities

### **Turning Undead Table**

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Cleric Level | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9-10 | 11-12 | 13-14 | 15-16 | 17-20 | 21-24 | 25-28 | 29-32 | 33-36 |
| Skeleton | 7 | T | T | D | D | D | D | D | D | D+ | D+ | D+ | D+ | D+ | D# | D# | D# |
| Zombie | 9 | 7 | T | T | D | D | D | D | D | D | D+ | D+ | D+ | D+ | D+ | D# | D# |
| Ghoul | 11 | 9 | 7 | T | T | D | D | D | D | D | D | D+ | D+ | D+ | D+ | D+ | D# |
| Wight | - | 11 | 9 | 7 | T | T | D | D | D | D | D | D | D+ | D+ | D+ | D+ | D+ |
| Wraith | - | - | 11 | 9 | 7 | T | T | D | D | D | D | D | D | D+ | D+ | D+ | D+ |
| Mummy | - | - | - | 11 | 9 | 7 | T | T | D | D | D | D | D | D | D+ | D+ | D+ |
| Spectre | - | - | - | - | 11 | 9 | 7 | T | T | D | D | D | D | D | D | D+ | D+ |
| Vampire | - | - | - | - | - | 11 | 9 | 7 | T | T | D | D | D | D | D | D | D+ |
| Phantom | - | - | - | - | - | - | 11 | 9 | 7 | T | T | D | D | D | D | D | D |
| Haunt | - | - | - | - | - | - | - | 11 | 9 | 7 | T | T | D | D | D | D | D |
| Spirit | - | - | - | - | - | - | - | - | 11 | 9 | 7 | T | T | D | D | D | D |
| Nightshade | - | - | - | - | - | - | - | - | - | 11 | 9 | 7 | T | T | D | D | D |
| Lich | - | - | - | - | - | - | - | - | - | - | 11 | 9 | 7 | T | T | T | T |
| Special | - | - | - | - | - | - | - | - | - | - | - | 11 | 9 | 7 | T | T | T |

7, 9 or 11: Number needed on 2d6 to turn 2d6HD of undead successfully

T : Can automatically turn 2d6HD of undead

D : Can automatically destroy 2d6HD of undead

D+ : Can automatically destroy 3d6HD of undead

D# : Can automatically destroy 4d6HD of undead

Clerical Order Powers:

**Cleric Spells**

|  |  |  |
| --- | --- | --- |
| **Level 1** | **Level 2** | **Level 3** |
| Clear Sight | Bless\* | Continual Light\* |
| Cure light wounds\* | Cure Moderate Wounds | Chardastes Breath\* |
| Detect Evil | Dust Devil | Cure Blindness\* |
| Detect Magic | Find Traps | Cure Disease\* |
| Diagnose | Hold Person\* | Cure Serious Wounds\* |
| Light\* | Know Alignment | Growth of Animal\* |
| Magical Stone | Resist Fire | Locate Object |
| Protection From Evil | Silence 15’ Radius | Remove Curse\* |
| Purify Food and water | Snake Charm | Speak with the Dead |
| Remove Fear\* | Speak With Animal | Striking |
| Resist Cold | Trip | Stoneshape |
| Sanctuary | Withdraw | Water Walk |
|  |  |  |
| **Level 4** | **Level 5** | **Level 6** |
| Abjure | Commune | Aerial Servant |
| Animate Dead | Create Food | Animate Objects |
| Create Water | Dispel Evil | Barrier\* |
| Cure Critical Wounds\* | Geyser | Blessed Sanctum |
| Dispel Magic | Insect Plague | Create Normal Animals |
| Holy Crusader | Magic Font | Cureall |
| Languages | Moonbeam | Find the Path |
| Neutralise Poison\* | Quest\* | Flame Strike |
| Protection from Evil 10’ Radius | Raise Dead\* | Lore |
| Speak With Plants | Sacrifice\* | Speak With Monsters\* |
| Sticks to Snakes | Stone to Flesh\* | Statue |
| Water Breathing | Truesight | Word of Recall |
|  |  |  |
| **Level 7** | **Spells on Scrolls** | **Spells Freely Cast At** |
| Earthquake |  | Cleric Lever 9 – Level 1 Spells |
| Gate\* |  | Cleric Level 14 - :Level 2 Spells |
| Holy Word |  | Cleric Level 18 – Level 3 Spells |
| Mass Heal\* |  | Cleric Level 23 – Level 4 Spells |
| Raise Dead Fully\* |  | Cleric Level 27 – Level 5 Spells |
| Regenerate |  | Cleric Level 32 – Level 6 Spells |
| Restore\* |  | Cleric Level 36 – Level 7 Spells |
| Summon Elemental |  |  |
| Survival |  |  |
| Travel |  |  |
| Wish |  |  |
| Wizardry |  |  |
|  |  |  |

# Thief Abilities

**Level 4:** Gain 80% chance of reading any language

**Level 10:** Gain ability to cast magic user spells from scrolls (10% chance of backfire)

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Level | Open Locks | Find Traps | Remove Traps | Climb Walls | Move Silently | Hide In Shadows | Pick Pockets | Hear Noise |
| 1 | 15 | 10 | 10 | 88 | 20 | 10 | 20 | 30 |
| 2 | 20 | 15 | 15 | 89 | 25 | 15 | 25 | 35 |
| 3 | 25 | 20 | 20 | 90 | 30 | 20 | 30 | 40 |
| 4 | 30 | 25 | 25 | 91 | 35 | 24 | 35 | 45 |
| 5 | 35 | 30 | 30 | 92 | 40 | 28 | 40 | 50 |
| 6 | 40 | 35 | 34 | 93 | 44 | 32 | 45 | 54 |
| 7 | 45 | 40 | 38 | 94 | 48 | 35 | 50 | 58 |
| 8 | 50 | 45 | 42 | 95 | 52 | 38 | 55 | 62 |
| 9 | 24 | 50 | 46 | 96 | 55 | 41 | 60 | 66 |
| 10 | 58 | 54 | 50 | 97 | 58 | 44 | 65 | 70 |
| 11 | 62 | 58 | 54 | 98 | 61 | 47 | 70 | 74 |
| 12 | 66 | 62 | 58 | 99 | 64 | 50 | 75 | 78 |
| 13 | 69 | 66 | 61 | 100 | 66 | 53 | 80 | 81 |
| 14 | 72 | 70 | 64 | 101 | 68 | 56 | 85 | 84 |
| 15 | 75 | 73 | 67 | 102 | 70 | 58 | 90 | 87 |
| 16 | 78 | 76 | 70 | 103 | 72 | 60 | 95 | 90 |
| 17 | 81 | 80 | 73 | 104 | 74 | 62 | 100 | 92 |
| 18 | 84 | 83 | 76 | 105 | 76 | 64 | 105 | 94 |
| 19 | 86 | 86 | 79 | 106 | 78 | 66 | 110 | 96 |
| 20 | 88 | 89 | 82 | 107 | 80 | 68 | 115 | 98 |
| 21 | 90 | 92 | 85 | 108 | 82 | 70 | 120 | 100 |
| 22 | 92 | 94 | 88 | 109 | 84 | 72 | 125 | 102 |
| 23 | 94 | 96 | 91 | 110 | 86 | 74 | 130 | 104 |
| 24 | 96 | 98 | 94 | 111 | 88 | 76 | 135 | 106 |
| 25 | 98 | 99 | 97 | 112 | 89 | 78 | 140 | 108 |
| 26 | 100 | 100 | 100 | 113 | 90 | 80 | 145 | 110 |
| 27 | 102 | 101 | 103 | 114 | 91 | 82 | 150 | 112 |
| 28 | 104 | 102 | 106 | 115 | 92 | 84 | 155 | 114 |
| 29 | 106 | 103 | 109 | 116 | 93 | 86 | 160 | 116 |
| 30 | 108 | 104 | 112 | 117 | 94 | 88 | 165 | 118 |
| 31 | 110 | 105 | 115 | 118 | 95 | 90 | 170 | 120 |
| 32 | 112 | 106 | 118 | 119 | 96 | 92 | 175 | 122 |
| 33 | 114 | 107 | 121 | 120 | 97 | 94 | 180 | 124 |
| 34 | 116 | 108 | 124 | 121 | 98 | 96 | 185 | 126 |
| 35 | 118 | 109 | 127 | 122 | 99 | 98 | 190 | 128 |
| 36 | 120 | 110 | 130 | 88 | 100 | 100 | 195 | 130 |

**Backstab:** +4 to hit, damage x2 (level 1-8), x3 (9-17), x4 (18-26), x5 (27-35), x6 (36)

**Assassin Abilities**

**Assassinate:** Requires extra round to prepare. Base chance 50% +5% per assassin level -5% per victim level or HD

**Level 4:** Backstab (2x damage if striking unobserved from behind)

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Level | Open Locks | Find Traps | Remove Traps | Climb Walls | Move Silently | Hide In Shadows | Pick Pockets | Hear Noise |
| 1 | 15 | 10 | 10 | 88 | 20 | 10 | 20 | 30 |
| 2 | 20 | 15 | 15 | 89 | 25 | 15 | 25 | 35 |
| 3 | 25 | 20 | 20 | 90 | 30 | 20 | 30 | 40 |
| 4 | 30 | 25 | 25 | 91 | 35 | 24 | 35 | 45 |
| 5 | 35 | 30 | 30 | 92 | 40 | 28 | 40 | 50 |
| 6 | 40 | 35 | 34 | 93 | 44 | 32 | 45 | 54 |
| 7 | 45 | 40 | 38 | 94 | 48 | 35 | 50 | 58 |
| 8 | 50 | 45 | 42 | 95 | 52 | 38 | 55 | 62 |
| 9 | 24 | 50 | 46 | 96 | 55 | 41 | 60 | 66 |
| 10 | 58 | 54 | 50 | 97 | 58 | 44 | 65 | 70 |
| 11 | 62 | 58 | 54 | 98 | 61 | 47 | 70 | 74 |
| 12 | 66 | 62 | 58 | 99 | 64 | 50 | 75 | 78 |
| 13 | 69 | 66 | 61 | 100 | 66 | 53 | 80 | 81 |
| 14 | 72 | 70 | 64 | 101 | 68 | 56 | 85 | 84 |
| 15 | 75 | 73 | 67 | 102 | 70 | 58 | 90 | 87 |
| 16 | 78 | 76 | 70 | 103 | 72 | 60 | 95 | 90 |
| 17 | 81 | 80 | 73 | 104 | 74 | 62 | 100 | 92 |
| 18 | 84 | 83 | 76 | 105 | 76 | 64 | 105 | 94 |
| 19 | 86 | 86 | 79 | 106 | 78 | 66 | 110 | 96 |
| 20 | 88 | 89 | 82 | 107 | 80 | 68 | 115 | 98 |
| 21 | 90 | 92 | 85 | 108 | 82 | 70 | 120 | 100 |
| 22 | 92 | 94 | 88 | 109 | 84 | 72 | 125 | 102 |
| 23 | 94 | 96 | 91 | 110 | 86 | 74 | 130 | 104 |
| 24 | 96 | 98 | 94 | 111 | 88 | 76 | 135 | 106 |
| 25 | 98 | 99 | 97 | 112 | 89 | 78 | 140 | 108 |
| 26 | 100 | 100 | 100 | 113 | 90 | 80 | 145 | 110 |
| 27 | 102 | 101 | 103 | 114 | 91 | 82 | 150 | 112 |
| 28 | 104 | 102 | 106 | 115 | 92 | 84 | 155 | 114 |
| 29 | 106 | 103 | 109 | 116 | 93 | 86 | 160 | 116 |
| 30 | 108 | 104 | 112 | 117 | 94 | 88 | 165 | 118 |
| 31 | 110 | 105 | 115 | 118 | 95 | 90 | 170 | 120 |
| 32 | 112 | 106 | 118 | 119 | 96 | 92 | 175 | 122 |
| 33 | 114 | 107 | 121 | 120 | 97 | 94 | 180 | 124 |
| 34 | 116 | 108 | 124 | 121 | 98 | 96 | 185 | 126 |
| 35 | 118 | 109 | 127 | 122 | 99 | 98 | 190 | 128 |
| 36 | 120 | 110 | 130 | 88 | 100 | 100 | 195 | 130 |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Character Level | Tightrope Walking (%) | Pole Vaulting | High Jumping | Long Jumping | | Tumbling (%) | Falling/  Damage reduction |
| **Standing** | **Running** |  |  |
| 1 | 50 | 10’ | 5’ | 5’ | 10’ | 30 | 1d6 |
| 2 | 55 | 11’ | 5’ | 5’ | 11’ | 32 |  |
| 3 | 60 | 12’ | 5’ | 6’ | 12’ | 34 |  |
| 4 | 63 | 13’ | 6’ | 6’ | 13’ | 36 | 2d6 |
| 5 | 66 | 14’ | 6’ | 7’ | 14’ | 38 |  |
| 6 | 69 | 15’ | 6’ | 7’ | 15’ | 40 |  |
| 7 | 72 | 16’ | 7’ | 8’ | 16’ | 42 |  |
| 8 | 75 | 17’ | 7’ | 8’ | 17’ | 44 | 3d6 |
| 9 | 78 | 18’ | 7’ | 9’ | 18’ | 46 |  |
| 10 | 81 | 19’ | 7’ | 9’ | 19’ | 48 |  |
| 11 | 84 | 20’ | 8’ | 10’ | 20’ | 50 |  |
| 12 | 87 | 20’ | 8’ | 10’ | 21’ | 52 | 4d6 |
| 13 | 90 | 21’ | 8’ | 11’ | 22’ | 54 |  |
| 14 | 93 | 21’ | 8’ | 11’ | 23’ | 56 |  |
| 15 | 96 | 22’ | 8’ | 12’ | 24’ | 58 |  |
| 16 | 99 | 22’ | 9’ | 12’ | 25’ | 60 | 5d6 |
| 17 | 102 | 23’ | 9’ | 13’ | 26’ | 62 |  |
| 18 | 105 | 23’ | 9’ | 13’ | 27’ | 64 |  |
| 19 | 108 | 24’ | 9’ | 14’ | 28’ | 66 |  |
| 20 | 111 | 24’ | 9’ | 14’ | 29’ | 68 | 6d6 |
| 21 | 114 | 25’ | 10’ | 15’ | 30’ | 70 |  |
| 22 | 117 | 25’ | 10’ | 15’ | 31’ | 72 |  |
| 23 | 120 | 26’ | 10’ | 16’ | 32’ | 74 |  |
| 24 | 123 | 26’ | 10’ | 16’ | 33’ | 76 | 7d6 |
| 25 | 126 | 27’ | 10’ | 17’ | 34’ | 78 |  |
| 26 | 129 | 27’ | 11’ | 17’ | 35’ | 80 |  |
| 27 | 132 | 28’ | 11’ | 18’ | 36’ | 82 |  |
| 28 | 135 | 28’ | 11’ | 18’ | 37’ | 84 | 8d6 |
| 29 | 138 | 28’ | 11’ | 19’ | 38’ | 86 |  |
| 30 | 141 | 29’ | 11’ | 19’ | 39’ | 88 |  |
| 31 | 144 | 29’ | 12’ | 20’ | 40’ | 90 |  |
| 32 | 147 | 29’ | 12 | 20’ | 41’ | 92 | 9d6 |
| 33 | 150 | 30’ | 12’ | 21’ | 42’ | 94 |  |
| 34 | 153 | 30’ | 12’ | 21’ | 43’ | 96 |  |
| 35 | 156 | 30’ | 12’ | 22’ | 44’ | 98 |  |
| 36 | 159 | 30’ | 13’ | 22’ | 45’ | 100 | 10d6 |

**Acrobatics**

Bard

Songs Known

Level 1 (slots per day: )

Level 2 (slots per day: )

Level 3 (slots per day: )

Level 4 (slots per day: )

Level 5 (slots per day: )

Bardic Inspiration

|  |  |  |  |
| --- | --- | --- | --- |
| Spellsong Level | D20 | % Check | d6 Check |
| 1 | +2 | +10% | +1 |
| 2 | +3 | +15% | +2 |
| 3 | +4 | +20% | +2 |
| 4 | +5 | +25% | +3 |
| 5 | +6 | +30% | +3 |

**Undead Turning:** As cleric of equal level, each attempt costs 2 spellsong levels

Knack: Activate magic items of other classes, each use costs spellsong slot of equal or higher level magic

# Rake

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Level | Open Locks | Climb Walls | Move Silently | Hide In Shadows | Hear Noise |
| 1 | 15 | 88 | 20 | 10 | 30 |
| 2 | 20 | 89 | 25 | 15 | 35 |
| 3 | 25 | 90 | 30 | 20 | 40 |
| 4 | 30 | 91 | 35 | 24 | 45 |
| 5 | 35 | 92 | 40 | 28 | 50 |
| 6 | 40 | 93 | 44 | 32 | 54 |
| 7 | 45 | 94 | 48 | 35 | 58 |
| 8 | 50 | 95 | 52 | 38 | 62 |
| 9 | 24 | 96 | 55 | 41 | 66 |
| 10 | 58 | 97 | 58 | 44 | 70 |
| 11 | 62 | 98 | 61 | 47 | 74 |
| 12 | 66 | 99 | 64 | 50 | 78 |
| 13 | 69 | 100 | 66 | 53 | 81 |
| 14 | 72 | 101 | 68 | 56 | 84 |
| 15 | 75 | 102 | 70 | 58 | 87 |
| 16 | 78 | 103 | 72 | 60 | 90 |
| 17 | 81 | 104 | 74 | 62 | 92 |
| 18 | 84 | 105 | 76 | 64 | 94 |
| 19 | 86 | 106 | 78 | 66 | 96 |
| 20 | 88 | 107 | 80 | 68 | 98 |
| 21 | 90 | 108 | 82 | 70 | 100 |
| 22 | 92 | 109 | 84 | 72 | 102 |
| 23 | 94 | 110 | 86 | 74 | 104 |
| 24 | 96 | 111 | 88 | 76 | 106 |
| 25 | 98 | 112 | 89 | 78 | 108 |
| 26 | 100 | 113 | 90 | 80 | 110 |
| 27 | 102 | 114 | 91 | 82 | 112 |
| 28 | 104 | 115 | 92 | 84 | 114 |
| 29 | 106 | 116 | 93 | 86 | 116 |
| 30 | 108 | 117 | 94 | 88 | 118 |
| 31 | 110 | 118 | 95 | 90 | 120 |
| 32 | 112 | 119 | 96 | 92 | 122 |
| 33 | 114 | 120 | 97 | 94 | 124 |
| 34 | 116 | 121 | 98 | 96 | 126 |
| 35 | 118 | 122 | 99 | 98 | 128 |
| 36 | 120 | 88 | 100 | 100 | 130 |

**Panache Points (up to Rake level):**

**Gauche Points (up to 10):**

**Information Gathering**: Level 4+ a rake has a 60% chance (+5% for a charisma of 13-15, +10% for a charisma of 16-17, +15% for a charisma of 18) of finding information in a town or city. The Rake may attempt this in any settlement once per week.

**Boggling**: Level 6+ can attempt to take an extra action in the first round of against a sentient, foe. Make a feint, obscene gesture, snide comment, *etc*. The rakes opponent must roll 1d6; a 1 or 2 indicates that the foe is surprised and will not be able to respond to any attacks made by the rake that round. A rake can attempt this a number of times per day equal to his level divided by 5 (rounded up).

Merchant

**Spell Progression**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Level | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| 1 | 1 |  |  |  |  |  |  |  |  |
| 2 | 2 |  |  |  |  |  |  |  |  |
| 3 | 2 | 1 |  |  |  |  |  |  |  |
| 4 | 2 | 2 |  |  |  |  |  |  |  |
| 5 | 2 | 2 | 1 |  |  |  |  |  |  |
| 6 | 2 | 2 | 2 |  |  |  |  |  |  |
| 7 | 3 | 2 | 2 | 1 |  |  |  |  |  |
| 8 | 3 | 3 | 2 | 2 |  |  |  |  |  |
| 9 | 3 | 3 | 3 | 2 | 1 |  |  |  |  |
| 10 | 3 | 3 | 3 | 3 | 2 |  |  |  |  |
| 11 | 4 | 3 | 3 | 3 | 2 | 1 |  |  |  |
| 12 | 4 | 4 | 4 | 3 | 2 | 1 |  |  |  |
| 13 | 4 | 4 | 4 | 3 | 2 | 2 |  |  |  |
| 14 | 4 | 4 | 4 | 4 | 3 | 2 |  |  |  |
| 15 | 5 | 4 | 4 | 4 | 3 | 2 | 1 |  |  |
| 16 | 5 | 5 | 5 | 4 | 3 | 2 | 2 |  |  |
| 17 | 6 | 5 | 5 | 4 | 4 | 3 | 2 |  |  |
| 18 | 6 | 5 | 5 | 4 | 4 | 3 | 2 | 1 |  |
| 19 | 6 | 5 | 5 | 5 | 4 | 3 | 2 | 2 |  |
| 20 | 6 | 5 | 5 | 5 | 4 | 4 | 3 | 2 |  |
| 21 | 6 | 5 | 5 | 5 | 4 | 4 | 3 | 2 | 1 |
| 22 | 6 | 6 | 5 | 5 | 5 | 4 | 3 | 2 | 2 |
| 23 | 6 | 6 | 6 | 6 | 5 | 4 | 3 | 3 | 2 |
| 24 | 7 | 7 | 6 | 6 | 5 | 5 | 4 | 3 | 2 |
| 25 | 7 | 7 | 6 | 6 | 5 | 5 | 4 | 4 | 3 |
| 26 | 7 | 7 | 7 | 6 | 6 | 5 | 5 | 4 | 3 |
| 27 | 7 | 7 | 7 | 6 | 6 | 5 | 5 | 5 | 4 |
| 28 | 8 | 8 | 7 | 6 | 6 | 6 | 6 | 5 | 4 |
| 29 | 8 | 8 | 7 | 7 | 7 | 6 | 6 | 5 | 5 |
| 30 | 8 | 8 | 8 | 7 | 7 | 7 | 6 | 6 | 5 |
| 31 | 8 | 8 | 8 | 7 | 7 | 7 | 7 | 6 | 6 |
| 32 | 9 | 8 | 8 | 8 | 8 | 7 | 7 | 7 | 6 |
| 33 | 9 | 9 | 9 | 8 | 8 | 8 | 7 | 7 | 7 |
| 34 | 9 | 9 | 9 | 9 | 8 | 8 | 8 | 8 | 7 |
| 35 | 9 | 9 | 9 | 9 | 9 | 9 | 8 | 8 | 8 |
| 36 | 9 | 9 | 9 | 9 | 9 | 9 | 9 | 9 | 9 |

Thief Skill 1:

Thief Skill 2:

Broker Points:

Treasure Maximum Value Population Multiplier:

Cargo

Type Encumberance Value

# Spell Book

## Level1

**Level2**

**Level 3**

**Level 4**

**Level 5**

**Level 6**

**Level 7**

**Level 8**

**Level 9**

**Library**

**Total Value:**

**Maximum Spell Level Possible:**

**Major Texts:**

**Spells and Magic Items Created:**

**Magic User Spell Progression**

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Level | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | Total spell levels |
| 1 | 1 |  |  |  |  |  |  |  |  | 1 |
| 2 | 2 |  |  |  |  |  |  |  |  | 2 |
| 3 | 2 | 1 |  |  |  |  |  |  |  | 4 |
| 4 | 2 | 2 |  |  |  |  |  |  |  | 6 |
| 5 | 2 | 2 | 1 |  |  |  |  |  |  | 9 |
| 6 | 2 | 2 | 2 |  |  |  |  |  |  | 12 |
| 7 | 3 | 2 | 2 | 1 |  |  |  |  |  | 17 |
| 8 | 3 | 3 | 2 | 2 |  |  |  |  |  | 23 |
| 9 | 3 | 3 | 3 | 2 | 1 |  |  |  |  | 31 |
| 10 | 3 | 3 | 3 | 3 | 2 |  |  |  |  | 40 |
| 11 | 4 | 3 | 3 | 3 | 2 | 1 |  |  |  | 47 |
| 12 | 4 | 4 | 4 | 3 | 2 | 1 |  |  |  | 52 |
| 13 | 4 | 4 | 4 | 3 | 2 | 2 |  |  |  | 58 |
| 14 | 4 | 4 | 4 | 4 | 3 | 2 |  |  |  | 67 |
| 15 | 5 | 4 | 4 | 4 | 3 | 2 | 1 |  |  | 75 |
| 16 | 5 | 5 | 5 | 4 | 3 | 2 | 2 |  |  | 87 |
| 17 | 6 | 5 | 5 | 4 | 4 | 3 | 2 |  |  | 99 |
| 18 | 6 | 5 | 5 | 4 | 4 | 3 | 2 | 1 |  | 107 |
| 19 | 6 | 5 | 5 | 5 | 4 | 3 | 2 | 2 |  | 119 |
| 20 | 6 | 5 | 5 | 5 | 4 | 4 | 3 | 2 |  | 132 |
| 21 | 6 | 5 | 5 | 5 | 4 | 4 | 3 | 2 | 1 | 141 |
| 22 | 6 | 6 | 5 | 5 | 5 | 4 | 3 | 2 | 2 | 157 |
| 23 | 6 | 6 | 6 | 6 | 5 | 4 | 3 | 3 | 2 | 172 |
| 24 | 7 | 7 | 6 | 6 | 5 | 5 | 4 | 3 | 2 | 188 |
| 25 | 7 | 7 | 6 | 6 | 5 | 5 | 4 | 4 | 3 | 205 |
| 26 | 7 | 7 | 7 | 6 | 6 | 5 | 5 | 4 | 3 | 220 |
| 27 | 7 | 7 | 7 | 6 | 6 | 5 | 5 | 5 | 4 | 237 |
| 28 | 8 | 8 | 7 | 6 | 6 | 6 | 6 | 5 | 4 | 253 |
| 29 | 8 | 8 | 7 | 7 | 7 | 6 | 6 | 5 | 5 | 271 |
| 30 | 8 | 8 | 8 | 7 | 7 | 7 | 6 | 6 | 5 | 288 |
| 31 | 8 | 8 | 8 | 7 | 7 | 7 | 7 | 6 | 6 | 304 |
| 32 | 9 | 8 | 8 | 8 | 8 | 7 | 7 | 7 | 6 | 322 |
| 33 | 9 | 9 | 9 | 8 | 8 | 8 | 7 | 7 | 7 | 342 |
| 34 | 9 | 9 | 9 | 9 | 8 | 8 | 8 | 8 | 7 | 361 |
| 35 | 9 | 9 | 9 | 9 | 9 | 9 | 8 | 8 | 8 | 381 |
| 36 | 9 | 9 | 9 | 9 | 9 | 9 | 9 | 9 | 9 | 405 |

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Level** | **AC** | **Damage Bonus** | **Attacks** | **Mv** | **Magic Equivalent** | **Abilities** | **Climb Walls** | **Move Silently** | **Hide In Shadows** | **Hear Noise** |
| **1** | 9 | +1d3 | 1 | 120’ | - |  | 88 | 20 | 10 | 30 |
| **2** | 8 | +1d4 | 1 | 130’ | Silver | Awareness | 89 | 25 | 15 | 35 |
| **3** | 7 | +1d5 | 1 | 140’ |  |  | 90 | 30 | 20 | 40 |
| **4** | 6 |  | 1 | 150’ |  | Falling (1) | 91 | 35 | 24 | 45 |
| **5** | 5 | +1d6 | 1 | 150’ | +1 weapon | Heal Self | 92 | 40 | 28 | 50 |
| **6** | 4 |  | 1 | 160’ |  |  | 93 | 44 | 32 | 54 |
| **7** | 3 | +1d8 | 1 | 170’ |  |  | 94 | 48 | 35 | 58 |
| **8** | 2 |  | 1 | 180’ |  | Speak with animals | 95 | 52 | 38 | 62 |
| **9** | 1 | +2d4 | 1 | 190’ |  |  | 96 | 55 | 41 | 66 |
| **10** | 0 |  | 1 | 200’ | +2 weapon |  | 97 | 58 | 44 | 70 |
| **11** | -1 | +1d10 | 1 | 210’ |  | Feign Death | 98 | 61 | 47 | 74 |
| **12** | -2 |  | 2 | 220’ |  | Falling (2) | 99 | 64 | 50 | 78 |
| **13** | -3 |  | 2 | 230’ |  |  | 100 | 66 | 53 | 81 |
| **14** | -3 | +1d12 | 2 | 240’ |  | Speak With Anyone | 101 | 68 | 56 | 84 |
| **15** | -4 |  | 2 | 250’ | +3 weapon |  | 102 | 70 | 58 | 87 |
| **16** | -4 |  | 2 | 260’ |  |  | 103 | 72 | 60 | 90 |
| **17** | -4 | +2d6 | 2 | 260’ |  | Resistance | 104 | 74 | 62 | 92 |
| **18** | -5 |  | 2 | 270’ |  |  | 105 | 76 | 64 | 94 |
| **19** | -5 |  | 2 | 270’ |  |  | 106 | 78 | 66 | 96 |
| **20** | -5 | +2d8 | 2 | 280’ | +4 weapon | Mind Block Falling (3) | 107 | 80 | 68 | 98 |
| **21** | -5 |  | 2 | 280’ |  |  | 108 | 82 | 70 | 100 |
| **22** | -6 |  | 2 | 290’ |  |  | 109 | 84 | 72 | 102 |
| **23** | -6 | +2d10 | 2 | 290’ |  | Blankout | 110 | 86 | 74 | 104 |
| **24** | -6 |  | 3 | 300’ |  |  | 111 | 88 | 76 | 106 |
| **25** | -6 |  | 3 | 300’ |  |  | 112 | 89 | 78 | 108 |
| **26** | -6 | +2d12 | 3 | 310’ | +5 weapon | Willpower | 113 | 90 | 80 | 110 |
| **27** | -7 |  | 3 | 310’ |  |  | 114 | 91 | 82 | 112 |
| **28** | -7 |  | 3 | 320’ |  | Falling (4) | 115 | 92 | 84 | 114 |
| **29** | -7 | +3d8 | 3 | 320’ |  |  | 116 | 93 | 86 | 116 |
| **30** | -7 |  | 3 | 330’ |  | Gentle Touch | 117 | 94 | 88 | 118 |
| **31** | -7 |  | 3 | 330’ |  |  | 118 | 95 | 90 | 120 |
| **32** | -7 | +3d10 | 3 | 340’ |  |  | 119 | 96 | 92 | 122 |
| **33** | -8 |  | 3 | 340’ |  |  | 120 | 97 | 94 | 124 |
| **34** | -8 |  | 3 | 350’ |  |  | 121 | 98 | 96 | 126 |
| **35** | -8 | +3d12 | 3 | 350’ |  |  | 122 | 99 | 98 | 128 |
| **36** | -9 |  | 4 | 360’ |  | Falling (5) | 88 | 100 | 100 | 130 |

**Medicine Man**

Level 3 Ability: Can identify any plant or plant like monster, 50% +3% per level, up to 95%

Level 6:

Level 9:

Level 12:

Level 15:

Level 18:

Spells

**Level 1**  
Charm Person *(RC 44)*  
Detect Magic *(RC45)*   
Detect Danger *(RC 41)*  
Faerie Fire *(RC 41)*  
Light\* *(RC 45))*   
Locate *(RC 41*  
Magical Stone  
Purify Food and Water *(RC 35)*   
Predict Weather *(RC 41)*  
Remove Fear\* *(RC35)*  
Resist Cold *(RC 35)*Shield *(RC 46)*  
Sleep *(RC 45)*Ventriloquism *(RC 46)*

**Level 2**  
Bless\* *(RC 35)*  
Cure Light Wounds\*Find Traps *(RC 35)*Heat Metal *(RC 41)*Mirror Image *(RC 47)*Obscure *(RC 41)*  
Phantasmal Force *(RC 47)*  
Resist Fire *(RC 35)*   
Produce Fire *(RC 41)*  
Silence 15’ Radius *(RC 35)*  
Snake Charm *(RC 35)*   
Speak With Animal *(RC, 35)*  
Warp Wood *(RC 41)*  
Web *(RC 47)*

**Level 3**  
Call Lightning *(RC 41)*Continual Light\* *(RC 46)*  
Cure Blindness *(RC 36)*  
Cure Disease\* *(RC 36)*Cure Moderate Wounds\*  
Dispel Magic *(RC 48)*   
Growth of Animal *(RC 36)*   
Hold Person\* *(RC. 48)*   
Prot. From Poison *(RC 42)*Remove Curse\* *(RC 36)*  
Speak With Plants *(RC 37)*StoneshapeStriking *(RC 36)*Water Breathing *(RC 49)*

**Level 4**  
Charm Monster *(RC 49)*  
Control Temperature 10’ (*RC 42)*   
Create Water *(RC 36)*   
Cure Serious Wounds  
Growth of Plants *(RC 49)*Hallucinatory Terrain *(RC 50)*Insect Plague *(RC 37)*  
Neutralise Poison\* *(RC 37)*  
Polymorph Other *(RC 50)*   
Polymorph Self *(RC 50)*  
Prot. from Lightning*(RC 42)*  
Sticks to Snakes *(RC 37)*   
Summon Animals *(RC 42)*Wall of Fire *(RC 51)*

**Level 5**  
Anti Plant Shell *(RC 42)*Commune *(RC 37)*  
Create Food *(RC 37)*   
Create Normal Animals *(RC 38)*   
Control Winds *(RC 42)*Hold Monster\* *(RC 52)*Insect Plague *(RC 37)*Languages\*Pass Plant *(RC 42)*  
Quest\* *(RC 38)*  
Raise Dead\* *(RC 38)*   
Speak With Monsters *(RC 39)*  
Truesight *(RC 38)*  
Woodform *(RC 52)***Level 6**  
Aerial Servant *(RC 38)*Animate Objects *(RC 38)*   
Anti Animal Shell *(RC 43)*   
Anti Magic Shell *(RC 53)*Barrier\* *(RC 38)*  
Charm Plant *(RC 54)*   
Cure Critical Wounds\*   
Find the Path *(RC 39)*   
Lower Water *(RC 53)*  
Mass Charm *(RC 57)*Speak With Monsters (*RC 39)*  
Summon Weather *(RC 43)*  
Transport Through Plants *(RC 43)*  
Turn Wood *(RC 43)***Level 7**  
Create Any Monsters *(RC 59)*Creeping Doom *(RC 43)*Cureall *(RC 38)*  
Earthquake *(RC 38)*   
Gate *(RC 59)*  
Immunity *(RC 59)*   
Metal to Wood *(RC 43)*   
Shapechange *(RC 60)*Survival *(RC 39)*Regenerate\*  
Restore\* *(RC 39)*   
Summon Elemental *(RC 43)*  
Weather Control *(RC 43)*  
Wish *(RC 40)*